

Ghost Towns Savage Worlds Deadlands S2p10212

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in town is destroyed by an ethereal fl ame. Aftermath With the ghosts laid to rest, the posse is free to explore the town and recover the hidden gold. Ghost Town A Savage Worlds One Sheet™ By Dave Blewer & Piotr Korys for use with Deadlands™ or as a Western diversion The posse arrives in a town rumored to hold lost treasure.

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Ghost Towns (Savage Worlds, Deadlands, S2P10212): Ric ...
A Savage Worlds One Sheet™ By Dave Blewer & Piotr Korys for use with Deadlands™ or as a Western diversion. Legend and rumor have long surrounded the town of Prosperity. Some say the town is the site of buried Indian gold, others say it has some desperado ' s hidden loot squirreled away in one of its many corners, yet

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This is a list of the publications released for the roleplaying game Deadlands: The Weird West, published by Pinnacle Entertainment Group.The game was originally released using its own custom rules, and has since been published using the d20 system, GURPS and Savage Worlds rules.. The Deadlands world was expanded with a post-apocalyptic setting entitled Deadlands: Hell on Earth; a list of the ...

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover

From automatons to zombies, many elements of fantasy and science fiction have been cross-pollinated with the Western movie genre. In its second edition, this encyclopedia of the Weird Western includes many new entries covering film, television, animation, novels, pulp fiction, short stories, comic books, graphic novels and video and role-playing games. Categories include Weird, Weird Menace, Science Fiction, Space, Steampunk and Romance Westerns.

"The Marshal's Handbook is not a complete game. The Weird West Player's Guide is also required to play ..." -- From back cover

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. The mysteries of the Native Americans of the Weird West are revealed in this sourcebook. This book includes tons of new shamanic powers along with new Edges and Hindrances and detailed information on the tribes themselves.

The newest book based on the hit Weird West RPG franchise Deadlands! Step right up to see the oddities and marvels of The Blackstone Family Circus and Travelling Wonder Show! Gasp at pit wasps the size of a man ' s forearm. Beware the pumpkin-headed corn stalker, lest it plant its roots in you! Annie Pearl is the keeper of oddities, the mistress of monsters. Her unique collection of creatures is one of the circus ' s star attractions, drawing wide-eyed crowds at every small frontier town they visit. But Annie is also a woman running from her past . . . and the mother of a mute young daughter, Adeline, whom she will do anything to protect. Hoping to fill its coffers before winter sets in, the circus steers its wagons to The Clearing, a remote community deep in the Oregon wilderness, surrounded by an ominous dark wood. Word is that a travelling show can turn a tidy profit at The Clearing, but there are whispers, too, of unexplained disappearances that afflict one out of every four shows that pass through the town. The Clearing has it secrets, and so does Annie. And it may take everything she has to save her daughter—and the circus—from both. A gripping tale of the Weird West, set on the haunted frontier of DEADLANDS, the award-winning game from Pinnacle Entertainment Group.

From New York Times bestselling author Jonathan Maberry, the first in a thrilling series of novels based on Deadlands, a hugely successful role-playing game (RPG) set in the Weird, Weird West. Welcome to the Deadlands, where steely-eyed gunfighters rub shoulders with mad scientists and dark, unnatural forces. Where the Great Quake of 1868 has shattered California into a labyrinth of sea-flooded caverns . . . and a mysterious substance called "ghost rock" fuels exotic steampunk inventions as well as plenty of bloodshed and flying bullets. In Ghostwalkers, a gun-for-hire, literally haunted by his bloody past, comes to the struggling town of Paradise Falls, where he becomes embroiled in a deadly conflict between the besieged community and a diabolically brilliant alchemist who is building terrible new weapons of mass destruction . . . and an army of the living dead! Deadlands is one of the most popular RPGs in history, with over a million Deadlands gaming books sold. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

They Outnumber The Living. . . 25 to 1. Those are the odds of being struck down--and resurrected--by the savage plague that's sweeping the country, forcing survivors to band together against the dead. They're Growing Stronger. . . Even among the living, there is dissention. A new leader known as the Red Man has risen up and taken charge--and he's nearly as dangerous as the hungry dead. Some, like Bob Richardson and his friends, strike out on their own. Because if the men with guns don't get them, the zombies will. They're Getting Smarter. . . Fleeing the cities, Richardson and his crew find sanctuary in an abandoned farm. But their stronghold may not be strong enough. Something strange and terrifying is happening to the undead. They're banding together. Working as a group. Hungering for a common goal: human flesh. And lots of it. Praise for Joe McKinney and His Novels "A merciless, fast-paced and genuinely scary read that will leave you absolutely breathless." --Bram Stoker Award-winning author Brian Keene on Dead City "A fantastic tale of survival horror that starts with a bang and never lets up." --Zombiehub.com "A rising star on the horror scene."--Fearnnet.com

Deadlands: The Weird West, Pinnacle's award-winning game of supernatural horror in the Old West continues to roll along. In 2000, new products allow players to take on the role of operatives for the Agency, wrestle with the curses of lycanthropy and vampirism, and learn the secrets of the latest developments in the New Science. Mad Scientists and their weird gizmos are the focus of this jam-packed sourcebook done in the format of a certain famous catalog of yesteryear. Alongside traditional weapons and equipment, player's can find rules for fantastic devices and the madmen (um, geniuses) who create them.

Vampires robbing banks; a Werewolf Sheriff; Newfangled electric Zombies; Alchemists enslaving vampires; Ghosts posing for portraits. The west was never this wild. Saddle up for an adventure through a collection of horror and dark fantasy tales that will keep you turning the pages, though you might keep one eye peeled for any severed heads that might be rolling your way. Featuring stories by: Bill D. Allen , Sherri Dean, Matthew Baugh, Bill Craig, Lyn McConchie, John Howard, David Boop, David Lee Summers, Renee James, Don Hornbostel, Kit Volker, Sam Kepfield, Nicole Givens Kurtz, Lee Clark Zumpe, Carol Hightshoe, Joel Jenkins, Henrik Ramsager, Jennifer Campbell-Hicks and James Patrick Cobb.

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