

THE COLLEGIUM



JOHN GOFF



PERILS O'
THE NEW
SCIENCE



BY: JOHN GOFF



The Collegium: Perils o' the New Science

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Dedicated to: Patrick Kapera, Rob Vaux, & David Williams—the founding fathers of Gomorra!

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Printed in the USA.



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GREETINGS & SALUTATIONS!

Good day to our fellow researchers, inventors, or just plain tinkers! We welcome you to our humble dissertation on the most illustrious of learned societies, the Distinguished Collegium of Interspacial Physics.

If you're acquainted with the *Doomtown* CCG, you already know a good deal about the Collegium and some of its members. If not, expedite yourself to the nearest purveyor of fine diversions and peruse it post haste!

Nonetheless, even if you are completely unaware of these worthies and what they have to offer the citizens of the western frontier, we shall endeavor to enlighten you as to all their motivations and advances in the field of the New Science! And, even if you do know what we're talking about, you're likely to garner a gem of insight or too, so by all means, read on!

SHAMELESS PLUGS

The Collegium: Perils of the New Science stands on its own. However, if you're interested in more on mad science or the town of Gomorra, here's a few of our other books we recommend:

Smith & Robards: This excellent sourcebook contains lots more gizmos, full rules on alchemy, vehicle rules, and a lot more!

City o' Gloom: This boxed campaign set has all the inside information on Dr. Hellstromme, Dr. Gash, and the City o' Gloom—Salt Lake City!

Doomtown or Bust! Get the lowdown on the town of Gomorra prior to Knicknevin's knock-down-drag-out fight! All the important folks are in this one from Black Jack to Nicodemus Whateley!

Rain o' Terror: This adventure is designed specifically to highlight the Collegium and other big events in the Maze. Join up with Fineas von Landingham as he hunts down his lost airship—and the doomsday weapon still on board!

WHAT'S ALL THAT MEAN?

Whew! We were hoping you would ask that!

In normal folks' language, we're going to give you the story on a rather inventive group of newcomers to the mad science game, the Collegium. Until recently, they've spent most of their time holed up in a little place out in the Maze called Gomorra, but now, they've joined up with one of the *Weird West*'s heaviest hitters! It's not going before the Collegium is a household word!

At least, that is, if their new-found benefactor has his way...

In here, you're going to find the inside story on what goes on in the ivory towers of academia—or in the Collegium's case, the riveted steel, Gatling-gun mounted, armor-plated, fortress walls of academia. On top of that, we've stocked its pages with a trainload of new gizmos and alchemical concoctions.

You'll also find out how your cowpoke can give his part for the cause of science—like an arm, leg, or chunk of his brain! We've updated and expanded the rules on creating steampunk cyborg for your *Weird West* campaign. The doctors of mad science may not be able to make you stronger, rustier, and a whole lot odder looking.

After all, they have the technology...sort of.

USING THIS BOOK

This book is divided into two sections.

Posse Territory tells the story of the Collegium and its members. You'll also find a complete catalog of goodies they're getting ready to unleash on the unsuspecting public as well as rules on joining up with the Collegium and clawing your character's way to the top of that fine organization! This section also gives you the details on turning your hero into a scrapper—a steam and iron augmented human!

Marshal's Handbook has all the behind-the-scenes details on the Collegium and it's new ally, as well as all the malfunction tables you'll ever want!

POSSE TERRITORY





The Distinguished Collegium of Interspatial Physics

Gomorra "Improve the Lives of All Men Everywhere." Salt Lake City

The Collegium: Into the New Frontier!

Since you have a copy of this pamphlet, it's a fairly safe assumption on our part that you've received it in one of two ways.

First, you may have contacted us expressing interest in our organization, the Distinguished Collegium of Interspatial Physics. If so, we most graciously thank you for your interest and beg you to read one.

The second possibility is that you have received a special invitation from us to join our association. Most likely, should this be the case, you're among the leading specialists in your field of scientific study. And, as before, if that is the case, we cordially ask you to peruse this publication as well.

This pamphlet contains the history of our organization, our goals, purpose, and achievements. You should also find attached to it a sample of our forthcoming foray into the regions of capitalistic endeavor, the Collegium Catalog, which we hope to release in the next few months.

Our Mission

The goals of the Collegium are straightforward. Our motto, *"Improve the lives of all men everywhere,"* clearly states our purpose and ambition.

Our association knows no political boundaries nor ideology. We openly welcome citizens of the Union, Confederacy, Deseret, Canada, Germany, or any other nation. The Collegium seeks solely to advance the cause of science and pass the resulting benefits to our fellow men—not the cause of nationality and warfare!

We believe that in scientific advancement—particularly in that area known colloquially as the "New Science"—lies a frontier tenfold as grand as the American West. At the Collegium, we are preparing to become the wagon masters for mankind's next journey!

A Brief History

Every journey begins with a single step, and so also began our own trailblazing advance into the unexplored vastness of the New Science. To understand where the Collegium is today, it is necessary to examine its beginnings in the small mining town of Gomorra, perched on the edge of the labyrinthine canyons of the Great Maze.

Humble Beginnings

At first examination, the settlement of Gomorra may seem an odd site to choose as the headquarters for the greatest collection of scientific talent on the continent. That impression is likely to continue on second, third, and possibly even fourth examinations as well.

Situated halfway between the city of Shan Fan and the picturesquely-named mining town of Devil's Armpit, Gomorra rests in the center of some of the most desolate territory north of the wasteland surrounding Lost Angels. A barren stretch of desert and prairie reaches 50 miles to the east and the waters of the Maze itself wash against the base of the cliffs atop which Gomorra rests. This is not the sort of locale likely to attract casual visitors.

Not likely, that is, until one learns of the vast reserves of ghost rock discovered in the area!

The Gomorra valley and nearby mesas and towers of the Maze has one of the highest concentrations of that mineral yet located. Perhaps only the strikes in the Black Hills have uncovered richer veins.

It was those two attributes—isolation and a ready supply of ghost rock—that drew the first of our number to Gomorra. Here, they had access to fuel and relative privacy with which to work upon new inventions and techniques.

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A Collective of Individuals

Over the years following the devastating earthquake of 1868, a trickle of scientists, researchers, and inventors flowed into Gomorra, drawn by its serendipitous combination of resources and seclusion. Most arrived individually; students of the New Science are traditionally introverted, and most unenlightened individuals are intimidated by our esoteric philosophies.

By late 1874, enough proponents of the New Science were in and about Gomorra to form an educationally-oriented ghetto, if you will. Rather



Erik Zarkov tests a device far from troublesome bystanders!

than suffer social isolation in common society, these brilliant minds sought out each other's company to counter the influence of the uneducated masses of miners, malcontents, and other misguided souls drawn to the region by the promise of easy money.

In time, what began as an after-hours social club where men and women of proper backgrounds could meet at the end of the day and discuss intellectually stimulating matters became an unofficial "union." The group found that their collective talents often complemented those of others, and the synthesis of effort enabled them to accomplish truly incredible feats of scientific endeavor!

Perhaps of less significance in a purely mathematical sense when considering the equations of work-to-output, but of import nonetheless, the group also discovered that together they provided a more formidable front than each did alone. As many of our potential applicants are no doubt aware, academicians have long been the preferred prey of knuckle-dragging Neanderthals who see us as incapable of properly thwarting their aggression. And, unpleasant as it may be to admit, often this assumption is not entirely incorrect.

Empirical evidence showed, however, that this predatory relationship changes in direct proportion of the scholar-to-Philistine ratio. As more scientists joined the collective, the less the collective fell victim to the depredations of local roustabouts and thugs. Consequently, not only were less delays experienced, the mental state of the participants was also improved with the removal of a stress factor, presumably leading to a higher efficiency in other tasks!

The Collegium Is Born

Although it's of debate which scientist was the first to immigrate to the area, the honor of founding our association belongs to Professor Oswald Hardinger. While there is no argument that a collective union of researchers and inventors did exist prior to Prof. Hardinger's arrival, it was his leadership that forged it into the group known today as the Collegium.

Professor Hardinger arrived in the Maze in the last part of 1874. He brought with him years of experience in teaching and

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administration in addition to his own genius for engineering and all things mechanical. Quickly assessing the situation, he determined the local community of academics would best be served by an official association rather than an evolved social club.

Under Professor Hardinger's ambitious and forceful leadership, the scientists and inventors of Gomorra formalized their organization, naming it the Distinguished Collegium of Interspatial Physics. Pooling their financial resources gained from patents or grant monies, the group spared no expense to create a meeting hall and research facility as grand as any back East. In fact, marble was purchased and transported all the way from Colorado for the express purpose of building a respectable edifice to house the students of the New Science in Gomorra.

When the building was completed in mid-1875, the scientists of the Collegium moved in and set to devising creations the likes of which were yet unknown in the world, all for the betterment of their fellow man.

Early Years

For nearly two years, this arrangement worked well for the group. As time passed, the Collegium purchased many of the surrounding lots and cleared them of structures. This provided its members with suitable areas for field tests of equipment without endangering either the public or the inventors.

Respectable citizens appreciated the air of distinction the marble halls of the Collegium's facility gave the town of Gomorra. The less desirable element—an inevitable factor in any Western settlement—especially a mining boomtown—soon learned to avoid the northern end of the town. The scientists, once properly organized and sheltered, developed a number of devices to dissuade further aggression against them.

If there were any difficulties during the first years of the Collegium's existence, they were solely economic in nature. The Sweetrock Mining Company, realizing the potential represented in Gomorra's reserves of mineral wealth, succeeded in acquiring nearly every mine of substantial value in the region.

This near-monopolistic position gave the company a stranglehold on the local economy. Sweetrock soon became the largest employer in the region, which served only to feed the company's ouroboros worm-like coffers as paychecks were spent in Sweetrock-owned stores.

As the members of the Collegium had sought Gomorra for freedom, both of choice and resources, this was galling to them. Sweetrock's practices made them nothing more than another form of bully, albeit one that preferred fiscal measures to fisticuffs—although if rumors are to be believed, physical intimidation and even violence were accepted methods of acquisition to the Gomorra office!

Rather than find themselves beholden to another master, the scientists chose to deal with the smaller, independent miners. In a way, this decision set the course the Collegium still follows today.

Civic Duty

Gomorra began to grow quickly in 1877. A secret can be kept only so long, particularly one as profitable as it was becoming. The population swelled, soon surpassing the means of the valiant, but vastly understaffed, local law enforcement agency to effectively control it. Sweetrock's aggressive (and some claim illegal) procurement methods pushed more than one former independent miner to a life of an outlaw.

The situation reached the boiling point when the local sheriff was gunned down in his office one night. All eyes turned to notorious outlaw "Black Jack" Jackson, and although evidence against the man and his gang was largely circumstantial, his pursuit and capture soon preoccupied his replacement, Nate Hunter, and his deputies. As one might reasonably deduce, this allowed an already festering social environment to erupt in a virulent pox of virtually unchecked banditry, violence, and general chaos.

Still, the members of the Collegium remained relatively secure within the walls of their facility, safeguarded by the reputation of their potent devices—some of which, like Erik Zarkov's Phlogostonic Deatomizer, had assumed near magical proportions in local

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mythology. This notoriety, along with the airship of then-probationary member Fineas von Landingham, enable the Collegium to continue to obtain the needed ghost rock from outlying claim holders without severe impediment during this period. The few souls foolhardy enough to attempt to interrupt the flow of fuel found the New Science was indeed as efficacious as reported in local drinking establishments!

Unfortunately, a new ingredient was about to be added to the formula, one that force the members of the Collegium to take a more active role in community affairs.

The Maze Rats

A ship of pirates (reputedly in the service of the famed rail baron known only as Kang) calling themselves the "Maze Rats" arrived in the waters near Gomorra. These Rats lived up to their namesake, proving to be scavengers of the worst sort. They scoured the smaller strikes clean of not only ghost rock but miners as well.

Their depredations began to impact the availability of the super-fuel for the researchers of the Collegium. Even so, the members of the association refrained from taking action; after all, they reasoned, they were academicians, not duly-appointed officers of the law. This misguided loyalty to concepts out of place in the American West would prove a fatal mistake for one of their members.

First Volleys

Dr. Pierre Fontaine, noted French marine biologist, had joined the Collegium because the waters of the Maze exhibited startling new emergent species of life. To assist in his efforts to catalog underwater creatures in the area, Dr. Fontaine used a diving suit of his own design that allowed him to take lengthy expeditions beneath the waves.

Dr. Fontaine was not so foolish as to continue his research in the waters around Gomorra alone. A surface crew manned the pumps to maintain his air supply and guard his watercraft against the unscrupulous. This crew also brought word back of his ignominious death to the rest of the Collegium.

The Rats' ship, the *Typhoon*, pulled alongside Dr. Fontaine's small craft. Vastly outnumbered and outgunned, the good scientist's own assistants could only watch in horror as the pirates dumped bucket after bucket of blood and animal remains (at least they hoped it was *animal* remains!) overboard. In moments, likely before Dr. Fontaine had time to realize his peril, the waters were swarming with vicious sharks in a feeding frenzy.

All the crew managed to recover of their employer were the torn and bloody remnants of the doctor's diving suit, and a helmet—which wasn't quite empty.

Justice—and Logic—Fail

The local sheriff, had he not been distracted by what had become a full-fledged feud with the Blackjacks, still would have been able take no action. The murder occurred outside his jurisdiction; there was even serious speculation that "legally" Dr. Fontaine's brutal slaughter might not qualify as murder, but merely negligence!

At this point, it became obvious to the members of the Collegium that they must end their self-imposed isolation from society. If the those blessed with the gift of extraordinary intelligence and reasoning abilities to see the path of morality, the less fortunate common man is truly without hope. To long had the association turned a blind eye to the world. Wondrous inventions alone could not improve its state; it also need those with the will and vision to use them correctly!

The Collegium attempted at first to approach the issue of pacification in by nonviolent means. Relying on the reputation of the indomitable Erik Zarkov and his so-called "ray gun," the association dispatched him in hopes of intimidating the Rats—by then perceived as the greatest immediate threat. Uneducated in the potential represented by Zarkov and his advanced weaponry, the meeting devolved into a shooting match.

Only a bulletproof vest and superior firepower allowed him to escape with his life. While Zarkov's weapon played havoc with the deck of the pirates' vessel, the murderous gang soon repaired what little structural damage was done.

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The Sinking of the Typhoon

Zarkov's encounter made it clear that the truly dangerous element was resistant to a reasoned and logical approach. The next time the Collegium faced the pirates, it determined to do so in a manner even such an irrational gang could understand.

After carefully analyzing maps of the region drawn meticulously from cartographers aboard von Landingham's airship, the leaders of the organization set their trap.

Several members manning steam-powered boats equipped with potent rocket launchers or other advanced weaponry took up pursuit of the pirates. Although the vessels weren't as quick or maneuverable as the *Typhoon*, they far outgunned the larger, but vastly more primitive ship. In the cramped quarters of the Maze, the *Typhoon* was forced to retreat or be reduced to splintered driftwood.

Using the superior firepower of these craft, the scientists channeled the unsuspecting villains into the waiting arms of a newly improved SUZY-309, a unique automaton-like creation of Collegium associate Robert Holmes. Holmes, with the assistance of both Professor Hardinger and Gerald Klippstein, had greatly increased both SUZY's power and size from the original model.

The captain of the *Typhoon* underestimated the new SUZY's capabilities or overestimated those of his vessel, for he attempted to ram the steam-powered simulacrum. Within minutes, the *Typhoon* was nothing more than another wreck littering the floor of the Maze.

Some more vengeful members of the Collegium lamented that the pirates were so intent on avoiding the pursuing craft that they had not taken the time to attract the usual horde of sharks. If they had, doubtless few would have survived! As it was, the Rats were reduced to little more than another outlaw gang prowling the alleys of Gomorra or hiding in the surrounding badlands.

Maintaining the Peace

After the successes versus the pirates, the Collegium devoted itself to restoring a semblance of order to the streets of Gomorra. This proved somewhat more difficult than

anticipated, as once again, the criminal element seemed unable to grasp their inevitable defeat by the superior weaponry available to those skilled in the New Science.

No small number of violent confrontations occurred between the Collegium's civic patrols and dangerous miscreants in and around the town. More often than not, the patrols were victorious, but on occasion, valuable equipment was damaged in these combats. Of course, as one would expect, some collateral damage to private structures was unavoidable.

Anarchy

The Collegium forecasts for pacification lacked two vital pieces of data: the discovery of a large ghost rock strike under Gomorra itself and the presence of a group of superstitious and undoubtedly insane fanatics. As a result of incomplete information, the situation in Gomorra suddenly spiralled out of control over the course of a few days in mid-1877.

The fanatics, calling themselves the Flock, claimed to herald the approach of the end of the world. To the uneducated miners and day laborers who made up the bulk of the population, the claim did not seem as preposterous as it does anyone more acquainted with the realities of the physical universe.

At the same time, several drinking establishments began serving what was later determined by officials of the Union government to be poisonous whiskey. Although without extensive testing it can't be proven, it's suspected by many that the toxic liquor may have had certain hallucinogenic effects on those consuming it. The combination of poisoned alcohol and the ravings of the lunatic Flock pushed the town to the brink of disaster.

The point of no return came when a vast ghost rock strike was discovered underneath an abandoned property within the limits of Gomorra itself. While claim disputes were underway, the Flock seized control of the property, in preparation for "the end times." Greed and addled sense pushed to the populace into social madness.

Gomorra was swept by mass rioting and gunfights. The conflagration overwhelmed all attempts by law enforcement to contain it.

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Collegium mustered its forces in an attempt to assist officials in quelling the civil turmoil. Even national disputes were set aside as members of the U.S. Marshals worked side-by-side with Texas Rangers.

Sadly, even these gallant efforts were barely sufficient to break the initial waves of violence; they were no barrier to the following flood of chaos.

Tragedy

As lawlessness swept through Gomorra, most of the association's members were driven to the relative safety of the Collegium grounds. A small group, including the esteemed Gunther Hapworth, made a last effort to stem the madness in a massive, armored steam wagon. The attempt ended in a fiery explosion, claiming the lives of all on board.

Although we have no account of their final moments, nor even what triggered the detonation, we know those brave few paid the ultimate price serving their fellow man.

Shortly thereafter, fire swept over several sections of the town, and even the stone halls of the Collegium did not escape the devastation. Most likely, a firebomb thrown by a rioter touched off a flammable mixture, causing the entire compound to be consumed in a series of powerful eruptions and discharges. Accounts of a large entity being responsible are beneath consideration and most likely the ravings of minds addled by poisoned whiskey!

Regardless of the cause, several members were killed here as well. Among them were Alexander Whale, curator of the recently opened Gomorra Museum, Dr. Lawrence, anthropologist and archaeologist, and Juilus Bailey, inventor without peer. Professor Hardinger was seriously injured at this time too, and slipped into a life-threatening coma shortly thereafter.

The storm buffeting Gomorra with winds of upheaval and disorder, like all storms, came to an unexpected and sudden end. Most of the personalities responsible for precipitating the event were ironically slain in the resulting tumult.

Gomorra—and the Collegium—were left badly damaged by the course of events, but neither was destroyed.

Rebuilding

Following the havoc wrought by the complete downfall of societal order, Gomorra settled into an unusually peaceful state. Perhaps many of the undesirable elements were eliminated during the turbulent upheavals along with the upstanding and moral victims who fell either as victims or while attempting to restore sanity. Or perhaps, as is more likely the case, the Union's declaration of martial law under the U.S. Marshals along with the closing of several of the more questionable saloons in town helped return Gomorra to a more even tenor.

The Collegium's beautiful facility had been reduced to a pile of expensive, Colorado-quarried marble. Fortunately, the compound had numerous reinforced underground chambers created for the construction and testing of particularly unstable devices. These bunkers, built to protect the populace from potential disasters, instead protected the Collegium members from the populace!

Although we suffered terribly and each loss was felt as deeply as that of a close family member, as a whole, our members weathered the events better than most.

At least personally.

Dire Straits

Financially, the destruction of the compound marked a serious loss. As any inventor who's experienced with the New Science knows, patents produce money for only a short time before another design arrives. Many of the patents that had funded the launch of the Collegium were long ago relegated to "old news" and no longer founts of monetary wealth.

At first, we underestimated the severity of the situation. The smaller, independent mining operations we'd depended on for ghost rock supplies had suffered the worst during the period of the Maze Rats worst raiding. To help offset those losses and also create a solid economic foundation for the organization, the Collegium started three strikes, manned entirely by our clockwork laborers, the Hunter's Moon Strike, and Strike Experiments #1 and #2. We believed we would be able to finance our rebuilding with ghost rock from those.

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However, when we were able to send a small recovery crew into the Maze to harvest the ore, we were sorely disappointed.

The machines at Strike Experiment #2 had struck a pocket of gas at some point over the intervening period. The mine was a blasted ruin, and the exposed veins of ghost rock were ablaze with the inextinguishable flame that fuel engenders.

The clockwork laborers at Hunter's Moon Strike apparently been equipped with faulty imprint directives. Their behavior was described as "dangerously erratic" by the team. In fear for their own safety, the scientists had to disable the laborers in such a fashion that left little but scrap iron. After rendering the malfunctioning mechanisms inert, they discovered the mine was devoid of any remaining ghost rock. We lack a sufficiently researched explanation for this event, save that it fell prey to raiders, perhaps even the Maze Rats themselves. Either way, it was lost to us.

Lastly, the crew was unable to reach Strike Experiment #1, due to increased activity in the Maze Dragon population. Some members seem to recall Dr. Fontaine noting similar agitation amongst the creatures last year and attributing it to mating periods. If so, we will attempt to return to the mine later. If not, an aerial reconnaissance using von Landingham's airship is also a possibility.

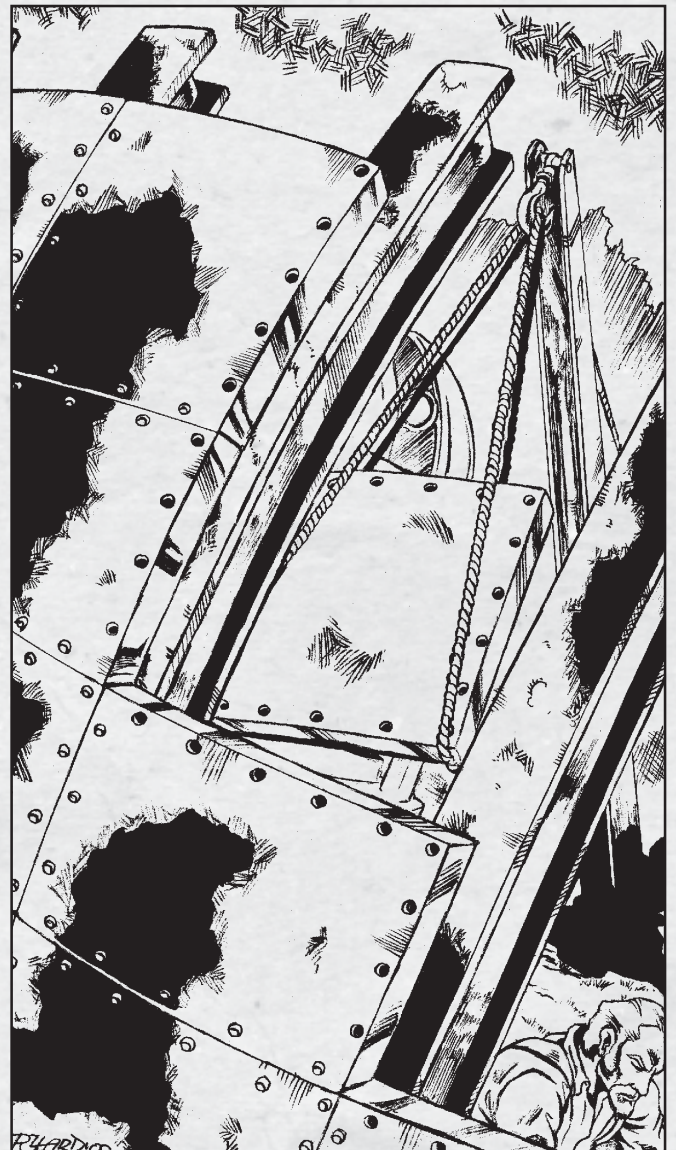
All these factors combined to leave the Collegium in less than ideal circumstances economically. Enough funds continued to roll in from certain militarily oriented designs developed during the last year and our clockwork-bartended New Moon Saloon (one of the few left open by the U.S. Marshals, by the way) to keep the organization solvent. Without functioning mines under our control, though, the organization lacked the resources to rebuild the Gomorra facility, or undertake any truly ambitious projects

Interim Measures

We are not without shelter, either for ourselves or our experiments. In the wilderness outside Gomorra, Professor Susan Franklin, one of the founding members of the Collegium, had constructed an astronomical observatory using money from a grant she secured

before heading West. She has allowed us use of the facility until another, more permanent one can be constructed.

For several months, we have focused our efforts largely on making the observatory a safe haven. We have learned that society, particularly in the West, is a fragile artifact and we must be prepared to protect ourselves and our own interests. The observatory grounds have been expanded to provide housing and laboratory space while we gather resources to rebuild the Gomorra compound.



Experience tells us even a temporary facility must be fortified.

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A New Alliance!

The past few pages have painted a bleak picture for the state and future of the Collegium. Reeling from devastation caused by civil unrest, lives lost to ruffians and murderous thugs, and the failure of several capital-producing ventures would seem to bode ill for the association. Such would indeed be a valid deduction were there no other variables in the equation, but only recently events have been set in motion that place the Collegium on potentially stronger ground than ever before!

None other than the well-known and widely respected Dr. Darius Hellstromme, best known as owner of the Wasatch Railroad, has expressed interest in a partnership! Dr. Hellstromme's own feats in the realm of the New Science are prodigious, and although he won't be joining the Collegium as a full member, he will be providing our association with much needed support and resources to allow us to continue our own endeavors.

Dr. Hellstromme believes that a collective such as our own has much to offer the scientific community and that to allow its

failure due merely to unfortunate circumstances and an economic shortfall when he could prevent it would be unpardonable.

His own companies will provide a potential market for our creations, allowing us to gain greater return on our own efforts, which will, of course, allow us to continue more esoteric research. Dr. Hellstromme has expressed his concern that purely profit-motivated researchers like Smith & Robards actually do more harm than good to the field of the New Science and we mirror his opinion on this matter.

Over the coming months, Dr. Hellstromme will be sending a number of representatives as both observers and co-developers.

We look forward to the future our successful partnership will no doubt herald for the world!



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Expanding our Membership

With the assistance of Dr. Hellstromme, we plan to expand our operations outside Gomorra. Already, we have a small enclave assigned to the nearby community of Ghost Creek, and, while Gomorra will remain our home base for



Members of the Collegium discuss details of the partnership with Dr. Hellstromme's representative, Miss Jacynth Ambrose.

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the near future, we hope to one day boast facilities and campuses across the continent and abroad. To meet this goal, we are aware we must expand our membership. With that in mind, we extend an offer of application to you the reader of this pamphlet.

We are seeking talented researchers and inventors who have proven ability in their chosen field. Applicants must provide proof of such to be eligible to apply for full membership.

Do not be discouraged if you do not meet that requirement, however. It is possible our organization still has a place for you.

We are always on the lookout for trained mechanics and other skilled individuals for a variety of tasks. For further information on these Associate opportunities, please contact our Gomorra facility currently located in the Franklin Observatory.

Notable Members

In closing, we'd like to acknowledge some distinguished members of the Collegium.

Professor Oswald Hardinger

Professor Hardinger has taught in several notable universities in the East and most recently hails from the Confederacy. He founded the Collegium for the original purpose of starting an institution of higher learning dedicated to the New Science. In spite of events over the past year and a half, many original member hope to one day return to that goal.

Comatose for several months, a recent stroke threatened to once again remove him from his leadership role. However, he has proven once again his adaptability and continues to provide wise guidance to the association.

Gerald Klippstein

Gerald Klippstein stepped up during Professor Hardinger's illness to help steer the Collegium through some of its most difficult times. He was instrumental in forging the alliance with Dr. Hellstromme, overcoming personal obstacles to the partnership for the good of the entire organization.

Recently, he has ranged far afield from earlier projects and began studying the potential represented by applications of the New Science to matters of biochemistry.

Erik Zarkov

Erik Zarkov was one of the most active members of the Collegium in organizing civil patrols to police the lawless streets of Gomorra. As a consequence of his efforts to support the patrols, Zarkov developed a number of devices which have drawn the attention of certain military organizations.

Dr. Bailey McDermott

Dr. McDermott is an inspiration to all who have suffered a setback and found the strength to continue. A victim of a rare and near-debilitating skin disease, Dr. McDermott has endeavored to persevere and turned his disadvantage into a motivation, becoming one of the foremost authorities on unique biologies.

Although a relatively new member, his expertise led to his selection as the chairman of the first satellite facility. He's currently in Ghost Creek, California, leading the study of an emergent species of cattle found there.

Marcus Perriwinkle

One of only two individuals known to have perfected a working method to implant functional artificial limbs on human beings, Marcus Perriwinkle is among the most unique talents among the Collegium membership. His work in human-steam augmentation has drawn the attention of parties from as far away as New York and even the opposite side of the Atlantic. Marcus is a walking example of his own skill, having artificial replacements for both his left arm and leg.

Professor Susan Franklin

A respected former member of the University of Minnesota, Professor Franklin is one of the strongest proponents for a return to more academic pursuits. Although her chosen field of study is astronomy, she has made remarkable advances in the field of optical technologies.



Merchandise & Sundries

Gomorra "Improve the Lives of All Men Everywhere." Salt Lake City

The Collegium Catalog: Merchandise & Sundries

The name Smith & Robards has become nearly a household word throughout the U.S. and Confederacy. The average person accredits much of the advances in the new sciences to that company and its researchers. This misconception is so rampant that most common people are of the assumption that if it's not in Smith & Robards' catalog, it's either unreliable or a hoax!

We here at the Collegium believe this bit of flawed conventional wisdom can only serve to the ultimate detriment of science. Smith & Robards, while capable of turning out a number of adequate devices, is focused primarily on the advancement of its founders' bank accounts. Therefore, more radical—and ultimately, more rewarding—experiments are sadly cast by the wayside and, instead, we see less and less innovation as the best known company panders to the desires of the masses.

It is our duty as responsible members of the scientific community to battle this downward spiral in our respective fields.

Our Noble Endeavor

In order to preserve the sanctity of scientific advancement, we at the Collegium have set forth to meet the foe on the field of his choosing. Much as we did when we set out to restore reason and order to the streets of our own adopted home town of Gomorra, we've accepted that to defeat an enemy, you must confront him.

We did not prove victorious over Kang's seaborne lackeys by reading the collected works of Shakespeare and Milton! By all means no! Instead, we used our considerable collective talents to face the pirates and crush them on their own chosen ground. So, also, will we meet Smith & Robards.

We will meet them on the field of their choosing—the marketplace of capitalism. And, in the interests of the advancement of science, reason, and humanity, we will defeat them there as we did Kang's minions in the waters of the Maze.

Once our name is as well known to and respected by the average citizen as that of our Salt Lake City competitors, we will lend the weight of that reputation to supporting true scientific endeavors that will better the life of the common man far more than a simple automatic flapjack machine.

Our Catalog

What you have before you is the first volley of the economic war of the century, our catalog. This is but the first draft, as we have many issues yet to finalize. Nonetheless, it will provide you, the potential Collegium applicant, with an idea of the future course of our illustrious organization.

At present, all the devices are available for purchase at our Gomorra facility. However, given the present concerns in rebuilding our primary grounds and resuming day-to-day operations, we are not maintaining a warehouse of pre-made equipment. Instead, we are prepared to construct any of the inventions presented on a commission basis, although we advise interested parties to expect a four to six week delay as the components are gathered and assembled.

Going forward, we've been graciously assured by a representative from Dr. Hellstromme that his own Wasatch Railroad will function as our courier service, allowing us to more widely serve our customer base. Dr. Hellstromme has indicated his strongest support for this labor, as he too feels Smith & Robards works to impede the advance of science.

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However, at present our joint endeavor is retarded not only by the lack of contiguous rail service with the rest of the country, but also by the Denver Pacific railroad. The Denver Pacific, a subsidiary company of none other than Smith & Robards, has seized ownership of nearly every pass through the central Rocky Mountains. This geographical monopoly has forced not only Dr. Hellstromme, but the owners of two other major railroads as well, to purchase right of passage from the Denver Pacific.

These underhanded tactics reveal the fate of science if left in the hands of those self-serving, account-book managers at Smith & Robards. "Do it our way—or not at all." Smith & Robards is more than willing to impede progress as long as it furthers its own financial increase!

Our catalog is but our first blow in the fight against such avarice-fueled tyranny!

The Catalog

We've divided our catalog into sections according to the likely uses of the inventions.

Each device has three entries in addition to a description. These are *Hand*, *Price*, and *Reliability*.

Hand is the minimum hand required to devise the blueprint for the gadget should your own mad scientist want to concoct a similar gadget.

Price is the cost to have a Collegium member actually put the gadget together for your cowpoke. Note that you've got to take a trip to Gomorra to actually buy one of the items listed—at least for the present.

Reliability is the gizmo's Reliability score. See pages 167-168 in the *Weird West Player's Guide* for a full explanation on how Reliability works.



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Household Items

One of the main goals of our entrepreneurial endeavor is to attract the attention of the average person. Certainly, mesmeric oscillators, bullet-repellent clothing, and visual scales are valuable devices guaranteed to draw academic acclaim, but without the patronage of the common man, we are doomed to failure.

Auto-Regulating Heater

Hand: Two Pairs

Price: \$75

Reliability: 19

There are few things more unpleasant than having to crawl from underneath a feather quilt to stoke the stove on a frosty morning. With an Auto-Regulating Heater, you need never suffer that sensation again!

The device consists of a standard wood, gas, or coal stove (your choice) fitted with an external hopper or fuel tank. A mercury-filled thermometer monitors room temperature, opening or closing the hopper/fuel valve as needed to increase or decrease room temperature.

The fuel hopper holds more than enough fuel to ensure a peaceful night's rest without worry of a chilly morning!

Clockwork De-Moler

Hand: Three of a Kind

Price: \$120

Reliability: 17

This clever device is one of the few designed by non-Collegium members. Normally, for patent purposes, we prefer to market only those inventions created within our own organization, but, on a rare occasion, one comes along that's so ingenious we can't pass it up. Prof. Phineas T. Kromer's Clockwork De-Moler is one such creation!

You need never worry about your carefully manicured lawn being ravaged by moles, gophers, rats, or other burrowing rodents again with the Clockwork De-Moler.

Sensitive stethoscopes monitor the ground for the sounds of subterranean digging. When movement is detected, pressure variances within the scopes' diaphragms turn the device and draw it to the source. Once there, the patented Roto-Exterminator wheel quickly, and humanely, dispatches the culprit, while simultaneously aerating your lawn!

Even the craftiest varmints can't escape the De-Moler, as the very noise of their escape draws the device to them!

An optional attachment (\$12) allows you to re-fertilize the rodent-damaged ground and dispose of the remains at the same time.

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Game effect: The De-Moler has *Cognition* 3d10 for detecting subterranean movement. Its blades and spikes do 3d6 AP2 damage to anything directly under it.

Dust Ionizer

Hand: Straight

Price: \$250

Reliability: 17

Certainly this is a product for the more discerning customer. It may carry a high price tag, but when compared to its benefits, the Dust Ionizer is a bargain. Never again will you need pay a butler's salary after installing one of these wondrous inventions!

The Ionizer infuses the air of your home with a constant charge of static electricity. This charge applies evenly to furniture, rugs, even the floor and walls! In addition, it also charges dust particles with the same electricity.

What does this mean to you?

Your furniture and fixtures now *actually* repel dust, much like the same poles of a magnet force each other apart. You'll never have to pick up a dust cloth again once you flip the power switch. A single Ionizer can protect a single floor of up to 2500 square feet.

The ionizer itself is a mere 2' x 3' in size, and the ion globe is available in a variety of tasteful styles and patterns to match virtually any decor.

Insta-Freeze

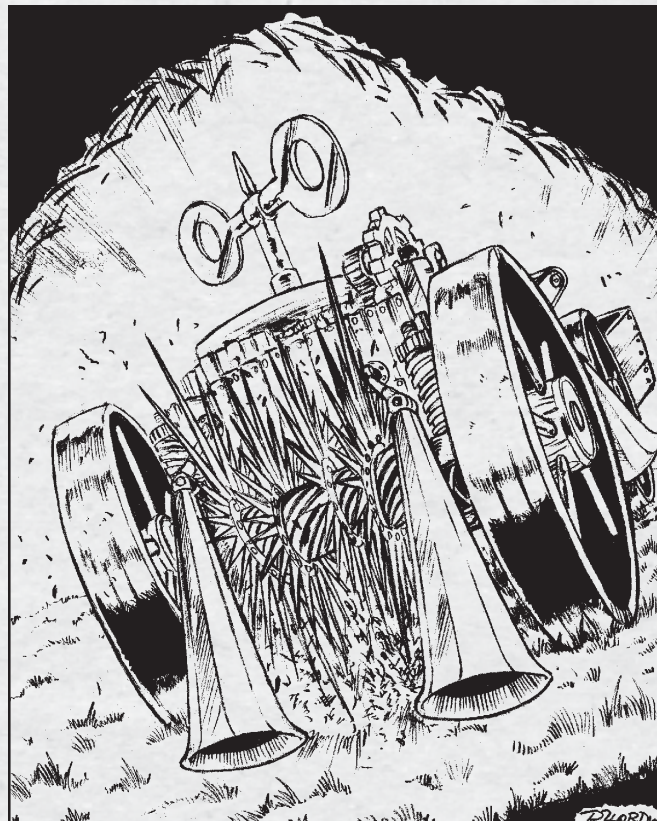
Hand: Flush

Price: \$450

Reliability: 17

The icehouse will soon become a business of the past thanks to the Insta-Freeze machine. With this clever device, ice becomes unnecessary, because in mere minutes, you can freeze the foodstuffs themselves solid, and let them cool each other!

Our patented Thermo-Magnetic Coils are at the core of this miraculous device which is no larger than the average tool shed once fully assembled (5'x8'x8'). Working on the principle of thermal diffusion, the coils conduct temperature variations to such an efficient degree that they are capable of freezing a 250 lb. slab of beef solid in less than half an hour!



The Clockwork De-Moler on the prowl.

Game effect: The Insta-Freeze and Thermo-Magnetic coils are just plain too big to use as a weapon without some creative thinking. Anyone trapped inside an Insta-Freeze must make an Incredible (11) *Vigor* roll every 5 rounds or suffer the difference in Wind.

Player Instruments

Hand: Three of a Kind

Price: \$25-\$75

Reliability: 17

These delightful devices are actually highly specialized versions of our Clockwork Laborers found in the **Professional Equipment** section. Fortunately for you the customer, this means we can produce them much cheaper than the fully equipped models. We can fit a player to nearly any device from a jaw harp to an orchestral harp, but the price varies accordingly.

Each comes with a selection of five stamped plates of the most popular classical pieces and others are available upon request for the price of a mere \$1 per plate.

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Self-Cleaning Clothes

Hand: Flush

Price: Varies

Reliability: 18

These are truly the accoutrements for the discerning traveller! Thanks to a fusion of the sciences of alchemy and engineering, we have managed to create suits of clothing that never need a dusting off, much less a full cleaning!

Each fabric used in the tailoring of these fine clothes is treated in an alchemical solution that makes the thread incapable of absorbing a liquid—thus rendering it stain-proof—as well as receptive to the second function of the garments. Every suit has a small ionization field generator built into it and attuned to the chemically-treated fabric. When the wearer wishes to rid himself of road dust or any other grime or would-be stain, he activates the generator and a static charge removes the dirt and dust immediately.

All styles of clothing are available. Shirts: \$100; pants: \$100; dress suits: \$500+; dresses: \$250+; hats: \$150+. Existing clothing can be



A satisfied customer demonstrates his Self-Cleaning Clothes!

modified to accept the treatment, but this isn't as reliable a process (-2 to Reliability) and costs \$100 per piece of clothing.

Professional Equipment

Many of these devices have been tested firsthand by the Collegium in one of its many extracurricular activities. For example, clockwork laborers have been working virtually unsupervised in the New Moon Saloon for months and our Strike Experiments #1 and #2 proved most profitable while they remained in operation.

We've found these inventions so labor-efficient that we feel denying them to the rest of the world would be a criminal act.

Clockwork Butcher

Hand: Three of a Kind

Price: \$375

Reliability: 17

With this incredible device, any grocer can turn a barn into a private abattoir! A few simple pre-cutting measurements and adjustments are all that are necessary to prepare the Clockwork Butcher to slaughter and carve any livestock from a Texas longhorn steer to a lowly sheep. A successful butchering not only carves the meat, but de-bones and tenderizes it as well!

The butcher's frame, gearing, and springs occupy a modest 10'x10'x8' area, although we do advise clearing an area twice that size or using generous tarp coverings on surrounding surfaces. While undeniably effective at its task, the Butcher is a bit...exuberant, and debris from its labors may prove unsettling to some.

As with any device of this sort, we strongly advise caution be exercised when employing the Clockwork Butcher. AT NO TIME should an operator enter or approach the device while it is working!

Game effect: The Butcher does 6d8 massive damage to anyone or anything within it while operating. This damage is dealt regardless of whether or not the measurements are set for the blades. The only difference is the quality of the cut of meat...

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Clockwork Laborer

Hand: Three of a Kind

Price: \$750

Reliability: 17

The exact inventions we here at the Collegium have employed to such success in our New Moon Saloon and mining endeavors are now available for purchase! No longer must a man dirty his hands with common tasks and labor thanks to our inestimable engineers!

Although we've built them in an anthropomorphic appearance, Clockwork Laborers are capable of being adapted to nearly any simple task from digging to stoking a locomotive engine. When placing an order, please specify the exact processes involved in the chosen labor so that we may properly prepare the directive imprint plates that guide the activities of the Laborer.

Additional imprint plates for other tasks are available, but cost an additional \$25 apiece.

Game effect: The Clockwork Laborer performs a single simple task detailed by the imprint plates installed in its back. The plates give it a score of 3d6 in the appropriate *trade* (or other) Aptitude for purposes of performing its single, directed task.

It has no reasoning ability, so the gadget continues to do the work it was programmed for regardless of the situation. For example, it may keep digging long after running through a vein of ore. The lack of intelligence makes it poorly suited for combat as well, although it can man a firearm or cannon and fire at a predetermined range or target if so programmed.

Laborers are powered by springs and clockwork and require half an hour of winding every 10 hours or they stop functioning.

Directive Imprint Press

Hand: Two Pairs

Price: \$500

Reliability: 19

This is a valuable purchase for anyone who plans to make use of Clockwork Laborers. Instead of being limited to a single set of directive imprint plates or having to commission additional ones from us here in Gomorra, the Imprint Press allows its owner to make her own whenever she pleases!

The device comes with all the imprint keys to produce directive plates for any task within the ability of a Laborer to perform and a supply of blank plates. Additional blank plates are available for \$5 per 100—the average amount needed to program a task.

Game effect: This device lets the owner redirect a Clockwork Laborer to another task. The Laborer can't be directed to do anything beyond its abilities, however. The process of creating a set of plates takes an entire day, but once the first set is done, additional sets take only an hour each.

Hydraulic Miner

Hand: Two Pairs

Price: \$1400

Reliability: 18

Pressure-driven water hoses are becoming more commonplace in the industrialized East and miners have long searched stream beds for nuggets washed from an ore-rich ledge. It was inevitable that someone would soon find a way to combine the two and create man-made panning streams. As is often the case, the Collegium pioneers the way once again.

Thanks to a steam-boiler engine, our Hydraulic Miner can generate tremendous water pressure capable of blasting away up to 4,000 cubic feet of dirt every half hour. Hard-packed or rocky soil may slow this rate considerably.

The entire affair fits onto the back of a standard steam wagon. The Miner comes with everything needed to become a mining magnate overnight, including a quarter mile of feeder hose to link to the water supply. Note that the Miner can use as much as 1,000 gallons a minute, so at a minimum make sure to tap into a good-sized stream!

Game effect: Operating the Miner requires *trade: mining*, but based on the *Deftness* Trait rather than *Knowledge*. As a weapon, it uses *shootin': flamethrower*, and has a ROF: 1, Range Increment: 10, Damage: 1d6 AP 1 (massive damage). As long as it has a connection to a water source, its Shots are unlimited.

Anyone struck by the blast must roll a contest of *Strength* vs. the pressure (*Strength* 6d12+4, minus one die per every Range Increment beyond the first) or be knocked off his feet and back 1 foot for every point by which he lost the roll.

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Scientific Equipment

Not surprisingly, some of our greatest advances have been in the area of scientific research tools. Many of these we have yet to release, either due to incomplete field testing or protection of our trade secrets. Nonetheless, the selection below should provide a taste of the wide diversity of our excursions into this field.

Ecto-Plasmic Calcifier

Hand: Full House

Price: \$2,500

Reliability: 14

Normally, we'd keep this device from public release. However, since at least one has already been co-opted by the Union Government, we feel a public release of the invention is the best course of action.

The Calcifier consists of a firing nozzle and a backpack-mounted reservoir and static electricity generator. When fired, it sprays an electrically-charged colloidal suspension of ghost rock particles mixed with a saline solution and a jelling agent for adhesion. To the uninitiated, it appears to be firing a simple

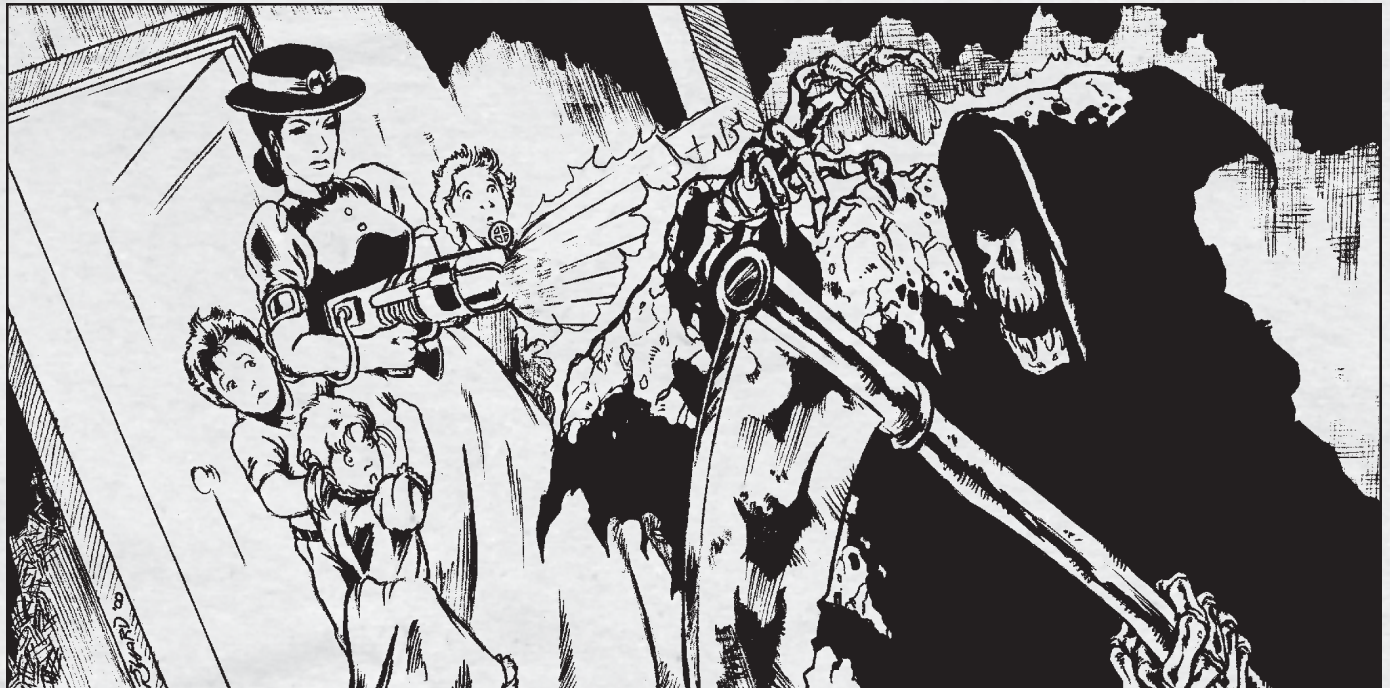
burst of electrical energy, but actually the static charge serves only to activate the solution and temporary give substance to the target.

As a weapon, the Calcifier is fairly useless—at least against living members of the human race. It may cover them in an unpleasant sludge and makes their hair stand on end, but that's the extent of its effect.

We have found the Calcifier to be quite effective against incorporeal targets. The electrical charge, combined with the colloidal solution, renders these entities temporarily corporeal—and vulnerable to normal attacks! Unfortunately, it causes no other damage itself, so we heartily recommend having another means of dispatching the entity on hand!

The tank holds enough liquid for 10 shots and comes fully loaded, but additional refills can be purchased for a mere \$50 per shot.

Game effect: A hero needs the Aptitude *shootin'*: *ectoplasmic calcifier* to use this device effectively. It has Shots: 10, ROF: 1, Range Increment: 5, and its Damage is Special. A successful hit renders an incorporeal entity solid and susceptible to normal attacks for 1 round, plus an additional round for every raise the cowpoke got on her *shootin'* roll. Note the Calcifier does no damage itself.



One of Gomorra's upstanding citizens, our school teacher Meredith Singleton, demonstrates the use of the Electro-Magnetic Calcifier!

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Electro-Magnetic Focusing Device

Hand: Flush

Price: \$1800

Reliability: 17

This amazing device is essential to the laboratory of any scientist studying the effects of magnetism or similar phenomenon. Only slightly larger than a Gatling pistol, the Electro-Magnetic Focusing Device provides the user with a hand-held means of directing a powerful beam of magnetic energy onto his experiments!

We're certain we need not explain the incredible usefulness of having a tool at hand capable of generating a magnetic field at will to anyone who might have use for just such a device.

The EMFD is powered by a pump-charger built into the handles, not unlike the rather simplistic Electrostatic Pump Gun marketed by Smith & Robards. This provides it with near limitless power at no expense to the owner!

Game effect: This device is similar in design and use to the electrostatic pump gun and requires the *shootin': electrostaic pump gun* Aptitude.

Before each shot, it must be charged by pumping the charging handle. It releases all its stored energy in a single shot, so it must be recharged after each shot. Each pump requires a single action *and* a Reliability roll.

The capacitors in the EMFD don't hold a charge any better than those in the pump gun. Stored charges dissipate at a rate of one die every five rounds. The maximum charge the EMFD capacitors can hold is 10, however.

When fired, the device creates a powerful magnetic field 3' wide from the end of the EMFD. Its effects have a range of 10' for each charge stored. The field lasts one round per charge.

This magnetic field has a *Strength* of 3d4 with a single charge and each pump after the first increases it by a die type, to a maximum *Strength* 3d12+10. Any metal items in the area are drawn toward the firer at a Pace equal to the *Strength* die type if the charge creates sufficient *Strength* to move them. (See page 116 of the *Weird West Player's Guide* for loads and speeds; Heavy is the maximum load the EMFD can affect.)

Should the user target a metal object that outweighs him, he's dragged toward it instead, unless he beats the EMFD field in a contest of

Strength. Any cowpoke holding a metal object—like say, oh, a sixgun—can also make a contest of *Strength* each round the field is in effect to keep her grip. Failure means it's ripped from her grasp.

The device has unlimited shots, an ROF 1, and a Range Increment 10.

Gravitic Intensification Field Generator

Hand: Full House

Price: \$3,250

Reliability: 15

Similar to the EMFD, the Gravitic Intensification Field Generator—or Gravitic Intensifier—provides a researcher the means to study the effects of increased gravity on an object or test subject. Using gravitic attunement coils (based on the principles of the Identity Field Theory) and a directional targeting device, a scientist can increase the gravity in a specific region up to 20' square significantly.

However, unlike the EMFD, the Gravitic Intensifier is somewhat unwieldy, due to the complex equipment necessary to properly amplify the effects of gravity. Roughly the dimensions of a medium-sized safe (3'x3'x3'), we've thoughtfully provided it with the undercarriage of a wheelbarrow to ease transport to and from field sites.

The Gravitic Intensifier uses an ounce-sized nugget of ghost rock to power the attunement coils. Each use completely consumes the nugget, so, although it is quite a useful part of a researcher's equipment locker, it can become also *quite* expensive to operate repeatedly.

Game effect: The Intensifier takes two actions to activate once the user has it in place. Once on, it intensifies the force of gravity in an area 20'x20'x20'. Objects or creatures outside that area (or above or below it) are not affected by the gizmo. The maximum range at which the field can be activated is 30 yards from the Intensifier.

Those within the area, however, suffer its full effects. All Corporeal Trait and Aptitude rolls receive a -4 modifier due to the greatly enhanced gravity. All creatures have their Pace halved; and each round cowpokes and normal animals (or even supernatural ones that are subject to Wind loss) lose 1 Wind from the strain.

The field lasts until the Intensifier is shut off or 10 rounds elapse, at which time the nugget is completely expended and the gizmo shuts down.

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Mesmeric Oscillator

Hand: Straight

Price: \$1200

Reliability: 16

Based on joint experimentation by Gerald Klippstein, Dr. McDermott, and Marcus Perriwinkle, the Mesmeric Oscillator demonstrates the susceptibility of the human brain to simple external stimulus. It can be used for a variety of experiments, ranging from simple studies of hypnosis to more elaborate research into sensory inhibitions.

The Oscillator uses a sequence of flashing electrically powered bulbs to create a synchopative visual effect. Most humans find the repetitive pattern to be almost irresistibly hypnotic and quickly slip into a shallow, near trance-like state. To protect the researcher from the effects of the Oscillator herself, we've mounted the contraption on a helmet which, once strapped onto her head, puts the lights safely out of her direct view.

The Oscillator draws its power from a belt-mounted ghost-rock burning, mini-generator. A single nugget of ghost rock provides enough energy for nearly 10 hours continuous use.

Game effect: The Oscillator requires an action to activate. The lights take a moment to reach the proper sequence speed, so its effects do not start until the beginning of the next round.

Everyone within 20' and viewing the Oscillator must make a Fair (5) *Spirit* roll each round or be stunned. Any cowpoke going bust on the roll is knocked unconscious. A stunned (but not unconscious) character can do nothing on his actions but attempt to recover by making the Fair (5) *Spirit* roll. Once he's made it, he's free to act on his next card.

Even if the *Spirit* roll is made, the hero suffers a -2 to any vision-based Trait or Aptitude check to affect the wearer while the Oscillator is flashing. Both effects can be avoided by simply not looking at the user of the Oscillator or remaining more than 20' away. At that distance, the lights are too close together to have the stunning effect. Harrowed are affected by this device, but other abominations are not.

The Oscillator provides AV 1 protection to the head, but if enough damage is done after armor to cause a single wound, the Oscillator is broken and requires an Incredible (II) *tinkerin'* roll to fix.

Psychic Projector

Hand: Four of a Kind

Price: \$12,000

Reliability: 16

Telegraph wires, horses, stagecoaches, Maze Runners, and even trains—what do they have in common? They're all contrivances to get you, or your communications, to a place you presently are not. With our incredible Psychic Projector, you will never again be a slave to geography!

The device actually consists of two parts: the transmission chamber and the broadcast projector. Of the two, the transmission chamber is by far the largest, being a cylinder some 3' in diameter and 8' high connected to a steam-turbine generator and transmission control board. The broadcast projector is only slightly larger than a powder horn and fitted with a carbide lamp, a series of lenses, and rubber diaphragms.

To employ the projector, the user steps into the transmission chamber where she is coated with a light dusting of specially treated, ghost-rock powder. The projector also contains a supply of the powder culled from the same nugget of ghost rock.

Using certain corollaries of the Identity Field theory, all the user's actions are then mimicked by the powder in the projector, albeit on a smaller scale. The carbide lamp serves to project the image onto the lenses, which in turn magnify it to normal size and provide an illusion of dimension.

Furthermore, the diaphragms magnify the vibrations of the particles caused whenever the user speaks, and allow her words to be transmitted as well.

However, due to the photochemical nature of the treated particles, the image has a turquoise hue and is somewhat transparent, and reveal it for what it is—a projection. Also, the user's voice is distorted by the transmission process, and has a hollow, almost spectral sound to it.

Finally, a second set of lenses and diaphragms focus light and sound onto the particles from the projector's surroundings. This provides the user the means to conduct two-way communications with persons at the projector end of the transmission. Occasionally, transmissions are slightly distorted, though so take care to confirm all messages!

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A single, treated nugget is needed for each transmission, although half of the nugget must be at each location. There is no time limit on the transmission, but once the user leaves the chamber, a new nugget must be prepared for another transmission.

The transmission chamber isn't linked to a single projector, but must have a treated nugget for each projector the user wishes to reach. He can broadcast to more than one at a time by coating himself with multiple dustings, or make separate (and private) contact by removing the dust from one nugget before applying another keyed to a different projector.

Additional treated nuggets can be purchased from us for \$100 apiece; additional projectors cost \$3500 each.

Game effect: The gizmo provides a clear, albeit obviously false, image at the projector. Spoken communication is less effective, however, listeners must make a Fair (5) *Cognition* roll to understand each of the user's sentences.

The cowpoke using the transmission chamber has an even tougher time of it. He must make the same Fair (5) TN, but his *Cognition* Trait is lowered by two die types for the purposes of understanding anything from the projector. Once d4 is reached, lower the Coordination instead, to a minimum of 1d4.

The projector has an effectively unlimited range of operation.

Self-Developing Photographic Plates

Hand: Straight

Price: \$25 per plate

Reliability: 17

An accurate account of field tests, experiment results, or evidence of a new species are invaluable to those of us engaged in scientific research. And, as man is a visually-oriented beast, a photograph is an excellent means of recording just those sorts of events.

However, as most will agree, current photographic equipment is cumbersome, slow to employ, and difficult to use properly. As a result, photographic evidence is too seldom used in our chosen profession!

Professor Susan Franklin has devised a method for nearly instant photography and development of film with her Self-

Developing Photographic Plates. These handy devices need only have their silvered surface exposed to the objects to be photographed to record the scene in front of them!

The plates require no camera, no lenses, no tripod—in fact, nothing other than an operator to hold them and strip the protective cover from their surface! The image reproduced is of near-professional quality and more than suitable for properly documenting research.

Each plate is 2'x1' and produces a sepia-toned photograph of only slightly smaller size after only a mere 5 seconds of exposure. Plates can be ordered individually or in groups of five.

Game effect: The plates require no Trait or Aptitude check to be effective. However, they must be exposed to the desired scene for an entire round. Any movement in the scene during that time blurs the image; exactly how badly this distorts the photograph depends on the amount of movement and the Marshal's call.

In short, these are great for recording a static scene like a footprint or crime scene, but nearly useless for capturing the image of anything living.

Sonic Goggles

Hand: Flush

Price: \$1000

Reliability: 17

A variety of scientific fields require their students to work in areas of reduced light or even total darkness. For example, many biologists documenting the emergent species of so-called "neo-zoology" are forced to observe their subjects after nightfall or in deep caverns. Smith & Robards' "Owl Eye Goggles" are poorly suited to any task but separating a fool from his money; no true scientific authority would rely on them for anything but holding paper to a desktop.

To address this situation, we've developed the Sonic Goggles. Rather than limit the devices to merely amplifying available light, we at the Collegium have instead focused on using another method of sensory input to completely negate the need for any illumination at all to provide for visual stimulus.

Our Goggles use taut rubber diaphragms stretched in the place of exterior lenses.

These hold a special pressure-reactive,

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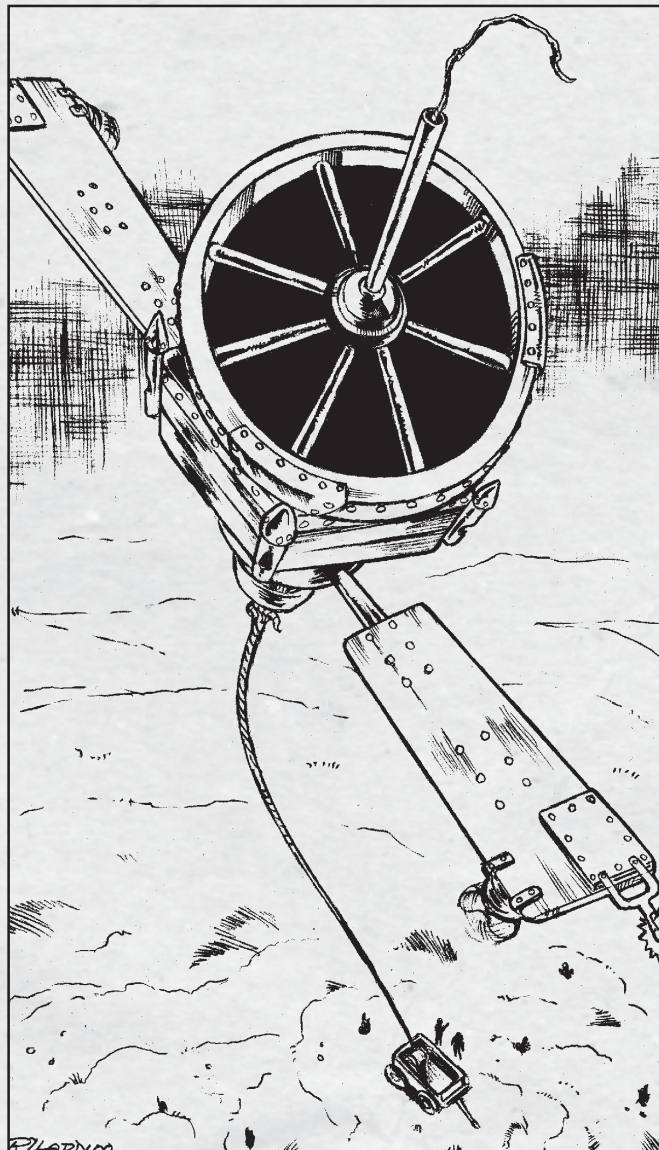
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alchemical fluid against an interior lens fitted with photographic plates. Ambient sound waves generated by echoes from surrounding objects force the diaphragms against the fluid which, in turn, reacts with the photographic plates to create visual stimuli.

In effect, the user "sees" through sound!

As effective as these are, we caution against their use in an environment likely to generate loud noises.

Game effect: Sonic Goggles allow the user to ignore all penalties for lighting, even total darkness. They allow the user to automatically



Professor Franklin keeps an eye on the badlands.

detect invisible objects or creatures in her line of sight. In addition, they provide a +4 bonus to all *Cognition* rolls to detect a *sneak* attempt, unless the low-down varmint is hiding behind a solid object (or somehow completely silenced) at the time.

The user does not necessarily know a given creature or object is invisible or hidden; it's not to her! Actions of the target or those around may give her a clue that something's amiss, however.

The images produced by the gizmo aren't of perfect quality and any Trait or Aptitude check based on vision (including *shootin'* and *fightin'*) is at a -2. Also, the hero is completely colorblind while wearing the gadget.

Although she doesn't have to worry about a sudden light burning out her retinas, sharp or loud noises can actually *blind* the wearer temporarily. When exposed to such sounds, she must make a *Vigor* roll against a TN determined by the Marshal. As a rule of thumb, a dropped pan is Foolproof (3), while a gunshot is Hard (9), and a dynamite explosion is Incredible (11).

Tethered Satellite

Hand: Full House

Price: \$4000

Reliability: 16

This astounding device is guaranteed to be a prime acquisition for any military force as well as for more cerebral pursuits. A joint invention requiring the talents of Oswald Hardinger, Gerald Klippstein, and Professor Franklin, the Satellite provides its operator with an observation post that is not only unobtrusive—desirable for many zoological researchers—but also relatively safe from assault as well, a trait of value to the military—and also zoologists!

The Satellite carries a dizzying array of focusing mirrors and lenses to a predetermined height. A one-time use rocket lifts the Satellite to altitudes between 500' and 2500'. Once at the chosen height, it hovers indefinitely thanks to a set of reciprocating fans.

As gravity pulls the satellite down, air movement turns one group of fans. An inverse-gear transmission winds alternating coil springs which power another set of fans. The second array of fans rotate at high enough speeds to keep the Satellite at the desired altitude.

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Field tests indicate this self-propagating fan system can keep the Satellite aloft for at least 2 weeks, providing preventative maintenance has been properly conducted, of course.

The mirrors and lenses provide up to 50x magnification, allowing observation of all but the most specific details from even the maximum operating height!

The altitude and optical array can be adjusted by means of a control panel located on the ground, allowing the operator to scan, observe, and even zoom in on activity below. A simple telegraph-based system provides for worry-free manipulation of the device. The entire system, including launch rockets and control panel fits easily in the back of a standard wagon (steam or horse-powered).

The Tethered Satellite package includes 2500' of control cable, the control panel, 10 rockets, all operator's manuals, and the Satellite itself. Additional launch rockets are available at the reasonable price of only \$50 for a bundle of 10.

Game effect: The Satellite package provides its user with the ability to see over most terrain features and observe activity from above while remaining undetected. The mirror and lens arrays provide a +4 to all vision-based *Cognition* rolls to a distance of 2 miles, providing the Satellite can achieve line-of-sight, of course.

Operating the control panel is a simple task assuming the operator's manual is handy or the hero has read it in the past (no roll necessary). Lacking the manual, the cowpoke must make a Hard (9) *Smarts* roll to decipher the controls. Set up and launch of the system requires 1 hour time, but only a single action to zoom or switch targets or 5 rounds to change altitude.

The Satellite and rockets are incapable of lifting or supporting more than their own weight.

Visual Scale

Hand: Flush

Price: \$500

Reliability: 17

Sir Isaac Newton's Law of Universal Gravitation states that every object in the universe exerts an attractive force on every other object. It further states the force depends on the mass of the objects and how far apart the two are. Our "Visual" Scale puts that theory to the test—and proves it true!

This astonishing piece of equipment allows its owner to determine the weight of any object he can see. Although we've named them "Visual," the actual mechanism has little to do with sight beyond merely locating the target for the Scale.

The Scale isolates and measures the attraction the selected object is generating. We calibrate the device against known weights in our facility prior to sale so you can be assured all readings are accurate!

The only input necessary from the operator is the distance to the target. The more exact the better, but at a minimum an accurate foot-count is required. We've even included a protractor and graduated lens for assistance in just this purpose.

The Scale (and attached ranging equipment) comes mounted on a single tripod no larger than a piece of surveyor's equipment or small camera.

Game effect: The Scale provides a measure of an object's weight with a variance of no more than 10 percent, provided the distance entered into the device is accurate within a foot. By providing the range to the nearest inch, the error margin can be reduced to only 5 percent.

The ranging equipment requires an Onerous (7) *Knowledge* or *professional: surveyor* to use. Success indicates the hero has obtained the range within a foot; each raise cuts that distance in half. For example, on a single raise, he knows it within 6", two raises within 3", etc.

Survival Equipment

Due to the wild and unsettled nature of the frontier, many of our customers find themselves in less than ideal situations from time to time. To ease their labors, we present our selection of proven survival gear.

Atmospheric Condenser

Hand: Three of a Kind

Price: \$250

Reliability: 18

Experts say that the average human can survive for weeks without food; it may be a disagreeable experience, but it is survivable.

Water, on the other hand, is far more

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necessary to our well-being. The human body begins to suffer life-threatening distress after only 72 hours of deprivation from liquid refreshment. Therefore, finding a reliable source of water is the primary concern in most survival situations.

The Atmospheric Condenser alleviates that concern. Small enough to fit in a medium-sized satchel or in a haversack, the Condenser fits snugly over most common 1-quart canteens. Thermostatic coils inside the device lower or raise the canteen's ambient temperature to the ideal dewpoint, causing water to quickly condense from the surrounding atmosphere.

Its efficiency is so great as to allow it to refill a single canteen over the course of 10 hours, even in the driest portion of the Mojave desert!

The Condenser does not require a power source; the thermostatic coils operate without any external energy.

Game effect: Any cowpoke possessing an Atmospheric Condenser does not have to make a *survival* roll to locate water, regardless of the environment. Note a single Condenser barely produces enough liquid for a single person, so other folks are on their own!

If the hero has only water to sustain him but no food, he suffers 1 Wind per day until he can eat a day's worth of meals (instead of the usual 1d4 Wind for no food or water).

Chemical Dowser

Hand: Straight

Price: \$600

Reliability: 17

While an Atmospheric Condenser might prove to be a lifesaver over the short term, Man cannot live by water alone. Using the natural affinity an element has for itself, the Chemical Dowser can assist in not only the location of water, but foodstuffs as well. Were that not enough reason to justify purchase of this remarkable gadget, the Dowser can also be a tremendous aid in finding chemicals or objects in a non-survival situation.

The Dowser consists of a "divining rod" and a backpack-frame mounted chemical analyzer. The rod is attached to the backpack analyzer by air tubes. A hand pump mechanism takes air samples through the rod attachment and conveys them to the analyzer.

Once in the analyzer, the Dowser compares them to a known sample of the chemical structure of the desired object. If the item is nearby—within 100' more or less, depending on air currents and wind speed—the analyzer returns air through the tubes in an inverse pattern to the proportions of substance detected.

The end result is that the tube is pushed in the direction where the concentration is strongest, guiding the user toward the desired substance.

The Dowser requires no power source, as the user generates a small static charge each time she uses the hand pump to obtain samples. The air pressure from the pump is likewise maintained and recycled to provide the inverse directional air return.

To employ the Dowser, the user must have at least a small sample of the desired chemical or substance for the analyzer to use as a comparison. The Dowser cannot "store" compositions; only one substance at a time can be sought.

Game effect: The Dowser provides a +2 bonus to all *survival* and *search* rolls, provided the hero has a sample of the object or substance for which she is searching. In the case of *survival*, that would be either water, an edible plant, or animal matter.

Grapple Gun

Hand: Three of a Kind

Price: \$150

Reliability: 18

Would that all journeys to the wild were peaceful strolls along a carefully contoured path. Unfortunately, such is far too often not the case, especially here in the Maze. Geological and topographical features seem to conspire to make even a day's excursion a winding tour of canyons and ridges.

Our Grapple Gun can help the earthbound traveler scale these obstacles by providing a convenient safety line for vertical—or horizontal—climbs and traverses.

Based on our larger Harpoon Gun, the Grapple model is much more man-portable, being only slightly larger than the average double-barreled shotgun. A miniature ghost-

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rock boiler produces high-pressure steam in a tube mounted underneath the grapple launching barrel, again, not unlike a shotgun. When the trigger is pulled, this steam enters the barrel, forcing the grapple out at a high rate of speed.

A small pulley at the end is attached to a lightweight metal wire. When the grapple secures itself, either by penetrating a soft object or wrapping around a stable and secure target, the firer can use the cable to pull a thicker rope through the pulley. Once the rope is in place, the owner can use it for either a safety line or to actually assist in a climb.

The Grapple Gun comes with three spare grapples, 100' of wire, and one ounce of ghost rock for the boiler.

Game effect: The Grapple Gun can launch a grapple and wire up to 50'. Using it requires the Aptitude *shootin': shotgun*, and a successful roll hooks or sticks the grapple in a suitable target. Based on the situation, the Marshal may rule no such surface or object is within range.

If used as a weapon, the Grapple has Shots: 1, ROF: 1, Range Increment: 10, Damage 2d6. Although it only takes a single action to load another grapple, the pressure chamber takes three rounds to build up enough steam to launch a shot.

A single ounce of ghost rock provides enough fuel for 100 shots before being expended.

Physician's Assistant

Hand: Straight

Price: \$750

Reliability: 17

Too many inventions seem dedicated to causing pain and suffering. In an effort to redress that, we've developed the Physician's Assistant. Now, instead of finding new ways to kill our fellow man, science provides the means to heal him!

The Assistant contains all the vital tools of a doctor's own bag and a small supply of important chemicals, antiseptics, and anesthetics. It requires a physician's medically-trained hand to properly set its clamps, needles, blades, and the like, as it is only a machine. Once in place, it is capable of treating a patient's wounds far faster than even the most skilled surgeon's fingers.

Additionally, because the device is unlikely to exhibit human failings like flinching or hesitation—no matter how the patient carries on during treatment—it can treat wounds previously thought beyond the abilities of modern medicine!

The Assistant comes with enough supplies to treat up to 10 patients and refills can be obtained from any local doctor or dentist, although prices may vary from region to region.

Scientific and professional responsibility requires we limit sales of this device to licensed medical practitioners.



A patient's first exposure to the Physician's Assistant.

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Game effect: The Physician's Assistant is not a gentle healer. Any patient treated by it suffers 1d6 Wind whether or not the *medicine* roll succeeds.

On a successful *medicine* roll against the Healing TN for a wound, the Assistant halves the normal time to treat the wound (see the table below for the usual times according to the wound level). The device provides no bonus to the *medicine* roll, nor can it be used by a cowpoke making an unskilled roll.

If a hero with *medicine: surgery* uses the device, she can attempt treat even a Critical wound with an Aptitude roll against an Incredible (II) TN. Success means she lowers the wound by one level.

Under no circumstances can the Assistant treat lost Wind.

Medical Treatment Times

Wound Level	Normal Medicine	With Assistant
Wind	5 minutes	NT*
Light	10 minutes	5 minutes
Heavy	20 minutes	10 minutes
Serious	1 hour	30 minutes
Critical	NT*	1d6 hours

*NT = Not treatable.

Tonal Alarm

Hand: Flush

Price: \$1000

Reliability: 17

With our patented Tonal Alarm, you and your companions can sleep safely in the outdoors without the bothersome need for posting a watch. Neither animal, human, nor other predator can enter the sanctuary of your campsite once the alarm is activated.

The invention functions by emitting a tone too low for human ears to register. The initial tone emitted after the device is activated plots all fixed structures in a circular area with a 50' radius. From that point on, any changes in the echo pattern trigger the loud foghorn-sounding alarm.

As the device is designed to ignore any changes in the echo pattern within 20' feet of it, you and your fellow travellers are free to move about the campsite even after setting the alarm!

The Alarm is quite accurate and detects changes in the patterns caused by objects as small as a housecat. Nothing likely to be a threat can break the Tonal Alarm's field of protection without you being alerted well in advance. And, since the tone emitted is inaudible to human ears, you can sleep soundly—and safely through the night!

A coil-spring, clockwork mechanism provides the device's power. An hour's winding supplies all the tension necessary to run the Alarm for a full 10 hours.

Game effect: Once activated, the Tonal Alarm provides everyone within its radius a +4 bonus to *Cognition* rolls made to wake up in the event of anyone (or thing) entering the protected area. Even if the roll is failed, the hero is still awakened by the deep horn, but unable to act until the roll is made. Dozing characters are allowed one attempt to do so per action.

The horn is somewhat disturbing to those hearing it in the middle of the night. A Foolproof (3) *guts* check is required for anyone waking to the sound of the foghorn's bellow.

The Tonal Alarm provides no protection against attacks from outside the 50' radius, incorporeal creatures, or beings that appear within the 20' interior radius without having to cross the outer boundaries of the Alarm. And, yes, there are a couple of things prowling the Weird West that can do just that!

Trans-Magnetic Locator

Hand: Two Pairs

Price: \$250

Reliability: 19

A compass is certainly a useful tool for wilderness excursions, but we here at the Collegium believe a device that points home is more convenient than one that only shows north. Which is why we've developed the Trans-Magnetic Locator.

This handy invention has two parts. The first, the locator, is no larger than a normal, hand-held compass—which is exactly what it appears to be. The second, the beacon, is about the size and weight of a potbelly iron stove.

The beacon contains a powerful magnetic coil, specifically manufactured to produce a limited field of attraction. The field produced by the coils does not behave in the usual

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manner; metal is not drawn to it, normal compasses are not affected by it, and so forth. Even other locators do not register the field unless they have been specifically attuned to it.

Once a locator has been attuned to the beacon, its indicator arrow always points toward the beacon as long as the devices are within 100 miles. This enormous range, combined with the relatively portable nature of the beacon, makes it ideal for cowhands on a large ranch, wilderness excursions to unexplored areas, or even just a day hike in the nearby woods!

The magnetic energies employed are naturally occurring rather than generated, so you need never worry about the device failing you when you need it most.

The cost of the Locator includes the beacon and a single locator compass. Additional locator compasses can be bought for \$25 apiece when the system is purchased.

After the initial purchase, normal compasses can be attuned at our facility to work with the beacon for \$25. Attuning a compass in this manner requires the beacon be present.

Game effect: As long as your hero has a locator compass handy and is within range of the beacon device, he always knows the direction to it—no roll necessary (other than Reliability).

Ultrasonic Repeller

Hand: Three of a Kind

Price: \$750

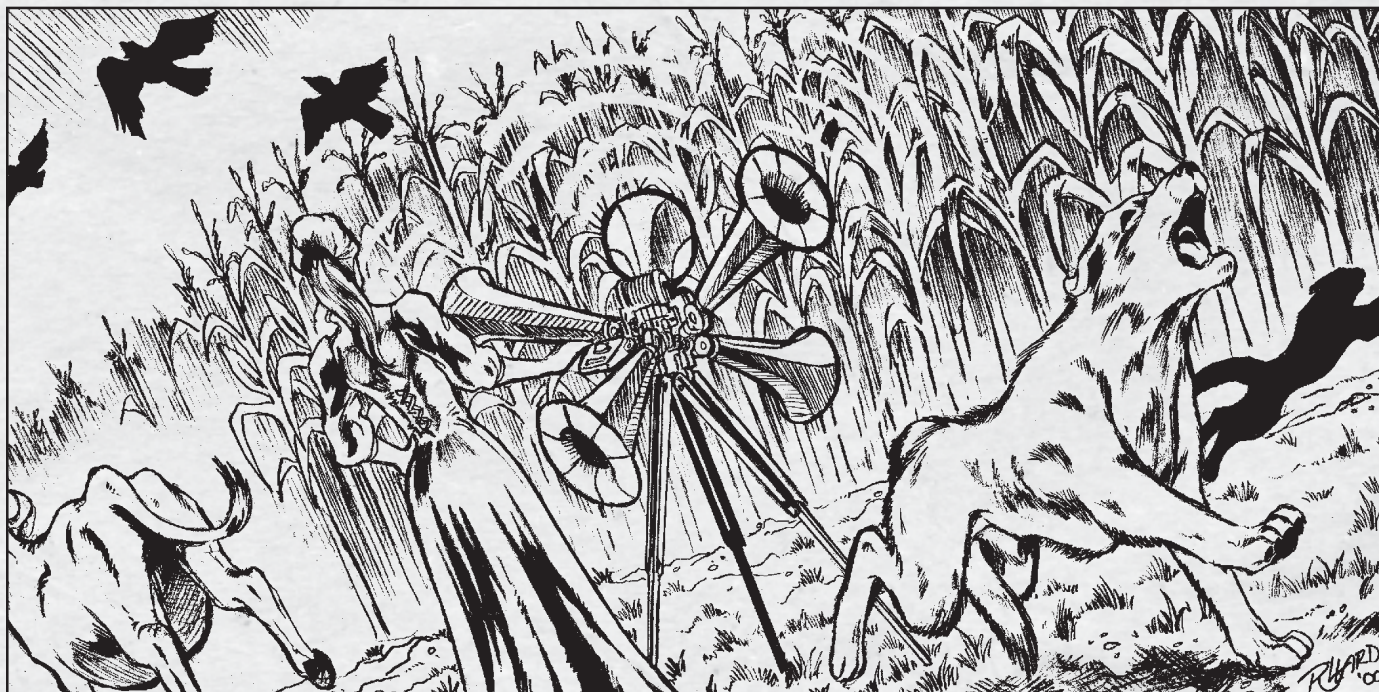
Reliability: 18

The Ultrasonic Repeller takes the idea of the Tonal Alarm a step further. Rather than using a sound inaudible to human ears to detect approaching creatures, it uses one to actually force them away from the area.

The Repeller contains a small ghost-rock furnace within its casing that superheats air, forcing it to rise and pass over a mesh of piano wires at the base of amplification cones. The wires are tuned to pitches above normal human hearing and proven to be uncomfortable to most animals able to detect them. In practice, it drives away such beasts immediately upon exposure to the tones.

The cones can be focused in a single direction or made omni-directional to protect an area. When focused, the Repeller can effect creatures out to 75'; in the omni-directional mode, the device prevents animals from entering a circular area up to 60' in diameter.

As a warning, enraged or wounded animals may be resistant to the effects, and it has not been fully tested on many emergent species.



The Ultrasonic Repeller proving its worth against all manner of domestic pests!

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Thanks to the design of the furnace, the Repeller is remarkably fuel-efficient. A single one ounce nugget of ghost rock is sufficient to operate the device for over 300 hours. Due to the flammability characteristics of ghost rock, once ignited, it cannot be extinguished.

Game effect: Any normal animal in the area of the Repeller's effect must make an Onerous (7) *guts* check or flee. The Marshal may rule some animals (like an angry bear, wounded boar, rabid squirrel) are not be subject to the device's effects.

Whether or not it affects a particular abomination is affected is the Marshal's call!

Transportation

We've designed all manner of devices to ease travel over virtually all varieties of terrain. Below, we present our first offering of alternate conveyances!

Game effect: Vehicles have additional listings following their descriptions that detail them further in game terms. These are fully explained in *Smith & Robards*, and in the interest of fitting more new stuff into this book, we're not going to reprint them. However, here's a quick explanation on what each means so that Marshals without access to that fine reference can still make use of these new toys!

Passengers is the number of human occupants the vehicle is designed to carry.

Pace tells you how fast the vehicle can move in a combat situation. A vehicle can move up to twice this amount, but it adds a +2 to any *drivin'* TNs made while at that speed.

Climb describes how fast the vehicle can change altitude and is only found on aircraft. The first number of the ratio is the amount of its Pace the vehicle must sacrifice to gain 1 yard of altitude.

Turn is the base TN for a 45° turn. A vehicle can turn up to 90° in a single action, but this adds an additional +2 to the TN.

Travel tells you the vehicle's average speed over long journeys.

Fuel is how many pounds of ghost rock are needed to travel 100 miles distance.

Modifier is the modifier to attacks that target the vehicle. On each hit location chart, the modifier represents the modifier for attacks targeting a specific part of the vehicle.

Durability shows how much damage the vehicle can sustain. Damage is subtracted directly from Durability. However, small arms fire from rifles, pistols, and shotguns is divided by 10 before being applied. Vehicles are a bit tougher than humans! The second number is its "Reliability Threshold." A vehicle must make a Reliability check each and every time accumulated damage exceeds this number or a multiple thereof. Each forced check after the first adds +1 to the Reliability roll.

Backpack Glider

Hand: Straight

Price: \$800

Reliability: 18

Melding the most desirable characteristics of the simple air catcher with the conceptual design of the ornithopter, we've developed a viable and versatile alternative to the more expensive (and explosive!) rocket pack.

In its carrying configuration, the Backpack Glider fits in a carrying case only slightly more bulky than a standard woodsman's rucksack. However, a mere tug on a cord releases the spring-loaded assembly from the pack and extends the Glider's full 30' wingspan almost instantly! The operation is more than quick enough to serve as an emergency device for air travelers.

Better yet, the Glider allows far more control over its descent than the air catcher. A skilled operator can use the contrivance to remain aloft for several minutes. Among the shattered canyons of the Maze, numerous customers use the Gliders to soar from one mesa to another!

Game effect: The Glider is somewhat more complicated to operate than an air catcher. An untrained user is more likely to plummet to his death than to soar with the eagles! The gizmo requires the Aptitude *drivin': backpack glider* to control. Remaining aloft with the device requires a Fair (5) *drivin': backpack glider* roll. This roll determines not only *if* the character remains aloft, but for how long! Regardless of the result, the Glider descends at a rate of 10 yards every round.

With a simple success, the Glider pilot can move 1 yard forward for every yard he descends. Each raise increases this distance by an additional yard, so with a single raise, he can

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travel 2 yards forward for each yard he drops, two raises allows him to move 3 yards for each one descended, and so forth.

The Marshal may add bonuses or negatives to the Aptitude roll based on updrafts or other air currents in the area. If the updrafts are strong enough, she may even allow the Glider to rise!

Landing the contraption requires a Fair (5) *drivin': backpack glider* roll. On a failure, the pilot suffers 1 Wind for each point he misses the TN; if he goes bust, he takes 2d6 damage each to 1d4 limbs.

Extending the wings takes only a single action; collapsing them requires a good five minutes of labor. Reliability is rolled once the Glider is aloft, not when the wings are extended!

Backpack Glider

Passengers	Pace	Travel	Fuel	
1	See Above	See above	None	
Modifier	Climb	Turn	Durability	
+2	NA	3	5/1	
Roll	Hit Location	Armor	Modifier	Notes
1-5	Passenger	-	-	
6-20	Wings	-	+2	

Climbing Spider

Hand: Full House

Price: \$5000

Reliability: 17

Smith & Robards presented their rather basic "mechanical skeleton" about a year and a half ago. Our Climbing Spider shows that contraption proves the stagnancy of their designs. The Climbing Spider is also a framework of piston-driven appendages powered by a small ghost-rock boiler. However, instead of four limbs, it sports eight!

The Climbing Spider is designed with the rugged terrain of the Maze in mind, but it's equally at home on any vertical face. The ends of the Spider's "legs" are tempered steel pitons designed to wedge into the smallest cracks on a cliff face, allowing the operator to skitter up them as quickly as a true arachnid!

The conveyance is engineered to leave the user's arms free for delicate tasks like taking ore samples—or even full-fledged mining!

We've accomplished this by creating motivational controls that are operated by torso motion rather than requiring limbic input! A push up or down with the shoulder drives on leg, back or forward another, a twitch of the waist a third, and so forth.

While the controls require a modicum of practice to master, the end result is well worth the effort!

Always thinking of convenience, we designed the Climbing Spider to allow the operator to "walk" on only the four rear legs, thus remaining upright when not on a vertical face.



A Collegium Associate uses a Climbing Spider in the Maze.

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Game effect: The Spider requires *drivin': climbing spider* to operate. It moves up or down vertical faces without need for a *climbin'* roll. However, the controls are a bit more complex than the catalog implies; an operator can only move at one-quarter her normal Pace when climbing due to the intricate gyrations necessary to motivate the controls.

Standing upright reduces the number of contortions needed to move about allowing her to move up to half her normal Pace instead.

Additionally, while standing, she can fight with the remaining appendages but it's not easy. She uses the *lower* of either her *fightin': brawlin'* or *drivin': climbing spider* to do so—with a -2 on top of that!

On a successful hit, the leg does STR+2d8 damage. The Spider has an effective *Strength* of 4d12+6 for this purpose, but it is capable of pulling/lifting up to 50 times the user's *Strength* die in noncombat situations.

The steam pistons take longer to react than normal sinew, inflicting a -6 penalty to the user's *Quickness* rolls. The same penalty affects all her rolls to take an active defense (vamoose).

Hits to the Operator/Boiler location strike the operator if from the front and the boiler from the rear. On hits from the side, roll 1d6. On a 1-3 the shot hits the operator; on a 4-6, the shot hits the boiler instead.

Climbing Spider

Passengers		Pace	Travel	Fuel	
1		Varies	4 mph	40 hours	
Modifier		Turn	Durability		
+1		NA (as character)	30/6		
Roll	Hit	Location	Armor	Modifier	Notes
1-12		Legs	2	-1	
13-20	Operator/Boiler		0/2	0/0	See above

Perpetual Landship

Hand: Full House

Price: \$5000

Reliability: 17

Steam wagons are common enough now; years ago the "first" was credited to Professor Darius Hellstromme, although Gerald

Klippstein was also an early pioneer in this area of endeavor. We won't quibble over who was actually the first to field a working model, but we will say Steam Wagons are likely to be a thing of the past.

Our Perpetual Landship provides all the advantages and none of the drawbacks of a steam wagon.

Using a patented reciprocal-spring system similar to that of our Tethered Satellite, the Landship winds its own power source, a self-winding, coil-spring system, even as it purrs silently along. It requires no fuel and is nearly silent in its operation.

The spring-driven wagon can run for at least 8 hours on flat terrain before entropy finally reduces the reciprocating power source below operating levels. However, you need not stop to wind the wagon; we've included an ingenious retractable mast and sail to allow you to continue your journey under wind power—and wind your springs at the same time!

Or, lacking a breeze, a good downhill of a few miles can do the same. Finally, if all else fails, a gear-assisted winding handle can "jump start" the Landship.

The best part of the design is all but a small portion of the workings rest beneath the Landship's cargo compartment, allowing it to carry as much volume as a standard freight wagon!

Game effect: Operating the Landship takes *drivin': landship*. For long journeys a roll against a Foolproof (3) TN is made after 5 hours; each success and raise means the driver has coaxed another 5 hours of travel time from the springs.

Once the springs run out of tension, the vehicle can operate under sail or coast if on a downhill. In that case, the top speed is entirely dependent on the terrain and/or weather conditions.

The mast is raised and lowered via a handcrank mounted beside the driver. It takes 5 rounds to fully raise or lower the sails, during which time all *drivin'* rolls are made at -2.

The winding handle for the springs is a much slower process. It requires 1 hour and a Fair (5) *Vigor* roll to generate enough tension to get the Landship underway again.

Although the Landship has a large amount of cargo space, its springs aren't really designed for heavy loads. Each 500 lb. of cargo (including passengers) or fraction thereof reduces the

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driving time by 1 hour. That reduction applies to both the base value and the additional time generated for raises on the *drivin'* roll.

So, a Landship carrying only the driver has a base travel time of 4 hours and each success and raise nets another 4 hours. Should it be loaded with a driver and 500 lb. of cargo, the travel times would be reduced to 3 hours and 3 hours per success and raise.

Perpetual Landship

Passengers	Pace	Travel	Fuel
6	15	10 mph	NA

Modifier	Turn	Durability
+3	3	25/5

Roll	Hit Location	Armor	Modifier	Notes
1-6	Passengers	0 (1)	0	Landship Wall
7-9	Cargo (Passengers)	0 (1)	0	Landship Wall
10-15	Wheels	1	0	
16-20	Spring Drive	2	-2	

Rail Runner

Hand: Flush

Price: \$5,500

Reliability: 18

This fine example of the potential represented by the rather uninspiring steam wagon was realized by our own Gerald Klippstein. With it, the discerning traveler need not worry about the uncomfortable experience of travelling long distances along a rutted wagon track, yet still reach locations normally denied rail passengers.

The Rail Runner takes the concept of the steam wagon to new heights by including not only a luxurious, enclosed cabin as standard fare, but also with the addition of a set of retractable rail wheels. Recognizing that few railroads have yet standardized their track gauges, the rail wheels are adjustable, allowing the Rail Runner to adapt to any circumstance.

And when the tracks run out, the driver can retract the wheels with the simple pull of a lever and continue on a standard pair of (armored) wagon wheels.

No expense has been spared to make this the premier method of traversing the continent, from tastefully concealed armor plating to a top-mounted Gatling gun for those times when the envy of others overcomes their morality.

Game effect: The Rail Runner requires the Aptitude *drivin': steam wagon* to operate. Under normal circumstances, a Reliability check is only required whenever the Rail Runner is fired up and whenever the driver must make a *drivin'* roll.

A hero must be stationed on top of the Rail Runner to operate the Gatling gun and receives no protection from the vehicle's armor. The driver also sits outside and atop the conveyance and is therefore unprotected as well.

Rail Runner

Passengers	Pace	Travel	Fuel
6	20/30*	10 mph/20 mph*	2

Modifier	Turn	Durability
+3	3/NA*	30/6

Roll	Hit Location	Armor	Modifier	Notes
1-5	Passengers	4	0	Wagon Wall
6-7	Gatling Gun	4	-1	Wagon Wall
8-13	Wheels	3	0	
14-20	Boiler	5	0	

* when on railroad tracks

Whirligig

Hand: Full House

Price: \$2,000

Reliability: 16

This wonderful device, created by the aptly named Dr. Byrd—recently of Salt Lake—is ideal for prospectors, scouts, photographers, and the like. It provides a more stable platform than the ornithopter and a longer flight time than the comparably-sized rocket pack.

A small ghost-rock boiler provides the impetus to the overhead rotors. A complicated sequence of gearing prevents the device from turning the user into a spinning top and allows her to control her facing.

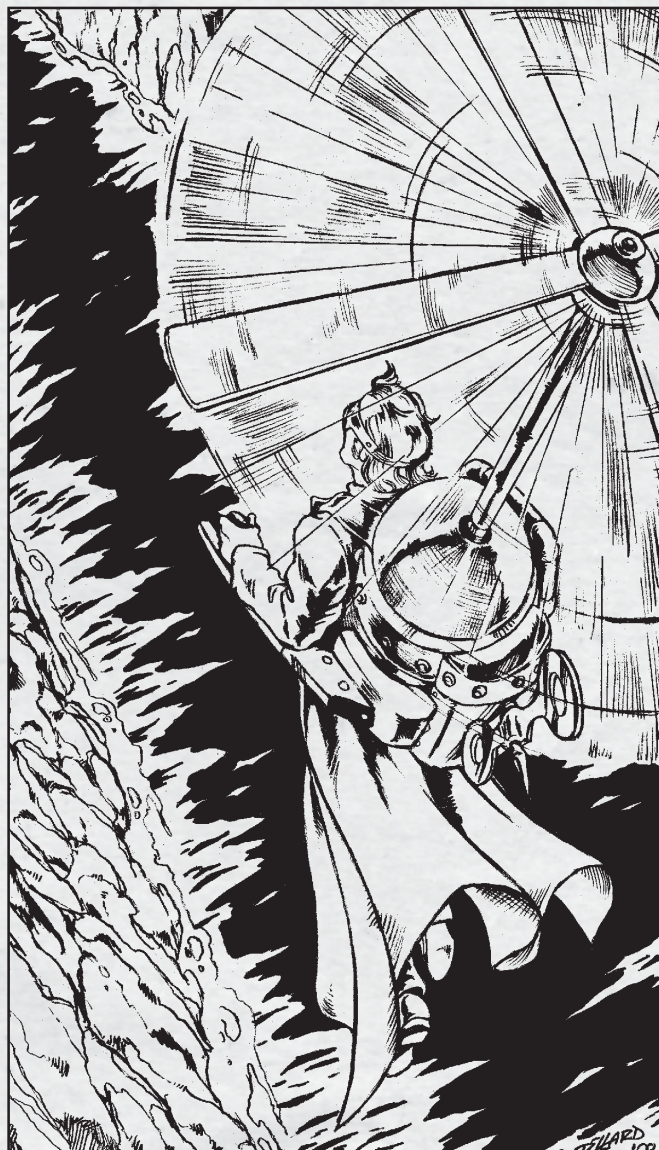
The tilt of the rotor determines both direction and speed of travel and is adjusted via handles and arm rests.

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Game effect: The Whirligig can be flown using either *drivin' whirligig* or *auto-gyro*, although using the latter slaps an automatic -2 onto the operator's maneuver rolls. The Whirligig can hover in place like an ornithopter but much easier; *no* Aptitude roll is necessary to do so.

Due to the two-handed nature of the Whirligig's controls, any sky pilot wishing to fire a weapon while aloft can only do so while hovering. This is also the "default" state for the propellers; should the hero release both controls, the Whirligig quickly comes to a halt and hovers.



A member uses a Whirligig to avoid the hazards of the Maz.

Under normal circumstances, an Aptitude check (and accompanying Reliability roll) against a Fair (5) TN is required at takeoff and landing, but the Marshal may modify this for difficult circumstances such as inclement weather and so on.

Like the rocket pack, the Whirligig is capable of traveling straight up. It can trade more than half its Pace for Altitude. It can also move sideways or backward at full Pace.

The maximum lift for the backpack helicopter is 300 lbs. Any weight above that either prevents the Whirligig from taking off, or simply causes the rotors to fail if in flight!

Whirligig

Passengers		Pace	Travel	Fuel
1		20	10 mph	1
Modifier		Climb	Turn	Durability
-1		2 to 1	3	10/2
Roll	Hit Location	Armor	Modifier	Notes
All	Whirligig	2	-1	

Wind Skimmer

Hand: Flush

Price: \$3500

Reliability: 18

Our Wind Skimmer combines the practicality of land travel with the comfort and security of journeying by air. To accomplish this, we've created a small, remote-operated steam "tug" that tows a large glider through the air behind it.

Since the tug need only carry the boiler and a simple guidance mechanism, it's only slightly larger than a steam velocipede. The glider, with its 60' wingspan, can carry up to three passengers and 300 lb. of cargo.

The pilot—or driver, we're not sure *which* applies!—can steer the craft both by a cable-operated control system governing the land-bound tug, or a so-called "stick" that regulates the gliders altitude and attitude of flight.

While the glider need not ride directly behind the tug, the tow and control cables have a maximum length of 250', so any airborne maneuvering is limited to that distance.

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The Wind Skimmer can maintain altitude more than sufficient to protect its passengers from unpleasant terrain features such as rocky ground or swamps or undesirable social elements or wilderness denizens.

We also make a simple, towed glider version without the tug. This model is suitable as a recreational attachment to steam wagons, Rail Runners, or even powered water craft (which can obtain speeds of at least 15 mph) for private citizens. It's also truly effective as an airborne observation platform for commercial, private, and military trains.

The glider-only version of the Wind Skimmer is available for a mere \$750, and comes with a tow cable as well as the aircraft itself.

Game effect: The Wind Skimmer requires a hero possess *two* Aptitudes to master its operation: *drivin': steam wagon* and *drivin': glider*. Usually, a *drivin': glider* roll is necessary to take off and land, and a *drivin'* roll need only be made at the midpoint of the journey. Hazards or combat, of course, may require additional rolls.

Because of the dual nature of the vehicle, one or the other Aptitude may apply to any given situation. For example, a *drivin': steam wagon*

Wind Skimmer (Tug)

Passengers	Pace	Travel	Fuel
0	20	20 mph	1.5

Modifier	Turn	Durability
+1	5	20/4

Roll	Hit Location	Armor	Modifier	Notes
1-8	Wheels	2	0	
9-20	Boiler	3	0	

Wind Skimmer (Glider)

Passengers	Pace	Travel	Fuel
3	20	20 mph	None

Modifier	Climb	Turn	Durability
+3	2 to 1*	3	10/2

Roll	Hit Location	Armor	Modifier	Notes
1-3	Body (Passengers)	0	0	
4-9	Body (Cargo)	0	+1	
10-20	Wings	0	+3	

*within the bounds of the tow cable

roll would be needed to avoid a chasm, while an attack by devil bats probably calls for a *drivin': glider* roll. In all cases, the Marshal has the call.

Should the tug lose power or the tow cable be cut, the glider begins to descend exactly as described in the Backpack Glider. A successful *drivin': glider* roll can extend flight time as noted in the description of that gizmo.

Weapons

While we at the Collegium condone violence only as a last resort in a confrontation, our experiences here in Gomorra have taught us that once reduced to the last resort, it is beneficial to have the biggest gun. Often, a sufficiently impressive show of force is enough to deter an escalation to even further turmoil!

It is our sincerest hope that by providing such weapons as we are about to exhibit that we will actually be lessening the likelihood of continued violence in not only the frontier regions, but also in the more civilized East. We furthermore anticipate that a proliferation of tools of destruction such as we are about to exhibit may even be a convincing argument for the final cessation of hostilities between the Union and Confederacy!

Ammo-Matic

Hand: Flush

Price: \$7000

Reliability: 15

The esteemed Oswald Hardinger developed this particularly potent firearm by augmenting current Gatling technology with his reciprocal-spring design that provides the Tethered Satellite with its near-perpetual lift capabilities.

Like a standard Gatling gun, the Ammo-Matic requires the firer to operate a hand crank to both rotate the barrels and release the firing pin. However, thanks to the internal spring-driven mechanism, the user need only crank it for the initial burst. The device begins to cycle itself once the process has begun, augmenting spring tension with the recoil from each shot.

These concurrent effects result in the weapon increasing its cyclic rate in an arithmetic progression and achieving firing speeds far in excess of even a steam-powered Gatling!

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One note: once the firing sequence has accelerated, it requires an equal amount of time to step down. Customers are advised to keep the weapon facing in a safe direction during this "cool-down" period as the Ammo-Matic *will* continue to fire!

Game effect: Firing the Ammo-Matic takes the Aptitude *shootin': automatics*.

The first round the Ammo-Matic is fired, it has an ROF of 3. Each round after the first increases that ROF by an additional 3 (ROF 6 on round two, ROF 9 on round three, etc.), until the user stops actively firing the gun. During this time she cannot opt to fire less than the weapon's full ROF.

Once the firer releases the trigger pads, the weapon continues to "cook-off" rounds during this time, reducing its ROF by 3 each round until it reaches an ROF 3, at which point it stops firing. The user can aim the Ammo-Matic as it winds down, using *shootin': automatics* as normal. However, she has to wait until the weapon reaches ROF 3 before starting the progression again.

The Ammo-Matic comes mounted on a tripod that helps absorb recoil somewhat. Instead of the usual -2 for each burst after the first fired in an action, the user suffers only a -1.

The Ammo-Matic can also be mounted on any vehicle that can mount a Gatling or steam-powered Gatling gun.

Dynamite Launcher

Hand: Flush

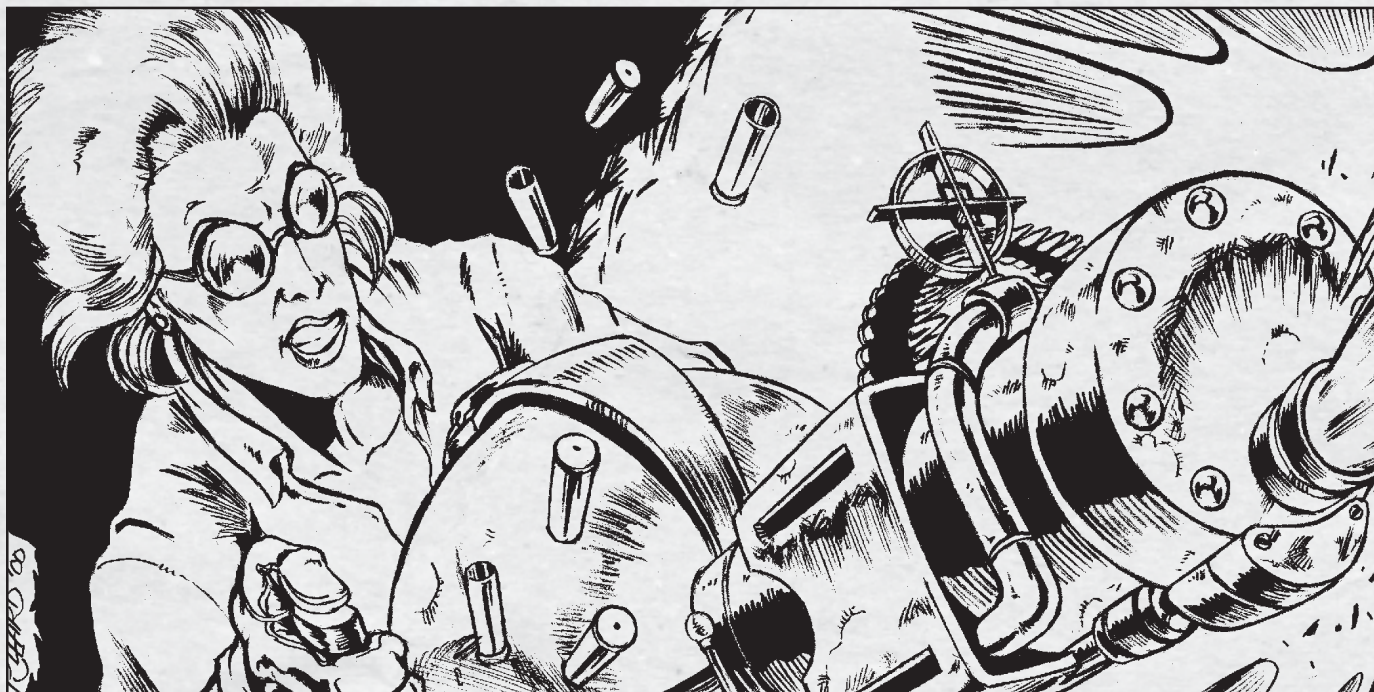
Price: \$750

Reliability: 18

This formidable piece of martial hardware is a collaboration between the talents of Fineas von Landingham and Erik Zarkov. Each is a highly respected inventor in his own right, but together they seem to multiply their skills as the Dynamite Launcher proves!

The launcher consists of a revolving chamber holding 10 dynamite sticks affixed to an ignition mechanism and a barrel that hurls them forth. A press of the trigger lights the stick and the dynamite is thrown toward its target at high speed. With properly cut fuses, the user can cause his explosive missiles to detonate on impact!

Originally planned as a mining implement, we soon discovered that while some firms were purchasing it, most were using it as a weapon rather than an excavation tool. With that in mind, we have reclassified it an armament.



The Ammo-Matic in action!

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The Launcher's price does *not* include a supply of dynamite. Due to a few recent mishaps, we have decided against attempting to ship or dispense dynamite to the general public.

Game effect: Using the launcher takes the *shootin': dynamite launcher* Aptitude. Reloading it is a slow, painstaking process, requiring a Fair (5) *tinkerin'* roll and an hour's time.

Cutting fuses to a preset time requires a Fair (5) *demolitions* roll; otherwise, the Marshal should secretly draw a card when the Launcher is fired. On the next round, when that card value is reached in the round, the dynamite explodes.

Other than as noted above, using the Launcher takes no skill in *demolitions*.

Flash Gun

Hand: Two Pairs

Price: \$150

Reliability: 18

Sometimes, lethal means aren't necessary to resolve a situation. All you may desire is to temporarily incapacitate or distract your opponent. Never fear—not all of our weaponry is of the damaging sort!

The Flash Gun uses standard photographer's flash powder to deliver a blinding burst of light, dazzling and possibly even stunning, the target for a short period. The pistol sports an oversize, revolving cylinder, making it look much like a preternaturally powerful six-shooter; its appearance alone may intimidate some unenlightened opponents!

However, the device is completely harmless, and the worst effects wear off within minutes. Of course, a few minutes is often the deciding factor in a confrontation! Best of all, the Flash Gun is so simple to operate, anyone can make use of it!

Game effect: The Flash Gun requires no Aptitude to use; simply point the device and pull the trigger. Any target directly in front of the hero and facing her must immediately make a Hard (9) *Quickness* roll. Failure means he didn't get his eyes shut quickly enough. For the next 2d6 rounds he suffers a negative modifier to any vision-based Aptitude or Trait rolls equal to the amount by which he missed the *Quickness* TN.

Additionally, any cowpoke who fails the *Quickness* roll must also roll a Fair (5) *Vigor* test. If he fails that roll is stunned just as if he had

been wounded. He can attempt to recover on each of his action cards, but until he does, he can take no other actions!

Folks to the side or behind the firer are not affected by the flash.

The Flash Gun uses normal flash powder which is available from any photographer or chemist at \$1 per 10 uses. Reloading it is a slow process, taking 1 minute per chamber.

It only affects targets within 20'; outside that range, the flash may distract the target momentarily, but causes no other ill effects. Otherwise, it has 6 "shots" and one charge can be fired per action.

Force-Amplification Mace

Hand: Jacks

Price: \$75

Reliability: 19

A device need not be complicated to be effective. Take, for example, the Force-Amplification Mace. First suggested by the late Robert Holmes, the Mace shows that a good idea is a good idea, regardless of bells and whistles—or lack thereof!

The Mace is a simple metal pipe fitted with a leather-wrapped handle for shock absorbtion, a heavy iron "doughnut" ring, and slide stops at the top and bottom. The doughnut slides up and down on the pipe, and a medium-strength compression spring attaches to the end of the pipe and the doughnut.

The spring keeps the iron ring resting near the handle until the user swings the mace. Then centrifugal force pulls the heavy doughnut to the end of the club, magnifying the force of the wielder's swing!

At the end of each swing, the compression spring once again returns the weight to the handle, making it much easier for the wielder to ready the Mace again.

Game effect: Wielding the Mace requires only the *fightin': brawl*in' Aptitude. In addition to its enhanced damage (see the **Fightin' Weapons** table later in this chapter), the weapon's design effectively increases the *Strength* Trait of a user with less than 3d8 to that score for purposes of determining damage only.

Stronger heroes swinging the Mace do not gain any increase, although they do still get the advantage of the weapon's superior damage.

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Harpoon Rifle

Hand: Three of a Kind

Price: \$1750

Reliability: 19

Harpoons have long been favored weapons of mariners and, recently, inventors have found ways of augmenting the weapon by devising ship-mounted launchers for it. We've gone the current trend *two* better by not only bringing the harpoon and launcher to land, but by also making it completely man-portable!

Our Harpoon Rifle was developed with the assistance of fellow researcher (but, as yet, non-member) Thaddeus Washington, and is based on a model he's used for nearly two years in his own studies. It's sure to become a favorite among hunters and zoologists alike for taking down large specimens. Even if the initial shot does not drop the beast, the winch mechanism (or earth anchors, if that option is chosen) prevents it from leaving the area.

We've accomplished this tremendous design feat by incorporating a small, backpack-mounted boiler assembly to propel the weapon with the awesome power of steam! Field tests have shown the Harpoon Rifle to be capable of penetrating 6" of wood or even a brick wall!

The Harpoon Rifle comes with the launcher, three harpoons, three 100 yard lengths of capture cable, and your choice of either a winching mechanism suitable for vehicle or ground mounting or three earth anchors.

Game effect: Firing a Harpoon Rifle takes the *shootin': harpoon rifle* Aptitude. A successful hit does the weapon's damage, and, if it does at least two wound levels, it's stuck in the victim.

If a capture cable is attached and rigged to one of the retrieval devices, the target's movement is greatly restricted. Exactly how and how much depends on the retrieval system employed.

The winch device pulls the target back toward itself, provided it's either anchored or attached to a vehicle. The device has an effective *Strength* 3d12+2, and any creature harpooned must roll a contest of *Strength* each round against it.

Failure means the victim can't move away from the winch and is in fact dragged 1 yard toward the winch for every point it loses the contest. If it wins, it can move 1 yard away from the winch for each point it beat the contraption. If the winch goes bust on its roll, the cable snaps!

The earth anchors are simply large, metal anchors like those found on a ship. Each weighs about 300 lbs.



The Harpoon Rifle is the perfect tool for capturing impressive specimens of emergent species such as the "Mojave rattler!"

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The anchors drag behind the victim, catching the ground, roots, rocks, and so forth, greatly hampering its ability to move. Every action the target spends attempting to move more than 100 yards away from the anchor, it must make an Incredible (11) *Strength* roll.

For each success and raise, it can move a single yard. Each anchor beyond the first adds +4 to the TN.

The harpoon can be forcibly removed by jerking it out of the wound, but this immediately causes half the weapon's normal damage to the hit location. Even fighting against the retrieval system causes the victim no small amount of pain. Every time an Aptitude roll is made to resist or work against the capture cable, the target suffers 1d6 Wind,—assuming it's vulnerable to Wind loss in the first place, that is!

The Harpoon Rifle takes 4 actions to reload, assuming another harpoon is handy.

Light Enhancement Pistol

Hand: Full House

Price: \$3000

Reliability: 17

A truly creative European author—and inventor of no small stature himself—Jules Verne, suggested that, when properly focused, light itself could prove to be a very powerful weapon. Thanks to the respective talents of Erik Zarkov and Professor Susan Franklin, we have been able to bring this principle from the realm of speculation to reality.

The Light Enhancement Pistol, or LEP, is a curious device at first sight. It appears much like a bulky telescopic sight affixed to a pistol handle—with the rest of the weapon absentmindedly omitted. However, the optic channeler (the "telescopic sight") is the weapon.

An aperture at the top of the weapon allows sunlight to enter the optic channeling chamber. Once inside, mirrors begin rapidly bouncing the errant beam back and forth, all the while through a series of concave lenses that focus it tighter and tighter. Even the aperture itself is constructed of a special "one-way" mirror that lets light pass it through in one direction, but not the other.

To use the weapon, the owner must expose the aperture to direct sunlight; other light sources are too weak to effectively power

the device. Once light has entered the chamber, the aperture is closed, allowing the trapped beam to be magnified again and again, gaining in intensity and heat.

The longer the beam is trapped, the more powerful the energy when released by the firer. In a very short time, the beam can damage flesh as readily as a small caliber pistol and it quickly builds from there! However, be warned—the reflective surfaces, while incredibly precise, are likely to develop tiny flaws through wear and tear. Leaving a charge too long in the chamber is flirting with disaster!

Once the beam has been focused to the desired level, the user then pulls the trigger and releases it at the target. The LEP does not produce a loud bang or puff of smoke, allowing the user to avoid the vulgarities of firearms.

Game effect: The LEP requires only *shootin'* pistol to operate effectively.

The user must spend an action opening the chamber and letting the initial charge build. On her next action, she can fire the LEP doing its base damage of 1d4, or she can let the charge continue to build. If she opts to allow it to intensify, each round she waits increases the damage by both one die *and* a die type.

So, for example, if she waits until the beginning of the next round after initially charging the pistol, it does 2d6; the round after that, 3d8, the third round, 4d10. The fourth round, the device reaches its maximum damage of 5d12.

During the charging period, she can take other actions.

Once the device reaches 5d12 damage, it *must* be fired that round. Otherwise, at the end of the round, it overheats and explodes, doing 2d6 massive damage with a Burst Increment of 1!

The LEP only holds a single charge at a time. After each shot, the weapon must again be exposed to sunlight and allowed to build up power. Only direct sunlight can recharge the LEP; torchlight, moonlight, or even magical illumination does not work. The firer can remove a charged LEP from sunlight, however.

A shot from the LEP is virtually silent although a faint hiss can be heard as the beam heats air molecules by its passing. Also, it creates a very brief but bright flash of light when the trigger is fired. Either of these may reveal a concealed LEP shooter's location, if an observer makes a Hard (9) *Cognition* roll.

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Lightning Gun

Hand: Flush

Price: \$2750

Reliability: 16

Recent visitors to Salt Lake City may recognize this piece of merchandise as McClellans' Sure-Fry Lightning Gun. We purchased the patent on this fine piece of equipment from one Professor McClellan from that locality. He too is disenchanted with Smith & Robard's handling of their near monopoly on creative engineering and has expressed his support for our endeavor.

We're certainly enthusiastic about his first contribution to our cause!

The Lightning Gun is a rather sizeable bundle of copper tubes and gearing, that only the most unimaginative would term "gun-shaped." Attached to it are two thick copper cables connected at the opposite ends to steel spikes. These spikes *must* be driven into the ground prior to firing!

The Lightning Gun doesn't actually generate any power itself; instead, it draws on naturally occurring energy—the same that causes lightning strikes, in fact! Although Professor McClellan's prototype was designed to work only on the salt flats of Deseret, a few modifications in our laboratory have enabled it to work equally well in any soil composition.

The device is quite impressive once under operation. As electricity is pulled into the Lightning Gun, crackling energy travels along many of the copper tubes. Gears begin turning and a low-pitched whine rises higher and higher as the charge builds.

When fired, the resultant bolt of energy resembles its namesake, a bolt of lightning. Even if it weren't as potent an armament as it is, the weapon is a delight to the eyes!

The Lightning Gun comes with the weapon itself, the ground cables, stakes, and a hand sledge for pounding them into the soil.

Game effect: The Lightning Gun requires the Aptitude *shootin': lightning gun*. Pounding the stakes takes 3 actions per stake, but more than one hero can assist—spend her action cards—and speed up the process accordingly.

Once the stakes are in place, the Lightning Gun has unlimited ammunition, but the cables are only 10' long and so limit the cowpoke's movement.

Shots that miss the target dive harmlessly into the ground just past the lucky sod. Only targets within 1 yard of the target (not line of fire) have a chance of being hit by a stray round (a roll of 1 on a 1d6).

Metal armor provides *no* protection against the bolt, and the hero gets a +2 to her *shootin'* rolls against targets standing in water or otherwise wet.

The gizmo takes a short time to build a charge between each shot and can only be fired on every other action. During that time, the hero can take only simple actions like talking or moving within the area allowed by the cables.

If the cables are removed for any reason, the weapon loses its charge and is inert.

Net Gun

Hand: Two Pairs

Price: \$350

Reliability: 18

Here's another nonlethal device for those customers who are concerned for the well-being of their fellow man. The Net Gun may appear to be a double-barreled rifle at first glance with its barrels offset at an angle from each other and an odd mound of fabric between them.

The Net Gun fires special, low-velocity lead slugs with imbedded fishhooks which are attached to lightweight, but sturdy, cord. The cord leads to an 8'x8' net which is carefully packed between the barrels. The angle to the barrels causes the net to expand as the slugs travel further from the weapon and separate.

Once the target is struck, the impact in the netting whips the slugs back around the target from behind. Any movement on the part of the trapped victim causes the hooks to snag in the mesh of the net, further pinning him!

Game effect: A hero needs *shootin': net gun* to use this gadget effectively. Thanks to the wide area covered by the net as it expands, the firer gets +2 to all *shootin'* rolls made with the Net Gun.

How well the net entangles the victim depends on just how good of a shot the cowpoke wielding the net gun was. She can attempt to free herself by squirming out of the net which requires an action and a *Nimbleness* check against the shooter's original *shootin': net gun* roll to hit her.

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If she beats his roll, she works herself out and is free to act on her next card. On the other hand, she can simply try to muscle her way out, but it takes an Incredible (11) *Strength* roll to break enough of the net to get free!

While caught in the net, she can't move more than 1 yard a round nor can she take any action that requires movement on her part—including shooting or fighting. Active defenses are at a -4, and she receives no defensive bonus from her *fightin' Aptitude* or any weapon.

At the Marshal's discretion, she may be able to cast spells or hexes, however.

The Net Gun is slow to reload, as the net must be carefully folded and positioned just right. Failure to do so results in an *automatic* malfunction—no Reliability necessary! It takes a full minute to get everything in place.

Due to the expansion and drag of the net, the gizmo has a maximum range of 30 yards. The net falls harmlessly to the ground at that distance.

In extreme circumstances, the contraption can be used like a double-barreled version of the Remington '71 rifle (see page 76 of the *Weird West Player's Guide*) by loading it with normal .50-.70 ammunition. However, the shooter suffers a -2 to his *shootin': rifle* rolls due to the odd angle of the barrels.

Rotating Rifle

Hand: Three of a Kind

Price: \$250

Reliability: 19

Any inventor or even casual tinkerer can tell you to always use the right tool for the right job. Expecting a single caliber of firearm to be the perfect match for any task is no better than using a hammer for a screwdriver, wrench, and saw, as well as its intended purpose. The Rotating Rifle remedies that problem by providing the owner with four different firearms in one.

The weapon mounts four different barrels and chambers on a single, revolving post, similar in some ways to a Gatling weapon. The barrels of the Rotating Rifle only rotate when the user wishes to change calibers—or even from a rifle to a shotgun! Our skilled technicians can combine nearly any four rifle or shotgun choices into a single, versatile long arm.

Each barrel comes with its own chamber, allowing the caliber size of the integrated weapons to vary greatly. Additionally, underneath each barrel (or rather closer to the central rotation axis) we've mounted a tubular magazine to feed the appropriate ammunition. The capacity of each magazine varies according to the size of the cartridges, of course.

A thumb level allows the owner to select a new barrel without even removing the rifle from his shoulder. A sliding foregrip ejects spent cartridges and chambers a new one. Because the chamber is integral to the barrel, there's no chance of a barrel-bullet mismatch either!

When ordering, be certain to detail your cartridge choices for each barrel. Due to a variety of mechanical issues, cap-and-ball weapons *cannot* be converted in this fashion.

Game effect: The Rotating Rifle allows the hero to have one firearm that is actually four different rifles. A cowpoke only needs *shootin': rifle* to use the weapon.

Switching between barrels requires an action. Reloading takes 2 actions per shell or 1 action if a Fair (5) *speed load* roll is made.

Any rifle or shotgun may be included in the barrel group (see the *Weird West Player's Guide* and *Law Dogs* for some examples). It's also possible to include the same type of firearm multiple times in a single Revolving Rifle, just to get a *huge* ammunition capacity.

The number of cartridges or shells each barrel's integral magazine can hold depends on the cartridge (or shell) size as shown on the table below. Caliber is often an inaccurate indicator of the *length* of the cartridge, so we've used the base damage of the round instead to determine how many rounds can be loaded.

If a cartridge does damage not listed on the chart, use the next highest figure. For example, a rifle doing 4d8+2 has a magazine capacity of 8, not 10.

Magazine Capacity

Damage	Number
3d8	12
4d8	10
5d8	8
4d10	6
5d10	4
Shotgun Shells	4

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Sonic Destabilization Ray

Hand: Flush

Price: \$2500

Reliability: 16

Yet another device we've designed to help our customers avoid the court of last recourse, the Sonic Destabilization Ray may change the way we think of conflict. Capable of rendering an opponent helpless—or even unconscious—without inflicting so much as a bruise, the SDR represents tremendous potential for law enforcement everywhere!

The device functions by sending out concentrated pulses of sound waves. These vibrations agitate the inner ear of the target, affecting his balance and inducing nausea. However, the weapon is simply incapable of causing any permanent injury, making it the perfect choice for citizens with a heart of gold!

The SDR consists of a hand-held focusing device containing a number of finely crafted tuning forks, gearing, and a dish-shaped magnifying trumpet for targeting. A backpack



Erik Zarkov field-testing the effectiveness of the SDR.

mounted power cell, similar to a model tested time and again by Erik Zarkov in his Phlogostonic Deatomizer, is connected to the focusing device via a rubber-coated copper cable.

Each SDR comes with a hand-powered recharger to replenish a depleted power cell.

Game effect: The SDR requires *shootin'* ray gun to fire.

Any target struck by the SDR's ray must make a Hard (9) *Vigor* roll. Failure means her *Cognition* and each Corporeal Trait drops by a die type (minimum d4). In addition, she loses 1 Wind for each point by which she missed the TN. Should she go bust on the *Vigor* roll, she's knocked unconscious instead.

The weapon's effectiveness varies greatly with range. For every Range Increment beyond the first, the target receives a +1 to the *Vigor* roll to resist the effects. The SDR's maximum range is 50 yards; beyond that distance, the focused waves dissipate and only a low-pitched hum can be detected.

Recharging the energy cell takes 2 hours of hand-cranking the charging device and a Fair (5) *Vigor* roll.

Spring-Bayonet

Hand: Jacks

Price: \$50

Reliability: 19

Like the Force Amplification Mace, the Spring-Bayonet is simple, but deadly. A bayonet charge is never a sure tactic, but the brave—and unfortunate—soldiers involved deserve every edge they can get. Should they survive to go hand-to-hand with their opponents, the Spring-Bayonet may provide the extra oomph needed to claim the day when mere valor alone proves insufficient!

The simple spike bayonet is replaced by our specially-constructed model, which mounts a smaller, but no less deadly, spike inside a guide tube. When the release is pushed by the wielder, a powerful coil spring shoots the spike a full 1' further and locks it against a retaining nub.

Not only does this give the user an advantage in reach over his opponent, but the initial spring-assist provides an added boost to his thrust as well!

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Game effect: A hero needs *fightin': spear* or *fightin': rifle* to use the Spring-Bayonet. When the spike is extended, the bayonet cancels up to +2 DB an opponent's weapon may provide.

If the wielder waits until he successfully hits before releasing the spring, however, the first wound inflicted causes an additional +1d6 damage. This bonus can only be gained once per battle; after release the spike remains extended until 5 rounds are spent re-seating it.

Torsion-Powered Drilling Rocket

Hand: Flush

Price: \$1500

Reliability: 17

We here at the Collegium fear the new steam-powered engines of destruction dominating the battlefields of today may lead to even more frightening and widespread conflicts in the future. Unless the common man has a weapon with which to deter the iron war chariots of the military, that is!

Our Torsion-Powered Drilling Rocket is exactly such a weapon. With it, a solitary warrior can bring the mightiest juggernaut to its mechanical knees—figuratively speaking, of course!

The Rocket is fitted with special fins that are designed to provide the missile a rapid counterclockwise spin. Not only does this spin stabilize the Rocket's flight, but it also tightly winds a spring inside the device. When the missile impacts with its target, it doesn't immediately detonate its explosive payload.

Instead, the spring is released, causing the head of the Rocket to begin boring into the target. When the head breaches the obstruction (the armor plating), a second trigger is released, causing the explosives to detonate inside the target! In the unlikely case the armor should be thicker than the boring ability of the Rocket, it detonates when the spring has unwound.

The system comes with a single Rocket and a shoulder-fired launching tube. Additional Rockets can be purchased at \$1000 each; the launching tube is reusable.

Game effect: Operating the Rocket takes *artillery: rockets*, but based on *Deftness* instead of *Cognition*. Reloading the launching tube requires 5 actions. The TPD Rocket can only be fired from the launching tube. Other rocket launchers are not suited to the odd fin design.

If it is used against a vehicle or fortified emplacement and its Armor-Piercing value is sufficient to completely overcome the target's

Ranged Weapons

Weapon	Shots	ROF	Damage	Range	Reliability	Hand
Ammo-Matic	150	3*	3d8	20	15	Flush
Dynamite Launcher	10	1	3d20*	20	18	Flush
Flash Gun	6	1	NA*	NA*	18	Two Pairs
Harpoon Rifle	1	1	3d10	10	19	Three of a Kind
Light Enhancement Pistol	NA*	1	1d4*	20	17	Full House
Lightning Gun	NA*	1/2	4d10	5	16	Flush
Net Gun	1	1	NA*	10	18	Two Pairs
Rotating Rifle	Special*	1	Special*	Special*	19	Three of a Kind
Sonic Destabilization Ray	20	1	NA*	10	16	Flush
TPD Rocket	1	1	5d12 AP 3	20	17	Flush

*See individual weapon description

Hand-to-Hand Weapons

Weapon	DB	Damage	Reliability	Hand
Force-Amplification Mace	+1	STR+2d6	19	Jacks
Spring-Bayonet	+3	STR+2d6	19	Jacks

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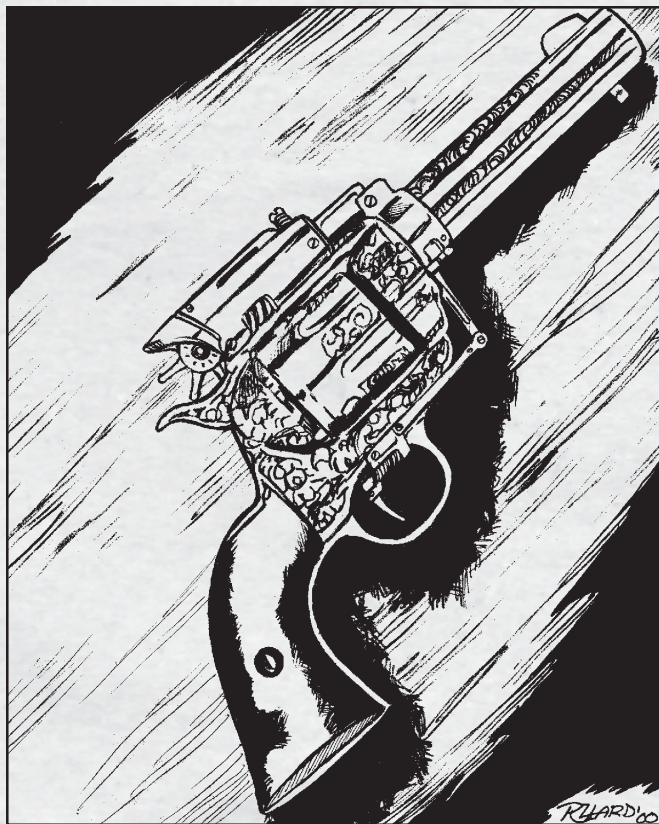
Armor, the Rocket explodes inside the target. Instead of doing damage to a single location, the device does massive damage with a Burst Increment of 5. Otherwise it does its listed damage directly to the target.

Against un-armored targets—like the average person!—the Rocket is less effective. Instead of its normal damage, it only does 5d8 damage, no explosion.

Firearm Accessories

In addition to our range of new and astonishing armaments, we present a number of attachments and embellishments to help improve our customers' own favorite weapons. After all, few of us here at the Collegium are likely to dispense with our personal tool kits or journals, so why assume others would callously discard their own possessions for newer models?

With our new line of accessories, old, reliable weapons can be upgraded and brought into the Age of the New Science!



The common Peacemaker is common no more!

Auto-Fanner

Hand: Two Pairs

Price: \$75

Reliability: 15

With our new Auto-Fanner attachment, no Westerner ever need fear being upstaged in a gunfight by an opponent wielding a Gatling pistol. In fact, the Auto-Fanner turns any standard single-action revolver into a weapon capable of firing even *faster* than most automatic weapons!

This device is deliciously simple in its design, incorporating a hammer-cocking mechanism, a side-mounted clockwork spring, and a trigger control that allows the shooter to regulate his fire. We highly recommend the exercise of restraint when using the Auto-Fanner; it's so effective that it's capable of emptying all six chambers in a single pull of the trigger!

Game effect: Because the device performs the manipulation of the hammer, the Auto-Fanner allows the shooter to maintain a much better grasp on the weapon. This, in turn, translates to a much better aim.

A pistol equipped with an Auto-Fanner can be fanned without the usual -4 modifier to the *shootin': pistol* roll. Each success and raise on the target indicates a bullet has struck and up to all six bullets can be fired in a single action. The user must declare how many rounds she's fanning before rolling her Aptitude, and all other normal modifiers (range, movement, lighting, etc.) still apply.

This gizmo interferes with the normal functioning of any firearm save a single-action revolver. If a cowpoke insists on installing it, the gun won't fire until it's removed!

Barrel Extender Kit

Hand: Three of a Kind

Price: \$100

Reliability: 17

It's far more convenient to carry a sidearm than a rifle or carbine; long arms tend to get in the way and are far too often out of reach at just the moment they're needed. The dime novelist Ned Buntline's "Specials" are a poor amalgam, inconvenient to carry with little actual gain in utility.

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With our Barrel Extender Kit, we can turn any single- or double-action revolver into a convertible carbine—all the range of a long arm, with the ease and convenience of a pistol!

The process swaps out the standard factory barrel with a telescoping model. A twist of the barrel and pull extends it from a compact 4 1/2" to 12" in the blink of an eye. We further modify the grips of the pistol to include a folding, wire-frame shoulder stock. Both components are made from tempered ghost-steel, lending both strength and light weight to their construction.

The entire modification process is nearly undetectable on casual inspection, and the altered firearm fits easily into any standard holster—a claim the Buntline Special *cannot* make!

Game effect: When both the barrel and stock are extended, the pistol gains a Range Increment of 15. When collapsed, it functions in all respects as a normal sidearm. Extending only one of the two has no effect on the weapon's range.

Reliability rolls are necessary when the pistol is fired with either or both the barrel and stock are extended; when collapsed, no roll is needed.

Magnetic Glove

Hand: Two Pairs

Price: \$125

Reliability: 18

Experienced shootists claim it's not who gets the gun out first that wins the shootout, but he who has the steadiest aim. However, if the opponents' marksmanship skills are equal, the fast gun is the safe bet! Our Magnetic Glove helps give the serious gunfighter a valuable edge in contests of manual celerity.

The Magnetic Glove is actually a two-part system—a specially constructed glove and a modified pistol grip; both elements must be present to function. The glove, a soft, thin cloth piece designed to not impede the wearer's dexterity or "touch"—contains magnetized metal fibers, while the pistol grip is imbedded with a weak lodestone on either side of the frame.

Separately, neither element possesses enough magnetism to cause an appreciable affect on other metals. We determined this to be a necessary modification after a few...embarrassing incidents involving a too

powerful glove magnet. However, the glove and grips have a strong attraction to each other, causing the pistol to be drawn toward the owner's hand when the two are brought within a few inches of each other!

Game effect: When both the glove and grips are used, the hero gains a +2 to her *quick draw* rolls with that particular pistol. This bonus is cumulative with that of a fast-draw holster, but it works even better with the Spring Holster (see below).

The glove doesn't hamper *shootin'* rolls, due to its construction, but it may impede other *Deftness*-based rolls requiring a sensitive touch (*lockpickin'*, *sleight o' hand*, etc.) at the Marshal's discretion.

Magnum Reinforcement Process

Hand: Two Pairs

Price: \$75

Reliability: NA

Our Specialized Ammunition section presents a number of modifications to standard cartridges to make them more effective and/or versatile. One of these modifications, the so-called "magnum" cartridge increases the power of the round significantly, but also causes stress on the firearm the manufacturer never intended.

Our Magnum Reinforcement Process is available for any firearm and strengthens the frame, chamber and barrel to withstand the pressures of the potent ammunition.

Game effect: The Magnum Reinforcement Process reinforces the firearm with welds, braces, and brackets so it no longer falls to pieces on a failed Reliability roll. It never needs a Reliability roll itself and provides no other benefit.

Spring Holster

Hand: Two Pairs

Price: \$75

Reliability: 18

This invention is the perfect complement to our Magnetic Glove. By fitting virtually any standard pistol holster with this device, we make it a fast-draw artist's dream!

Like many of our best creations, the concept behind the Spring Holster is marvelously unsophisticated. A spring-loaded platform is

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inserted into the bottom of the holster. A catch holds it in place when it is fully depressed, i.e., when the pistol is inserted into the holster. A cable runs up the wearer's body (inside his jacket, shirt, or vest, of course!) and back down the arm to his wrist, where a twitch releases the catch, flinging the gun toward his hand.

When used in conjunction with the Magnetic Glove, the speed of the draw is nearly phenomenal!

Game effect: Used by itself, the Spring Holster gives a +2 to the cowpoke's *quick draw* rolls. If used in conjunction with the Magnetic Glove, the combination is even more effective: Instead of +4, the two work together to produce a +6 bonus to *quick draw* rolls!

The Spring Holster modification *cannot* be made to a fast-draw holster.

Defensive Items

With all the attention we've shown offensive devices, it is only fitting that we show, if not equal, at least a fair consideration to items of a more passive nature.

Anti-Vapor Mask

Hand: Two Pairs

Price: \$200

Reliability: 19

Alchemy has produced a number of wondrous solutions that can only better the fate of mankind. Unfortunately, it has also spawned the Hellish weapons of poison gas such as was unleashed during the Sixth Battle of Manassas last year. With such devastating weapons of mass destruction available to warring governments, the average citizen lives in mortal fear of being the next victim of the tactic of "taking the war to the populace."

Our Anti-Vapor Mask is designed to lift the burden of terror caused by these terrible concoctions. Building on the rather facile devices common to the so-called "City o' Gloom," Salt Lake City, we've devised a protective covering to filter these deadly vapors.

With the inclusion of eye-covering goggles, the Anti-Vapor Mask not only guards against inhaled gases, but also irritant vapors that burn or blind their victims. Since these

chemical weapons are usually intended to render their victims helpless or incapacitated, the Mask utterly defeats them! The wearer is free to oppose the forces of tyranny as an equal—or flee, whichever best suits him.

Game effect: The Mask grants a +4 to all *Vigor* rolls to resist the effects of any noxious or blinding gas, provided it must be inhaled or otherwise affect the eyes, nose, or throat.

There is a drawback to the protection it offers, however. Due to the lack of peripheral vision, fogging of the lenses, and magnified sound of the user's own breathing, all *Cognition*-based rolls receive a -2 modifier as long as the cowpoke is wearing the Mask.

Any wound to the head may dislodge the Mask, exposing the wearer to the poisonous vapors. Roll 1d6; if the result is equal to or less than the number of wound levels the attack inflicted (not cumulative wound levels), the Mask is knocked loose!

Bullet-Repellent Clothing

Hand: Full House

Price: \$2500 per suit or dress

Reliability: 16

"Bullet-proof" vests and other such armored clothing has, in practice, proven to be anything but! All but the most insignificant cartridge has been shown capable of penetrating it, and larger weapons are scarcely slowed at all. We believe the entire premise behind the concept to be fatally flawed. Instead of seeking to cushion the impact of the round, we have chosen to prevent the shot from striking in the first place!

Our Bullet-Repellent Clothing uses an intriguing blend of alchemical science and engineering to produce a cloth that is, for lack of a better term, repellent to lead. Better yet, we've found a way to make the repulsion inversely proportional to the mass and velocity at which the lead approaches it. This allows the wearer to easily pick up her own ammunition and use it, while guarding her against hostile fire!

We can provide nearly any style or fashion of clothing, although (due to manufacturing costs) we do not work with smaller accessories such as gloves or socks. We have a full line of hat designs, but regrettably, we have yet to perfect a method of treating leather.

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Game effect: The protection provided by Bullet-Repellent Clothing is represented by a penalty to an opponent's *shootin'* roll to hit the hero with a firearm. The exact modifier varies in proportion to the damage dice of the weapon as indicated on the table following this description.

An entire suit, dress, or at least matching shirt and pants or skirt must be worn to receive the benefit. If only a single large piece (shirt, pants, skirt, jacket, etc.) is worn, the repulsion field is greatly weakened. In that case, it provides its modifier as an addition to the called shot to hit the covered location.

If a random hit location is rolled, it modifies the location roll by its value either up or down to the nearest unprotected location. If no unprotected hit location is within range of the modification, the original location is struck instead.

This adjustment is made *before* the die roll is modified for raises on the *shootin'* roll (if any), so a good shot can force the bullet back on target in spite of the clothings effect!

The Bullet-Repellent Clothing only affects lead objects travelling at very high speeds (i.e., bullets), so arrows, thrown rocks, flying bottles, magical bolts, and the like completely ignore the modifiers.

Shootin' Modifiers

Damage Die	Modifier
d4	-1
d6	-2
d8	-4
d10	-6
d12	-8

Grounding Boots

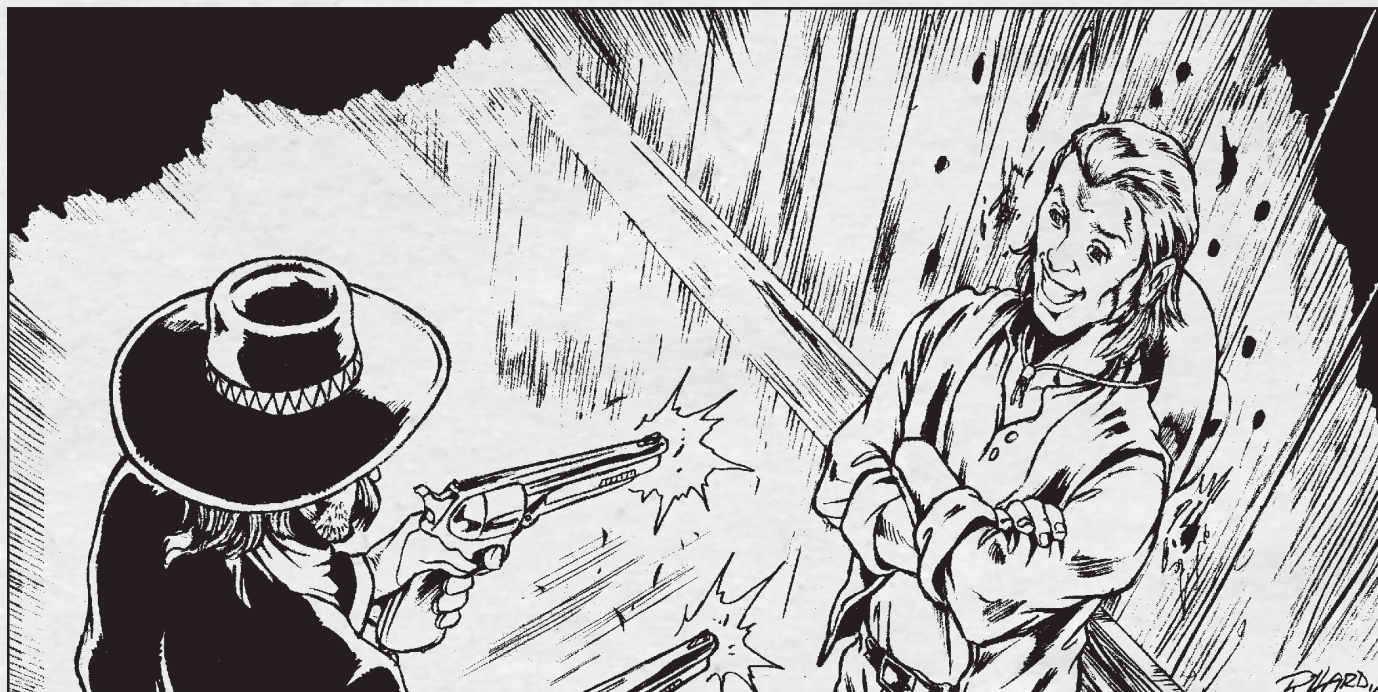
Hand: Three of a Kind

Price: \$500

Reliability: 16

Electrical gadgetry and weapons are becoming more and more common. While many believe electricity to be merely a passing fad and unlikely to replace steam-powered equipment, we feel it's better to prepare for any logical eventuality.

When an electrical charge strikes the wearer, it's drawn to the Grounding Boots by a mesh of copper wire, which then releases it into the ground. Each heel has a network of capacitors, one producing a negative charge, the other a positive. This combination has proven to be nearly an irresistible focus for electrical energy!



Another satisfied customer!

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Game effect: Against any electrically-based attack, the boots provide AV 3. However, they also tend to actually *draw* electricity to the wearer, so such an attack receives a +2 on any roll to hit the hero! The boots do not function when in water or while wet.

Specialized Ammunition

Our customized ammunition can turn any firearm into a versatile that allows its owner to tailor his response to nearly any situation! All



A graphic example of the catalyzing effect of Auto-Incendiaries.

our ammunition is available in any of a number of popular cartridge calibers. We can even supply shotgun shells or slugs for most of our advertised specialty cartridges.

We do not produce our customized rounds for cap-and-ball firearms. Due to supply difficulties, we are currently unable to supply specialized .44 Evans cartridges. Specialized cartridge types *cannot* be combined—no Magnum Shotshells!

Cartridge, Auto-Incendiary

Hand: Full House

Price: \$400/bullet

Reliability: 16

Ounce-for-ounce this is possibly our most expensive item. A single round of this ammunition costs half as much as a Gatling pistol. However, we believe our customers will agree it's worth every penny after the first use!

During casting, the bullet of an Auto-Incendiary cartridge is infused with an alchemical solution containing, among other ingredients, powdered ghost-rock—which helps account for some of the cost. The unique volatility of the ghost rock creates a catalyzing agent in the bullet. When exposed to certain substances inherent in blood, the bullet causes them to ignite spontaneously!

Furthermore, the combustion is self-propagating and begins spreading through the target's bloodstream rapidly. Since water nor oxygen starvation can extinguish the reaction, a single flesh wound can quickly prove fatal!

We caution our customers to use these rounds *only* in situations where the most deadly force is needed!

Game effect: For an Auto-Incendiary cartridge to begin the spontaneous combustion of a target, it must cause at least one wound level on the initial attack. If the victim prevents the wound through Fate Chips or some other fashion, the chemical reaction does not occur.

At the beginning of the round after the wound is inflicted, the victim's blood begins to ignite. On the first round, she takes 2d4 to the hit location. If this causes even one wound, the reaction not only continues, but increases in intensity, doing 2d6 damage the next round. Each round at least one wound level is generated by the burning, the die type increases another level, to a max of 2d12 until extinguished, or the victim dies.

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If the burning fails to inflict a single wound level or the victim prevents it somehow (e.g., by spending Fate Chips), the reaction stops.

That, in itself is dangerous enough, but the truly deadly effect of the Auto-Incendiary cartridges comes from the tendency of the reaction to spread throughout the body.

Assuming the combustion causes a wound on the first round after wounding, the reaction spreads to each adjacent body part, inflicting damage there on the next round. This spreading continues until the victim's entire body is afire!

Treat this as massive damage, but instead of rolling randomly, simply apply the damage to each area in contact with a burning location in the last round. The gizzards and lower and upper guts count as a single location for damage purposes—in other words, only apply damage there once—but three for determining the spread of the reaction.

For example, a wound in the right leg does 2d4 to that leg on the first round, 2d6 to the right leg and guts (lower) on the second, 2d8 to the right leg, guts (lower), and left leg on the third, with the gizzards counting against the spread through the body, but not for damage purposes.

The only method other than preventing the spread of the reaction is to cut the affected location off from blood. For an arm or leg (or even head!), a Fair (5) *medicine* roll can apply a tourniquet to stop the blood flow—and spread. This has the added effect of limiting the damage to the die type at which the tourniquet was applied. Applying it to the head causes an additional 1d6 Wind per round as the lack of oxygen and blood to the brain weakens the hero!

This ammunition has no special effect on creatures without normal blood—including the Harrowed or most other undead.

Cartridge, Explosive

Hand: Straight

Price: \$25/bullet

Reliability: 17

The real drawback to any firearm is that to be effective, its wielder must be able to hit her target in the first place. While that might sound facetious, it is perfectly true. A missed round is a wasted one—or at least *was* before Fineas von Landingham developed his Explosive cartridges!

Carefully packed with an alchemically-buffered and enhanced dose of nitroglycerin, the actual active compound is separated and partitioned in the nose by a wax divider. This helps prevent accidental explosions. However, the Explosive cartridge detonates upon impact—whether or not it's a perfect hit! The explosion is small, but it's sure to give your opponents something to think about.

Game effect: The amount of explosive contained in an Explosive cartridge is rather small, and even though it's been enhanced through semi-arcane science, the resulting detonation is rather limited. However, this may be a good thing as it helps limit collateral damage from badly missed shots!

If the bullet strikes a solid object (including the target), it detonates immediately. This explosion greatly limits the amount of penetration the bullet achieves, which lowers the normal damage from the round by two dice, to a minimum of one. For example, a Winchester '73 Explosive Bullet does 2d8, a Colt Peacemaker 1d6, and a Rupertus Pepperbox only 1d4. However, the explosion causes 2d6 massive damage with a Burst Radius 1, meaning the victim is likely to be far from unscathed.

Due to the area of effect from the explosion, be sure to check for stray rounds striking "innocent" bystanders (page 126 *Weird West Player's Guide*). Intervening cover also causes the bullet to detonate, and a wall too close to the target's back may catch him in the burst as well.

Shotgun slugs can be made into Explosive Slugs, but normal shotgun ammunition cannot.

Fortunately, the buffering technique makes the round very resistant to accidental detonation. Still, a forceful blow (such as a fall, another explosion, etc.) may cause the wax barrier to rupture. Roll 1d6 in such situations; on a 1, the bullet explodes!

Cartridge, Flashfire

Hand: Three of a Kind

Price: \$5/bullet

Reliability: 16

With our new customized ammunition, even a firearm need not be a deadly weapon if its owner so choose. Our Flashfire cartridges turn its roar to all bark and no bite—but a very impressive bark by any means!

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Employing a slightly augmented version of standard photographer's flash powder (like that used in our Flash Gun), Flashfire cartridges reproduce a loud "Pop!" and brilliant flame from the barrel. Since the cartridge contains only pyrotechnics and no slug, it's completely harmless, but your opponents will never know. To an uninformed observer, the firearm appears to be a very fearsome weapon indeed. Often the display is enough to send roustabouts and rogues scurrying for cover, leaving you free to make your own exit with dignity!

Game effect: Flashfire cartridges cause no damage to their targets whatsoever. When used, the startling display may surprise or even frighten some folks. Characters without at least 1 point of Grit must make a Foolproof (3) *guts* check. If they fail, the Marshal rolls 1d6 on the Scart Table.

Heroes and any other character with at least a single point of Grit as well as most abominations are immune to this effect, although they may assume the user is the biggest threat!

Shotgun shells can be converted to Flashfires.

Cartridge, Magnum

Hand: Two Pairs

Price: \$5/bullet

Reliability: 18

Our Magnum rounds are guaranteed to boost the performance of virtually any firearm. The name Magnum is derived from the Latin-based prefix for "large" or "great", and refers to the sheer potency and stopping power of these cartridges. With a Magnum cartridge loaded, you needn't be concerned that an opponent will simply shrug off your attempts to defend yourself; he'll take notice—or his next of kin will!

The Magnum is guaranteed to outperform a normal cartridge of its caliber, or your money will be refunded. Not only does the Magnum pack a more powerful grade of propellant, we've also made a few modifications to the bullet itself, allowing it to impart its energy more effectively to the target.

A word of warning: The Magnum cartridge subjects a firearm to stresses not anticipated by most design specifications. We **STRONGLY** recommend the Magnum Reinforcement Process for any gun you intend to load with Magnum Bullets.

Game effect: A Magnum cartridge does one additional die of the appropriate type for the firearm. For example, a Peacemaker firing a Magnum does 4d6 base damage, a Sharps Big 50 does 5d10, and a Knuckle-Duster does 3d6. Magnum shotgun slugs also get a one die bonus—to 7d6!—but Magnum shotshells aren't quite as effective. Shotshells only receive a +2 bonus to the final damage total, regardless of range.

The force of the round does put tremendous pressure on a gun. Any firearm that has not had the Magnum Reinforcement Process (pg. 47) automatically receives a Catastrophic result on any failed Reliability roll for the Magnum cartridge.

Cartridge, Shotshell

Hand: Two Pairs

Price: \$1/bullet

Reliability: 19

While the firearm may be the weapon of choice in the West, not everyone has the time to spend developing its mastery. Certainly, there may be some truth to the adage that "God made men; Colonel Colt made them equal," but if so, one must make the conclusion that a skilled gunfighter is then "first among equals." Our Shotshell cartridges are a step toward re-tipping the scales in favor of the common man.

Similar to shotgun shells, Shotshell cartridges aren't a single bullet, but a number of smaller pellets. Instead of a paper shell like that used for shotgun ammunition, we've created a paraffin-based cover for the pellets that is burned away when the round is fired. Once free of the barrel, the pellets spread, increasing the odds of striking the target considerably!

As a side-effect of this spread, the Shotshell is notably less effective at longer ranges, nor does it have the penetration ability of standard ammunition.

Game effect: Shotshell bullets add a +2 bonus to their user's *shootin'* rolls with the appropriate weapon.

The spread causes the ammunition to rapidly lose its potency. For every 10 yards after the first, the round does one less die of damage. Once the damage is reduced below one die of the appropriate type, the pellets are too scattered to do any damage; targets hit beyond that range

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only suffer 1d4 Wind. For example, a Peacemaker firing Shotshells does 3d6 within 10 yards, 2d6 in 20, 1d6 in 30, and only 1d4 Wind to targets further away.

The Shotshells do not penetrate well against armor. Reduce the damage by an additional die against any target with AV 1 or higher; once the damage drops below a single die, it causes no damage—not even Wind. So, a hero shooting a bandit wearing a bullet-proof vest with a Peacemaker starts off at 2d6 instead of the normal 3d6; if the black hat-wearing varmint was more than 10 yards away, it would only do 1d6. Beyond 20 yards, it would cause no damage.

Shotgun Shotshells are not available!

Cartridge, "Splat"

Hand: Three of a Kind

Price: \$10 apiece

Reliability: 17

Our Splat cartridges are yet another attempt on our part to move modern society toward a less violent one. We've designed them to be a half-way step between the harmless bluster of Flashfire cartridges and the lethality of normal ammunition.

A rubbery outer coating holds a vicious concoction of our most skilled chemists. When it strikes a victim, the outer shell ruptures, transferring most of the energy of the round without penetrating the victim. While easily able to incapacitate a target, they cause no serious permanent injury, making them an effective, yet safe, defensive weapon!

Game effect: Splat bullets cause brawling type damage—and usually a lot of it!

Roll damage dice as normal and add them for a total. Don't forget to add bonus dice for the noggin and gizzards! Then, the victim must make a *Vigor* check against the final amount. If she fails the roll, she suffers the difference in Wind. Should she go bust on the *Vigor* roll, she's knocked unconscious immediately.

Undead, including Harrowed, and any other creatures or abominations immune to normal Wind loss are unaffected by Splat rounds.

The odd design of the slug gives it a noticeably shorter range than a standard bullet. Halve the Range Increment for a firearm using Splat rounds. Shotgun shells and slugs are available in Splat ammunition.

Alchemical Closet

The accidental and tragic death of Gunther Hapworth last year set back our endeavors in the advancement of the alchemical sciences. Even worse, destruction of our central campus resulted in the loss of many of his more inventive formulae and experiments.

Nonetheless, were we to close the books on all manner of alchemical research because of his demise we would be doing Mr. Hapworth no honor, but rather insuring that his life and work were in vain! In the past few months, we have been successful in recreating many of his elixirs, oils, and other solutions.

In the interests of spreading the wonders of alchemy, and in the hopes that we will soon attract more students of the philosophy to continue these labors, we declare the doors to the Collegium's Alchemical Closet to be open!

Pre-Mixed Solutions

The following section details the various tonics, pills, salves, and aromatics we are currently prepared to market. These have all undergone extensive field testing to determine their suitability for public distribution.

Game effect: Alchemical concoctions have five entries in addition to their descriptions. The first three, *Hand*, *Price*, and *Reliability* are exactly the same as for regular gizmos. The last two, *Duration* and *Speed* apply only to alchemy. See **Chapter Three** for more info on alchemy.

Duration is how long the effects of a single dose last.

Speed is how quickly the hero enjoys (or suffers!) the effects of the concoction.

Adrenal Booster

Hand: Flush

Price: \$75/dose

Reliability: 17

Duration: 10 minutes

Speed: 1

This particular tonic gives the imbiber enhanced control over his own adrenal glands, allowing him to release bursts of adrenaline into his system as needed. The result is the

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ability to perform near super-human feats of strength, endurance, and speed! We caution against abuse of the Adrenal Booster, as it can lead to an overload of the imbiber's system and possibly even fainting or temporary incapacitation if not used in moderation.

Game effect: The Adrenal Booster elixir allows the hero to gain a temporary bonus to his *Strength*, *Vigor*, and/or *Quickness* rolls for the duration of its effect. He can gain up to a +4 bonus to Trait rolls made with each or even all of those listed, however, he loses 1 Wind for every +1 he chooses to gain. For example, if the



Our Adrenal Booster turned this mouse into a lion!

cowpoke wanted a +4 to *Strength* roll, +2 to *Vigor* rolls, and +2 to *Quickness* rolls, he would suffer 8 Wind.

He can increase the amount of the Trait roll bonus later, up to the maximum of +4, until the end of the elixir's duration, but he must pay Wind for the additional modifiers. Increasing any or all bonuses, regardless of the amount, takes an action. Although he can choose to lower the bonus as well, he does not regain any Wind from it.

Until the tonic's effects end, he cannot recover Wind and when the duration ends, he suffers an additional 1d6 Wind. Should his Wind be reduced to 0 or below either during or at the end of the elixir's effect, he falls unconscious.

Caustic Vapors

Hand: Three of a Kind

Price: \$125/dose

Reliability: 18

Duration: 3d4 rounds

Speed: 2

These innocent looking pills are one of the most insidious weapons in our—or, we dare say, any—alchemical closet. When exposed to air, they immediately react and begin turning the surrounding air into a vapor that burns flesh on contact.

While painful and possibly damaging to exposed skin, the real danger lies in inhaling the substance! In the lungs it can quickly prove fatal.

More so than with most alchemical compounds we advise extreme caution when using Caustic Vapors. Our Anti-Vapor Mask provides adequate protection for the face and lungs, but any other exposed skin may still suffer surface burns from the compound.

Game effect: Caustic Vapors rapidly expand to fill an area 10 yards in diameter with a thick, fog-like cloud. Everyone within the area suffers 1d6 to each hit location with exposed skin (hands, feet, face, etc.); fortunately, even normal cloth works as a barrier to the heavy vapor, so normal clothing effectively protects against it.

Anyone who inhales the compound takes 2d6 directly to the guts on every round she remains in the cloud, and for an additional 1d4 rounds afterward.

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Dehydrated Air Tablets

Hand: Flush

Price: \$30/dose

Reliability: 17

Duration: 3d6 minutes

Speed: 1

One of the first of Mr. Hapworth's compounds we managed to recreate was this astounding pill that is actually a form of "solid" air.

When the Dehydrated Air tablet is immersed in water, it begins slowly returning to gaseous state. The amount of water necessary is small, nor need it be pure; human saliva, for example, functions admirably as a catalyst! By holding a Dehydrated Air tablet in the mouth, the user is supplied with life-giving oxygen even underwater or in a smoke-filled room!

The process by which air is reduced to a solid form is not as precise as we might wish, limiting the accuracy with which we can predict the duration of a given tablet. In practice most function for at least 5 minutes and none have exceeded a 20 minute duration. The average expectancy appears to run between 9-11 minutes, however, in the interests of safety, we recommend either limiting use to shorter spans or carrying a second tablet just in case.

Game effect: For the duration of the Dehydrated Air's effects, the hero has a ready supply of fresh air. This protects her against drowning, poison gases, smoke inhalation, or any other effect that is based on breathing.

The Marshal should roll the duration of the Tablet and track the time remaining secretly.

De-Inebriating Tonic

Hand: Two Pairs

Price: \$10/dose

Reliability: 17

Duration: Permanent

Speed: 2

An occasional glass of fine spirits is a welcome refreshment, although on occasion all but the most disciplined souls may be tempted to imbibe more than a prudent amount. For those times when the more detrimental effects of alcohol are undesirable, we present our De-Inebriating Tonic, guaranteed to cancel the effects of any alcoholic intoxication within moments of its consumption!

As the Tonic not only neutralizes the alcohol in the bloodstream but also has a purgative effect on any remaining in the digestive system, it has proven somewhat effective against injected poisons. However, as the described effect may be unsuited for polite company, we recommend using the De-Inebriating Tonic in more discreet surroundings.

Game effect: The Tonic completely cancels the effects of drunkenness as soon as it takes effect. It also induces a bout of upchucking to clear any remaining liquor from the cowpoke's system. This unpleasant experience causes 1d6 Wind and no small embarrassment.

As a beneficial side-effect, the upchucking helps the poor sod purge any poisons he may have swallowed in the last 10 minutes from his system. He gets a +2 to any *Vigor* roll to resist a toxin of that sort.

On the other hand, if the harmful substance was acidic in nature, running back through the pipes a second time does a world of hurt! He takes any damage he may have suffered for swallowing the caustic stuff a second time when it comes back up!

De-Pigmentative Paint

Hand: Four of a Kind

Price: \$1000/gallon

Reliability: 15

Duration: 1 hour

Speed: 1

In one of the most monumental discoveries in the field of alchemy, we have created a paint that renders an object coated with it transparent to light! We can't disclose even the slightest details on the function of this incredible compound as we are still in the process of obtaining patents in both the Union and Confederacy, but we can guarantee that our customers have seen nothing like it—literally!

For a number of reasons, we must advise strongly against using the paint on exposed flesh.

Game effect: De-Pigmentative Paint makes any object coated with it nearly invisible. On an Incredible (11) *Cognition* roll, a hero can detect faint distortion where the object is. Any vision-based Trait or Aptitude rolls to affect the object are at -6, once it's been detected.

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A single gallon can cover up to 400 square feet. Exactly how long an object takes to paint is up to the Marshal; a plain wall is fairly quickly covered, but a complex item like a steam wagon may take considerably longer. If only a single side of an object is coated with the paint, it is transparent (or invisible) from the *unpainted* side only due to the paint's properties. This is provides a handy method for surveillance, by the way!

If the Reliability roll is failed, the results apply to the entire gallon, as each exposure to air runs the risk of contaminating the fluid.

Any cowpoke that insists on painting herself quickly finds out why it's a bad idea. The fumes are nauseating, and the stuff gets into the blood stream through the body's pores. Each round, she suffers 1 Wind for each hit location that has been painted. Wearing a full suit of clothes (including gloves) and an Anti-Vapor Mask can prevent this.

Even if the damaging effects of the paint are avoided, she faces a multitude of problems.

Her eyes remain visible unless she paints them (ouch!) in which case she's blind. Painting the lenses of the Mask doesn't help as the eyes are still visible behind the glass. Granted, this may be disconcerting to most folks, but a pair of "floating" eyes are *going* to draw attention—which presumably she wants to avoid!

Also, because she can't see her own body either, all *Nimbleness* rolls are at a -2 for the duration of the effect.

One last general note: Any object coated with the De-Pigmentative Paint is just as invisible to the cowpokes who painted it as everyone else, so they'd better not forget where they left it!

Exbalming Fluid

Hand: Flush

Price: \$75/dose

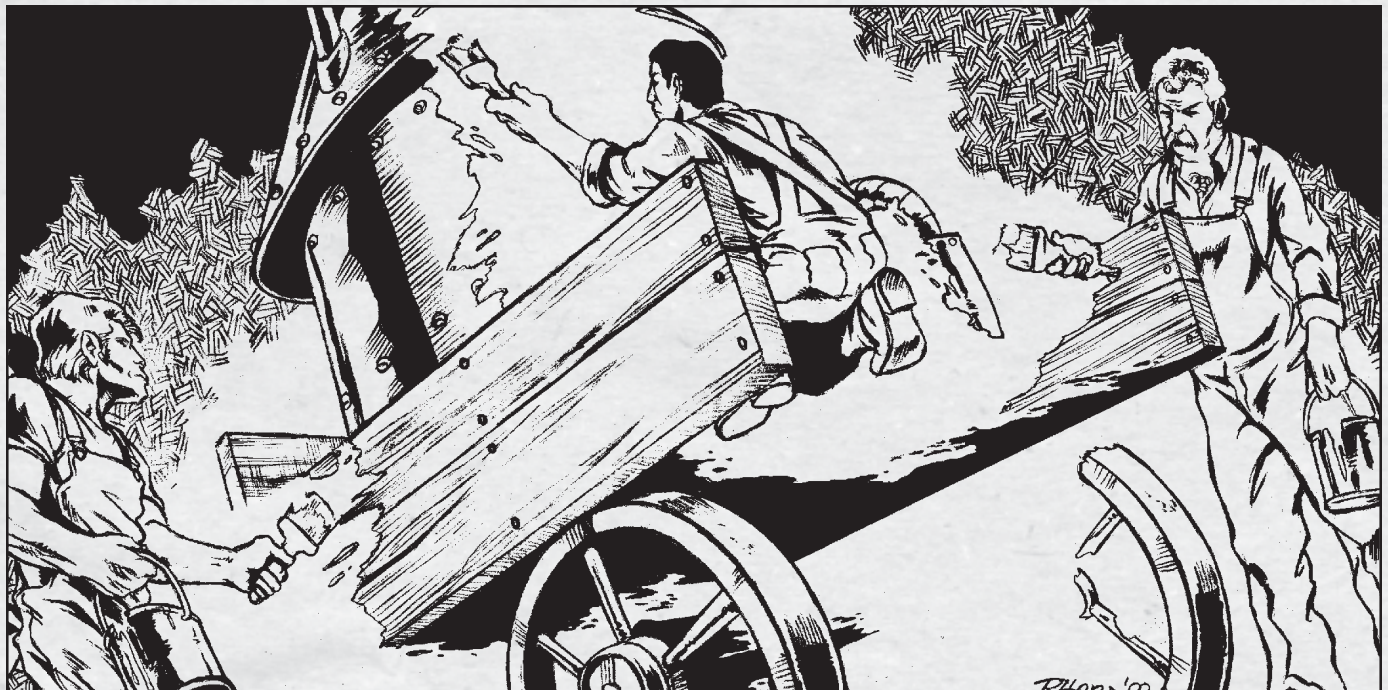
Reliability: 17

Duration: 1d6 rounds

Speed: 1

In 1875, the Association for the Prevention of Premature Burial was founded and branches formed quickly throughout the Union and Confederacy, proving the concern over accidental interment crosses borders and battle lines. And, apparently with good cause, as any one who's spent much time around a cemetery can attest; it seems far too many people are sent to their eternal rest ahead of schedule, if empty graves are any indication!

Our Exbalming Fluid, which reacts only with dead flesh, serves two purposes to assist in the preparation and disposal of the dearly departed.



A steam wagon gets a coat of De-Pigmentative paint. Now you see it, but soon you won't!

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First, it can instantly and surely identify to a doctor or mortician whether or not a body is a corpse, or a patient. On the living, it simply runs off or pools, just like water, but on dead flesh it violently reacts, quickly burning it away!

Secondly, a single dose contains enough fluid, if used judiciously, to burn away the remains of an average person. In effect, it's a crematorium in a bottle! Many doctors recommend disposing of dead bodies as soon as possible for sanitary purposes, and the Exbalming Fluid provides an expedient and tasteful method for doing so.

We hope to see our Exbalming Fluid become as valued a part of a physician's bag as morphine!

Game effect: When poured or splashed onto a dead body, Exbalming Fluid causes 2d8 damage to each hit location it touches every round for its duration.

If carefully poured, it contains enough to completely douse a human body. When dealing with moving targets (it could happen!), this is pretty much impossible and the hero must toss or sling the liquid at the target. This takes a *throwin': unbalanced* roll to hit, and misses should be checked for deviation (see page 126 of the *Weird West Player's Guide*).

When hurled in this fashion, the Fluid has a Burst Radius 1 and does massive damage to any dead flesh in the area.

And, yes, Harrowed and undead flesh does take damage from Exbalming Fluid. Incorporeal beings are immune to the liquid.

Exfoliant Oil

Hand: Flush
Price: \$40/dose
Reliability: 18
Duration: 10 minutes
Speed: 2

Another of Mr. Hapworth's concoctions we were fortunate enough to decipher, the Exfoliant Oil must be ignited to take effect. Once lit, the Oil produces a thick, yellowish smoke that is virtually harmless to humans and other animals, but a deadly toxin to all forms of plant life.

It's especially well-suited to clearing areas of thick overgrowth, thickets, or even small stands of trees. Be warned that we do not advise its use for agricultural purposes; its toxins

render soil unsuitable for growing plants for at least 2 years! Even with that restriction, the Exfoliant is ideal for a number of uses!

Game Effect: The Exfoliant Oil creates a cloud of yellow smoke 10 yards in diameter and 5 yards high. Any normal plant within the area is killed by the vapors. Grass, weeds, brush, and small saplings wilt and die immediately; larger plants such as mature trees may linger for weeks before finally falling in a cascade of wood chips.

This is not a method for harvesting lumber; the wood of any plant killed by the exfoliant is dry, rotted, and filled with small holes. The soil in the area under the cloud is poisoned and no plant life will take root there for 1d4 years following the Exfoliant's use.

Unnatural plant-life takes 4d8 damage each round to every hit location in the cloud. It's the Marshal's call as to what constitutes "unnatural" in this case.

Humans who remain in the cloud must make a Fair (5) *Vigor* roll each round or lose 1 Wind. Other than obscuring vision (-2 to vision-based Trait and Aptitude rolls), there is no other ill effect.

Liquid Courage

Hand: Two Pairs
Price: \$30/dose
Reliability: 19
Duration: 30 minutes
Speed: 2

Many Western folks claim a good shot of whiskey steels a man's nerves and calms his spirit. That may be so, but there's little scientific basis for the claim. On the other hand, there is a scientific basis for the workings of our own Liquid Courage elixir. It stimulates the body to release its own calming essences and steadies the hand of even the most high-strung soul.

Game Effect: Liquid Courage gives a hero who imbibes it +2 to all *guts* rolls for the duration. Additionally, the drinker gains the *nerves o' steel* Edge for as long as the elixir remains in effect. However, this "instant bravery" comes at a price; his fight-or-flight instinct is completely overridden by the concoction!

For the duration of the Liquid Courage-induced valor, the cowpoke must make a Hard (9) *Smarts* roll to run away from a fight or other life-threatening situation!

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Memory Debilitation Tablets

Hand: Flush
Price: \$90/dose
Reliability: 16
Duration: Permanent
Speed: 2

Ours is a field of trade secrets but few readily-enforceable legal procedures to defend them. It is often difficult to provide a potential investor with enough details about a project to convince her the latest invention is worth financial backing without running the risk of inadvertently exposing a key mechanism or device to a competitor. While searching for a method to protect our interests in such matters, we developed the Memory Debilitation Tablets.

The Tablets contain enzymes that fog recent memories in the human brain. Although the Tablets aren't capable of "erasing" a memory, so to speak, they do make a person more receptive to an altered account of the events.

Game Effect: Memory Debilitation Tablets can be administer whole, crumbled over food, or dissolved in drink. When injected, the subject's memories of events within the past two hours become fuddled and unclear.

A character who makes an Onerous (7) *persuasion* roll can provide an alternate explanation for occurrences during those two hours and have the subject accept them as fact. All major details have to be included, but minor ones can be somewhat altered or even omitted. The Marshal decides what qualifies as major or minor details.

If later presented with hard, physical evidence that conflicts with the explanation, the subject can make an Onerous (7) *scrutinize* roll to realize her memories have been altered, but only with a raise on that roll can she recall the true course of events.

Metabolic Elevation Tonic

Hand: Straight
Price: \$50
Reliability: 17
Duration: 5 minutes
Speed: 1

Our Metabolic Elevation Tonic is perhaps the greatest aid available to customers seeking assistance in losing unwanted pounds. The

Tonic accelerates the body's natural metabolism, accelerating its own fat-burning processes by tenfold! A steady diet of the Tonic, combined with a controlled diet, will result in a noticeable weight loss in merely two weeks!

We also advise a regular exercise program while using the Tonic, as a user is likely to experience restlessness immediately after any dose as the Tonic elevates his metabolism and energy levels.

Game Effect: Anyone imbibing the Metabolic Elevation Tonic receives an extra action card each round. This extra card can even give the hero more than the usual limit of five action cards in a single round!

At the end of the Tonic's duration, the hero must immediately eat a full meal or lose 1d4 Wind to hunger pangs!

Oral Inflammator

Hand: Flush
Price: \$80
Reliability: \$125/dose
Duration: Instant
Speed: Special

Without a doubt, the flamethrower is one of the most efficient pest-control tools available. However, few people actually need more than a single use or so of the cleansing flames to rid themselves of a wasps' nest, a pack of rats, or a snakes' den, and have a hard time justifying the expense such a device represents. For those one use occasions, we present the Oral Inflammator.

The chemicals within this small pill catalyze the elements and enzymes found in human saliva and breath to allow the user to literally spit a cone of flame! Complete instructions are provided with each dose to ensure absolute safety when using the pill.

We would like to caution use of this pharmaceutical only under controlled circumstances, as accidentally swallowing the Oral Inflammator may cause extreme gastrointestinal discomfort.

Game Effect: To use an Oral Inflammator, the hero places the pill on her tongue and holds it for at least 1 action. On her next action, she can spit it, and a gout of flame, or continue to hold the pill in her mouth and allow the reaction to build.

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After the first round, the Inflammator does 1d10 damage; each additional round adds another d10 to that total to a maximum of 6d10 after 6 actions.

The flame expands in a cone from her mouth, extending 3' in length and 1' in width at the end of the cone for every die of damage. A 1d10 burst then goes 3' and is 1' wide, while a 6d10 flame is 18' long and 6' wide. Since spitting searing flame can't be good for you, she suffers 1 Wind for every d10 damage caused—and probably some singed eyebrows as well!

She rolls a Foolproof (3) *Nimbleness* roll for every creature, human, priceless antique, etc., in the cone. On a success, the target is hit for full damage. Roll all the dice, and add them together as usual, but each wound is applied to a separate hit location.

Should she go bust on the *Nimbleness* roll, she accidentally swallows the Inflammator! She immediately suffers 3d6 Wind from a painful case of indigestion and takes 1d6 Wind each hour for the next 1d6 hours. Although there's not much air in the digestive tract, there's enough to make the hero quite uncomfortable!

If she's hit for damage while holding an Inflammator in her mouth, she must make a *Vigor* roll just as if she were trying to avoid stunning (in addition to the regular stun roll). If she fails, she inadvertently spits the tablet out, causing a gout of flame in a random direction according to her facing. If she goes bust, she swallows it, as above.

Should the hero be stunned while holding it in her mouth, roll 1d6: 1-3 she spits it out, 4-5 she swallows it, 6 she manages to hold onto it.

Oxidizing Oil

Hand: Flush

Price: \$50/dose

Reliability: 18

Duration: Permanent

Speed: 1

When one works with metal as often as the average inventor, it soon becomes apparent that one thing is unavoidable—rust. More than a year ago, we put our combined intellects to the task of finding a way to rust-proof metallic objects and preserve them from decay. Although we've yet to succeed, one of our "failures" resulted in the development of Oxidizing Oil.



Once a deadly rifle, now just filler for the dust pan!

Instead of making a metal object more resistant to rust and corrosion, this viscous fluid actually causes instantaneous—and often total—oxidation! Although we can't guarantee such results in all cases, in more than one field test Oxidizing Oil reduced the target metal to a pile of brittle rust fragments and residue!

Oxidizing Oil is just the thing for any tinkerer or blacksmith in need of a method for quickly and easily ridding himself of unwanted scraps.

Game Effect: A single dose of Oxidizing Oil contains enough fluid to coat 10 square feet of metal completely; it can be dispensed in smaller amounts with no ill effects.

Any metal object coated with the Oil immediately begins to rust. The item has its Reliability reduced by 5; if the object doesn't have a Reliability score, it instead gains a Reliability of 15. The item must immediately make a Reliability roll against its lowered score; if it fails, it immediately crumbles into dust!

The modifier (or new score) is permanent. Any later Reliability rolls are against the new total. Failures on these rolls are handled as normal

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malfunctions. However, if the object is later subjected to forceful blows or other damage, another Reliability check is required as well. Failure on this roll means the item breaks under pressure!

Note that the Oil need not completely coat a gizmo to hinder its function. Corroding the gears of a clockwork device, the action of a firearm, or even a boiler plate may be sufficient to take it out of action. The Marshal has the final say on whether or not a given component is vital to the gadget or not.

Palliative Balm

Hand: Three of a Kind
Price: \$25/dose
Reliability: 19
Duration: Permanent
Speed: 1 minute

This soothing salve is a boon to physicians everywhere and it's of no small use to the medically uneducated either! It cleanses any surface wound to which it's applied, causes nearly immediate coagulation of the blood, and stimulates the body's own natural mechanisms to begin the process of healing.

We've taken the frequent traveler's needs into consideration and packaged it in a small tin for easy storage in a valise, suitcase, or even saddle bags. Better yet, it's completely effective when used in conjunction with our own Physician's Assistant device, making the tool even *more* effective!

Game Effect: Each dose of Palliative Balm contains enough salve to treat a single wounded hit location. The Balm is only effective against surface wounds—in other words, if your cowpoke has just taken a swig of lye, he's out of luck!

When used by a hero in conjunction with the *medicine* Aptitude, it gives a +2 bonus to the roll to heal a surface wound. This modifier applies even if the sawbones is using the Physician's Assistant to treat up to a Critical wound level, although the patient still suffers the usual 1d6 Wind from poking and prodding.

A hero can use the Palliative Balm even if he doesn't have the *medicine* Aptitude. In that case, it completely heals a single Light surface wound, no roll necessary. It has no effect on locations with higher than a Light wound level.

Smoke Pellets

Hand: Jacks
Price: \$5/pellet
Reliability: 17
Duration: 1 minute
Speed: 1

This delightful pieces of pyrotechnic wizardry are completely harmless, but certain to delight children and adults alike! When thrown against the ground, the pellet erupts into a cloud of smoke. The smoke is relatively short lived as well as completely harmless, and customers have their choice of white, yellow, blue, red, or green vapors when ordering pellets.

Game Effect: All a hero needs to do to use a Smoke Pellet is to throw it against a hard surface, stomp on it, or otherwise break the pellet. Once crushed, a cloud of smoke begins pouring from the pellet quickly filling an area 10 yards in diameter.

The smoke completely blocks vision through its diameter. Anyone inside the smoke, or looking into the covered area, suffers a -6 on all vision-based rolls, like *shootin'*, *search*, etc. Wind or even mild air currents disperse the smoke fairly quickly, but it is a handy distraction while it lasts.

Although the smoke has no harmful effects on anyone within it, some folks may be nervous about entering a cloud of yellowish or other colored vapors...

Tactile Desensitizer

Hand: Three of a Kind
Price: \$30/dose
Reliability: 18
Duration: 10 minutes
Speed: 2

There is a dearth of effective anaesthetic pharmaceuticals available to the practicing physician or even simple dentist. There is no need for stitches, a tooth extraction, or even an amputation to inflict excruciating torment on the patient when you have access to our Tactile Desensitizer. This incredible, lenitive elixir inhibits the body's sensitivity to touch, thereby easing the pain of intrusive surgery or wounds.

As the patient must ingest the tonic for it to be effective, the Tactile Desensitizer is of limited use with unconscious patients. We do not advocate its use for recreational purposes.

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Game Effect: When imbibed, the Tactile Desensitizer allows the victim to ignore up to 2 levels of wound modifiers. This is *not* cumulative with the Edge *thick-skinned!* The Tactile Desensitizer also allows the hero to automatically make all stun checks for its duration.

Any hero using the Tactile Desensitizer suffers a -2 on any *Deftness*-based roll requiring fine manipulation, like *lockpickin'* or *sleight o' hand*, due to his decreased sensitivity for the duration.

Tourniquet in a Bottle

Hand: Jacks

Price: \$10

Reliability: 19

Duration: 10 minutes

Speed: 1

Another fine addition to any doctor's traveling bag, our Tourniquet in a Bottle is a vital medication for treating seriously wounded patients. This wonderful mixture greatly enhances the blood's own coagulative properties to quickly prevent further loss of that vital fluid through open injuries. Even though it breaks down quickly once activated, the clots formed by the Tourniquet remain, protecting the patient even after the elixir is no longer effective!

Game Effect: A Tourniquet in a Bottle may be either injected by the subject or poured directly onto a wound in extreme circumstances. For the duration of the elixir, the hero suffers only half the normal Wind loss caused by wounds.

Furthermore, it stops further Wind loss due to Serious, Critical, or Maiming wounds. Even after the effects of the concoction wear off, the treated wounds do not lose any further Wind, unless new damage causes them to increase in level.

Universal Lubricant

Hand: Flush

Price: \$150/dose

Reliability: 17

Duration: 1 minute

Speed: 1

Friction is the foe of any tinkerer, inventor, or scientist who works with the forces of nature. It robs energy from any moving object; it impedes movement; it eventually erodes any moving part in a system. In short, friction is the pair of cement shoes that drowns progress.

As a cooperative of inventors as well as scientists—and more than a few tinkerers as well—you may be certain that overcoming friction is always a primary concern to us at the Collegium. And, so, it is with great pride that we announce, for short periods of time, we have succeeded at exactly that!

Our Universal Lubricant imparts near frictionless motion to any object to which it is applied. This enhances the function of any device with moving parts. Of course, it also makes it nearly impossible to pick up, so perhaps it is fortunate that the very properties which make it so lubricitous also cause it to rapidly evaporate.

Game Effect: A bottle of Universal Lubricant holds enough of the oil substance to coat 20 square feet. Reliability is checked each time the bottle is opened, rather than during use.

Any gizmo with moving parts to which it is applied gains +2 to Reliability for the concoction's duration. It's unnaturally slick, so items coated with it can't be picked up short of wrapping them in a towel or rag. Poured on the ground, *no one* can walk or run across the area; instead they flop like fish out of water in the slippery mess until the oil evaporates.

A cowpoke who douses himself in the stuff is slicker than a greased pig! Attempts to grapple, handcuff, tie-up, etc. fail miserably—until the stuff loses its potency at least.

Vocal Uncction Elixir

Hand: Two Pairs

Price: \$30/dose

Reliability: 18

Duration: 30 minutes

Speed: 2

This soothing throat syrup tightens (or relaxes) the vocal cords, bringing them to the perfect pitch for pleasing speech. For that reason, it's a favorite among singers and thespians, as well as political campaigners.

Game Effect: The Vocal Uncction Elixir makes the hero's voice sound like an angel's song. She receives a +2 to friendly *persuasion* rolls, as well as *performin': singin'*, *performin': actin'*, *performin': oratory*, and even *tale-tellin'*.

The effects of the elixir are usually only truly useful in a peaceful setting; it's hard to sweet-talk a fellow when he's got a gun in your mouth!

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In Development

As we stated in the introduction to our sample catalog, one of the primary reasons we've undertaken the project is to enlighten the public and gain support for work of greater substance later.

With that in mind, we'd like to take the opportunity to introduce some of our designs under development to any potential applicants to our institution. These are by no means the only such works we have in progress, but they should serve adequately to provide a taste of the potential our collective represents to the scientific community.

Grants

Briefly, we feel it necessary to broach the subject of economics. As with any academically-oriented community, a large part of our funding has come from grants, either from public funds or private benefactors. Unfortunately, of late, we have found competition for such external monetary resources to be at a premium. Even Professor Franklin's previous benefactors have seen fit to redirect their monies elsewhere.

At present, this budget shortfall has curtailed our research on a number of the projects we are about to discuss. Dr. Hellstromme's generous assistance has enabled us to continue many enterprises, but we've been forced to direct these efforts towards areas which provide a more stable economic foundation for the Collegium.

We hope that our catalog release will further assist us in raising much needed capital, but we continue to seek other sources of funding. Applicants should be aware that possession of financial resources *is* considered a valuable asset by our review board!

Our Projects

With that unpleasantness out of the way, we are free to turn to subjects, no doubt, better suited to talents of the average applicant to the Collegium. Hopefully, you will find these devices stimulating and evidence of our commitment to the advancement of the New Science!

Anti-Aging Elixir

This particular project suffered greatly due to the untimely departure of Gunther Hapworth. Had he remained with us, we have no doubt that his expertise in the sciences of chemistry and alchemy would have one day found that wonderful liquid which so long evaded Ponce de Leon.

No, we aren't implying that the good Mr. Hapworth was involved in a misguided quest for a legendary fountain! Instead, as a natural extension of his own rejuvenative medications, he had embarked on a search for a biochemical solution to one of Man's oldest enemies, Time.

Mr. Hapworth remarked only days prior to the fatal accident which took his life that he felt he was "very close" to discovering the process by which human bodies age and eventually die. Not only did the accident rob us of his intellect, but subsequent rioting and other...occurrences destroyed most of his notes on this subject.

Gerald Klippstein has indicated his own research may provide him with a platform on which to re-establish Mr. Hapworth's efforts. However, such a project is not foremost on his chalkboard at the moment, leaving the pursuit of the "fountain of youth" unattended yet again. No one else within our organization currently has the expertise necessary to undertake this endeavor.

Although we allow our members to pursue whatever course their own scientific muse plots, many members lament the lack of interest in development of the Anti-Aging Elixir. Once again, we note, with more than a small amount of regret, the lack of a skilled alchemist in our ranks. We feel there is a great potential for better living through alchemy that has, as yet, remained untapped.

Biological Duplication Vats

We've already alluded to Mr. Klippstein's recent entry into the field of biochemistry. As with his steam wagons, he has endorsed this course of study wholeheartedly, and his first attempts are in an area as yet untouched by other inventors. He has begun development of a process he calls "Bio-Duplication" and, if perfected, promises nothing short of the creation of life itself!

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The good Mr. Klippstein has based much of his theory on the healing processes of creatures like salamanders and newts, which are capable of regenerating entire limbs. By producing a mass of human tissue with the same properties, and providing it with energy far beyond that available to a normal living organism, he postulates he may be able to "grow" a complete human being!

To accomplish this incredible feat, Mr. Klippstein has recently obtained a building left abandoned by the recent departures from Gomorra. He has also begun construction of the vats and machinery necessary to foster and stimulate the tissues.

If his theory proves efficacious, Mr. Klippstein may work far more "magic" with the eye of a newt than any so-called witch ever did!

Chrono-Echo Location Device

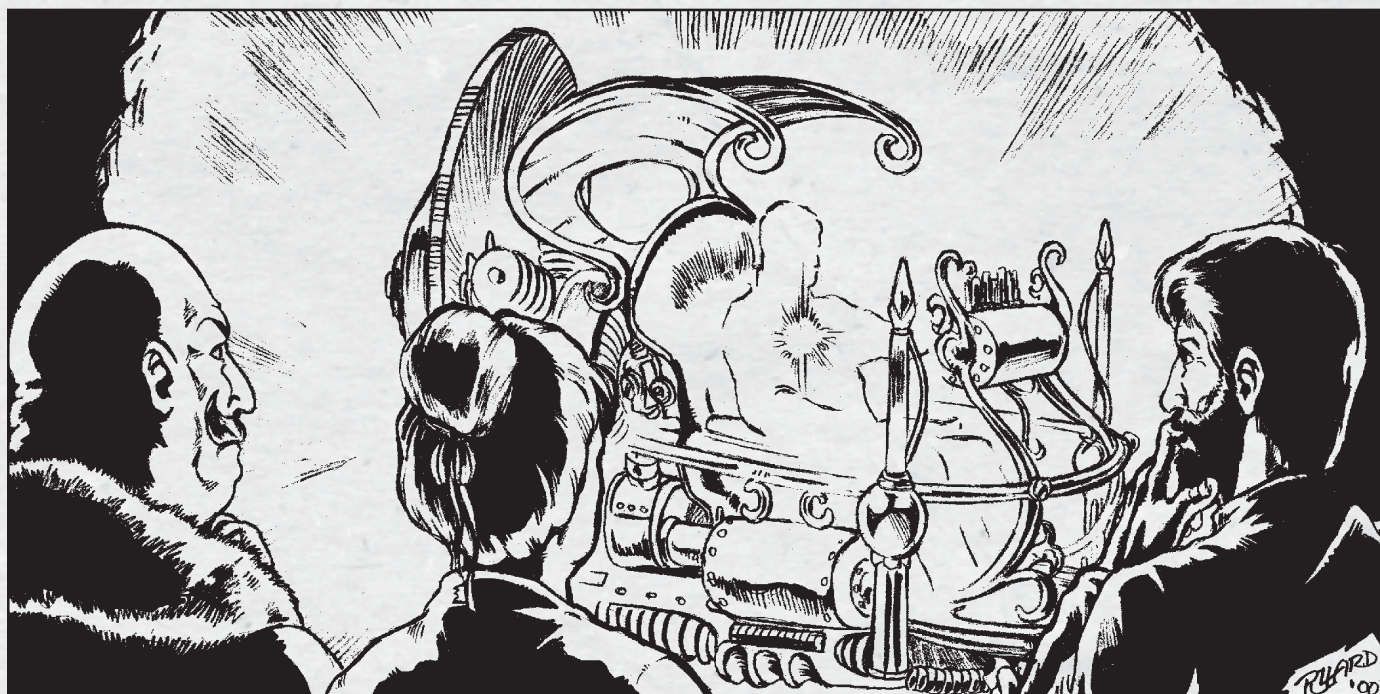
We have actually two motivations for the development and creation of a sensory-oriented mechanism capable of registering "echoes" in the chronological ether. That such waves exist is almost an incontrovertible fact; Rudy Terkel, or "The Amazing Xemo" as he prefers to be called, has all but proven this with his "crystal

ball." Through it, he's able to receive images that have on more than one occasion duplicated those of verifiable events either in the past or (at the time) future.

The only scientifically plausible explanation for this phenomenon is that Time is actually nothing but another, perhaps fourth, dimension of measurement. What The Amazing Xemo is detecting are "echoes" of events occurring in other locations along the line of Time! The implications are staggering, however; the Amazing Xemo has not only been unable to recreate his device, the strain has forced him to take an extended recuperative period at the local sanitarium.

Nonetheless, his initial success prompted the renowned Professor Phineas T. Kromer, inventor of the Clockwork De-Moler among numerous other devices, to postulate if echoes could travel through the Time line, so could other objects—specifically himself.

With some assistance from Collegium members, he constructed a device to do just that. And shortly less than three months ago departed on a trans-chronological journey into the future. His stated goal for this preliminary trial was meeting himself to see what his next invention would be so that he could begin work



Colleigum members watch as Prof. Kromer embarks on his first trans-chronological journey. He has yet to return.

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on it immediately upon his return. His device appeared to work perfectly at departure, however, he has since failed to return or even contact us to announce the results.

Development of a device capable of sorting echoes from the chronological dimension would allow us to locate and determine the outcome of Professor Kromer's experiment. Until such time as we are able to do so, we have curtailed further endeavors regarding actually traveling through Time itself.

The Chrono-Echo Locator would continue to prove its usefulness even after this mystery is solved. It could determine the outcome of experiments before they were conducted, making them unnecessary, for example! Other suggested uses are to fit it with a transmitter so that a researcher could broadcast back in time and inform himself of a mistake made in the intervening period between past and present—thus avoiding not only the mistake, but all the ramifications thereof!

More philosophical members suggest that such uses create a "paradox" of causality and are directly in violation of the principles behind modern Newtonian science. Until the device can be tested, the subject is likely to remain merely a source of heated debate over meals.

Electrothermic Entropy Projector

This isn't actually a device under development, but one that a former member actually succeeded in building, but had yet to explain its exact use.

Julius Bailey, one of our most prolific—if inordinately reclusive—inventors, completed the impressive machine shortly before his demise in the destruction of our original campus. On the bright side, none of his notes pertaining to the invention's design or function were destroyed; of course, that is likely because there apparently never *were* such records!

Early field tests of the mechanism have indicated that, when activated, it projects an "entropy field" of some sort, causing a failure of all ordered systems within a 50 yard radius. As life itself is an ordered system, all creatures within the area of effect quickly weaken, and even die if exposed for too long!



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Fortunately, the machine does not affect itself or operators, apparently due to either a minimum ranging governor device, or an "entropy inhibitor." Without further tests, we are unable to determine either the method of function or purpose of the Projector beyond the fact that it has a steam whistle.

Prior to his untimely attack, Professor Hardinger proposed the entropy field was actually an effect to *draw* power for some other purpose! Without his direction, the other researchers assigned to the project have deemed it prudent to delay further study until he has fully recovered.

It is worth noting that the very appearance of the Projector is quite intimidating and on more than one occasion dissuaded persons of questionable integrity from continuing in less-than-honorable pursuits!

Instantaneous Geographical Trans-Location

Our Psychic Projector provides the user with the means to interact with others in distant locales, but it does not provide the means to actually travel. For that, we are still as restricted as the rest of the world and must spend time better used otherwise in moving from one point to another.

We believe it is possible to construct a device which would allow for instantaneous transfer of an object or person from one location to another. A precedent already exists in nature, the principle of diffusion, whereby a substance transfers itself from an area of greater density to one of lesser. Therefore, it is only logical that a method must exist for facilitating the movement of the human body as well, although as a whole, rather than a widespread group of particles—which anyone would agree is an undesirable state in which to find oneself!

One of our newer members, Elmo Schacci was working on a theory for an invention which he claimed would accomplish exactly that. Communications from him claim that his efforts were largely successful and he conducted a field test of the device just prior to the demolition of our Gomorra campus.

Disastrously, his device and blueprints were on site when our facilities were devastated.



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Merchandise & Sundries

Gomorra "Improve the Lives of All Men Everywhere." **Salt Lake City**

Mr. Schacci asserts he "trans-located" to a stagecoach heading east from town. Sadly, this journey appears to have caused him some injury, as the transition from a non-moving state to a moving one without the requisite acceleration imparted no small energy transference to his body.

Currently, we await his recuperation in Salt Lake City and subsequent return with high hopes for the resulting mechanism.

Revivification Chamber

An offshoot of Gerald Klippstein's efforts at Bio-Duplication, this concept has taken the forefront with members of the organization concerned for the health of Professor Hardinger. The underlying postulation is if Klippstein is able to grow new flesh using amphibian regenerative processes, then the same techniques should also work to heal existing flesh as well. For obvious reasons, such an invention holds great appeal to those in the Collegium who miss the steady hand of Professor Hardinger at the wheel.

The proponents of this concept take it a step further and assert that not only could such a device heal even the most grievous wounds, but, when combined with the appropriate charge of electricity, actually revive the dead!

Dr. Bailey McDermitt previously headed up this direction of research, with the assistance of Marcus Perriwinkle. Dr. McDermitt's expertise in biological sciences make him the obvious choice for such an assignment, while Mr. Perriwinkle's familiarity with Gunther Hapworth's rejuvenation chamber gave him peculiar insights into the subject. Unfortunately, events in the Ghost Creek area have fully captured Dr. McDermitt's time and the Revivification Chamber project is currently on hiatus.

Trans-Mental Communicator

Advances in human anatomical studies indicate that nerves serve a function not unlike an internal "telegraph," transmitting messages from the brain to other parts of the body and back. Also, like a telegraph, nerves carry their information as a series of electrical impulses. Some members of our association believe that each person's "telegraph system" is attuned to a particular frequency of electricity.



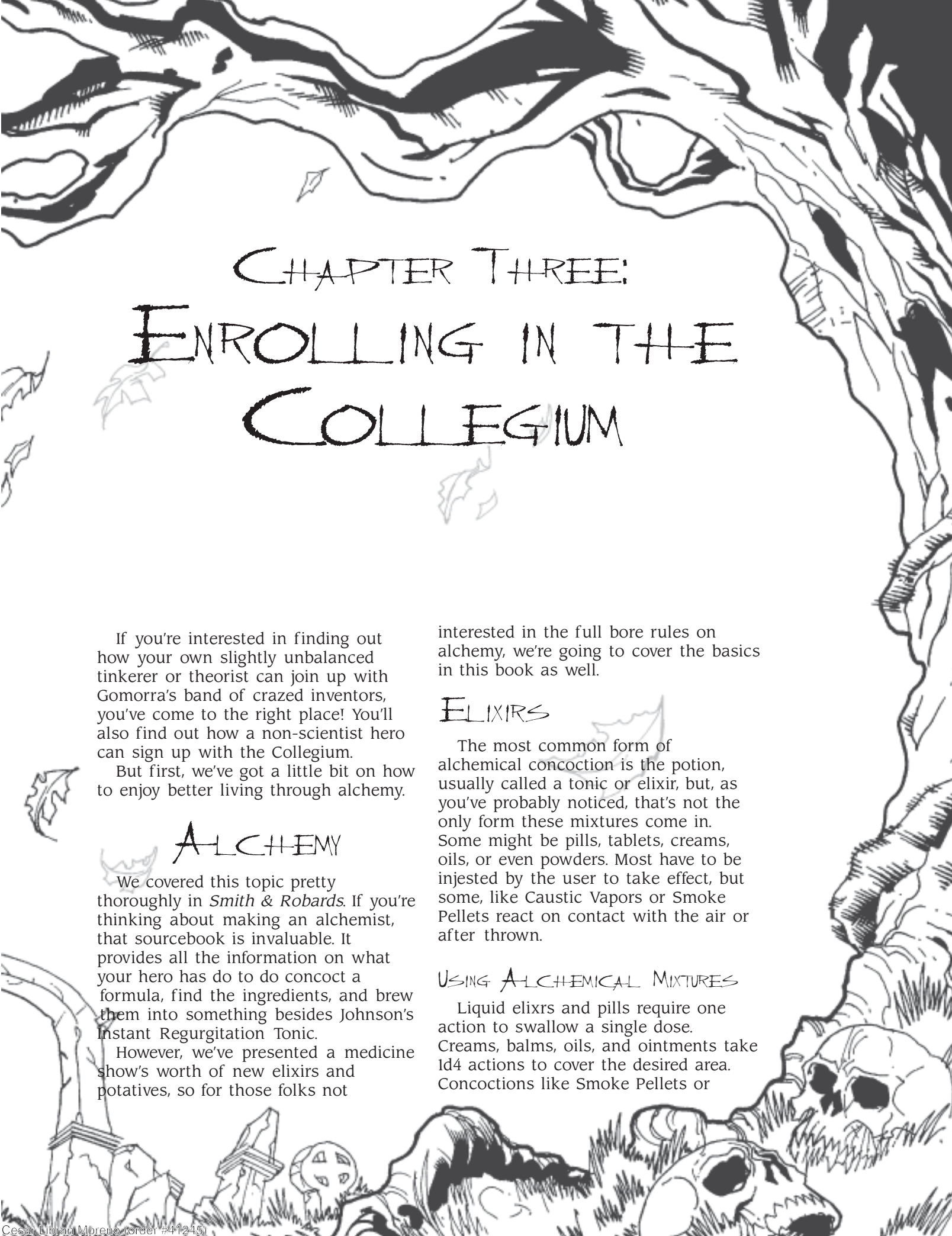
A prototype of the Trans-Mental Communicator

Should this hypothesis be correct-and there is evidence to indicate it may very well be-it may be possible to tune a receiver to that frequency and "tap" a person's thoughts, and if reception is possible, so, then is transmission!

The applications of such a device are absolutely astounding. On a purely philosophical level, an invention capable of "reading" the mind of another individual would enable us to answer questions about human perceptions, such as do we all perceive colors in the same way or is green for one person blue for another. Furthermore, it would render most "modern" communications devices as obsolete as rowed galleys are when faced with a steam ship!

Originally proposed by a non-member Collegium associate, Bartholomew Prospectus, the concept for the device is currently languishing unattended. We're interested in recruiting a peer capable of capitalizing on this idea, but such an individual will need not only anatomical knowledge, but also some electrical engineering experience as well.





CHAPTER THREE: ENROLLING IN THE COLLEGIUM

If you're interested in finding out how your own slightly unbalanced tinkerer or theorist can join up with Gomorra's band of crazed inventors, you've come to the right place! You'll also find out how a non-scientist hero can sign up with the Collegium.

But first, we've got a little bit on how to enjoy better living through alchemy.

ALCHEMY

We covered this topic pretty thoroughly in *Smith & Robards*. If you're thinking about making an alchemist, that sourcebook is invaluable. It provides all the information on what your hero has to do to concoct a formula, find the ingredients, and brew them into something besides Johnson's Instant Regurgitation Tonic.

However, we've presented a medicine show's worth of new elixirs and potatives, so for those folks not

interested in the full bore rules on alchemy, we're going to cover the basics in this book as well.

ELIXIRS

The most common form of alchemical concoction is the potion, usually called a tonic or elixir, but, as you've probably noticed, that's not the only form these mixtures come in. Some might be pills, tablets, creams, oils, or even powders. Most have to be injected by the user to take effect, but some, like Caustic Vapors or Smoke Pellets react on contact with the air or after thrown.

USING ALCHEMICAL MIXTURES

Liquid elixrs and pills require one action to swallow a single dose. Creams, balms, oils, and ointments take 1d4 actions to cover the desired area. Concoctions like Smoke Pellets or

Exbalming Fluid that are thrown, take an action to toss if the user has the bottle ready in her hand.

Once the mixture is swallowed, spread or tossed, it then needs a number of actions equal to its *Speed* to take full effect.

SIDE EFFECTS

An alchemical mixture has a Reliability score that works just like that of a regular gizmo. Whenever an elixir, pill, or whatever is used, roll 1d20. If the roll exceeds the Reliability score, the concoction has an unexpected side effect.

Each mixture has its own special side effects and the Marshal has all the awful details on them.

MULTIPLE DOSES & MIXING ELIXIRS

Taking multiple doses of a single elixir, pill, and so on at once is *not* a good idea, nor is mixing a variety of concoctions in your hero's innards! The formula for each was developed for use in a body unpolluted by other ingredients.

When a cowpoke takes a dose of a mixture while another (even the same type!) is still active in her body, she must immediately roll Reliability for *all* alchemical concoctions active on her. Each mixture's Reliability is lowered by 1 for every other potion or the like currently active.

ELIXIRS AND THE HARROWED

Most alchemical formula are designed to affect a living person with a normal body. Harrowed characters are neither of these, so most concoctions have no effect on them. However, mixtures that aren't taken internally may effect them.

For example, Smoke Pellets obscure their sight as normal, Caustic Vapors do burn their skin, and Exbalming Fluid

certainly works as intended! On the other hand, a Harrowed doesn't breathe, so any gaseous compound that must be inhaled is completely useless against him; Caustic Vapors might cause some damage on the surface, but won't sear a Harrowed's lungs unless he just wants to suck in a chestful of the stuff!

Of course, it's possible to make elixirs and such that *do* effect Harrowed normally, but these require special formulas. Mixtures of this type are also less effective against normal folks, and have their Reliability reduced by 5 when used against targets still among the living.

I WANT TO BE A MEMBER!

Okay, you've already learned the organization is actively seeking new members. Now we're going to tell you how you go about becoming a full member in the Collegium. A little later, we'll cover how heroes who aren't mad scientists can go about joining the group.

FIRST CONTACT

The initial step is actually traveling to Gomorra out in the Great Maze. Although the group does want to eventually expand its branches outside the immediate area, for now the majority of the members—and all of the founding ones—are located there. Telegraphed inquiries can only set appointments; the Collegium scientists require the applicant make a personal appearance.

Getting to Gomorra might be an adventure (or two or three!) in itself, as there is no contiguous rail link from it to Virginia City. One does run from Sacramento to the boomtown, but even the capital doesn't have a rail connection to back East.

Once there your hero is likely to discover the town is a long way from tamed. Fortunately, the Collegium is on a membership drive and your hero can usually get an audience within 1d6 days of arrival in the area.

ENTRANCE EXAMS

Once an applicant has gotten into see the members of the organization, he still has to prove his ability as a scientist and inventor. After all, they can't have just any riff-raff joining up!

The Collegium determines this in two ways: through an interview/testing process and by examining a blueprint and working model of an invention.

Your Marshal may want to roleplay out the interview process, but in game terms it's really quite simple. If your character has the *Edge arcane background: mad scientist* and the *Aptitudes mad science 3* or higher and *science: general 2* or higher, he passes this step of the entry process.

That's it, no rolls, no TNs!

As to the blueprint, the scientists are a bit more meticulous here. They scour the diagrams and theory with a magnifying glass and thoroughly examine the working model, including a live test or two to make sure it works.

To get past this hurdle, you hero must have a blueprint and working gizmo that required a draw of at least "Three of a Kind" to create. The blueprint—not the gadget itself—must have a Reliability 16 or higher. Also, it can't be his starting gizmo, either, by the way; he has to actually have gone through the trouble in the game to devise and build the gadget.

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The examiners question him extensively about his device and the theory behind it, so there's no chance of him sneaking in with someone else's work!

MONEY TALKS

There is one way around at least a few of the membership requirements and that's if your hero can bring a little money to the table with her. She doesn't actually bribe the entrance committee, but in the Collegium's current condition, a little independent wealth gives an applicant a leg up.

For every point she has in the *dinero* Edge, she can offset one level in either of the two required Aptitudes or reduce the blueprint's Reliability by 1. For example, if she has *dinero 1*, she could have *mad science 2*, or *science: general 1*, or the Reliability on her sample gizmo's blueprint could be only 15.

However, she always has to have *arcane background: mad scientist*, at least *mad science 1*, and a sample gizmo that required Three of a Kind or better to build no matter how rich she is!



MEMBERSHIP HATH ITS PRIVILEGES

Once your character has completed all those requirements, he's accepted into the Collegium. At that time, he has to pay his yearly dues, which amount to \$100. As long as maintains keeps those dues up to date, he's a member in good standing of the organization.

Now that he's in the Collegium, you're probably wondering exactly what that gets him, right? Well, at the bare-bones, bottom of the barrel membership level, not a lot.

In a pinch, he can find minimal accommodations at the Collegium's main facilities, although these are currently nothing more than a cot in a drafty corner of the observatory! Meals are also provided, but remember, the Collegium is an academic association, not a flophouse, so eventually he's going to be expected to find more permanent room and board.

He gains access to one of the group's smaller laboratories and basic research works one week out of every month. Those resources net him a +3 on all *mad science* rolls to make a blueprint while using them, but provide no bonus to his *tinkerin'* rolls.

To really draw the benefits of the organization, your hero needs *tenure*.

TENURE

The Collegium has its own unofficial pecking order that is vaguely similar to the Edge *rank*, but not nearly so restrictive. In game terms, this is its own Edge, known as *tenure*. Its more a measure of influence within the organization than actual authority; for example, a mad scientist can't order another member with less *tenure* to spit shine her boots or charge a Gatling gun emplacement. However, a *tenured* member does have more access to the group's resources.

There are five levels to *tenure*, just like the *rank* Edge. Unlike most other Edges, *tenure* can't be purchased at character creation. Your mad scientist has to earn the ability to purchase it.

Actually there are six levels, since a new member has *tenure 0*; in other words, she's part of the organization, but she has very little actual influence in it. Before she can increase her pull with the Collegium, she has to prove her worth both as an inventor and member.

Unlike most other Edges, *tenure* can't be purchased at character creation. Your mad scientist has to earn the ability to purchase it.

BEGINNING AS A MEMBER

If you've got a really good concept for your hero, but it requires that he is a member of the Collegium at creation, talk to your Marshal. If she wants to allow it, you can pay 1 character point when you're creating him to allow him to start as a member. Your hero's starting gizmo can be used for the sample invention in this case, but he must meet all other requirements.

He has *tenure 0*, and the only way to increase this is through play as normal.

GAINING TENURE

Amassing respect and influence within the group is fairly straightforward. The Collegium rewards scientific achievement, knowledge, and service to the organization itself.

MINIMUM APTITUDES

The researchers and inventors populating the corridors of the Collegium are pretty savvy when it comes to their own fields of expertise. They catch on real quick to a member who's trying to fast-talk his way up the ladder of influence within the group. Charlatans and amateurs have no place in the halls of the New Science!

To reflect this peer-scrutiny, your hero must have minimum levels in certain Aptitudes in order to achieve the amount of respect necessary to increase her *tenure* level. These are detailed on the **Collegium Tenure** table on the next page.

As you can see, advancement requires your character to have more than simple *mad science*. The Collegium is more than a group of eccentrics; they are truly concerned with science and its study. Consequently, to rise very high at all, your hero is going to need more than one concentration of the *science* Aptitude.

You needn't declare a particular concentration of the *science* as his primary or otherwise. As long as he has two—or three, depending on the *tenure* level—concentrations at the proper levels, he's met the requirement. The Collegium recognizes that true researchers are prone to change their focus as time goes along.

The Aptitude *medicine: surgery* can substitute for one (and only one) of the *science* concentrations if your hero's studies are of the Hippocratic bent.

You'll also note two special rows on the table named *Social* and *Esteem*. We'll cover watch each of those below.

SOCIAL

A good part of gaining influence within the Collegium is being able to “fit in”—to make the other members comfortable in your inventor's presence.

This may take the form of being an polite, well-mannered sort of guest. As mad scientists are often somewhat... inexperienced in the finer aspects of etiquette, it may also be a measure of how interesting dinner conversation is when your hero's at the table. Or, at any rate, interesting to a room full of overeducated eccentrics!

A number of Aptitudes can be used to fit this category, but whichever one is chosen—and it can vary *tenure* rank to *tenure* rank—it must have the minimum level. Your hero can't add several lesser ones together. Acceptable Aptitudes for this category are: *academia: any*, *persuasion*, *professional: law*, *teacher*, or *theology*, and *tale-tellin'*.

More aggressive social Aptitudes like *overawe*, *ridicule*, *leadership*, or the like may be useful in the outside world, but to make friends inside the Collegium, one has to know how to “talk the talk.” *Bluff* is likely to have your inventor laughed out of the room when logic unmasks his false premise or claim!

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ESTEEM

A little book-learning and the ability to fit in with the other oddballs while lounging around the sitting room may make your hero a popular face in the Collegium, but it takes a little more than that to really gain some pull with the organization. Your character has to prove herself as either a brilliant inventor, a willing team player, or—better yet—both, to raise her stock in the pseudo-academic group.

Esteem is a measure of both those qualities and she can gain Esteem in one of two ways: inventing new gizmos, or performing services in the best interests of the Collegium.

INVENTION SUBMISSIONS

This is the route usually chosen by bookworms and other wilting lilies, often exclusively, to gain points of Esteem. It's (relatively) safe—barring the occasional lab accident—and allows the inventor to concentrate on what he does best, inventing.

To gain Esteem through invention submissions, your hero must provide the Collegium with a blueprint and working model of a gizmo requiring at least a “Straight” to create. Additionally, as the group isn't interested in badly flawed designs, it must have a blueprint Reliability of at least 16. Furthermore, it

COLLEGIUM TENURE

Aptitude	Tenure Level				
	1	2	3	4	5
Mad science	3	4	4	5	6
Science: primary	3	4	4	5	5
Science: secondary	1	2	3	4	4
Science: tertiary	0	1	1	2	2
Tinkerin'	1	2	3	3	4
<i>Social</i>	1	2	2	3	3
<i>Esteem</i>	5	10	20	50	100

must have been designed by your inventor and only after your hero became a member of the society.

The review board grills any inventor submitting a new invention mercilessly to determine whether it meets the criteria or not. While the minimum hand and blueprint Reliability are easy enough to decipher from the blueprints themselves, it is occasionally possible for a member to pull the wool over the committee's eyes regarding originality or date of creation. Doing so is tough, but a raise on a *bluff* roll against a Hard (9) TN can pull it off.

Getting caught at such deceit is grounds for immediate dismissal from the Collegium, by the way, so we don't recommend it!

Once the board okays the design, it's added to the Collegium's archives and may eventually be entered into the catalog for sale. The organization pays a small royalty—no more than 5%—to the designer if the device is commercially sold, but the group has all rights to the patent(s).

It may not seem entirely fair from a patent or financial viewpoint, but keep in mind that your inventor is turning over the design to curry favor with the organization!

The exact amount of Esteem gained depends on the difficulty of the design. A gizmo requiring a Straight generates 1 Esteem; each hand above that level the device *required* adds another +1 Esteem. So, if your inventor presents a gizmo that needed a Full House to design, he gains 3 Esteem.

SERVICE

The other way your hero can gain Esteem is by performing services for the group. This may be something as simple as acting as a courier with an important message or package for Dr. Hellstromme's labs in Salt Lake City to as dangerous as capturing a baby Maze Dragon for biological research or recovering stolen equipment.

Exactly how much Esteem you hero gains from performing a service like this is up to the Marshal. Be warned—not every single task your hero performs is going to be worthy of an Esteem increase! As a rule of thumb, simple, but lengthy (more than a week to accomplish), tasks are worth 1 Esteem, while dangerous or complex ones may net 2 Esteem. Only in very rare circumstances is a single service going to garner your hero 3 Esteem!

RAISING TENURE

Once your hero has met the requirements to reach the next level of *tenure*, he has to spend a number of Bounty Points equal to the *tenure* level he's going to. This is an exception to the usual rule about paying three times the value of an Edge.

YOU CAN'T FIRE ME—
I'VE GOT TENURE!

There are several tangible rewards to gaining *tenure*. First, your hero gets a bonus to all friendly *persuasion* rolls toward Collegium members equal to his *tenure*. The rest are detailed below.

BETTER FACILITIES

As your inventor advances in influence, she gains access to better equipped laboratories, workshops, helpful assistants, and the like. As long as she's at a Collegium facility (right now, that's only Gomorra and Ghost Creek), she gets a bonus to her *tinkerin'* roll equal to her *tenure* level.

She also gets that same amount of a bonus to her *mad science* rolls to create a blueprint. This modifier is on top of the +3 she already receives for making use of the Collegium facilities! But, as with the *tinkerin'* bonus, it only applies when she's at a Collegium facility.

ARCHIVAL ACCESS

She also gains access to the Collegium's blueprint archives. Although she can't copy or remove them from the grounds, she can use the facilities on site to fabricate a gizmo from them.



Access is based on her *tenure* level and the complexity of the design. At *tenure 1*, she has access to the blueprints and formulae for any gizmos or alchemical mixtures requiring "Two Pairs" to design that the Collegium has archived. For every level of *tenure* above that, she can access the next higher hand level. For example, at *tenure 3*, she can obtain the designs for gizmos needing up to a "Straight," and at *tenure 5* she can go up to a "Full House!"

Right now, by the way, those archives are pretty much limited to what's listed in this book and any special toys the Marshal has cooked up.

EQUIPMENT LOAN

Finally, your inventor can request a brief loan of an already completed gizmo from the Collegium. He can borrow a gizmo with a hand difficulty of one level lower than he can obtain the blueprints of. In other words, at *tenure 1*, he can get a gizmo that needed "Jacks" to create, while at *tenure 4*, he can request a gadget that took a "Straight" to design.

The loan is only for a single day—or mission, if he's performing a service for the Collegium—and failure to return the device intact or at the end of the time means he has to pay the full list cost for the item before he can get another one!

Availability varies greatly, as the group has a limited supply of any given gizmo and your Marshal has final call on whether it's already checked out or not. Also, this option is not available for alchemical mixtures.

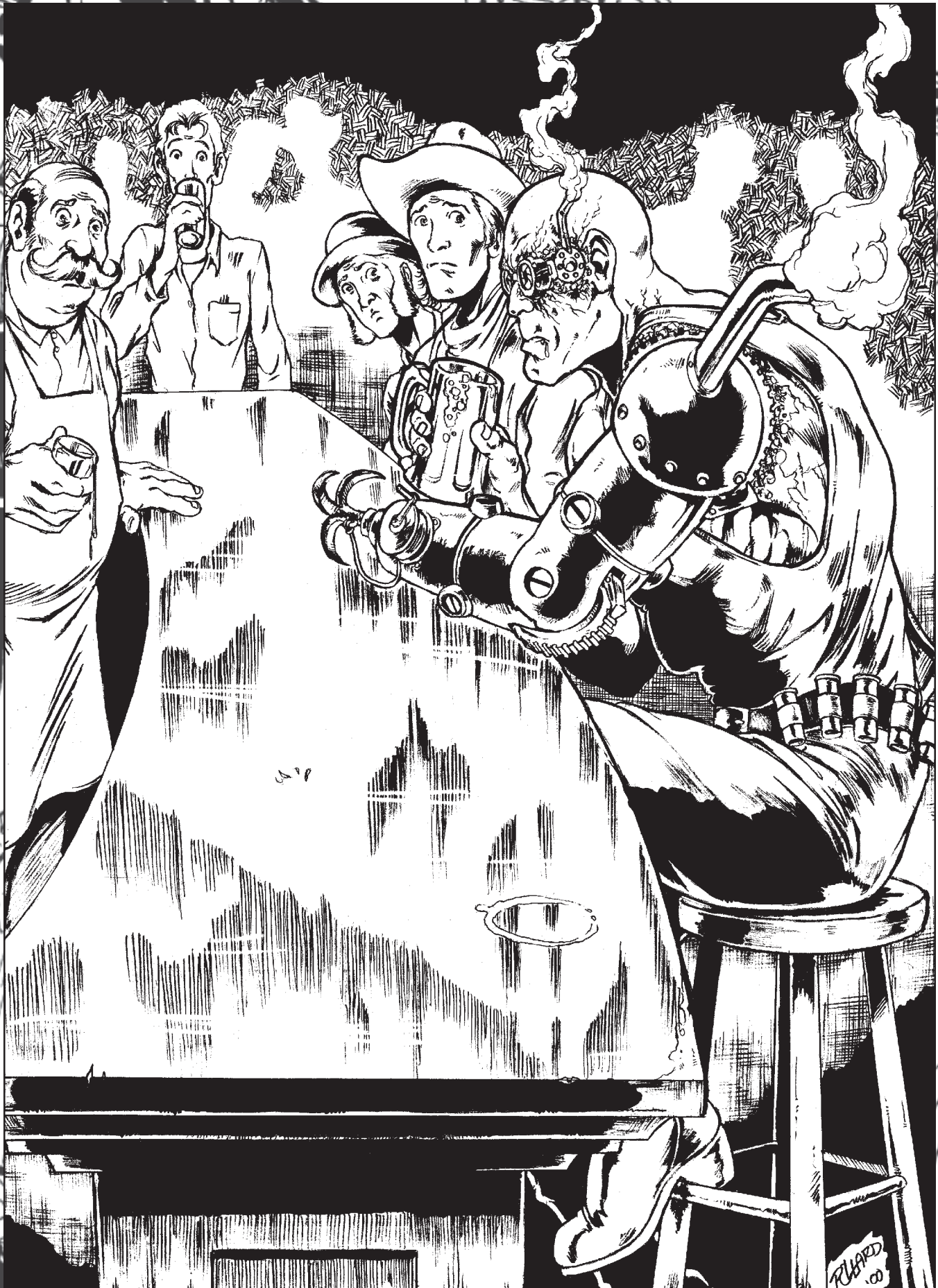
COLLEGIUM ASSOCIATES

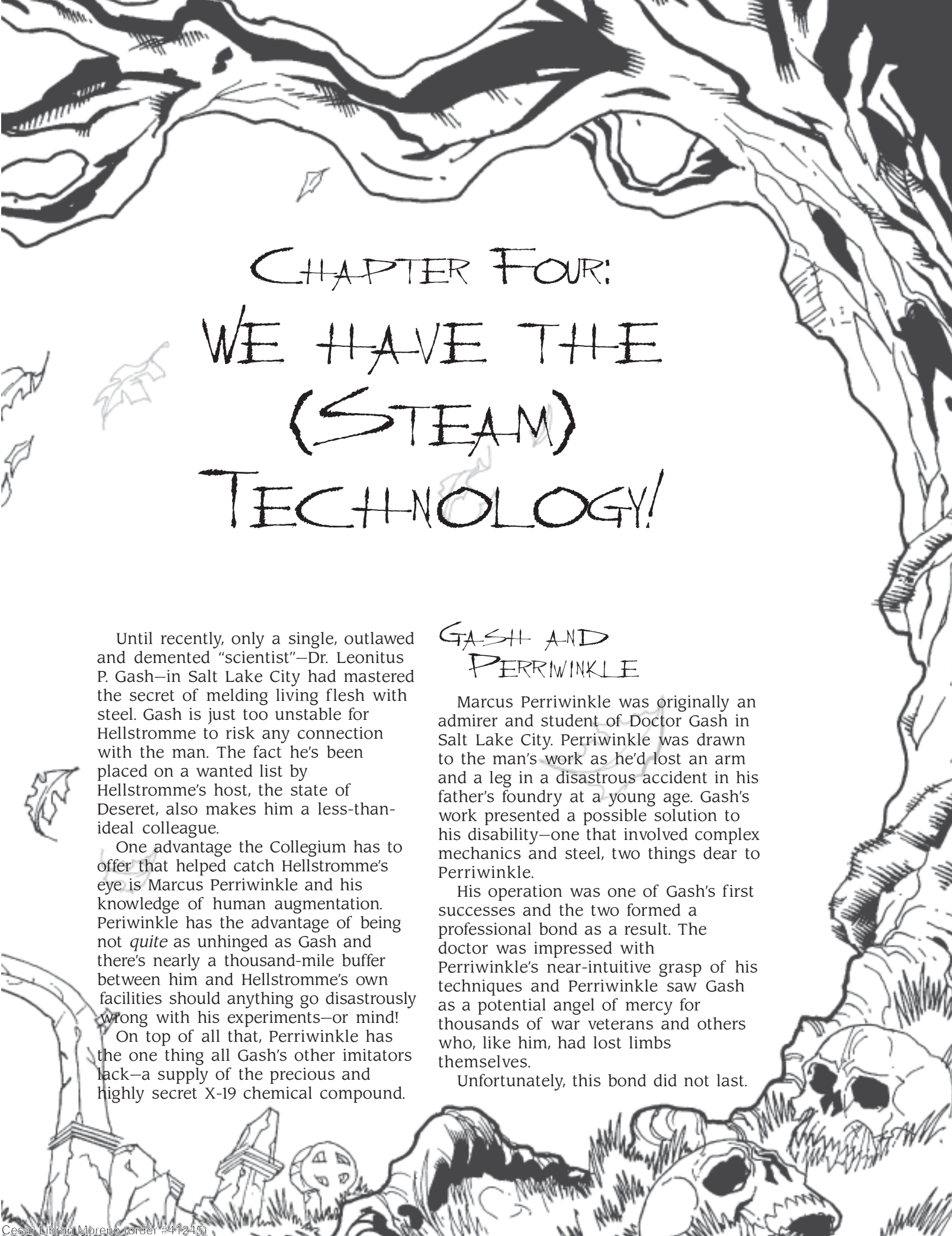
Earlier in the book, you probably noticed the Collegium mentioned hiring non-mad scientists as well. The group uses Associates to assist in constructing gizmos, driving vehicles, perform field tests, or as plain old bodyguards. This last one has gained in popularity since things have taken a turn for the worse around Gomorra and a good gun hand can usually find employment—if he's not skittish around unstable gizmos!

The group will hire any cowpoke with any of the following Aptitudes: *drivin'*: any, *shootin'*: any, and/or *tinkerin'*.

The Collegium is more interested in folks who can make use of their nifty gizmos or lend a hand with them of course, so plain old gunfighters don't get the same pay as more mechanically-inclined employees are eligible for.

The monthly salary for characters with *tinkerin'* or *drivin'* is \$15 times the appropriate Aptitude. For old fashioned gun hands, the pay rate is only \$10 times the hireling's *shootin'* Aptitude.





CHAPTER FOUR: WE HAVE THE (STEAM) TECHNOLOGY!

Until recently, only a single, outlawed and demented "scientist"—Dr. Leonitus P. Gash—in Salt Lake City had mastered the secret of melding living flesh with steel. Gash is just too unstable for Hellstromme to risk any connection with the man. The fact he's been placed on a wanted list by Hellstromme's host, the state of Deseret, also makes him a less-than-ideal colleague.

One advantage the Collegium has to offer that helped catch Hellstromme's eye is Marcus Perriwinkle and his knowledge of human augmentation. Perriwinkle has the advantage of being not *quite* as unhinged as Gash and there's nearly a thousand-mile buffer between him and Hellstromme's own facilities should anything go disastrously wrong with his experiments—or mind!

On top of all that, Perriwinkle has the one thing all Gash's other imitators lack—a supply of the precious and highly secret X-19 chemical compound.

GASH AND PERRIWINKLE

Marcus Perriwinkle was originally an admirer and student of Doctor Gash in Salt Lake City. Perriwinkle was drawn to the man's work as he'd lost an arm and a leg in a disastrous accident in his father's foundry at a young age. Gash's work presented a possible solution to his disability—one that involved complex mechanics and steel, two things dear to Perriwinkle.

His operation was one of Gash's first successes and the two formed a professional bond as a result. The doctor was impressed with Perriwinkle's near-intuitive grasp of his techniques and Perriwinkle saw Gash as a potential angel of mercy for thousands of war veterans and others who, like him, had lost limbs themselves.

Unfortunately, this bond did not last.

A FALLING OUT

At first, Dr. Gash limited his work to patients who had suffered severe injuries and needed his techniques to replace lost body parts. However, as time went on, word of Gash's failures—which often cost the life of the patient or at least left them even worse than before—began to hit the streets. He found his pool of ready volunteers dried up quickly.

Gash, unbeknownst to Perriwinkle, then resorted to hiring kidnappers to “obtain” patients so he could continue his work. Even this extreme method did not provide the doctor with the number of subjects he believed he needed. To make up for his perceived shortage, he began accepting patients for “elective replacement surgery.” Of course, not all of these subjects *elected* to have the surgery, but Gash was willing to accept that in the interests of scientific advancement.

Perriwinkle, at first unaware of Gash's kidnappings, nonetheless found himself at issue with Gash over replacing perfectly healthy flesh with steamware augmentations. He considered it mutilation, not enhancement (Gash's term). When the Deseret government declared a price on Gash's head for his extra-legal activities, Perriwinkle finally realized the depths of the doctor's madness.

He left the city the same night.

ALL I NEED IS THIS X-19...

Not willing to give up on the high ideals, Perriwinkle also took a few samples of Dr. Gash's special chemical concoction, X-19. Without it, Perriwinkle knew he could never replicate the doctor's success at augmentation. The compound was beyond his ability to decipher, but he had heard of a group of scientists in the Maze who might be able to help him continue his work.

That group was the Collegium, and fortunately for Perriwinkle, they were.

NEW FRIENDS

Marcus Perriwinkle found the scientists receptive to both his methods as well as his humanitarian goals for human augmentation. Better still, he discovered one of the group, Gunther Hapworth, was a chemical (and alchemical) prodigy. Between Perriwinkle's experience with the chemical and Hapworth's skills, they managed to duplicate enough X-19 formula to let Perriwinkle begin his own experiments.

PRIVATE STOCK

Unfortunately, when Gunther Hapworth perished during the...uh, unpleasantness in Gomorra last year, the secret of X-19 died with him. Marcus knows the basics of its creation process, but without Hapworth's unique insight, he's consistently failed in his attempts to recreate it by himself.

Although he and Hapworth created a sizeable portion of the compound prior to the man's demise, Perriwinkle is quite aware that it may well represent all the stock he'll ever have. For that reason—and perhaps one or two others of a personal nature—he has yet to provide a sample of the X-19 to Hellstromme, even as a sign of good faith.

PERRIWINKLE'S “CLINIC”

Originally a peaceful man, events in Gomorra over the past year have made Marcus more willing to accept less peaceful solutions to problems. He retains his personal prohibition against the replacement of living flesh with steam or clockwork augmentation in spite of the possible advantage such “augers” could offer the Collegium at the moment.

His clinic is actually closer to a mechanic's shop, filled with iron and iron working tools right alongside fine surgical instruments. Thanks to an 18-year war as well as the onrush of heavy—and unreliable—industry, there's usually quite a waiting list for his services. Patients should expect a wait of weeks or maybe even months in Gomorra before getting to see him!



THE NUTS AND BOLTS

Okay, what makes Dr. Gash's X-19 compound so danged special? Well, bolting steel plates or clamping a metal arm onto living tissue is one thing, but getting it to actually do something once it's there is the real trick.

And that's where X-19 comes in—along with a few other nifty gizmos, like the amplification coil and the motivator.

THE AMPLIFICATION COIL

Gash discovered that, as theorized by some anatomists, the human body does actually emit tiny electrical signals. The amplification coil, with the assistance of X-19, allows those signals to be transferred to the steamware appendage.

A simple tube of copper is formed around hundreds of strands of gold wire coated with the X-19 formula. These wires are then packed around a human nerve near the point of the steamware attachment, and the tube is fused shut by application of searing heat.

The X-19 compound causes the gold wiring to receive—and greatly amplify—the electrical impulse from the nerve

ending. This pulse triggers the motivator in larger augmentations (legs, hands, etc.) as well as providing the wearer with control over the device.

THE MOTIVATOR

Although this gizmo is at the heart of most of the augmentations, it's a fairly simple device. The motivator is 1 a tiny combustion chamber fitted with a replaceable chunk of ghost rock. A nugget weighing a single ounce can power most augmentations for weeks.

The device functions by discharging the body's electrical signals, boosted by the amplification coil, into a tiny, sealed chamber containing ghost rock. The charge ignites vapor from the rock, setting off a miniature explosion. This, in turn, powers the gears, pistons, or other works within the augmentation.

The motivator has a ghost-steel shell that renders the process virtually soundless. However, if a cowpoke puts an ear up to the motivator, he can hear the distinctive wailing of ghost rock combustion. If he doesn't, it's time to replace the ghost rock!

Not all devices require a motivator. Some, like the optic or auditory enhancements are capable of running off the body's own electrical charge—enhanced by the amplification coil. Usually, only the larger appendages, like artificial limbs, need it.

THE SECRET INGREDIENT

The real key to the augmentations is Gash's formula for X-19. It's his best kept secret—one he intended to hold until the grave. You see, Gash figured if only he knew the makeup of the compound, his disciples would have no choice but to use it and his techniques to somehow bring him back in the event of his demise.

To that end, he kept a fair amount of the compound stockpiled, so his flunkies wouldn't run out of the stuff before they could resurrect him. Of course, Perriwinkle was able to get his hands on some of that very stockpile when he absconded for Gomorra!

Now that Hapworth's a permanent resident on Gomorra's Elephant Hill, Gash's secret is once more safe. For now...

The exact functioning of the compound aren't clearly understood by anyone save, perhaps, Gash himself. Somehow, it forms a link between living tissue and inanimate metal.

Rumor has begun to circulate in the City o' Gloom that Gash stole the basics of the X-19 from Hellstromme's own laboratories. That really doesn't make a lot of sense, though, given that Hellstromme is courting Perriwinkle to get the formula from him!

PATCHWORK SCIENCE

Back in Salt Lake City, Dr. Gash experimented more than a little with patchwork science—the study of combining body parts from other creatures or people with that of a patient. He claimed he did this only when the organ to be replaced was too complex for steamware.

Perriwinkle, on the other hand, finds the practice abominable and believes the man did it out of his own twisted motivations for experimentation. To this day, the Collegium scientist refuses to have anything to do with the practice, restricting himself to mechanical augmentations.

Perhaps Perriwinkle's assessment is correct, for even Gash's assistants who demonstrated a talent for patchwork science have left him. Most have joined a like-minded group of researchers near the city of Lost Angels—and no one moves closer to Grimme without a very good reason!

MORE THAN HUMAN— AND LESS!

Before we get into all the reasons your hero might want to pick up a steamware arm or skull plate, it's only fair that we give you the downside to the whole affair as well. You just knew there was one, didn't you?

SPIRIT LOSS

The process of slapping a clunky, iron appendage onto a body isn't good for the soul—literally! The more of a cowpoke's body that's replaced with steamware, the less she remains the person she was before the operation. It's possible to get so much replaced that the person becomes little more than a soulless shell.

Granted, Perriwinkle only attaches the augmentations to folks missing parts in the first place. Still, you'd be surprised what some people will do to perfectly good organs just to get an iron leg up on their fellow man.

Also, it seems the effect is somehow related to the addition of the steamware, not the actual loss of the original part, as folks with *lame* or *one-armed bandit* don't suffer the same loss of spiritual identity.

Whatever the cause, the effect in game terms is that as your hero tacks on augmentations, her *Spirit* Trait drops. Each augmentation has a *Spirit* listing; this is the number of *Spirit* dice your hero loses when she has the steamware implanted.

The larger and more invasive the system, or the more body mass it replaces, the more of your character's sense of self the augmentation sucks away from her.

This loss of *Spirit* works a bit differently than most Trait modifications in *Deadlands*. Rather

than dropping in complete die steps, your cowpoke's *Spirit* loses individual dice. Once your hero's *Spirit* is reduced to zero dice, it drops to the next lower die type with a Coordination equal to its original Coordination.

For example, a 2d12 *Spirit* that lost 4 dice would go 2d12, 1d12, 2d10, 1d10, 2d8. A 3d12 *Spirit* losing the same number of dice, on the other hand, would go 3d12, 2d12, 1d12, 3d10, 2d10. Any character whose *Spirit* Trait is reduced below 1d4 in this manner becomes a soulless being under the Marshal's control!

RELIABILITY

Steamware augmentations are products of mad science, and, like all such devices, they are subject to Reliability. What that usually means is just when you need it most, it breaks down—often disastrously!

Every time your hero makes a Trait or Aptitude check involving his augmentation, roll a 1d20. If your scrapper has a piston arm, for example, he needs to make a Reliability check when he climbs, fires a weapon, makes a hand-to-hand attack, drives a steam wagon and so forth.

Luckily for your cowpoke, Perriwinkle's designs are well tested and more trustworthy than Gash's. Probably being able to actually observe them in action instead of hiding out from the Law helps a bit here!

MOVING PARTS

If your character's augmentation has moving parts, like a mechanical arm or shutter eye, she has to roll Reliability for the device the first time she uses it in a given combat or at the beginning of a lengthy task, like climbing a 100' wall or driving for the day. If it succeeds, the steamware works fine for the duration of that combat or activity.

Only if she gets into another combat or changes activities—say she gets into an arm-wrestling contest or has to do some blacksmithing—does she have to roll Reliability again.

Should the roll fail, though, something's gone wrong with your hero's equipment. Your Marshal has all the details on this in his section.

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FIXED PIECES

Some augmentations, like chest braces or skull plates, don't have any real moving parts to break down. They either work from the get-go or there's something wrong. These items are checked only for "surgical mishaps."

What are "surgical mishaps" you ask? Read on...

SURGICAL MISHAPS

When your scrapper gets a piece of steamware augmentation installed, he runs the risk of a surgical mishap. In other words, the mad surgeon cutting on him might slip, get important wires crossed, leave a scalpel in him, or provide him with any number of other unpleasant gifts that keep on giving.



The surgeon must make a *medicine: surgery* roll against an Incredible (II) TN. Assuming she succeeds, the augmentation goes as planned and your cowpoke becomes an "auger."

If she fails, your poor sod suffers a Surgical Mishap. Why the capital letters? Because the Marshal has a table detailing all the nasty things that can happen as a result, that's why!

Should the surgeon actually go bust on the roll (shudder), she accidentally severs an artery, crushes a lung, stops your cowpoke's heart, or otherwise causes him to expire on the table.

That's right—he's an ex-hero.



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POWERING AUGMENTATIONS

This isn't really a bad thing, but your scrapper does have to worry about it. Without power, her steamware augmentations are nothing but a heavy (and truly useless) appendix.

Each device has a Fuel rating that tells how much ghost rock it takes to keep it functional. Unlike other gizmos that are powered by ghost rock, steamware takes only a small amount of the substance to function. Each point of an augmentation's Fuel score tells you how many ounces of ghost rock the device consumes over a given period of time. This amount varies greatly from augment to augment.

A few have ratings of zero, which means the augmentation actually doesn't have a motivator and works pretty much for free.

SCRAPPED METAL

Augmentations suffer damage a little differently than most gizmos. As clunky and heavy as the steamware is, it's actually got a number of complicated and delicate parts inside that can get banged up fairly easily.

The number of wounds caused by an attack are still calculated and applied normally. Augmentations take damage just like normal body parts (in other words, don't worry about Durability), although—being made of iron and steel—they are usually a good deal tougher. Once an augmentation has been maimed, it locks up and stops working.

If your scrapper has an enhancement on the augmentation, like say springheels on his piston legs or a clockwork hand on his mechanical arm, it's useless once the main piece of steamware is gone.

WOUND EFFECTS

When an augmented location is damaged, if the entire hit location has been replaced with an augmentation—such as an arm or leg—she doesn't suffer as serious a wound modifier. Although she has some sensation in the limb, thanks to the X-19 and amplifier coils, she doesn't feel pain in the normal sense.

As a result, she ignores the 2 levels of wound modifiers from any wound caused in a replaced limb. Also, she doesn't suffer any Wind for wounds to completely steamware locations.

For body parts that are only partially replaced, like skull plates, piston jaws, or chest bellows, she still takes normal wound modifiers and Wind loss.

There is a drawback, though. Each wound level counts as a negative modifier to any Reliability rolls with augmentations in that location!

FIXIN' AND REPAIRIN'

As you've probably guessed, once it's damaged, steamware doesn't heal like flesh and blood. The only way to fix banged up steamware is to use the *tinkerin'* Aptitude to repair it just like flesh and blood requires the *medicine* Aptitude. Each success and raise against the TN listed on the Repair Table at the end of this section, lowers the "wound" level on the augmentation by one.

The amount of time required to affect the repairs depends on the amount of damage done to it—again, as shown on the table.

A failed *tinkerin'* roll takes half the listed time. If the tinkerer goes bust, another wound level is caused instead.

Note that only characters with *arcane background: mad scientist* can attempt to repair Maimed augmentations. Such an operation requires him to concoct a Three of a Kind blueprint and *then* roll against the TN on the table below.

REPAIR TABLE

Wound Level	Tinkerin' TN	Repair Time
Light	5	1 hour
Heavy	7	5 hours
Serious	9	10 hours
Critical	11	15 hours
Maimed	13	20 hours

EEW!

Obvious "augers" draw odd looks from most folks. In Salt Lake and Gomorra they're a little more common place, but even there, they're eyed with suspicion. Scrappers receive a -2 to *persuasion* rolls to non-augmented folks in Salt Lake or Gomorra. In Deseret and the northern Maze, they get -4, and elsewhere in the Weird West, a steam-ware toting cowpoke gets a -6.

Of course, being an iron-jawed human tank has an advantage. Against non-augmented folk anywhere, the scrapper gets a +2 to hostile *overawe* attempts.

AUGMENTING THE DEAD

So, you're probably wondering, can I plug some of these gizmos into my Harrowed gunslinger?

Yes and no. For some reason, Gash's X-19 does "take" on Harrowed, but Hapworth's doesn't. If Perriwinkle attaches an augmentation to one of these escapees from Boot Hill, it just sits there inert. Eventually, the Harrowed's body begins to heal itself and forces the contraption out.

Of course, the minute either surgeon puts your undead hero under the knife he's going to know something's amiss!

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GETTIN' AUGMENTED

Okay, you've heard all the bad things that can come from getting a chunk of metal filled with springs, pistons, and a combustion furnace bolted onto your hero and you've decided you still think it's a good idea.

If that's the case, then we guess we'd best tell you how to go about sizing your character up for a steam augmentation or two. Or four.

MOUNT UP!

There's a limit to how much junk your cowpoke can stick on her body. Whether it's because even an augmented body can only support so much weight or the fact that even the best mad surgeon can shove only so many pistons into a mechanical limb and still leave room for the sod to swing it around, each location has a maximum number of "mounts."

The table at the end of this section tells you how much you can stick and where you can stick it...uh, install it.

Each augmentation's description tells you the location it's installed in, but in most cases, it's pretty obvious. For instance, no matter how much she wants to do so, your hero can't have a piston arm installed in the middle of her forehead!

Note some augmentations, like a mechanical arm or forearm actually provide mounting space within them.

MOUNTS

Location	Mounts
Head	2
Torso	4
Arm	2
Legs	2



PURCHASING AUGMENTATIONS

There are two ways to get your character all riveted out with steam implantations. You can do it at character creation, or you can wait until he's been around awhile and seek out Dr. Gash or Marcus Perriwinkle.

STARTING SCRAPPERS

Sometime before starting the campaign, your hero had one or more of her organs replaced, either by Gash or Perriwinkle. If you want to go this route, talk it over with your Marshal and make sure it's okay with him first, since he may have to adjust his plans.

Assuming it's all right, you can purchase augmentations listed in the following pages, each as an individual *belongin's* Edge. Don't add the total amount of the implants' costs; each one must be purchased separately. And, as always, round the cost up to the next highest *belongin's* value.

So, for example, if your cowpoke wants to pick up a piston arm, an electrical prod, and shutter eyes, he has to purchase *belongin's 1* (piston arm), *belongin's 2* (electrical prod), and another *belongin's 2* (shutter eyes).

Attachments and enhancements count as separate augmentations for this purpose. Don't forget to keep track of available mount space and *Spirit* loss while you're shopping for scrap iron!

The one good thing about this method is the surgery is assumed to have been a success. That means there's no chance of a surgical mishap roll—or worse, death!

AFTER CREATION

This method is a little less costly in character points, but usually a little tougher to swing. Your hero can seek out Perriwinkle or Gash and simply pay the cash to have an augmenting operation done.

While this might seem the way to go on the surface—at least as far as character points go, there are a few considerations.

First, your hero has to find one of the two augmenting surgeons (Gash or Perriwinkle) and convince them to do the surgery. Remember Perriwinkle won't replace a good limb or organ, so your cowpoke's got to be missing a few pieces—or remove them himself before seeing the scientist. Gash's work is a little more, how should we say, slipshod. More on that later.

Second, your hero now has to worry about a surgical mishap. Augmentation surgery is by no means a simple task and even an experienced scientist like Gash makes mistakes fairly often.

On a rare occasion these may turn out for the better, but more often than not, your scrapper is going to be worse off for it.

You pays your money and you takes your chances...

THE CATALOG

While neither Gash nor Perriwinkle actually has a "catalog" in their waiting room for patients to peruse—heck, they don't even have waiting rooms!—there are certain augmentations that they've performed often enough to consider it a "standard." In the following section, we detail these implants.

NON-STANDARD AUGMENTS

If you or the Marshal has an idea for an implant you'd like to try, work out the details of exactly what it does.

It takes a true mad scientist to come up with a working design, however, in game terms. As a guideline, all augmentations take at least a Flush to successfully design. More unusual ones (say the electrical prod) require even higher hands. The Marshal has final say in exactly how difficult a given idea is to put into action.

Even once the idea is blueprinted, or even built, it still needs either Gash or Perriwinkle to actually connect it. However, both are always looking for new ideas, so they're usually more than happy to do it—in exchange for a copy of the blueprints, of course.

THE AUGMENTS

Before we present the descriptions, let's go over the characteristics common to each implant.

Cost is how much it's going to cost your character to have the particular augmentation installed. This amount covers both parts and labor for the operation. It even gives your hero one ounce of ghost rock for her motivator, if the augmentation has one, so don't way we never gave you anything!

Spirit Loss, as we discussed earlier, tells you how many *Spirit* dice your hero loses due to the augmentation. See page 78 for more details on how this works.

Fuel is the augmentation's Fuel rating. This is how many ounces of ghost rock it burns up in a given period of time. All motivators hold only a single ounce at a time. The ghost rock doesn't have to be refined, by the way, raw nuggets work fine for motivators.

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Required Augments lists what other augmentations (if any) are necessary for your scrapper to have. For example, a chest brace is necessary for your hero to get any sort of mechanical arm; otherwise, the implant rips out of the socket the first time she uses it. Eew!

Mounts lets you know how many mounts the augmentation requires and where. If there is a number in parentheses following it, the augment provides that number of mounts once installed. A mechanical arm provides two mounts once implanted. It still takes three to install in the first place, but once it's in, there's enough empty space to fit a few attachments into it.

Reliability is the augmentation's Reliability score. Those installed by Gash have a -1 to their score.

ARMS

MECHANICAL ARM

Cost: \$1,000

Spirit Loss: 2

Fuel: 1 week

Required Augments: Chest brace

Mounts: 2 (2) Arm

Reliability: 17

This is the most common augmentation requested, a geared, piston-driven arm. The weight of the arm assembly requires the wearer to be fitted with a chest brace to support it.

The design is simple enough, with an upper and lower arm, each formed of a rounded cast-iron tube. Inside, pistons, hydraulics and gears provide the movement, which is similar to that of a normal human arm.

A mechanical arm provides its wearer with a *Strength* of 3d12+2 for all tasks involving the arm. It's gearing reduces *Nimbleness* for that those involving the arm by 1 die type. Finally, it provides AV 2 to the hit location.

Note the arm does not include a hand; those attachments must be purchased separately.

METAL FOREARM

Cost: \$500

Spirit Loss: 1

Fuel: 0

Required Augments: None

Mounts: 2 (2) Arm

Reliability: NA

Some patients don't need an entire arm replaced. For those folks, the metal forearm is a viable option. It pretty much serves one purpose—to support another arm attachment like a hand or weapon. The forearm itself is merely a hollow housing for housing other devices.

It has no effect except whenever the scrapper is hit in the augmented arm, roll 1d6. On a 4-6, the attack hits the forearm, which has an AV 2.

Note that a metal forearm *cannot* be used with a mechanical or piston arm.

PISTON ARM

Cost: \$500

Spirit Loss: 2

Fuel: 1/week

Required Augments: Chest brace

Mounts: 2 (2) Arm

Reliability: 18

A piston arm is the heavy-duty version of the mechanical arm. Its design is radically different, however, in that there is no attempt to make this augmentation function like a normal human appendage.

Instead of smaller pistons and complex inner gearing to make the device bend at an artificial elbow, the arm is a large steam piston, with the upper portion the housing and the lower the shaft. The scrapper can move the shaft in and out of the housing to adjust his reach and swivel the arm 360° in its socket to reach various positions.

As a result of the arm's power, certain attachments cannot be used with a piston arm. Among these are the clockwork hand or gizmo weapons. The piston arm is prone to subjecting these to such extreme stress through pounding and jerking that they simply fall apart under the strain.

This odd movement is difficult for humans to master, so the piston arm reduces its owner's *Nimbleness* by 2 steps for any tasks that involve the arm. On the other hand (or arm), the piston arm increases the scrapper's *Strength* in that arm to 5d12+4. Like the mechanical arm, it has AV 2.

ARM ATTACHMENTS & ENHANCEMENTS

With one or two exceptions, the following augmentations require the implantation of a metal forearm, piston or mechanical arm. However, since they pose no further invasion of the body, they seldom cause any *Spirit* loss.



Most attachments and enhancements reside in the housing of the arm or forearm and gain the benefit of that augmentation's AV. Those that don't are specifically noted in their descriptions.

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BUZZSAW

Cost: \$1,000

Spirit Loss: 0

Fuel: 1/hour of use

Required Augments: Mechanical arm, piston arm or metal forearm

Mounts: 2 Arm

Reliability: 18

This popularity of this nasty piece of work speaks poorly of the mentality of the average scrapper. It's become a favorite in the bloodsports in Salt Lake City, and it looks as though Gomorra will soon follow suit.

The buzzsaw attachment is a small, vicious saw modeled after those found in sawmills. It can cut through bone, gristle, and even thin steel. It requires a good deal of power to rev the saw up to the necessary speed, and their owners often spend a fortune on fuel.

The weapon does STR+3d8 damage and gives a DB +1. The weapon requires the scrapper have *fightin': buzz saw* to use it effectively.

CLOCKWORK HAND

Cost: \$1,500

Spirit Loss: 1 if attached to flesh; 0 if attached to a mechanical arm or forearm

Fuel: 0

Required Augments: None

Mounts: 1 Arm

Reliability: 17

This is the refined version of the mechanical hand. Instead of pistons and cable-assisted gears to drive the fingers, the clockwork hand relies on finely-tuned springs and latches to allow the scrapper precise control over the movement of the individual fingers. In many cases, this actually exceeds the dexterity a normal human hand exhibits.

The hand gives the wearer a *Deftness* of 4d10 for any task that requires intricate finger manipulations. This does not extend to all hand-eye coordination however. Actions like *shootin'* or *throwin'* require more than

simple finger dexterity; they are based on the owner's normal *Deftness*.

Conversely, *lockpickin'* would use the hand's *Deftness* of 4d10.

The fine springs-powered fingers aren't as strong as piston-driven ones, so the hand only has a gripping *Strength* of 3d8—which comes into play in contests of *Strength* to keep a hold on an object, tear something from another's grasp, make an impressive handshake, or similar actions.

The lightweight construction of the hand provides only AV 1 against attacks targeting it.

The hand does not use a motivator to provide power. Instead, the wearer must wind the hand's springs for 10 minutes after every 6 hours of use. Failure to do so results in the hand "winding down" and becoming unusable until it's rewound.

ELECTRICAL PROD

Cost: \$800

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical arm, piston arm or metal forearm

Mounts: 1 Arm

Reliability: 17

The prod is a metallic stud charged with static electricity that replaces the scrapper's hand.

Before the hero can use the prod, she must charge it by pumping the elbow. The user makes a normal *fightin': brawlin'* roll to hit with it. The prod releases all of its energy in a single hit, so it must be recharged after each hit. For each charge released in an attack, the prod does 1d4 Wind to the target. This is in addition to normal brawling damage as well.

Each pump adds a single charge to the pump's capacitor (to a maximum of six) and takes a single action to perform. Stored charges dissipate at the rate of one die every five rounds.

Roll Reliability each time the pump is charged.

Metallic armor does not protect against the effects of the prod, but other armor is ignored only if the target is wet. The prod has no effect on mechanical devices, inanimate objects, or creatures immune to normal Wind loss, like Harrowed.

Note this augmentation can also be installed to attach to a mechanical or clockwork hand instead of a simple prod.

FINGER PICKS

Cost: \$600

Spirit Loss: 0

Fuel: 0

Required Augments: Clockwork hand
Mounts: 1

Reliability: 17

These are a set of finely crafted lockpicks that can be retracted into the fingers of a clockwork hand. Like the hand itself, the picks are controlled by a series of precise springs and gearing.

While extended, the picks give the scrapper a +4 bonus to his *lockpickin'* rolls. Retracting and extending the picks takes an action, and performing any stressful movement (like combat) with the picks extended is very likely to break them.

Once retracted, the picks are undetectable.

FIREARMS

Cost: Cost of weapon +\$500

Spirit Loss: 0

Fuel: 1/month

Required Augments: Metal forearm for pistols and sawed-off shotguns; mechanical or piston arm for rifles

Mounts: 1 Arm (pistol/sawed-off shotgun)/2 Arm (rifle/shotgun)

Reliability: Pistols/sawed-off shotguns: NA; Rifles/shotguns 19.

Any caliber of pistol or sawed-off shotgun can be inserted into a forearm or arm augmentation. A rifle, carbine, or shotgun requires a mechanical or piston arm and a serious modification

of the weapon to allow the barrel to either bend at the elbow or retract in the case of a piston arm. In either case, the arm must be extended to fire. If not, a Catastrophic malfunction occurs—no roll necessary!

For pistols and sawed-off shotguns, the weapon reloads by opening a door in the forearm and takes an additional action on top of the normal required time. Rifles and shotguns are reloaded in the upper arm housing and require an additional 2 actions to accomplish. *Speed load* does not help shorten this.

Any normal firearm can be installed in this fashion. However, the required modifications to a rifle or shotgun lowers the original weapon's Reliability to 19. With that one exception, the firearm functions in all respects like its original game statistics.

All the weapons have the barrel mounted back from the end of the augmented appendage. Early attempts showed mounting the barrel at the very end of the armed to clogging and backfires.

GIZMO WEAPON

Cost: Cost of gizmo + \$700

Spirit Loss: 0

Fuel: 0

Required Augments: Metal forearm for pistol-size weapons; mechanical arm for larger

Mounts: 2 (+ additional depending on gizmo)

Reliability: Gizmo's reliability -2

It didn't take long for the mad surgeons to wonder if they could stick a regular gun into a steam arm, why not a Gatling one as well. It really shouldn't surprise anyone familiar with mad science that they could.

Virtually any hand-held gizmo weapon can be mounted into an augmented arm. Pistol-sized ones can be crammed into a metal forearm, while larger ones can be attached to a complete arm. The exact workings and description depend on the arm.

Weapons which require a backpack or fuel tank mount only the firing device; the scrapper still has to strap on the additional parts. A Gatling rifle, for example, would have the magazine and action mounted in the upper arm

housing, with the barrel assembly in the lower arm. Conversely, a flamethrower would provide only the firing nozzle, likely in the forearm, with a hose attachment for a tank of fuel (which the cowpoke would have to carry or wear on his back).

Fitting the gizmo into the available space requires a few modifications. Mad science inventions being unstable to start with, this is often detrimental to the device's functioning, hence the lowered Reliability score. The mount itself has no Reliability of its own; either the weapon works, or it doesn't.

GRAPNEL & LAUNCHER

Cost: \$1000

Spirit Loss: 0

Fuel: 1/hour of use

Required Augments: Mechanical arm, piston arm, or metal forearm

Mounts: 2 Arm

Reliability: 18

This augmentation installs a steam-powered grapnel launcher that replaces the scrapper's hand. The grapnel is actually connected to gearing in the housing, allowing it to function as a rough gripping device, providing some compensation for the hand.

The augmentation's true advantage, however, is its ability to fire the grapnel up to 50 yards with enough force for it to latch onto any surface short of solid steel. For fine targeting, the device requires the Aptitude *shootin': grapnel launcher*. It has a ROF of 1 and a Range Increment of 10. If used as an impromptu weapon, it does 3d6 damage.

Reloading the grapnel takes two actions once the grapnel has been retrieved. One action is spent inserting the grapnel in the housing and the second building pressure in the launcher.

Used as a substitute "hand," the grapnel has a *Strength* of 4d12 for gripping and holding purposes, but a *Deftness* of 1d4. Using the device in hand-to-hand is also possible, requiring *fightin': brawlin'*. In this fashion, the grapnel does STR+1d6 damage.

The grapnel includes an attachment for a lightweight metal cable. The basic launcher and housing does not,



however, include the cable or a method of winching the cable if attached. An enhancement for the device is available that does that, but it requires the scrapper have a full metal arm replacement and not merely a metal forearm housing.

GRAPNEL REELING DEVICE

Cost: \$500

Spirit Loss: 0

Fuel: 1/hour

Required Augments: Grapnel and either mechanical or piston arm.

Mounts: 0

Reliability: 19

This enhancement requires the grapnel & launcher to be effective. The scrapper also needs a full mechanical or piston arm on which to mount it, as it is designed to attach to the shoulder.

The reeling device comes with 50 yards of lightweight cable, capable of lifting up to 500 lbs before breaking. The cable is attached to a reel which is

in turn connected to a heavy-duty spring. The spring is tensioned by the firing of the launcher and subsequent unwinding of the cable. When the wearer activates it, the spring uncoils, rapidly retrieving the cable.

Activating the reel takes a single action and it is powerful enough to winch up to 250 lbs at Pace 6, or drag twice that weight across the ground at Pace 2. Animate targets that weigh less than that amount may attempt to resist the winch by rolling a contest of *Strength* against it. The reeling spring has an effective *Strength* 4d12+2.

If the target weighs more than those amounts or successfully resists the winch, the wearer has to roll the contest herself or risk being dragged toward it!

HAND WEAPONS

Cost: \$200

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical arm, piston arm, or metal forearm

Mounts: 1 Arm

Reliability: NA

This simple enhancement is a favorite among bloodsport competitors, particularly those of the penny-pinching persuasion. Plainly put, it installs a blade or other weapon onto the end of the augmented arm.

There are no special effects for basic hand weapons used in this fashion, and the housing is designed in such a fashion as to allow the scrapper to change weapons easily—provided they've been properly fitted to the housing. Preparing a weapon for mounting is a simple process, requiring only a Fair (5) *tinkerin'* roll.

This enhancement has a couple of advantages over some of the others available. First, it requires no ghost rock to power it, and, more importantly, it has no moving parts to malfunction!

HIDDEN COMPARTMENT

Cost: \$200

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical arm, piston arm, or metal forearm

Mounts: 1 Arm

Reliability: NA

This enhancement is just about as basic as they get! All it consists of is a careful arrangement of internal components to make room for a small compartment about 6" long, 2" wide, and 1" deep. Anything those dimensions or smaller can be carried in the compartment.

Some care is taken in the design of the compartment, making it difficult to spot. The owner gets a +5 to all *sneak* rolls to smuggle something in it.



INJECTOR NEEDLE

Cost: \$800

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical or clockwork hand

Mounts: 1 Arm

Reliability: 17

This enhancement turns the scrapper's hand into a steam-powered hypodermic. The 6" needle is retractable into the hand housing, and the reservoir for whatever fluid is to be injected is stored in the forearm assembly. Like other delicate augmentations, an injector needle can't be used in conjunction with a piston arm.

Hitting a foe with the needle takes a successful *fightin': brawlin'* roll. The needle itself does only STR damage, but the real kick is whatever fluid the scrapper injects with it. Exactly what the needle injects is up to the user, but poisons, weak acids, or even alchemical concoctions are common choices.

The reservoir holds enough fluid for 8 attacks—successful or not—with the device. Retracting or extending the needle takes a single action. Refilling the reservoir takes five minutes.

MECHANICAL HAND

Cost: \$2,500

Spirit Loss: 1 if attached to flesh; 0 if used with a mechanical arm, piston arm or metal forearm

Fuel: 1/month

Required Augments: None

Mounts: 1 Arm

Reliability: 18

The mechanical hand is a sturdier appendage than the clockwork model and is sometimes referred to as a "piston hand" (particularly in and around the City o' Gloom).

Instead of coil springs and watchworks, it relies on small steam pistons and gear-assisted cable pulleys to operate. As a result, it has a good deal greater gripping power than a clockwork hand and can take a bit more abuse. However, it pays for that sturdiness in a slight loss of dexterity.

The hand gives its owner *Strength* 3d12+2 for purposes of gripping and holding only. It reduces the scrappers

HUMAN AUGMENTATION

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Deftness for tasks requiring fine finger manipulation to 3d6, but has no negative effect on hand-eye coordination or Aptitudes that rely on them (like *shootin'*).

The hand has an AV 2 against any attacks that happen to strike it.

RETRACTABLE SPIKE

Cost: \$500

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical arm, piston arm, or metal forearm

Mounts: 1 Arm

Reliability: 18

This augmentation is a short step up from a simple hand weapon attachment. However, it provides the scrapper with a fairly potent hand weapon and the ability to still have a functional hand replacement as well.

An 8" long metal spike extends from above the scrapper's wrist when the enhancement is activated. This is nearly instantaneous and takes no actions, but retracting the spike takes an action.

The weapon is fairly easy to use, requiring a *fightin': brawlin'* to wield. It does STR+1d6 damage and has a DB +1.

EARS

Ear replacements, unlike eyes, come in pairs. The price, mounts, and *Spirit Loss* listed take this into account.

ECHO-LOCATORS

Cost: \$1,500

Spirit Loss: 3

Fuel: 1/month

Required Augments: None

Mounts: 1 Head, 1 Torso

Reliability: 16

No doubt observation of a bat's uncanny ability to navigate in total darkness inspired this odd augmentation. It requires not only ear replacements, but also an alteration of the scrappers vocal chords as well.

The augmentation replaces the scrapper's normal ears with close-fitting, but broad metal baffles. The eardrums are removed and a closely-packed assembly of ultra-fine wires are inserted. A similar, but even smaller weave of this wires are placed in the hero's throat inside her voice box.

The ear replacements provide no bonus to normal hearing-based *Cognition* rolls (although they "hear" normally as well), but they do allow the scrapper to pick up ultrasonic noises, like the screech of a bat.

The true use of the echo-locator comes from combining the vocal chord weave with the eardrum wires. The user is able to emit an ultrasonic shriek through the wires in her throat. Those wires are tuned to the same pitch as the ones in her ears. By tracking the echoes from the shriek, she can "see" in the darkness.

By no means is her vision loss completely compensated by the echo-sounding, but it reduces the penalty for visibility in moonlight, total darkness, or even blindness to merely -4. It can also help her locate hidden or invisible items or creatures, removing any *sneak* bonuses the target may have and reducing any Aptitude or Trait penalties for affecting the invisible target to -4.

Unfortunately, the vocal wire mesh saddles the scrapper with the *squeaky* Hindrance and completely cancels any "the voice" Edge the scrapper may have had.

SOUND ENHANCERS

Cost: \$700
Spirit Loss: 1
Fuel: 0
Required Augments: None
Mounts: 1 Head
Reliability: 18

These are essentially small, rotatable ear trumpets, containing a series of both baffles and diaphragms that filter extraneous sounds while magnifying others.

The effect of this augmentation is to give the scrapper a +4 to any hearing-based *Cognition* roll, provided it comes from the direction the trumpets are facing. Both trumpets must be pointed in the same direction, by the way; otherwise, the resultant audio-warping effect causes mild nausea and vertigo, giving him a -2 to all Trait and Aptitude checks until they are synchronized.

Sound-based attacks, like the hex *thunderclap*, are especially painful to a hero equipped with these artificial ears. The scrapper suffers a -4 to any Trait or Aptitude roll to resist the effects of such an assault.

EYES

Unless otherwise noted, eye augments are bought individually. Eye types cannot be combined in a single socket, but a scrapper can have two different eyes installed.

MICROSCOPIC LENSES

Cost: \$1,000
Spirit Loss: 2/eye
Fuel: 0
Required Augments: None
Mounts: 1/eye Head
Reliability: 17

This augmentation inserts a device like a jeweler's monocle into the hero's socket. It's capable of functioning in all respects like a normal eye, but the character can also magnify small objects up to 25 times the normal size.

This enhancement gives the scrapper a +4 on vision-based *Cognition* rolls and Aptitudes like *trackin'*. Depending on the circumstance, the Marshal may allow a bonus to *search* and other Aptitudes as well if she feels an ability to see fine details would benefit.

SHUTTER EYES

Cost: \$900
Spirit Loss: 3
Fuel: 0
Required Augments: None
Mounts: 2 Head
Reliability: 17

Unlike the other two common forms of eye augmentation, shutter eyes must be bought in pairs. One look at the

contraptions makes the reason for this obvious. Each of the eye resembles a camera's lens shutter, complete with circular sphincter that constricts or expands according to the scrapper's desire.

The eyes constantly "blink" rapidly opening and closing, to provide the owner with a flickering, kinetoscopic view of the world, more a rapid series of photographs than actual movement. This "blinking" produces a barely noticeable, but constant and staccato clicking. While the owner usually blocks out the sound after a while, it tends to annoy or unsettle others.

As noted above, the scrapper can increase or decrease the shutter's maximum dilation to compensate for lighting effects. What that means in game terms is that, short of total darkness, the eyes offset 2 points of lighting penalties. Twilight only gives him a -2, moonlight a -4, and so on.

As a side effect of the clicking, the hero picks up the Hindrance *habit -1 (clicking lenses)*.

TELESCOPIC LENSES

Cost: \$1,000

Spirit Loss: 2/eye

Fuel: 0

Required Augments: None

Mounts: 1/eye Head

Reliability: 16

These lenses have the opposite effect of the microscopic ones. The augment looks like a small, single-tubed, telescoping opera viewer inserted into the scrapper's eye socket. When not focusing on a distant object, the implant projects about 2" from the socket; if extended, it can reach a total of 4".

When observing a distant point, the owner can add +4 to his *Cognition* rolls. Because of the design, these eyes do not aid a scrapper in long distance shooting; either she can focus on the object or she can focus on her sights, but not both.

HEAD

Head augmentations tend to be rather invasive; therefore, *Spirit* loss from these implants and modifications is also correspondingly high.

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CRANIAL GYROSCOPE

Cost: \$750

Spirit Loss: 3

Fuel: 1/month

Required Augments: None

Mounts: 1 Head

Reliability: 18

This is perhaps the most invasive and complicated augmentation currently available. It's so involved that the mad surgeon gets an additional -2 on his *medicine: surgery* roll to perform the operation. The reason it's so difficult is that it requires the surgeon to actually scoop out a portion of the scrapper's brain to make room for the augment.

It's a good thing medical science in the 1870s knows as much about the brain as it does!

The tiny gyroscope is connected to the inner ear passages via a pair of amplification coils and assists the body's natural sense of balance. The game effect of this is to increase the hero's overall *Nimbleness* Trait by 2 levels. If a piece of steam augmentation gives your scrapper a set *Nimbleness* score for specific actions, the gyroscope does *not* affect that score.

Whenever someone digs a portion of your brains out and drops them in the waste basket, there are going to be problems. Medical science being what it is, the mad surgeon doesn't really know exactly *what* she's cutting out on a given patient. When your scrapper has a cranial gyroscope installed, roll 1d6 on the table below. The losses are permanent, although your hero can raise the Trait normally by spending Bounty Points.

WHAT DID I LOSE?

D6

Effect

- | | |
|---|---------------------------------|
| 1 | <i>Cognition</i> , -2 die types |
| 2 | <i>Knowledge</i> , -2 die types |
| 3 | <i>Mien</i> , -2 die types |
| 4 | <i>Smarts</i> , -2 die types |
| 5 | Lucky you—roll twice! |
| 6 | Amazing! No ill effects! |

PISTON JAW

Cost: \$750

Spirit Loss: 2

Fuel: 1/week

Required Augments: None

Mounts: 1 Head

Reliability: 18

Visually, this is perhaps the most disconcerting of all augmentations. A piston jaw is exactly what it sounds like: the scrapper's normal jaw and a portion of his lower skull is replaced with an iron assembly not too distantly removed from a bear trap. With a steam powered piston instead of a spring.

The owner can use the horrific jaws to bite for STR+1d6 damage, and the piston-driven assembly provides a 3d10 *Strength* for that purpose. Biting with the jaws requires a successful *fightin': brawlin'* attack to perform.

A scrapper with piston jaws picks up the *ugly as sin* Hindrance.

SKULL PLATE

Cost: \$700

Spirit Loss: 2

Fuel: 0

Required Augments: None

Mounts: 1 Head

Reliability: NA

This augmentation replaces a large chunk of the scrapper's easily cracked bone brainpan with one made of trusty iron and rivets, lending new meaning to the term "hard-headed." The skull provides AV 2 to any attacks to the head.

VENOMOUS FANGS

Cost: \$700

Spirit Loss: 1

Fuel: 0

Required Augments: Piston jaw

Mounts: 1 Head

Reliability: 16

Okay, "venomous" might be a little misleading; a scrapper can certainly fill the reservoir for these nasties with something other than poison, say fresh

mountain spring water or sarsaparilla. Yeah, right. More often than not poison of some sort is exactly what these 2" metal fangs are used to inject.

The steel teeth are partially retractable, but it doesn't take a detective to notice something's not quite right with her orthodonture—other than the piston-driven jaws, that is.

The fangs add +2 to any biting damage inflicted by the owner. In addition, they are connected to a reservoir in the scrapper's former sinus cavities that she can fill with just about any liquid—poison, weak acids, and alchemical compounds being the favorites.

On a successful bite, she can inject the "venom" into her victim just like a rattlesnake. In case you couldn't guess, this is not the most subtle attack possible.

Should she go bust on the attack roll (*fightin': brawlin'*), she's bit her own tongue and suffers the effects of her own venom.

LEGS

Legs usually come in pairs, but it's possible to replace a single one at a time. Such a lop-sided scrapper is unlikely to be able to do more than hop along at a ridiculous gait (-2 to Pace), and is unable to gain any of the benefits of the augmented leg due to his unbalanced situation.

Replacing a single leg still requires massive invasive surgery in the hip and spine region and substantial bracing of the pelvis to support the added stress. Therefore, the second leg only increases the total *Spirit* Loss by one point, to a total of four.

MECHANICAL LEG

Cost: \$1,500

Spirit Loss: 3

Fuel: 1/week per leg

Required Augments: None

Mounts: 2 (2) Leg (each)

Reliability: 18

This is the basic replacement leg. It contains a motivator in the upper thigh, pivots and gearing at the hip and knee joint, and piston-powered flexors.

Unlike augmented arms, both the mechanical and piston legs (see below) come with "feet."

The legs impart $3d12+2$ *Strength* to their owner for any activity that involves only their use. Also, the legs provide AV 2 to their hit location. They have no other abilities beyond providing their owner with the ability to walk or run.

PISTON LEGS

Cost: \$1000

Spirit Loss: 3

Fuel: 2/week per leg

Required Augments: None

Mounts: 2 (2) Leg (each)

Reliability: 18

These are similar in construction to the piston arms and serve much the same purpose—heavy-duty labor. Like the piston arm, the leg is a single large steam-driven piston, instead of a flexible, metal replica of a human limb.

The piston leg provides *Strength* of $5d12+4$ to any activities involving their use, but, unless the scrapper can somehow eliminate his own back muscles, he can't dead-lift with that *Strength* unless he's that strong normally—or he's looking for a hernia! Like most augment limbs, piston legs have AV 2.

As we noted with the piston arm, the motion of a piston leg is difficult for a human to master. Retract, rotate, extend can get mighty confusing when your scrapper is trying to hot-foot it out of Dodge!

Lower your hero's overall *Nimbleness* by 1 die type. Only in extremely unusual circumstances when your character is using the Trait or related Aptitudes *without* involving his legs (Marshal's call), does this reduction not apply!

LEG ATTACHMENTS & ENHANCEMENTS

Without exception, leg attachments and enhancements require your scrapper to have either a mechanical or piston leg. There is no "metal shin" or similar equivalent to the metal forearm.

Because they modify existing augments, leg attachments and enhancements cause a scrapper no further *Spirit Loss*.



DOUBLE MOTINATORS

Cost: \$1,500

Spirit Loss: 0

Fuel: 1/week

Required Augments: Mechanical leg or piston leg

Mounts: 1 Leg (each)

Reliability: 17

Due to the size of an augmented leg, they can actually carry twice the power source of another, smaller steam augmentation. This increases the power and output of the leg.

It's not necessary to keep the second motivator (housed in the lower leg) fired up at all times. Since it takes a full minute to get it up to operating temperature and pressure, most scrappers equipped with these enhancements do, though.

While the motivator is providing a power boost, any *Strength*, *Nimbleness* or associated Aptitude checks that rely on the legs add a +2 to the final total. In addition, the character can jump twice as far or as high as normal and can run up to one and a half times his usual running Pace.

HIDDEN COMPARTMENT

Cost: \$200

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical leg or piston leg

Mounts: 1 Leg

Reliability: NA

This is nothing more than an empty space in the leg housing. There's slightly more room in a leg than an arm, so a hidden compartment here can hold objects up to 8" long x 3" wide x 2" in depth.

Any attempt to hide an item of suitable size in the compartment gives a +5 to the scrapper's *sneak* roll.

RETRACTABLE BLADE

Cost: \$700

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical leg or piston leg

Mounts: 1 Leg (each)

Reliability: 19

Some spies have taken to mounting spring-loaded blades in their boot tips. Well, two can play that game—especially if one has a metal foot to start with!

This enhancement puts a 6" blade in the scrapper's augmented foot that she can extend or retract in a single action. The blade does STR+1d6 damage, but

don't forget, this is one of those instances where your scrapper gets to use the leg's *Strength* score!

Swarping at folks with a knife sticking out of your toes isn't all that easy to accomplish—even if they're not really your own toes. Although an attack with this weapon uses *fightin': brawlin'*, the roll gets a -2 to the modifier due to its awkward nature.

When retracted, the blade is detectable only on an Incredible (11) *search* or *Cognition* roll.

SPRING HEELS

Cost: \$300

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical leg or piston leg

Mounts: 1 (Leg) each

Reliability: 15

This is one of those ideas that you have to wonder how anyone ever survived the first attempt at field testing.

By pressing a button on each leg, the scrapper releases tightly wound coils of ghost steel hidden in the heels of the mechanical feet. The coils throw the cowpoke into the air, allowing her to leap up to 15' straight up or 30' horizontally. The coils fall off at release; otherwise the poor sod would never stop bouncing!

Releasing the springs takes a single action. However, after each use, the springs must be recoiled, requiring the use of a vise and re-seated in the heels. Should the scrapper have to leave the springs behind, they can be replaced by Gash or Perriwinkle for \$50.

SWIVEL LEGS

Cost: \$800

Spirit Loss: 0

Fuel: 0

Required Augments: Mechanical leg

Mounts: 1 (Leg) each

Reliability: -1 to Reliability of legs

This augmentation modifies the knee-joint design of a mechanical leg so it not only bends, but also rotate 360°. The enhancement allows a character to pivot on one leg or the other without changing his foot

position. In itself, that might seem minor, however, the joint also enables the scrapper to perform such pivots while moving without changing his direction of travel!

The sight of a the scrapper running one direction while looking in another is usually fairly disturbing for folks not used to it.

In effect, swivel legs allow the hero to move in any direction while maintaining another facing—even the opposite! This might prove a little tricky to accomplish, running one way while looking the other and all, so don't be too surprised if the Marshal requires a *Nimbleness* roll to pull it off.

In game terms, the pivoting joints help compensate for movement penalties to any actions such as *shootin' or fightin'*. The swivel legs cut any penalty to activities due to the scrapper walking or running in half (i.e., -1 for walking or -3 for walking).

TORSO

ABDOMINAL ARMOR

Cost: \$500 (upper only)/\$1000 (full torso)

Spirit Loss: 1 (upper)/2 (full torso)

Fuel: 0

Required Augments: Chest Brace

Mounts: 0 (upper)/1 (full torso) Torso

Reliability: NA

Abdominal armor comes in two forms: upper chest only or full torso. The upper chest model is little more than light iron plating riveted onto a chest brace. The full torso model incorporates an articulated frame that extends from the chest brace down to the waist to support the lower plates.

The upper chest armor covers only the upper guts location, while the full torso model protects the upper and lower guts as well the gizzards. Any location covered by the armor receives AV 2. In hits to the upper guts, check to see if the attack strikes the thicker chest brace (see the **Chest Brace** description for details); if so, use the brace's AV 3 instead.

Although the full torso model may seem the better choice of the two, its design does cause its wearers some

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difficulty at times, either by hampering their flexibility or just clinking at the wrong time. Any scrapper augmented with full abdominal armor gets a -2 to all *sneak* and *dodge* rolls.

ALCHEMICAL INJECTOR

Cost: \$800

Spirit Loss: 2

Fuel: 0

Required Augments: None

Mounts: 1 Torso

Reliability: 17

The inventors at the Collegium and other sites have developed numerous ways to get liquids like alchemical compounds into other folks. This augmentation is one of the few ways—other than plain old swallowing—for a cowpoke to get them into his own guts.

The augmentation inserts a small reservoir and bellows into the scrapper's guts. A network of tubing connects the reservoir directly to the character's blood stream near the heart. By clenching her stomach muscles in a certain way, she can send a single dose of the reservoirs contents directly into her blood stream.

Using the injector is a simple action and the fluid (usually an alchemical potion of some sort) takes effect immediately. Of course, that means if the fluid "malfunctions" that happens right away too!

The exact construction of the injector varies from scrapper to scrapper. Some are entirely internal, while others incorporate exterior tubing between the reservoir and the arteries. Regardless of the design, the reservoir holds up to 3 doses of any potion, or about 1/4 canteen of other liquid.

A final word of warning: Anytime a hit to the lower guts does a Serious wound or greater in one blow (not cumulative), roll a d6. On a 6, the reservoir has been ruptured, spilling its contents into the scrapper's guts. The exact effect depends on the contents and the Marshal's whim!

BELLOWS SPRINGS

Cost: \$500

Spirit Loss: 2

Fuel: 0

Required Augments: None

Mounts: 1

Reliability: 17

By implanting a set of coil springs in just the right place, a mad surgeon can boost the power of the scrapper diaphragm. This helps increase his lung capacity by drawing more air into them with each breath.



The game effect is the scrapper gets to add +2 to any *Vigor* rolls related to holding his breath—provided he had a chance to inhale, of course. Also, he gets the same bonus to any *Vigor*-based roll to perform long or strenuous actions, like walking long distances.

CHEST BRACE

Cost: \$500

Spirit Loss: 1

Fuel: 0

Required Augments: None

Mounts: 1 Torso

Reliability: NA

This piece of augmentation is required for most heavy or bulky upper body attachments. The brace is ratcheted across the rib cage and fixed to it by bolts driven into the larger bones. Hinges at the outside edges allow the scrapper to breathe and flex his pectorals without cracking a rib.

Besides being necessary for other augments, any time a hero takes a wound to the upper guts, roll a d6. On a 6 (4-6 for broad, cutting or crushing attacks), the attack hits the AV 3 brace. It doesn't protect against fire, most magic, or area of effect damage.

SNORKEL

Cost: \$500

Spirit Loss: 1

Fuel: 0

Required Augments: None

Mounts: 1 Torso

Reliability: 18

This augmentation inserts a telescoping breathing tube into the scrapper's back between the shoulder blades and to one side of the spine. The snorkel is connected to the character's trachea, and has a small diaphragm to prevent water (or other substances) from passing directly into the lungs.

The scrapper can extend the tube up to 6', allowing an average-sized hero to function in over 10' of water. When retracted, the tube has only 3' of its length exposed. The tube has a pivot to allow the scrapper to use it when standing or floating upright or swimming on her stomach.

COLLEGIUM ASSOCIATE

TRAITS & ABILITIES

Deftness 2d12

Shootin': pistol, rifle 3

Nimbleness 2d10

Climbin' 1

Drivin': steam wagon 2

Fightin': brawlin' 3

Horse ridin' 2

Sneak 1

Quickness 4d10

Strength 4d6

Vigor 3d6

Cognition 3d8

Artillery 2

Search 2

Knowledge 2d6

Area knowledge 2

Language: English 2

Science: general 1

Mien 2d6

Overawe 2

Smarts 1d8

Tinkerin' 4

Survival: desert 2

Spirit 1d6

Guts 3

Wind 12

Pace 10

Edges

Belongin's 1 (Rotating Rifle)

Mechanically Inclined 1

Hindrances

Big Britches -3

Curious -3

Obligation (Collegium)

-2

Gear:

Rotating Rifle

(choose the barrels),

Colt Peacemaker (double-action), a box of 25 shells for each caliber, binoculars, small tool kit, \$75

PERSONALITY

I've picked up a little of this and a little of that working with those...scientists. I've done just about anything you can name, and done it

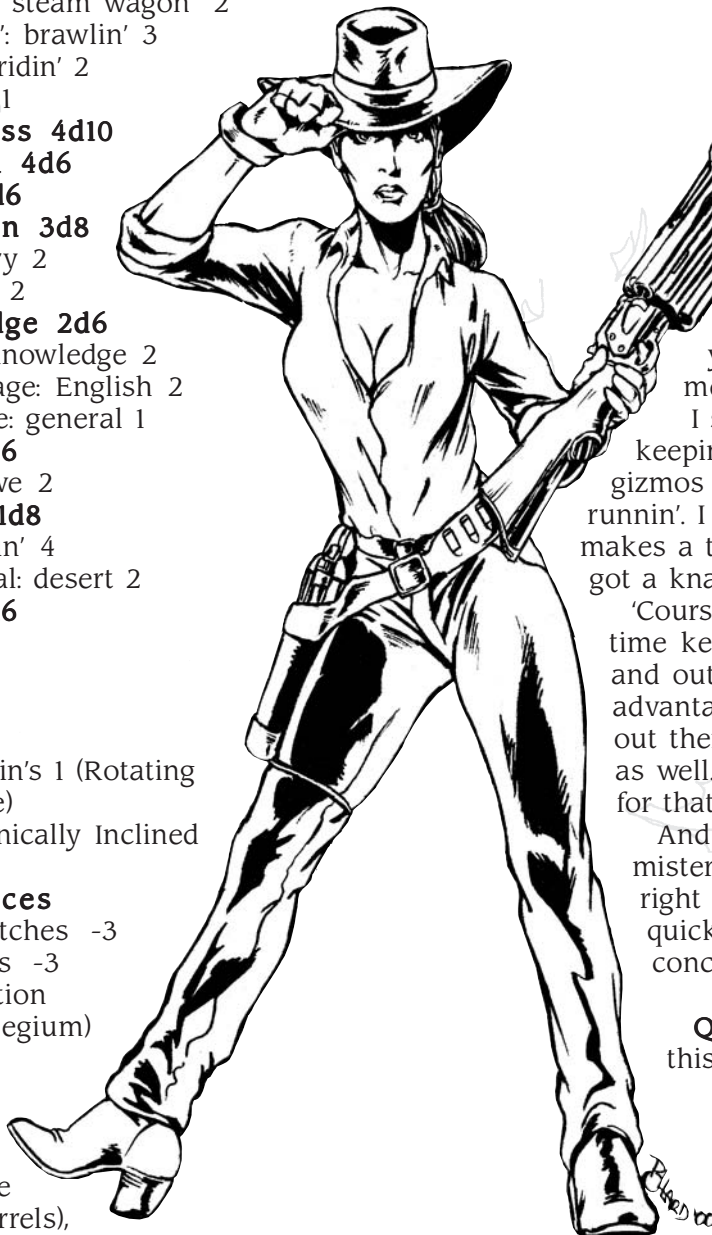
well. So, you got some specialized work you need doin', I'm your man. Somethin' needs fixin', I can do it—with a wrench or a gun, if you know what I mean.

I spend a lot of time keepin' those weird gizmos they have me test runnin'. I like to know what makes a thing tick. Guess I got a knack for it

'Course, I spent a lot of time keepin' Maze pirates and outlaws from takin' advantage of those tin horns out there at the observatory as well. I kinda got a knack for that too.

And let me promise you, mister—what I don't know right off, I figure out real quick, so you got no concerns about that!

Quote: "What does this button do again?"



SCRAPPER

TRAITS & APTITUDES

Deftness 1d8

Shootin': grapnel launcher,
shotgun 3

Nimbleness 2d12

Climbin' 1
Fightin': brawlin' 4
Sneak 1

Quickness 4d6

Strength 2d10

Vigor 3d8

Cognition 1d6

Search 1

Knowledge 2d6

Area knowledge:
City o' Gloom 2
Language: English
2

Mien 2d6

Overawe 2

Smarts 3d6

Streetwise 2
Tinkerin' 2

Spirit 2d8 (originally 4d10)

Guts 2

Wind 16

Pace 6

Edges

Belongin's 2:
mechanical arm
Belongin's 2: grapnel
& launcher
Belongin's 1: grapnel
reeling device
Belongin's 2: shutter eyes
Thick-skinned 3

Hindrances

Big Britches -3: You've
not lost a fight yet!
Enemy -1: Some folks
back in Salt Lake lost money
bettin' against you in the arena.
Greedy -2: You need money for more
augmentations.
Impulsive-2: He who hesitates gets
whomped!

Ugly as sin -1: This one's obvious...

Gear: Sawed-off shotgun, a simple tool
kit (for fixing your augmentations),
20 shells, \$160

PERSONALITY

I used to work on the railroads, but I
got fired for gettin' in too many fights.
A pal o' mine—he's dead now—said I
could make more money in the
factories.

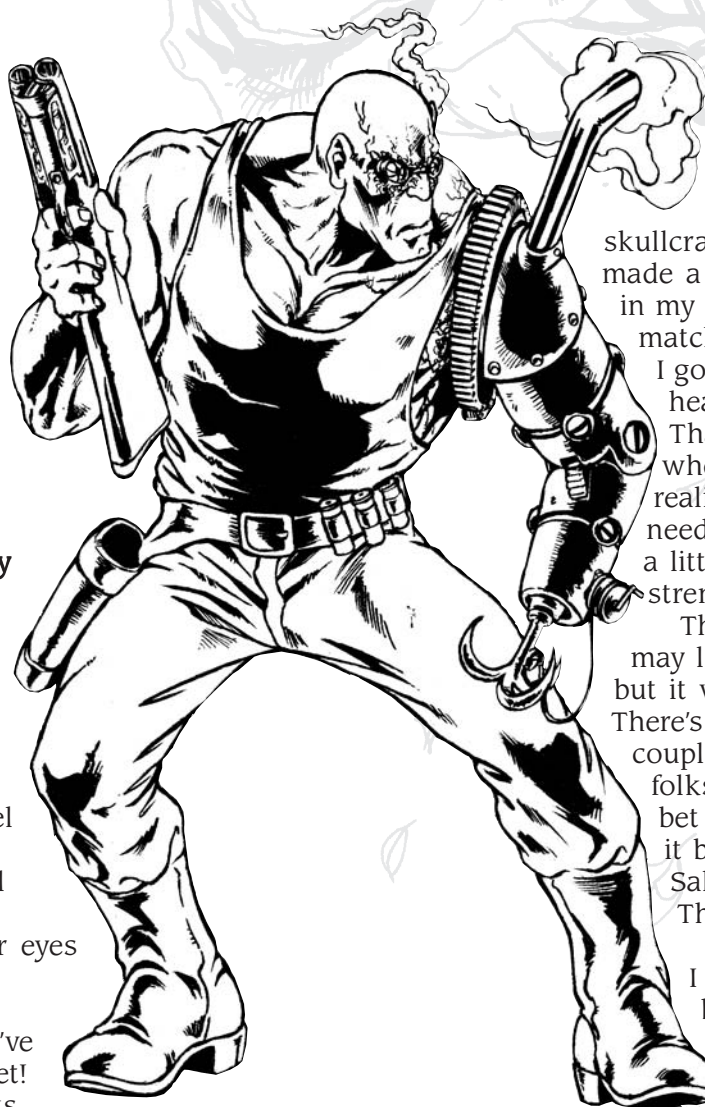
That's
a lie.

But I
found
my
calling.
I'm a
skullcracker. I
made a bundle
in my first
match before
I got my
head split.
That's
when I
realized I
needed was
a little more
strength.

This stuff
may look odd,
but it works.
There's a
couple of
folks who
bet against
it back in
Salt Lake.
They lost.
'Course,
I can't go
back just
yet—
they're
active a

little sore about that—so I'm game.
What's the job?

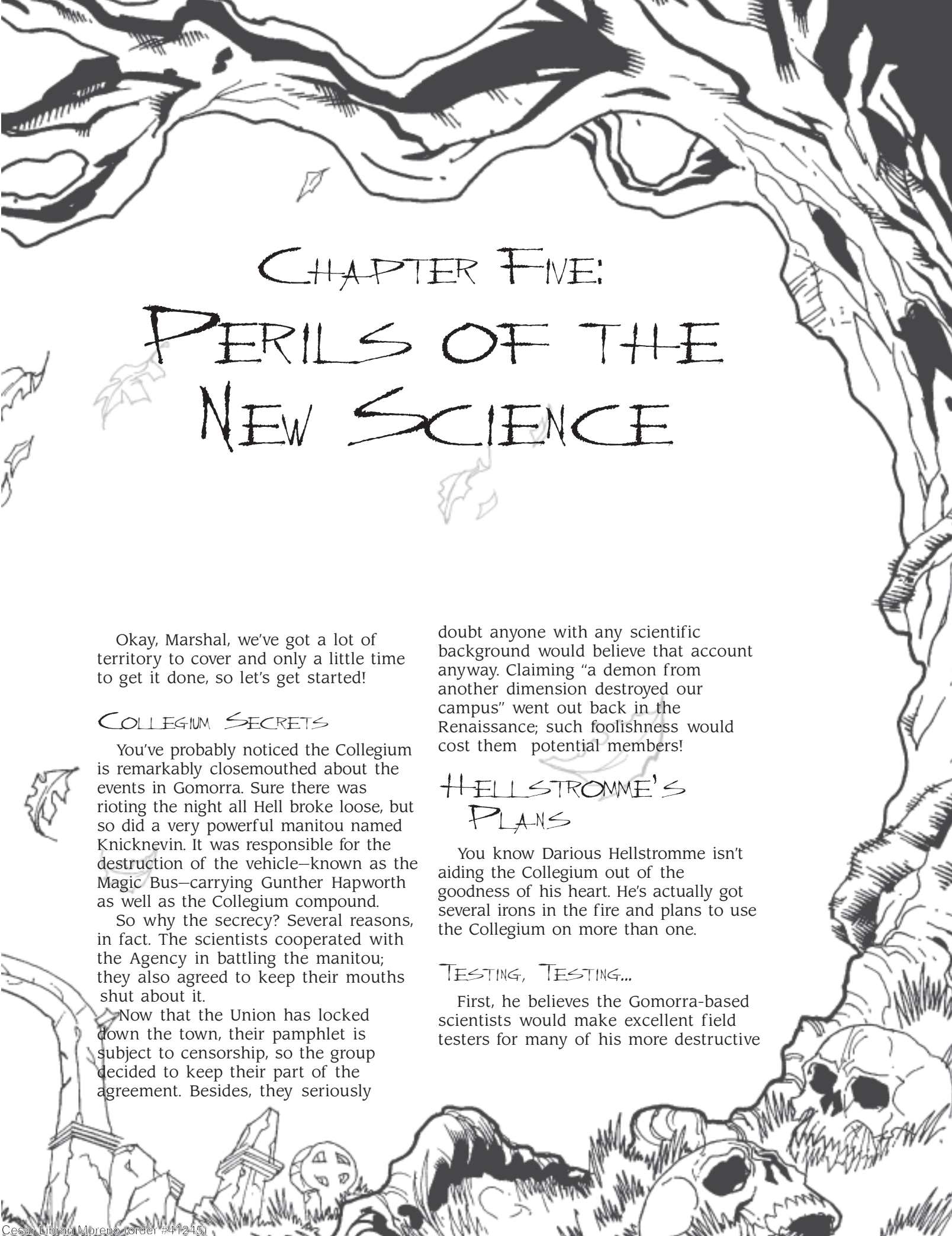
Quote: "It's clobberin' time!"



THE MARSHAL'S HANDBOOK







CHAPTER FIVE: PERILS OF THE NEW SCIENCE

Okay, Marshal, we've got a lot of territory to cover and only a little time to get it done, so let's get started!

COLLEGIUM SECRETS

You've probably noticed the Collegium is remarkably closemouthed about the events in Gomorra. Sure there was rioting the night all Hell broke loose, but so did a very powerful manitou named Knicknevin. It was responsible for the destruction of the vehicle—known as the Magic Bus—carrying Gunther Hapworth as well as the Collegium compound.

So why the secrecy? Several reasons, in fact. The scientists cooperated with the Agency in battling the manitou; they also agreed to keep their mouths shut about it.

Now that the Union has locked down the town, their pamphlet is subject to censorship, so the group decided to keep their part of the agreement. Besides, they seriously

doubt anyone with any scientific background would believe that account anyway. Claiming "a demon from another dimension destroyed our campus" went out back in the Renaissance; such foolishness would cost them potential members!

HELLSTROMME'S PLANS

You know Darius Hellstromme isn't aiding the Collegium out of the goodness of his heart. He's actually got several irons in the fire and plans to use the Collegium on more than one.

TESTING, TESTING...

First, he believes the Gomorra-based scientists would make excellent field testers for many of his more destructive

inventions. They've shown a tendency to employ experimental devices in the past and he hopes this will continue.

For example, he's deliberately moved his Project Ghostfire to the Gomorra facility. Ghost Fire is the code name for a terribly destructive bomb based on a ghost-rock derivative. Even Hellstromme doesn't know exactly what will happen if the bomb's detonated, but he figures that if anyone is fool enough to do it, it's most likely one of the Collegium's more...uh, eccentric members!

If a test goes disastrously wrong, Hellstromme can always shift the blame to the poor scientists in the Maze.

Shameless plug: Project Ghost Fire and what happens to it are fully detailed in our companion adventure to this sourcebook, *Rain o' Terror*. Not only does it follow the exploits of the posse as they race through the Maze searching for the bomb, but it also lets them take a hand in the upcoming referendum to determine the political course of California! It's also a great way to introduce your players to the Collegium and Gomorra.

SMITH & ROBARDS

Hellstromme's efforts in the so-called Great Rail Wars have been hampered by his Salt Lake City competitors, Smith & Robards. That entrepreneurial mail-order company cleverly purchased not only the railroad linking Denver, Salt Lake City, and Virginia City, it also secured ownership of every suitable pass in the Central Rockies. As a result, he is unable to advance his line past the eastern slope of those mountains.

He'd like nothing better than to see Smith & Robards suffer financial ruin and bankruptcy. Hellstromme intends to use the Collegium as a competitive foil in the battle against Smith & Robards. He doubts the group will ever achieve anywhere near the success his foes enjoy in the commercial arena, but every sale they do make is money out of the S&R war coffers...

MAGIC JUICE

Years ago, Hellstromme enforcers managed to hijack a Bayou Vermillion train containing Baron LaCroix's reanimation fluid. The doctor uses that fluid to draw manitous to zombie brains like flies to flypaper. Unfortunately, his supply is running low and, because the liquid draws on arcane elements beyond pure (or even impure) science, his own alchemists have been unable to decipher its formula.

The fluid Marcus Perriwinkle uses to allow human nerves to interface with the amplification coils of his augments is actually a derivative of that same formula, although he doesn't know it. Leonitus Gash stole some from Hellstromme a few years back and somehow broke the formula.

Marcus took the same when he left the City o' Gloom and Gunther Hapworth was able to pare the liquid down to purely alchemical components. Hellstromme hopes to get his hands on the alchemical concoction and backward-engineer a replacement for LaCroix's fluid.

Gash, although closer, is immune to both reason and threats thanks to his unbalanced mental state. The doctor believes his sponsorship may allow him to purchase with goodwill what he cannot coerce from Gash.

JACYNTH AMBROSE

There's a wild card in the mix that even Hellstromme isn't fully aware of. Jacynth Ambrose, Hellstromme's beautiful liaison with the Collegium, is far more than she looks. And she looks to be quite a lot!

Jacynth is actually a biological construction that Hellstromme "grew" in his laboratories. Experimenting in a new direction, the doctor toyed with the idea of integrating biological processes with alchemical compounds. Jacynth was his first successful attempt.

Externally, she is to all appearances an extremely beautiful and intelligent woman. Beauty—and humanity, in her case—is only skin deep. She is a carefully crafted mass of animated flesh; Jacynth has no organs, no blood, and no soul.

She does have a brain—and a zombie one at that! Hellstromme used the same technique to grant her reasoning that empowers his automatons to act, but used far less of the fluid in the hopes of giving her free will.

He succeeded far too well. The manitou in her head has free reign and has so far deceived the doctor into believing that Jacynth's personality is the perfect match for his own. Hellstromme suspects all is not well, but doesn't know the extent of his failure. Actually it has plans of its own and sees the Collegium as the perfect tool to accomplish them.

Believing he'd achieved at least a partial success, Hellstromme has begun a process to grow a replacement for his wife. However, he must have a refined version of the reanimation fluid to do so. He doesn't want *any* spirit to inhabit it, only that of his lost Vanessa!

JACYNTH IN GOMORRA

Officially, she's Hellstromme's eyes and ears in the boomtown. She's got more than one plot of her own stirring though. She's manipulating Gerald Klippstein into creating biochemical replicants of his own by hinting that Hellstromme tried the process and failed.

She's also coordinated the construction of a power plant modeled, on the surface at least on the surface, after the one in Salt Lake City. And, of course, it's only coincidence that the plant sits atop the remains of Lord Grimley's Manor—the site of the mother lode, the Flock's final ritual, and the manitou Knicknevin's entry into the physical world!

PROFILE: JACYNTH AMBROSE

Corporeal: D:2d6, N:2d6, Q:3d6, S:2d6, V:3d12

Climbin' 1d6, dodge 1d6, sneak 3d6

Mental: C:2d8, K:2d10, M:2d12, Sm:3d10, Sp:2d6

Academia: occult 4d10, bluff 5d10, persuasion 4d12, ridicule 3d10, science: general 3d10, scrutiny 4d8

Edges: Friends in high places 4 (Hellstromme), party 1, "the voice" 1 (soothing)

Hindrances: Vengeful -3

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Pace: 6

Size: 6

Wind: NA

Special Abilities:

Undead (bio-replicant): Focus: Head.

Gear: Clothing of the latest fashion, cut to perfectly fit; derringer.

Description: A beautiful, redhead with impeccable fashion sense.

MEMBERS OF THE COLLEGIUM

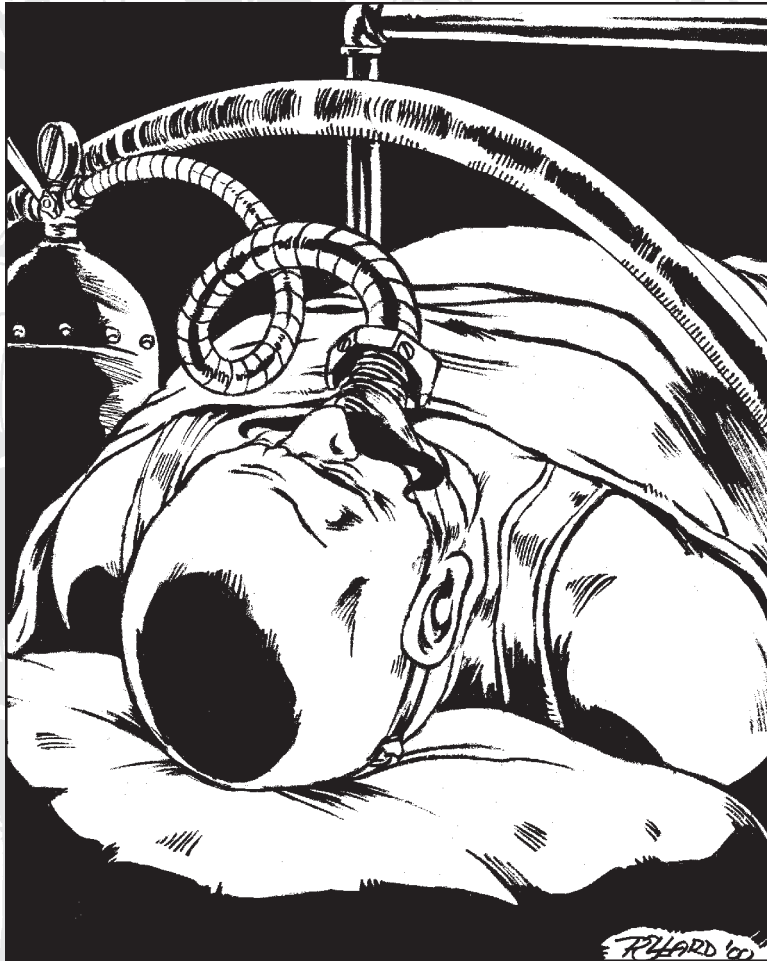
We've not got the space to cover all the members of this organization, so we've tried to focus on the movers and shakers. If you need statistics for other scientists in the Collegium, use the Mad Scientist Archetype from the *Weird West Player's Guide*.

OSWALD HARDINGER

Oswald hoped to found his own school in the Maze after his hot temper resulted in him be asked to leave several Eastern universities. As you've seen, events have conspired to turn his institution of higher learning into little more than an armed camp! Although he still hopes to one day return the Collegium to the course he'd intended, he firmly believes he has a duty to aid and protect his fellow man.

While working his way westward, he helped Confederate scientific researcher Bartholomew Prospectus recover from a near fatal accident in Roswell, New Mexico. When Oswald himself was stricken down by an as-yet-unidentified affliction following Knicknevin's rampage, Prospectus (assigned to a Texas Ranger element in the area) came to his aid.

The scientist lost use of his legs due to either his injuries or his strange ailment. Shortly after martial law was declared in the region, he suffered a stroke during a heated debate with Union soldiers over the seizure of



Collegium property. Prospectus provided Oswald with a special, steam-powered wheelchair of his own design. Although the Collegium's leader is slowly losing control of his physical body, his mind remains as sharp as ever.

PROFILE: OSWALD HARDINGER

Corporeal: D:2d8, N:2d8, Q:2d8, S:2d6, V:2d4

Drivin': auto-gyro, ornithopter, steam wagon, steam chair 4d8, sleight o' hand 1d8

Mental: C:2d12, K:3d12, M:2d10, Sm:4d12, Sp:2d10

Academia: history 3d12, philosophy: 4d12, artillery 3d12, language: Latin 2d12, leadership 4d10, mad science 6d12,

persuasion 3d10, science: general 6d12, engineering 5d12, physics 3d12, scrutinize 4d12, search 1d12, tinkerin' 4d12

Edges: Arcane background 3: mad scientist, dinero 3, mechanically inclined 1, renown 3 (scientists, academics), tenure 5

Hindrances: Curious -3, high-falutin' -2, lame -5 (crippled), stubborn -2, tin horn -2

Pace: 1 (See below)

Size: 6

Wind: 14

Special Abilities:

Wheelchair: Oswald's steam-powered wheel chair gives him Pace 20 and AV 3 for his lower guts and legs. He can equip it with a variety of gizmo weapons .

Rocket Assist: The wheelchair has ghostrock vapor rocket boosters that can propel it up to Pace 40 for 5 rounds (-4 to all *drivin'* rolls). It takes 8 hours of normal use to recharge them once fired.

Gear: Any gizmo he needs and a slide rule.

Description: Hardinger is a portly man, completely bald with a well-groomed handlebar moustache.

GERALD KLIPPSTEIN

Thin-skinned and arrogant, the Prussian inventor had longer considered himself a rival of Dr. Hellstromme. A particularly sore point of contention revolves around an old blueprint Klippstein insists predates Hellstromme's own steam wagon design from 1868.

When Hardinger first fell victim to failing health, Klippstein reluctantly stepped in to guide the organization, more by process of elimination than desire. It was only with great effort that the other members of the Collegium convinced the man to ally the organization with Hellstromme.

Seeking to one up the doctor, Gerald was an easy target for Jacynth to manipulate. With hints of Hellstromme's failures in the area of bio-replication, she enticed the inventor to redirect his efforts from mechanical men and steam wagons to the field of biochemistry.

He's recently begun construction of his own replication vats in Gomorra, completely unaware of the true results of Hellstromme's attempts in this area.

In spite of these new efforts, he remains truly concerned for the well-being of the Collegium. His short stint as the unofficial leader of the group instilled a sense of duty to the members. He fears Oswald's recent attacks may have affected more than his physical well-being and has cautioned Prospectus about the dangers Oswald may present.

PROFILE: GERALD KLIPPSTEIN

Corporeal: D:2d8, N:4d10, Q:3d10, S:2d6, V:2d6

Climbin' 2d10, dodge 2d10, drivin': steam wagon 6d10, horse ridin' 2d10, shootin': electrostatic gun, pistol 3d8, teamster 2d10

Mental: C:4d8, K:3d10, M:4d4, Sm:2d10, Sp:2d8

Academia: history 3d10, guts 2d8, language: English 2d10, mad science 5d10, ridicule 4d10, science: biology 4d10, science: general 3d10, engineering 5d10, physics 3d10, search 2d10, tinkerin' 3d10, trackin' 2d10

Edges: Arcane background 3: mad scientist, keen 3, mechanically inclined 1, sense of direction 1, tenure 4

Hindrances: Ferner -3, high falutin' -2, stubborn -2, tinhorn -2

Pace: 10

Size: 6

Wind: 14

Gear: A large, open-topped steam wagon (with armor-plating, Gatling gun, and rocket booster—see *Smith & Robards* for more details or wing it), an electrostatic pump gun, and watch.

Gear: Klippstein is a beanpole of a man, with a black moustache and a penchant for stovepipe hats.

MARCUS PERRWINKLE

Much has changed with Marcus Perriwinkle since the Collegium began taking a more active role in Gomorra. Marcus was one of the more cautious of the group in the early years, but he's seen the darker side of the universe

during Knicknevin's rampage and fears for the safety of his friends and humanity in general. He has become far more aggressive in his thinking and considers himself (and his patients) as "weapons" in the fight he fears coming.

Originally, Marcus used clockwork augmentations, but those devices are both too complex to build quickly and less reliable. His designs now mirror those of his former mentor, Leonitus Gash, although he refuses to "mutilate perfectly good bodies" and only installs them on those already maimed.

He has taken a fatherly interest in "Peevie," the massive cleaning man at the Collegium facilities.

PROFILE: MARCUS PERRWINKLE

Corporeal: D:3d8, N:2d8, Q:1d8, S:2d6, V:2d8

Climbin' 2d8, dodge 2d8, fightin': brawlin 2d8, shootin': flamethrower, pistol 3d8

Mental: C:3d8, K:2d12, M:2d10, Sm:3d12, Sp:3d6

Academia: occult 1d12, philosophy 3d12, artillery 2d8, guts 3d6, mad science 4d12, medicine: surgery 5d12, science: general 3d12, biology 4d12, engineering 4d12, scroungin' 3d12, scrutinize 2d8, search 3d8, tinkerin' 4d12

Edges: Arcane background 3: mad scientist, mechanically inclined 1, tenure 3

Hindrances: Loyal -3, tinhorn -2

Pace: 8

Size: 6

Wind: 16

Special Abilities:

Mechanical Arm: See Chapter 4.

Flamethrower: Arm-mounted, see Chapter 4. A special attachment allows him to carry 5 units of fuel in his arm.

Mechanical Leg: See Chapter 4.

Microscopic Lens: Left eye, see Chapter 4.

Gear: A box of tools, a pocketwatch and various limb spare parts.

Description: Marcus is a middle-aged balding gentleman with white hair

and a mass of scars on his once-kindly face. He has a mechanical arm (with flamethrower installed), a mechanical leg, and an intricate eye-replacement, all on his left side.

DR. BAILEY McDERMOTT

Dr. McDermott's "skin disease" is actually the result of another condition—he's dead! Unfortunately, he spent a little too long in the grave before his unholy roommate latched onto him and his physical appearance suffered a bit for it. Being a respected scientist has its advantages, and Dr. McDermott has carefully concocted a detailed explanation for his appearance.

Currently, the doctor is in nearby Ghost Creek studying the strange species of cattle being raised by the Morgan Cattle Company. He suspects the presence of ghost rock in the water table may be responsible for the mutations he's discovered, but is as yet uncertain. The cattle have grown thick, almost reptilian skins, unsettling red eyes, and have developed a disturbing taste for meat!

As the Morgan Cattle Company has been unreceptive to his requests for samples, he's taken to nighttime auto-gyro raids of the stock. The appearance of surgically mutilated cattle in the middle of nowhere without any tracks leading to or from the carcasses has caused some very interesting rumors to start around Ghost Creek!

PROFILE: DR. BAILEY McDERMOTT

Corporeal: D:2d8, N:3d6, Q:3d6, S:3d6, V:2d8

Climbin' 2d6, dodge 2d6, drivin': steam wagon, auto-gyro 3d6, shootin': automatics, flamethrower 4d8

Mental: C:3d10, K:2d12, M:3d6, Sm:2d10, Sp:2d8

Academia: occult 2d12, guts 2d8, language: Latin 4d12, German 2d12, mad science 4, medicine: general,

surgery 4d12, science: general 4d12, biology 6d12, engineering 2d12, search 4d10, tinkerin' 2, trackin' 2d10

Edges: Arcane background 3: mad scientist, keen 3, tenure 2

Hindrances: Curious -3, degeneration (Harrowed) -2, stubborn -2

Pace: 6

Size: 6

Wind: 15

Special Abilities:

Grit: 1

Undead: Harrowed. Focus: Head.

Harrowed Powers: Cat eyes 3, stitchin' 2

Terror: 5

Gear: Flamethrower, auto-gyro, doctor's bag.

Description: Dr. McDermott's flesh is a slick film, his eyes are milky and a notable odor of decay surrounds him.

PROFESSOR SUSAN FRANKLIN

Professor Franklin is one of the founding members of the Collegium. She shares Oswald's vision for a university dedicated to the New Science. She was secretly happy to see the near-collapse of the Collegium's efforts at civil patrols, as it allowed her to return to her own studies.

Nonetheless, out of friendship to her old acquaintances, she's opened the doors of her private observatory to the group as a temporary headquarters. Her grant money is long spent building the impressive structure to the southeast of town. Sitting atop a small mesa,

Although her telescopes were designed to study the stars, at Oswald's request she made sure her optics have an unobstructed view of Gomorra as well. During the battle with Knicknevin, she got *far* too good a look at the manitou's physical manifestation through those very telescopes. The experience turned her once brown hair snow white in an instant.

PROFILE: PROFESSOR SUSAN FRANKLIN

Corporeal: D:2d6, N:3d6, Q:2d8, S:1d6, V:1d6

Climbin' 1d6, dodge 2d6, shootin': pistol 3d6, sneak 1d6, swimmin' 1d6

Mental: C:4d12, K:2d12, M:2d8, Sm:4d10, Sp:2d8

Area knowledge: Gomorra 3d12, artillery 4d12, mad science 4d12, professional: teaching 3d12, science: general 3d12, astronomy 5d12, physics 3d12, engineering 3d12, scrutinize 4d12, search 5d12, tinkerin' 3d10

Edges: Arcane background 3: mad scientist, belongin's 3 (telescopes), belongin's 4 (observatory), eagle eyes 1, sense of direction 1, tenure 2

Hindrances: Tinhorn -2

Pace: 6

Size: 6

Wind: 14

Gear: .22 pistol with an 8x scope and multiple telescopes of varying power.

Description: Professor Franklin is a middle-aged spinster with her now white hair pulled back in a bun wearing spectacles.

ERIK ZARKOV

The son of immigrants, Erik learned early on in the streets of Brooklyn that there are always bullies. He's harbored a desire to protect the weak and oppose the strong for years. The New Science has provided him the means.

Zarkov focuses much of research on light amplification, particle transmission, and kinetic energies. He's created several "humane" weapons he hopes will bring an end to war. Yeah...right.

Zarkov was one of the initial proponents of the Collegium's vigilante civil patrols, and now he secretly laments the absence of the Maze Rats, as he feels there are few "worthy challenges" to him left in Gomorra.

PROFILE: ERIK ZARKOV

Corporeal: D:3d10, N:2d8, Q:3d8, S:2d6, V:2d6

Climbin' 1d8, dodge 3d8, fightin': brawlin' 2d8, flight: rocket pack 2d8, shootin': dynamite launcher, flamethrower, pistol, ray gun 4d10, sneak 2d8

Mental: C:2d10, K:3d10 M:4d6 Sm:3d12, Sp:4d6

Academia: history 2d10, Artillery 2d10, mad science 4d10, guts 4d6, overawe 4d6, ridicule 2d10, scrutinize 3d10, search 3d10, science: general 4d10, engineering 4d10, physics 5d10

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Edges: Arcane background 3: mad scientist, brave 2, fleet-footed 2, luck o' the Irish 5, tenure 2

Hindrances: Big mouth -3, heroic -3, high-falutin' -2, tinhorn -2

Pace: 10

Size: 6

Wind: 12

Gear: Phlogostonic Deatomizer (see below), a bullet-proof vest, rocket pack, and light enhancement pistol.

Description: Of all the Collegium, Zarkov looks the most like the popular conception of a mad scientist with wild white hair and moustache.

THE PHLOGOSTONIC DEATOMIZER

The beloved creation of Zarkov fires a concentrated beam of focused particles, capable of reducing solid steel to dust. The weapon's bulky size and lengthy recharging time (2 hours) are all that keeps it in check. So far, Zarkov has found too many other tasks to occupy his time to build another, but without the Maze Rats, he may soon return to the lab!

Stats: ROF: 1, Range: 20, Damage: 4d12, Shots: 20, Reliability: 19.

MALFUNCTIONS

Minor: Power drain. The atomizer's power cell is completely depleted. It must be recharged.

Major: Short circuit. As with Minor malfunction, but a Hard (9) *tinkerin'* roll is needed to get the device working again.

Catastrophe: The power pack on the unit overloads, discharging 4d12 damage to the user's guts!

ALICE CHAMBERLAIN

Alice Chamberlain arrived in Gomorra about the time things really started to go downhill. She was, in spite of her grandmotherly appearance, perfectly suited for the Collegium's civil patrols—which other folks would call

plain old vigilante justice. Chamberlain has a streak in her for swift, sure retribution. She sees herself as a staunch supporter of law and order, but she's really just plain mean and looking for an excuse.

When simply eliminating foot soldiers and thugs wouldn't put a stop to the rampant chaos running amok in Gomorra, she began a campaign of blackmail against their employers. Chamberlain is possibly *the* strongest supporter for a continuation of the civil patrols. Chamberlain has had remarkable success augmenting her income with bounties collected on wanted outlaws.

She is aware her appearance puts people (dangerously) at ease around her and uses it to her advantage. However, when she feels it's time to act, brutal strong-arm tactics are on the top of her list of procedures!

PROFILE: ALICE CHAMBERLAIN

Corporeal: D:2d8, N:2d6, Q:4d6, S:2d6, V:2d8

Climbin' 1d6, dodge 3d6, fightin': brawlin' 3d6, drivin': steam wagon, velocipede 3d6, shootin': automatics, pistol, rifle, shotgun 4d8, sneak 2d8

Mental: C:2d10, K:2d8, M:3d10 Sm:2d12, Sp:2d8

Mad science 3d8, guts 4d8, overawe 4d10, persuasion 4d10, professional: law 3d8, ridicule 3d12, scrutinize 4d10, search 3d8, science: general 3d8, streetwise 4d12, trackin' 3d10

Edges: Arcane background 3: mad scientist, brave 2, belongin's 3 (velocipede), dinero 2, "the voice" 1 (sooting), tenure 1

Hindrances: Bloodthirsty -2, mean as a rattler -2

Pace: 6

Size: 6

Wind: 16

Gear: Gatling pistol or shotgun, velocipede, a stack of wanted posters, and driving goggles.

Description: Chamberlain looks like someone's grandmother—except for the fact she's usually wearing riding clothes and packing some powerful gizmo weapon!

"PEEVIE"

An escapee from a bloodsport arena in Salt Lake City, Percival Vernon Endicott—or "Peevie" as most folks know him—took up a job as the Collegium's janitor. He felt right at home around the scientists and gizmos after years in the City o' Gloom.

Physically, the man is a giant, but mentally, he's barely and adolescent. Marcus Perriwinkle has found a certain kinship with Peevie, whether due to the fact both are fugitives of a sort from Salt Lake City, or simply as a result of the kindness that remain's in Perriwinkle's heart.

His former employers would desperately love to get him back in the arena as Peevie was quite a draw in his day. Recently, an unscrupulous bounty hunter in Confederate employ has used Peevie's history in an attempt to force the Collegium into harassing Union forces in the area. Perriwinkle, desperately seeking a way to protect the man from a return to the City o' Gloom, is likely to accede to the man's demands.

PROFILE: PEEVIE

Corporeal: D:2d6, N:2d8, Q:3d6, S:5d12, V:4d10

Climbin' 2d8, dodge 3d8, fightin': axe, brawlin', knife 5d8, sneak 2d8

Mental: C:2d6, K:3d4, M:2d6, Sm:1d6, Sp:2d6

Area knowledge: Salt Lake City 2d4, guts 3d6, overawe 2d6, search 1d6

Edges: Brawny 3, sand 2, thick-skinned 3, tough as nails 4

Hindrances: Clueless -3, enemy -2 (arena owners), illiterate -3, loyal -3

Pace: 8

Size: 7

Wind: 24

Gear: A broom or other cleaning equipment.

Description: Peevie is a hulking brute of a man with dark hair and a child's innocence in his eyes.

CHRONO-ECHO LOCATOR

Whether or not this particular bit of insanity works and the problems it causes are entirely up to you Marshal.

Regardless, they'll never locate Prof. Kromer; his gizmo worked perfectly. Unfortunately, he failed to take a vital piece of information into account with his time travel device—the fact that the Earth is traveling through space at a high rate of speed. Where Gomorra is today is actually a *very* long way from where it will be tomorrow.

He materialized in the deep void, having missed the Earth by tens of thousands of miles!

ELECTROTHERMIC ENTROPY PROJECTOR

This device is actually quite frightening in action. As noted, *everything* begins to break down in its area of effect: metal corrodes, wood rots, etc.

At the beginning of each round it's active, all creatures (including humans living or dead, but not incorporeal abominations—or any others you want to be immune, Marshal) lose 1 die step in each of their Traits. Once a Trait reaches d4s, it begins reducing the Coordination instead. Should the trait drop below 1d4, the victim dies, plain and simple.

This effect has a 50 yard radius and only the folks actually on the Projector are safe from it. Once a victim leaves the area, the Traits return at the same rate they were lost.

The machine itself looks rather like a large, ray-gun cannon with a walkway around it. It's so big that the scientists have to load it aboard a steam wagon to move it around.

Most folks have a healthy respect for the gizmo and steer clear of any area it's sitting in!

Exactly what it does when fully powered (as well as how long it takes to get there) is entirely up to you and what fits your campaign.

To date, it has never failed a Reliability check, so the scientists have absolutely no idea what will happen when—not if—it does.

The Projector has a Reliability of 19.

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MALFUNCTIONS

Minor: The Projector putters to a stop with a brilliant cascade of sparks. As no one understands its functioning completely, it takes an Incredible (11) *tinkerin'* roll to get it working again.

Major: The device has the reverse effect. All affected targets in the area instead have their Traits raised a die step per round! Of course, the operators aren't affected and so won't know this right away...

Catastrophe: The Projector's protection field fails, making the operators susceptible to the Trait draining effect. Worse, the "off switch" doesn't work! Only an Incredible (11) *tinkerin'* roll can fix it, which may be very difficult now.

MALFUNCTIONS

Feel free to make the Reliability rules work for you. Gizmos should be fun, but not dominate the campaign. The ratings listed in this book are for fresh-off-the-lab-table gadgets. If a device isn't maintained or sees a lot of wear and tear, feel free to call for additional Reliability rolls or modify its Reliability score downward.

Finally, remember the following malfunctions are only a starting point. If you've got a better or more appropriate idea for one, by all means, use it!

MULTIPLE GIZMOS

Some gadgets may incorporate several parts that have individual Reliability scores. Prime examples of this are vehicles or heavily modified weapons, especially using special cartridges.

Rather than slow the game down by having the player roll for each separate piece, have her instead roll one check against the *lowest* Reliability score. If she fails the roll, randomly determine which of the gizmos is acting up.

ITEM MALFUNCTIONS

We've listed each gizmo alphabetically rather than breaking them down by categories to make it easier to find one on the fly. Alchemical side effects are listed separately under the **Alchemy** section.

AMMO-MATIC

Minor: The weapon gets off center on its base. Every burst after the first in an action gives a -3 to the *shootin'* roll. A Fair (5) *tinkerin'* roll can reseal it—after it stops firing!

Major: The feed belt kinks in the chamber jamming the weapon. It can't be fired again until disassembled and rebuilt with a Hard (9) *tinkerin'* roll and 1d6 hours work.

Catastrophe: The chamber separates from the barrel, causing one or more rounds to detonate in the chamber. It explodes for massive damage equal to 1d6 times the number of bursts the weapon would have fired this round (i.e., its ROF divided by 3). The explosion has a burst radius of 2.

ANTI-VAPOR MASK

Minor: The mask develops a small leak. The *Vigor* roll bonus is reduced to +2 until resealed.

Major: The filters on the mask have failed. It provides no bonus until they are replaced. This takes an Onerous (7) *tinkerin'* roll and 10 minutes.

Catastrophe: The mask is clogged. The wearer must roll a Hard *Vigor* roll each round, or lose Wind equal to the amount he missed the roll by until he removes the mask.

ATMOSPHERIC CONDENSOR

Minor: The condensing coils have been disconnected. Until they're reconnected with a Fair (5) *tinkerin'* roll, the gizmo is useless.

Major: The coils have reversed their polarity and adjust in the wrong direction. A Hard (9) *tinkerin'* roll fixes it; otherwise, it's useless.

Catastrophe: The device appears to work fine; however, fluid from the coils has seeped into the water making it poisonous. Anyone drinking it must roll *Vigor* as if he'd been bitten by a rattlesnake (*Marshal's Handbook*, pg. 81).

AUTO-FANNER

Minor: The spring shoots out of the side of the pistol when the trigger is pulled. Until reattached with a Fair (5) *tinkerin'* roll, the gun cannot be auto-fanned, but can still be fired.

Major: The trigger catch locks and fires all remaining shots in a flurry of gunshots. Due to the shock of the malfunction, only the first shot has any chance of hitting an intended target!

Catastrophe: The device manages to cook of a round before the chamber is lined up with the barrel. The pistol explodes, doing 3d6 to the user's gun hand (arm).

AUTO-REGULATING HEATER

Minor: The feed shoot jams. Until cleared (no roll needed), the heater sits idle.

Major: The thermostat is jammed causing the heater to continually burn. Anyone staying in the room with it must make a Fair (5) *Vigor* check or lose 1d4 Wind. An Onerous (7) *Smarts* roll fixes the problem.

Catastrophe: The gizmo overheats, shooting the front grate off at high speed. Anyone in front of it is struck for 2d10 damage. Until an Incredible (11) *tinkerin'* roll is made, the heater can't be used.

BACKPACK GLIDER

Minor: The wings fail to fully extend before locking. All *flight* rolls are at a -2; landing, closing, and re-extending the wings solves this problem.

Major: The wings fail to extend at all. Hopefully, the hero didn't jump before testing them. It takes an Onerous (7) *tinkerin'* roll and 1d6 actions to open them.

Catastrophe: The wings collapse in mid-flight. Exactly how far the poor sod falls depends on the situation. The bright side is the drag slows him enough so he only takes half damage.

BARREL EXTENDER KIT

Minor: The barrel fails to lock. The first shot is at the Range Increment for a pistol, but then, the hero can take an action to re-extend it.

Major: The folding stock hinge gives out. Until someone spends 1 hour and makes an Onerous (7) *tinkerin'* roll to replace it, the pistol is limited to normal Range Increments.

Catastrophe: A round catches on a seam in the barrel and causes the pistol to explode. The hero takes 3d6 to his non-gun hand and the gun is destroyed.

BULLET-REPELLENT CLOTHING

Minor: Atmospheric conditions offset the repellent coating to a small degree. The clothes are only half as effective as normal for this combat (round down).

Major: Ionization in the air completely negates the clothes' protective qualities for this combat.

Catastrophe: The ionization actually causes the clothing to *attract* the bullets instead of repel them. The negative modifier is a positive one for the duration of the shootout!

CARTRIDGE, AUTO-INCENDIARY

You knew there had to be a catch, didn't you Marshal? Using this nasty toy too often makes the victim susceptible to ghost fever; see the *Marshal's Handbook*, pp. 157-158 for details. Every 2 rounds fired counts as a week of prolonged exposure!

MALFUNCTIONS

Minor: The cartridge has a bad mix. It does normal damage, but doesn't catalyze the blood.

Major: Sorry, the cartridge is a dud. Every cloud has a silver lining, though; the hero does not increase her vulnerability to ghost fever from the failed attempt.

Catastrophe: The cartridge explodes in the chamber doing 3d6 to the hero's hand, and starts the catalyst in her own blood! Play with fire and all that...

CARTRIDGE, EXPLOSIVE

Minor: The cartridge doesn't explode, although it still does its normal (reduced) damage.

Major: The round is a total dud.

Catastrophe: The cartridge explodes in the chamber, detonating any remaining Explosive rounds as well! The explosion does 2d6, plus an additional 1d6 for each round detonated after the first with a Burst Radius 1.

CARTRIDGE, FLASH-FIRE

Minor: The cartridge misfires. No effect.

Major: The flash powder shoots out of the weapon's action and blinds the user for 1d4 actions. Otherwise, it has the normal effect.

Catastrophe: There was too much powder in the cartridge. It goes off to normal effect, but does 2d4 damage to the user's gun hand and blinds him for 2d6 rounds.

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CARTRIDGE, MAGNUM

Minor: The cartridge is a dud. If the firearm holds more than one shot, the hero can fire again normally on his next action.

Major: The bullet is poorly seated and jams in the action when fired. An Onerous (7) *tinkerin'* or Fair (5) *trade: gunsmithin'* roll removes it.

Catastrophe: The round is too powerful for the firearm and blows it apart. The character takes normal damage for the round (including the bonus for the Magnum process) to her gunhand.

CARTRIDGE, SHOTSHELL

Minor: The charge is weak and the shot stays closely grouped. It still has the same limited range and lowered damage, but no bonus to the *shootin'* roll.

Major: The round is a dud, but at least it doesn't blow up in her face!

Catastrophe: The shot prematurely separates in the barrel. It completely ruins the action, requiring 1d4 hours and an Onerous (7) *trade: gunsmithin'* roll to repair. If fired before that, it explodes for 3d6 damage to the gunhand.

CARTRIDGE, SPLAT

Minor: The "shell" is punctured and most of the fluid leaks prior to impact. Roll only one die of the appropriate type for damage.

Major: The round proves to be a dud, but otherwise there are no negative effects.

Catastrophe: The round is pinched in the action and leaks fluid into the gun's works. It does damage as a Minor malfunction, above, and each additional round has a 1 in 6 chance of exploding in the chamber for 3d6 damage.

CHEMICAL DOWSER

Minor: The sample is sucked out the air tube and sprayed into the air in tiny bits. Time to get another sample.

Major: The Dowser locks onto a false reading—preferably one that leads to a dangerous, or at least embarrassing, situation!

Catastrophe: The static generator grounds out against the user. He takes 3d8 damage directly to the guts.

CLIMBING SPIDER

Minor: The boiler loses pressure. The machine moves at only half-normal speed until the user dismounts, spends 1d6 actions and makes a Fair (5) *tinkerin'* roll to fix it.

Major: The gearing for the legs on one side lock up causing the Spider to scuttle in a circle. An Incredible (II) *tinkerin'* roll and 1d4 hours fixes the problem.

Catastrophe: The boiler over-pressurizes and causes the legs to clench—right into the wearer's guts! He takes 8d8 damage to the guts. Assuming he survives, the machine is out of action until repaired with an Incredible (II) *tinkerin'* roll.

CLOCKWORK BUTCHER

Watching this monster work takes an Onerous (7) *guts* check.

Minor: The gearing locks up and the machine jams. A Fair (5) *tinkerin'* roll fixes it.

Major: The measurement stops are out of calibration. It butchers the carcass, but leaves no usable cut of meat.

Catastrophe: The blades and saws go haywire. Anyone within 5' of the device is hit by 1d4 random blades for 3d6 damage each!

CLOCKWORK DE-MOLER

Minor: The drive spring uncoils. It takes 1d6 minutes to rewind it.

Major: The De-Moler snags a root or other object and grinds to a halt. It takes an Onerous (7) *Deftness* roll and 1d8 minutes to clear.

Catastrophe: The De-Moler keys on footsteps instead of digging. Any character within 25 yards may be chased by the device; if it catches up (Pace 8), it does 3d6 damage to both legs.

CLOCKWORK LABORERS

These tinmen have no mental Traits; they're little more than anthropomorphic clocks.

PROFILE: CLOCKWORK LABORER

Corporeal: D:2d6, N:2d6, Q:1d6, S:2d8, V:2d8

Mental: C:—, K:—, M:—, Sm:—, Sp:—

Pace: 4

Size: Varies (usually 6)

Wind: —

Special Abilities:

Armor: 2

Directive Imprint: The Laborer has a single Aptitude at 3d6. It can generally perform only a single activity, though. For example, one with *trade: mining* might be able to dig a perfect hole, but knows nothing of ore qualities, etc.

Reliability: 17

Weapons: On rare occasions, a Laborer may be equipped with a weapon. They are badly suited to this, however, as they cannot adapt to a situation *at all*—even one as simple as a target hiding behind a rock or moving out of sight.

Description: The basic models appear very similar to the standard “tin man,” although they're powered by springs and gears rather than a boiler. Depending on the task, individual models may lack arms, legs, or even a head!

MALFUNCTIONS

Minor: The drive mechanism locks up, bringing the Laborer to a sudden halt. A Fair (5) *tinkerin'* roll repairs.

Major: The drive imprint card is improperly seated. Roll the appropriate Aptitude as normal; a success is actually a failure. A failure indicates the Laborer went bust, and going bust means the gizmo destroys itself due to the badly misunderstood command sequence.

Catastrophe: The machine strikes the nearest human unexpectedly for 2d8 to a random hit location. It begins flailing wildly and requires an Incredible (II) *tinkerin'* roll to stop.

DIRECTIVE IMPRINT PRESS

Minor: The imprint is slightly off center, the card is useless and must be remade.

Major: The imprint translates the coding completely incorrectly. The Laborer gains a random *trade* Aptitude and begins attempting to apply it to the given task.

Catastrophe: The imprint actually commands the Laborer to rip itself apart in a series of violent gyrations. Anyone within 10' is struck by flying springs and debris for 2d6 massive damage.

DUST IONIZER

Minor: A wire is disconnected, causing the device to fail to power up. A Fair (5) *tinkerin'* roll fixes it in 1d6 minutes.

Major: The Ionizer reverses polarity and causes the entire area to be coated by a thick layer of dust. A Hard (9) *tinkerin'* roll repairs the device in 1d4 hours.

Catastrophe: The Ionizer releases a burst of static electricity. Everyone within 30' and direct line-of-sight takes 5d4 Wind from the charge and has their hair stand on end for 1d10 minutes afterward.

DYNAMITE LAUNCHER

Minor: The pilot light goes out. A Fair (5) *tinkerin'* roll and 2 actions relight it.

Major: Bad ejector. The launcher shoots the dynamite 1d4 feet (!) in front of the user. It goes off at the end of this round.

Catastrophe: Big BOOM! The stick in the chamber goes off prematurely, setting off the remaining sticks in the launcher. Figure damage as normal—and start digging a grave for the user.

ECTO-PLASMIC CALCIFIER

Minor: The calcifier's charge bleeds off before the operative fires the liquid. It has no effect, and the hero must spend 2 rounds to rebuild it before he can fire again.

Major: The calcifier has a reverse effect, turning the operative incorporeal instead. For 1d6 rounds, treat the hero as if he had the Harrowed *ghost* power, but he has no control over—or knowledge of—when it ends.

Catastrophe: The calcifier's electricity is discharged into the welder instead of the liquid, doing 3d8 directly to the poor sap's guts. This damage ignores any metal armor.

ELECTRO-MAGNETIC FOCUSING DEVICE

Minor: Regardless of the number of pumps, the EMFD can't hold a single charge. An Onerous (7) *tinkerin'* roll fixes this.

Major: The device radiates its magnetism in a circular area with a radius of 5' per charge instead of focusing it. *All* metal objects in the area are drawn toward the user or vice-versa for really big ones!

Catastrophe: The capacitor shorts out, doing 1d4 Wind to the user for each stored charge. The EMFD can't be used again until the capacitor is replaced (\$450).

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FLASH GUN

Minor: The charge doesn't detonate. The hero can try to fire another chamber next time.

Major: The residue from the flash jams the cylinder. A Fair (5) *trade: gunsmith* or Onerous (7) *tinkerin'* roll and 1d6 minutes is necessary to free it up.



Catastrophe: The charge detonates *all* the chambers at once, causing a small, very loud explosion. Everyone within 10', including the wielder, must make a Hard (9) *Vigor* roll or be blinded and deafened for 2d6 rounds.

FORCE AMPLIFICATION MACE

Minor: The iron ring hangs up and doesn't slide to the end. Damage is only STR+1d6. A Fair (5) *Strength* roll and 1d4 actions knocks it loose.

Major: The stop at the end of the Mace flies off, taking the spring and iron ring with it. From now on, the weapon is simply a large club.

Catastrophe: The stop at the handle end of the Mace snaps, allowing the spring to force the ring onto the wielder's hand quite painfully. She takes 2d6 to the hand holding the device.

GRAPPLE GUN

Minor: The grapple is poorly seated in the chamber, it barely pops out of the barrel. It must be reloaded and allowed to recharge.

Major: The grapple is forcibly jammed into the barrel. A Hard (9) *Strength* roll is needed to jerk it loose. Until then, it can't be fired.

Catastrophe: The miniature boiler blows a gasket, venting hot steam onto the firer. A random hit location takes 3d8 damage.

GRAVITIC INTENSIFICATION FIELD GENERATOR

Minor: The Generator burns out its fuel within one round of start-up. It conks out and must be refueled.

Major: The Generator lightens gravity in the intended area instead. All negative modifiers and reductions are instead treated as bonuses!

Catastrophe: The field not only focuses on the Generator itself, it is several times more powerful. All Corporeal Traits are penalized as normal, but Pace is quartered and Wind loss is 1d6 per round. Only an Incredible (11) *tinkerin'* roll can shut the device off at this point!

GROUNDING BOOTS

Minor: The capacitors flux momentarily, and the boots provide only AV 1 versus the attack.

Major: The capacitors short out, providing no protection against the attack. They must be replaced for the boots to function again.

Catastrophe: The appropriately charged capacitor shuts out, causing the other boot to concentrate the charge in the victim. Double damage is caused from the attack!

HARPOON RIFLE

Minor: The harpoon doesn't form a good seal in the chamber. It travels 5' and falls to the ground. Reload.

Major: The cable jams, pulling the harpoon up just short of the target. The shot misses, and if using the winching device, an Onerous (7) *tinkerin'* is necessary to unkink the cable.

Catastrophe: The boiler explodes for 3d20 massive damage with a Burst Radius 5.

HYDRAULIC MINER

Minor: The hose kinks. The device stops functioning until someone finds the kink and works it loose with a Fair (5) *Strength* roll.

Major: The hose goes haywire! Until it's wrestled to a stop, it whips about randomly attacking everyone within 20'. Stopping it requires a contest of *Strength* against its 5d10 *Strength*. Each person after the first attempting to do so adds +2 to the strongest's roll.

Catastrophe: The boiler explodes doing 6d20 massive damage with a Burst Radius 10.

INSTA-FREEZE

Minor: One of the coils doesn't activate. It takes a Fair (5) *tinkerin'* roll to start it; until then, the device cools at half speed.

Major: The coils reverse polarity and the Insta-Freeze becomes the Insta-Bake. Anything within it takes 2d6 damage per hit location each round. An Incredible (11) *tinkerin'* roll fixes it.

Catastrophe: The coils short out violently, sending a 3d10 bolt of electricity into a random person within 10'.

LIGHT ENHANCEMENT PISTOL

This is a fragile piece of work. Great care must be taken to avoid knocking the lenses and mirrors out of alignment. Anytime this little toy is subjected to rough handling, add +1 (or more) to its next Reliability roll!

Minor: The glass is smudged on the exit lens. Until wiped clean, the weapon does only half normal damage.

Major: A mirror is knocked out of synch. An Incredible (11) *tinkerin'* roll and 1d4 hours is needed to return the gun to firing status.

Catastrophe: A beam was trapped in the chamber. It releases through the entry port when the gun is charged, striking the firer for 5d12 damage! Add +4 to the hit location roll.

LIGHTNING GUN

Minor: The gun fizzles and sputters. A Fair (5) *Cognition* roll reveals one of the spikes is loose and not making good connection.

Major: The gun shorts out and blows the cables off the housing. A Hard (9) *tinkerin'* roll is required to fix it.

Catastrophe: The gun explodes, doing 3d10 massive damage with a Burst Radius 5.

MAGNETIC GLOVE

Minor: The magnets are misaligned. No bonus to *quick draw* this time.

Major: The magnets have reversed polarity, causing a -4 to *quick draw* rolls. One must be replaced before the device functions again.

Catastrophe: The strikes the user's hand hard, causing a round to fire into his leg for normal damage!

MESMERIC OSCILLATOR

Minor: A series of bulbs aren't making connection. The device is annoying, but ineffective, until a Fair (5) *tinkerin'* roll repairs it.

Major: The Oscillator fires in a sequence that not only has no negative effect on viewers, it actually makes the wearer the choice target for all opponents with a *Spirit* of 2d6 or less!

Catastrophe: The generator shorts into the wearer's head, causing 4d8 damage directly to the noggin. The helmet's AV does not protect!

NET GUN

Minor: The fishhooks fail to snag the net. A Foolproof (3) *Nimbleness* roll frees her.

Major: The net is caught on the gun housing as it's fired. The gun is jerked from the shooter's hands, flies 1d6 feet forward and is a tangled mess. An Onerous (7) *Deftness* roll and 2d8 rounds are necessary to sort out the rat's nest.

Catastrophe: One of the cords causes a round to jam in the barrel. The barrel explodes, doing 2d6 damage to a random hit location on the firer and the net, swings around the wielder, entangling her. A Hard (9) *Nimbleness* roll is necessary to free herself, but the gun is toast.



PERPETUAL LANDSHIP

Minor: The drive spring unwinds. The vehicle must be charged with the crank handle.

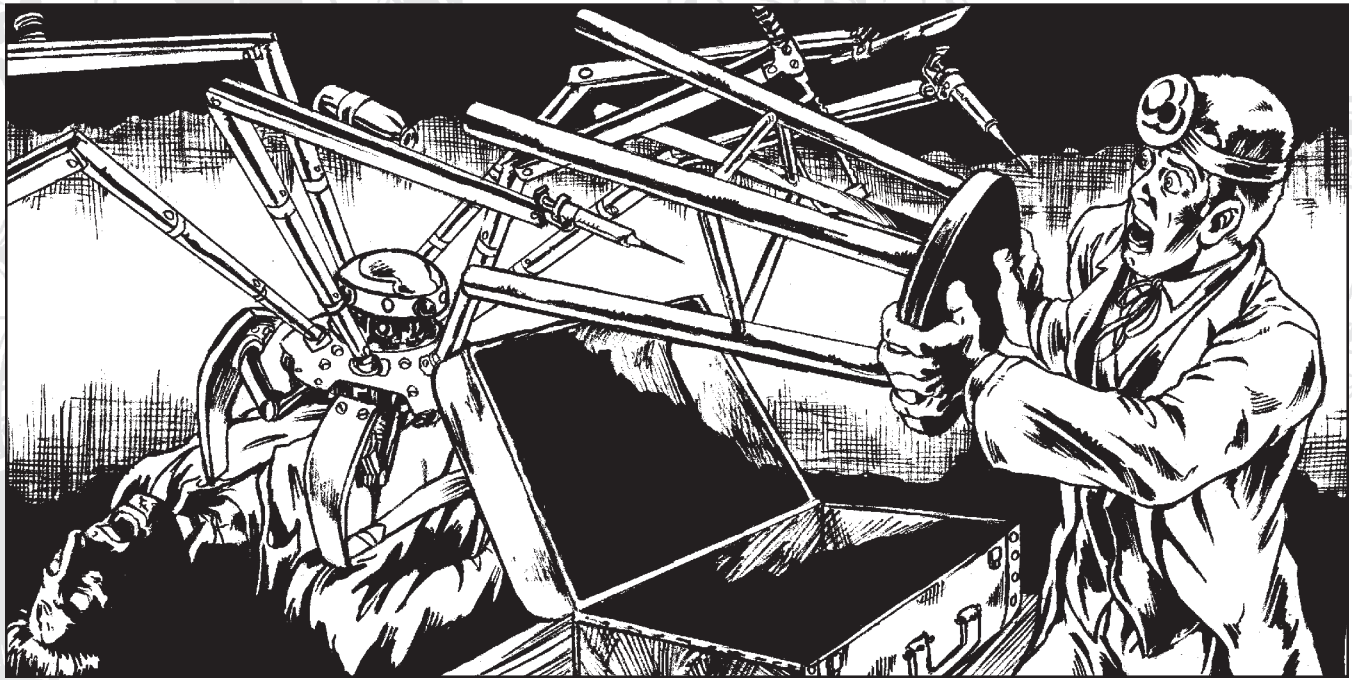
Major: The spring unwinds in a furious burst of speed. The Landship accelerates to a Pace 50 for 1d10 rounds. During that time, it cannot be steered or braked. At the end of the burst, it coasts to a stop and must be hand cranked to rewind it.

Catastrophe: The mast collapses (or spontaneously extends and *then* collapses) doing 3d10 damage to a random passenger.

PHYSICIAN'S ASSISTANT

This device is more than a little unnerving. Any cowpoke this device is used on must make a Fair (5) *guts* roll or face the Scart Table (Terror score 5).





Minor: The springs don't release. The Assistant just sits there during this operation like a pregnant spider; it provides no bonuses at all. It functions normally the next time it's used in an operation (provided the Reliability roll succeeds!).

Major: The device slides from its position, and impedes the sawbone's efforts. Her *medicine* rolls are at -2 for this operation.

Catastrophe: The Assistant goes haywire, and causes an additional wound level to the affected location. It takes an Incredible (11) *tinkerin'* roll to get it working normally.

PLAYER INSTRUMENTS

Minor: The instrument plays the first measure of music and stops. It must be rewound before it will start again. This takes 2d10 minutes.

Major: An internal spring comes loose, stopping the device cold. A Hard (9) *tinkerin'* roll repairs it.

Catastrophe: The imprint card is printed backward, resulting in a horrendous cacophony that's curiously unsettling. All listeners must make an immediate *guts* roll against a Terror score of 7! Worse, the card is stuck and takes an Incredible (11) *Deftness* to pull loose.

PSYCHIC PROJECTOR

Marshal, since there's such uncertainty with communicating through this gizmo, you may want to have any player whose cowpoke is using one write out her message on a piece of paper and pass it to you instead of speaking it aloud. Then, you can recopy it to another bit of notepaper—altering it according to either a failed *Cognition* roll to understand it or a missed *Reliability* roll—and pass it to the recipient to read.

This might take a little more work, but it's likely to lend itself to an amusing situation or two!

MALFUNCTIONS

Minor: The dust doesn't coat the user well. It must be carefully removed and reapplied, taking 2d10 minutes.

Major: The machine's dust spray nozzle is clogged and sprays haphazardly. A Hard (9) *tinkerin'* roll fixes the problem, but in the meantime anyone using the gizmo gets a lungful of ghostrock dust. Treat it as a week of hard labor in a ghostrock mine (*Marshal's Handbook*, pp. 157-158).

Catastrophe: The dust accidentally ignites, causing 2d8 to every hit location on the user's body and possibly setting clothes, hair, etc. on fire! Barring additional fires, the flames last 1d4 rounds—but the folks on the projector end get a very entertaining view of a dancing fireball!

RAIL RUNNER

This device malfunctions exactly like a normal steam wagon (*Marshal's Handbook*, pg. 48).

ROTATING RIFLE

Minor: The rifle's loading mechanism jams. That barrel can't be reloaded until a Fair (5) *trade: gunsmith* roll is made, but the others do.

Major: The rotation spring jams in place between two barrels. A Hard (9) *tinkerin'* roll and 1d6 minutes is required before it can be fired.

Catastrophe: The actions are out of synch. The next shot from the rifle causes the rounds in the other barrels to backfire! Roll 1d6 for each barrel; on a 1-3, the round hits the cowpoke shooting it in a random location for half normal damage. The barrels that backfired are destroyed!

SELF-CLEANING CLOTHES

Minor: Moisture on the clothing causes the electrical charge to clean spottily. The wearer is left with alternating patches of dirt and clean. Letting them sit overnight fixes the problem.

Major: The generator's battery is dead. It must be replaced (\$20 at the Collegium).

Catastrophe: The static charge grounds out on the wearer, causing 4d4 Wind and shorting out the generator, which now must be replaced at a cost of \$500.

SELF-DEVELOPING PHOTOGRAPHIC PLATES

Minor: The picture taken is fuzzy. While rough outlines are visible, little else is.

Major: The plate doesn't develop at all.

Catastrophe: The plate snaps a shot of the Hunting Grounds. Anyone seeing it must roll A Hard (9) *guts* roll. The picture fades in 5 minutes, leaving no record of the horrified viewer's outrageous claims...

SONIC DESTABILIZATION RAY

Minor: The SDR's power cell is completely depleted and it won't fire until recharged.

Major: The device emits the sound waves in a 5' radius around the gun. Everyone in the area (including the user) suffers the weapon's full effects!

Catastrophe: The power pack unit overloads, discharging 4d12 damage directly to the user's guts. Metal armor does not protect against this damage!

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SONIC GOGGLES

Minor: The diaphragms aren't tightly secured and don't contact the pressure-sensitive liquid. A Fair (5) *tinkerin'* roll and 1d6 actions fix them.

Major: The alchemical fluid reacts to a series of eddies in the Hunting Grounds. They're useless for 1d4 hours, and the user must make an Onerous (7) *Spirit* roll or stand transfixed until time expires or the goggles are removed.

Catastrophe: The gizmo sprays surprisingly caustic liquid into the hero's eyes. She's blinded for 1d10 hour, taking 2d6 damage to the head.

SPRING BAYONET

Minor: The trigger release is stuck. Until it's jiggled loose with a Fair (5) *Deftness* roll, the bayonet works like a simple spear.

Major: The spring shoots the bayonet out of the base. Roll 1d6; on 1-4, the spike strikes the opponent for 2d6 damage to a random location. A Hard (9) *tinkerin'* roll fits it back in the base.

Catastrophe: The spring cracks the base and flies back toward the wielder. He takes 1d6 damage to a random hit location (+4 to the hit location roll) and the bayonet is useless.

SPRING HOLSTER

Minor: The spring catches. No bonus.

Major: The spring flings the gun 1d6 feet in a random direction!

Catastrophe: The trigger catches, firing a round into the user's leg for normal damage.

TETHERED SATELLITE

Minor: The launch rocket is a dud.

Major: The altitude controls are mis-calibrated. Either the Satellite quickly descends to ground level or it goes straight up. It takes an Incredible (11) *tinkerin'* roll to re-calibrate.

Catastrophe: The Satellite fans over-torque and rip the device apart. Flying debris from the mess does 4d8 damage with a Burst Radius 5.

TONAL ALARM

Minor: The Alarm fails to correctly register an item in the field as stationary. It triggers every 1d6 minutes until a Fair (5) *Cognition* roll diagnoses the problem. Restarting fixes it.

Major: The low tone grates on the subconscious. Anyone trying to sleep while the alarm is on suffers the *night terrors* Hindrance.

Catastrophe: The Alarm emits a piercing shriek when activated. Everyone within 25' must make a Hard (9) *Vigor* roll or suffer 3d6 damage to the noggin and be deafened for 3d20 minutes.

TORSION-POWERED DRILL ROCKET

Minor: The drill does not activate. The rocket does normal damage, but no AP effect is generated.

Major: The fins are poorly aligned sending it wildly out of control. Roll 1d12 and 2d20; read the d12 as a clockface direction and the d20s as yards to determine where it hits and explodes.

Catastrophe: The rocket detonates in the launcher for 5d12 damage, Burst Radius 5.

TRANS-MAGNETIC LOCATOR

Minor: The compass device keys on a large metal object nearby, instead of the base magnet.

Major: Poor attunement of the base magnet causes all normal compasses to read *its* location as true north; the compass locator, on the other hand, points unerringly north! An Incredible (11) *science: chemistry* roll corrects the problem.

Catastrophe: The compass device is suddenly and violently drawn to the base magnet, regardless of distance. If the hero doesn't release it immediately with a Hard (9) *Quickness* test, it shatters in her hand, causing 2d6 damage as the needle flies off at the speed of a bullet!

ULTRA-SONIC REPELLER

Minor: The sound repels normal animals fine, but draws a horde of mosquitos, flies, and other biting insects to the area. A Fair (5) *tinkerin'* roll and 1d8 actions adjusts the frequency.

Major: The ultrasonic frequency causes severe vertigo in all humans in the area of affect. Treat it as if the cowpokes have been hit by a Sonic Destabilization Ray. The frequency can be corrected with a Hard (9) *tinkerin'* roll in 1d8 actions.

Catastrophe: The Repeller agitates—and draws—all animals and abominations within 2 miles toward, instead of away from, it. An Incredible (11) *tinkerin'* roll is necessary to repair the gizmo—once the problem is discovered!

VISUAL SCALES

Minor: The sight and “weighing” device are not properly lined up. A Fair (5) *trade: surveyor* roll adjusts them properly.

Major: The affinity measurement device keys on a nearby object instead, giving a vastly different reading from the truth. The Scales are simply unable to detect *any* attraction from the target—ever. Let the heroes concoct whatever explanation they want for this; it's just a quirk.

Catastrophe: Somehow, the Scales transduce the target's weight into physical force instead of simply measuring it. The user is struck by a wave of pressure equal in weight to the object viewed. Exactly how much damage that does is up to you Marshal, but really massive objects like a locomotive or mountain should be deadly (3d20 massive damage or more!).

WHIRLIGIG

Minor: The whirligig spews oily smoke that blocks the view of the pilot and causes him 1d6 Wind damage (total) unless she's wearing an Anti-Vapor mask, bandana or other such protection.

Major: The propeller stops spinning, sending the pilot tumbling toward the ground unless he makes an Onerous (7) *flight: whirligig* or *drivin': auto-gyro* roll to restart it.

Catastrophe: The axle slips out of its casing and the rotors do 4d10+4 to the pilot's noggin. The machine crashes as well.

WIND SKINNER

Use the standard steam wagon malfunction for failures of the tow vehicle (*Marshal's Handbook*, pg. 48). If unsure, randomly determine which part gives out.

GLIDER MALFUNCTION

Minor: Structural members are weakened and all *drivin': glider* rolls are at a -2. Until repaired with 1d8 hours work and an Onerous (7) *tinkerin'* roll, the vehicle takes an additional 1d4 damage on all *drivin'* maneuvers with TN 9 or higher.

Major: Control wires are damaged. All *drivin'* glider rolls are at -4 until they're replaced. This takes an Incredible (II) *tinkerin'* roll and 2d6 hours.

Catastrophe: The frame collapses, the wings fold in, and the passengers get a one-way trip to the ground!

SIDE EFFECTS

Alchemy side effects are handled just like a normal gizmo malfunction. Roll 2d6, and compare the result to the table on page 46 of the *Marshal's Handbook* to see how severe the side effect is. Unless otherwise noted, these side effects last only as long as the mixture's duration.

ADRENAL BOOSTER

Minor: The adrenal boost give the hero the jitters. All *Deftness* rolls are at -2.

Major: The hero must spend an additional 1 Wind for each +1 bonus he wants to receive.

Catastrophe: He has a bad reaction; all her *Strength*, *Quickness*, and *Vigor* rolls are -4.

CAUSTIC VAPORS

Minor: The vapors cause only 1d4 damage to exposed skin, or 2d4 if inhaled.

Major: The vapors are very weak. They cause no damage to skin, and only 1d4 Wind if inhaled.

Catastrophe: The vapors are full strength, but the bottle shatters as the hero readies it, catching her in the center of its effects!

DEHYDRATED AIR TABLETS

Minor: The tablet react suddenly to the hero's body chemistry. He must make a Fair (5) *Vigor* roll to avoid coughing it out as it fizzes.

Major: The tablet produces less air than normal. The hero must roll an Onerous (7) *Vigor* roll each round or suffer Wind equal to the difference if he fails.

Catastrophe: The tablet burns his mouth, causing 3d6 Wind. It's useless.

DE-INEBRIATING TONIC

Minor: The mixture is weak. The hero must make a Fair (5) *Vigor* roll to shake off the intoxication.

Major: The tonic causes an additional 1d6 Wind from excessive upchucking.

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Catastrophe: The potion actually intensifies the alcohol, sending the cowpoke into a drunken slumber for 1d4 hours.

DE-PIGMENTATIVE PAINT

Minor: The Paint leaves a tell-tale blur. The negative modifier to Trait and Aptitude rolls is only -4.

Major: The Paint barely obscures the subject. Trait and Aptitude modifiers are only -2.

Catastrophe: As Major, plus the fumes from the Paint are nauseatingly strong. Anyone within 5' of the object must make a Hard (9) *Vigor* roll each round or suffer Wind equal to the difference if they fail.

EXBALMING FLUID

Minor: Damage is only 1d6.

Major: The liquid doesn't harm dead flesh at all, but is fully effective against living folks, which is likely to confuse anyone relying on it as a test for the undead!

Catastrophe: The Fluid actually *heals* one wound level per location it affects on each round of its duration!

EXFOLIANT OIL

Minor: The *Vigor* roll to avoid losing 1 Wind is Onerous (7).

Major: As Minor, but the Wind loss is now 1d6 per round if the *Vigor* roll is failed.

Catastrophe: The Oil has no effect on plants, but does 3d6 massive damage to all animal flesh in the area.

LIQUID COURAGE

Minor: The elixir provides no bonus to the *guts* roll, but the hero still has *nerves o' steel* and can't run without a Hard (9) *Smarts* roll.

Major: The drinker has a hallucinogenic reaction. She must immediately make a *guts* roll against a Terror score of 9. The elixir completely fails otherwise.

Catastrophe: The hero goes into a berserk rage, immune to *guts* rolls, but attacking any and everything nearby. An Incredible (II) *Spirit* roll is necessary to avoid attacking a friend during the potion's effect.



MEMORY DEBILITATING TABLETS

Minor: The TN for the *persuasion* roll to fabricate a memory is Hard (9), and the TN for the victim's *scrutinize* to detect it is only Fair (5).

Major: The false memory wears off in 1d4 weeks, and the victim can roll a Fair (5) *scrutinize* to recall the hero's tampering, but only once. If failed, the cowpoke is safe.

Catastrophe: The victim has a photographic memory of every event within 24 hours before and after the tablet was taken.

METABOLIC ELEVATION TONIC

Minor: The hero is hopped-up on goof-balls. His *Cognition* and *Smarts* drop by a die type.

Major: The tonic slows him down. He draws one *less* card each round, to a minimum of one; if he goes bust on *Quickness*, he gets none.

Catastrophe: The tonic has the normal effect, but it burns away so much of the hero's body weight to do so, he's *scrawny* (Size 5) until he can eat enough to put the pounds back on! This usually takes 1d4 weeks...

ORAL INFLAMMATOR

Minor: The mixture only does 1d6 per round spent "charging it up."

Major: The flame is particularly bad around the hero's face and mouth. She suffers 1d6 Wind for every 1d10 damage done!

Catastrophe: Oops! Apparently the mix *didn't* need air to work; it explodes as soon as she drinks it, causing 3d10 to her head. Armor does not protect!

OXIDIZING OIL

Minor: The Oil only lowers the target's Reliability by -2.

Major: The Oil rolls harmlessly off the object. No effect.

Catastrophe: The Oil actually improves the function of the device if it's a gizmo by giving it a +2 Reliability for 2d10 minutes.

PALLIATIVE BALM

Minor: The Balm doesn't automatically cure a Light Wound and gives no bonus to *medicine*.

Major: The salve stings the subject for 1d6 Wind and has no other effect.

Catastrophe: The Balm proves caustic and causes another wound level to the affected location.

SMOKE PELLETS

Minor: The smoke is weak, giving only -2 modifiers to vision-based rolls.

Major: The pellet doesn't even produce smoke; it just breaks apart into a powder.

Catastrophe: The smoke causes 1d6 Wind to everyone in its area of effect each round.

TACTILE DESENSITIZER

Minor: The Desensitizer only allows the hero to ignore 1 level of wound modifiers.

Major: As minor, but the Desensitizer lowers *Deftness* and *Nimbleness* by a die type as well.

Catastrophe: Ack! The drinker is saddled with the *thin-skinned* Hindrance for the duration. He still suffers the normal penalties to fine manipulation *Deftness*-based Aptitudes though.

TOURNIQUET IN A BOTTLE

Minor: The thickened blood slows the hero down. Reduce Pace by 2 and all *Quickness* rolls are at -2.

Major: Blood's not getting to the brain quickly enough. All Mental Traits drop a die step and she must make a Fair (5) *Vigor* roll each round or be stunned from faintness. The *Vigor* TN lets her recover from it

Catastrophe: The tonic makes her a temporary hemophiliac; all Wind loss is doubled!

UNIVERSAL LUBRICANT

Minor: The Lubricant provides no bonus to Reliability.

Major: The Lubricant is polluted and tacky. It lowers Reliability by -2, and gives a +2 bonus to attempt to pick up an object coated with it or keep one's feet on ground covered by it.

Catastrophe: The oil proves caustic. Anyone touching it takes 2d10 damage to exposed flesh; gizmos coated with it must immediately roll Reliability at a -4 penalty to the score or malfunction.

VOCAL UNCTION TONIC

Minor: The Tonic causes the vocal chords to tighten excessively, making the drinker *squeaky*.

Major: The liquid loosens the vocal chords drastically; the imbibor can't speak at all.

Catastrophe: The Tonic sears the users throat for 3d8 damage to the guts. Also, unless he makes a Hard (9) *Vigor* roll, he can't speak above a whisper until any wound levels caused this way are healed.

SCRAPPERS

The rumors about where Dr. Gash obtained his original supply of X-19 are largely true. He managed to steal a small supply of the zombie reanimation fluid that Hellstromme *stole* from Baron LaCroix. Gash not only cracked the compound's make-up, he added a few ingredients to let it "take" on human flesh.

However, there are some important differences between Gash's serum and Hapworth's copy. Gash's retains the supernatural essence of the Baron's fluid, whereas Hapworth's is completely alchemical. As good as the Hapworth was, even he couldn't wrap his mind around that aspect of the formula.

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Since Hapworth's version lacks the sinister elements of LaCroix's mixture, it doesn't work on Harrowed either. Gash's, only one generation removed, still does. On the other hand, because Hapworth's is purely alchemical in nature, Hellstromme has a much better chance of duplicating it.

Hellstromme could care less about simple human augmentation at the moment. His own supply of "juice" for his automatons is running low. He figures if he can crack Hapworth's serum, he can then work backward to replicate Gash's mixture and finally to a "scientifically-based" version of LaCroix's original fluid.

As time goes on (and his tanks of compound dwindle), Hellstromme's interest in Perriwinkle's efforts is only going to increase.

IMPROVING AUGMENTATIONS

The Trait or Aptitude effects of augmentations can't be improved through Bounty Points. These devices require a lot of engineering and elbow grease to tweak to higher performance, not just experience and practice!

Tinkerin' can fix damaged augments, but it can't make them better than they were. That sort of operation requires a true mad scientist. Even something as simple as improving Reliability or raising a Coordination in a steam-augmented Trait needs a touch of scientific insanity.

If a mad scientist wants to modify or improve an existing design, she's got to go through the whole process of creating a blueprint and building the modifications. Exactly what sort of hand the character needs to draw depends on the desired effect (your call, Marshal), but even simple ones are likely to require "Three of a Kind" on the blueprint!

Creating an augmentation from scratch is a tall order; most start around a Full House and go up from there. And that doesn't include the X-19 formula!

SURGICAL MISHAPS

Here's the ominous table we hinted at in **Chapter Four**. Note that these are different from simple malfunctions due to missed Reliability rolls; foibles acquired during surgical mishaps are *permanent*. The augmentation must be removed and replaced to fix them!

FUN WITH AUGMENTATIONS

Following are all the malfunctions for the steam ware augmentations. As usual, feel free to adjust the results to your tastes, Marshal.

Don't forget the section on **Multiple Malfunctions** earlier in the chapter. A lot of steam augmentations are going to have more than one component. In order to keep from bogging down on dice rolling, we recommend using it.

Finally, you'll note some of the augmentations have no malfunction table. If there isn't one, it means the device is stable (or simple) enough to not go on the fritz, like a skull plate or hidden compartment.

For ease of reference, we've listed the augmentations alphabetically, instead of breaking them down by category.

ALCHEMICAL INJECTOR

Minor: The injector clogs momentarily. The compound is still injected, but does not take effect until the beginning of the next round.

Major: A valve has jammed. The injector is temporarily inoperable and requires an Onerous (7) *tinkerin'* roll to unclog.

Catastrophe: The injector purges its reservoir in one massive gush. Any potion's Reliability score is lowered by 1 for each additional dose the scrapper is subjected to by the purge. If there is only a single dose remaining, the hero instead suffers 2d6 Wind from the surge of blood caused by the pressures in the tubing.

BELLOWS SPRINGS

Minor: The springs suddenly vibrate and spasm violently for 1d6 rounds, causing the hero to take uneven, spastic breaths. During this time, any *Deftness*-based rolls are at a -2.

Major: The springs overcompress, forcing air from the scrapper's lungs unexpectedly. The cowpoke suffers 1d6 Wind.

Catastrophe: The bellows lock up, impeding the hero's breathing. Each round he's involved in anything other than resting, he must make a Hard (9) *Vigor* roll to take a breath or lose the difference in Wind. He can spend an action to make an Incredible (11) *tinkerin'* roll based on *Vigor* instead of *Smarts* to unstuck them with a deep and forceful breath.

SURGICAL MISHAP TABLE

2d6 Result

- 2 **Quirk:** The augmentation functions better than expected. We'll leave the exact result up to you, Marshal, but some ideas are: provide a +2 bonus to associated Trait or Aptitude rolls, cut the ghost rock fuel rate in half, boost the AV level by 1, or increase Reliability by 2 (max 19).
- 3-4 **Disaster:** Things went *really* wrong! The exact effect depends on the augmentation and we'll leave that up to your fiendish imagination. Here are a few suggestions: the first time a *Strength* roll with the augment is aced, it flies off and is useless; the augment completely fails from the start; the steam ware *never* stops running as long as it has fuel or ammunition; it's poorly constructed and breaks the first time it's hit for a Serious wound; etc.
- 5-9 **Bad Luck:** The implant didn't take quite right. Decrease its Reliability by -1. No effect for augmentations without a Reliability score.
- 10-11 **Flaw:** Things didn't go so well. As for a *quirk*, but bad news. Examples include: reduce the AV level by 1, tack on a -2 to any Trait or Aptitude roll, double fuel use, etc.
- 12 **Whoops!:** The surgeon left a clamp or a lens from his glasses in the hero. Whatever it is, it causes no end of pain. The hero's got the Hindrance *ailin'* (*minor*).

BUZZSAW

Minor: The saw burns through its fuel faster than expected. A new nugget must be installed.

Major: The saw comes off its axle and grinds into the arm with a shower of sparks. When it finally stops, an Onerous (7) *tinkerin'* roll is necessary to get it back on track and working.

Catastrophe: The saw flies off the axle in a random direction. Roll 1d6 for everyone within 10' of the user; the first to get a 1 is hit (3d8 damage). If no one is hit, the saw sticks in the ground, wall, or other object 10' away.

CLOCKWORK HAND

Minor: The hand twitches unexpectedly. If it's holding a weapon, it fires or swings at a random target within range. Once the attack is resolved, it operates normally.

Major: The hand begins twitching uncontrollably. It's useless until someone makes a Hard (9) *tinkerin'* roll.

Catastrophe: The springs simultaneously lose integrity and the fingers fly off 1d4 feet in random directions. A mad scientist can repair the hand with a Three of a Kind blueprint and an Incredible (11) *tinkerin'* roll.

CRANIAL GYROSCOPE

Minor: The gyroscope stops unexpectedly. All *Nimbleness* bonuses are lost until the scrapper spends a minute to restart it.

Major: The gyroscope gets off its axis. Not only does it not grant the die type increase to *Nimbleness*, it lowers that Trait by an additional die type. An Onerous (7) *tinkerin'* roll gets it back on track.

Catastrophe: The gyroscope slips its housing and strikes an unprotected portion of the scrapper's brain, causing a massive surge of static electricity in her noggin. The hero takes 3d8 to the head (armor does not protect), and the gyroscope is useless. A mad scientist can repair it with a Three of a Kind blueprint and an Incredible (11) *tinkerin'* roll.

ECHO-LOCATORS

Minor: The wire-mesh in the ears is knocked out of tune. The hero cannot echo-locate until a Fair (5) *tinkerin'* or Hard (9) *performin': piano* roll is made.

Major: The throat augmentation is dislodged, rendering the scrapper mute until a Hard (9) *medicine: surgery* and a Fair (5) *tinkerin'* roll are both made.

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Catastrophe: The voice mesh is tuned too high. The shriek is excruciatingly painful to the scrapper's ear wires. She takes 3d6 directly to the head. An Incredible (11) *tinkerin'* roll is necessary to readjust the ear mesh to offset the tones.

ELECTRICAL PROD

Minor: The stored charge bleeds off making the character's hand stand on end. The hero suffers no other ill effects.

Major: The prod discharges into the user's body, doing half damage.

Catastrophe: The weapon burns out. The scrapper takes full damage from the stored charge(s). It may not be used again until its capacitor is replaced; this takes an Onerous (7) *tinkerin'* roll, a \$450 capacitor, and 1d8 hours.

FINGER PICKS

Minor: The picks won't retract when the user wants them to. They're stuck in the extended position until a Fair (5) *tinkerin'* roll is made. Until then, all *Deftness*-based rolls (except *lockpickin'*) are at a -2 due to their interference.

Major: The picks gyrate uncontrollably—and uselessly—until a Hard (9) *tinkerin'* roll is made.

Catastrophe: The picks break off and jam inside the hand. Not only are they destroyed, but the debris gums up the hand, causing a reduction of 1 die type in *Deftness* until they're removed with a Hard (9) *tinkerin'* roll.

FIREARMS

For pistols, none. Rifles and shotguns do have malfunctions, however.

Minor: The ammunition in the arm misfired. Reload and try again.

Major: The weapon fires before the arm was straightened and the bullet shoots out the user's elbow. If anyone was standing next to the scrapper on the same side as the firearm, roll to hit the unlucky sodbuster instead of the intended target.

Catastrophe: The round detonates in the chamber, taking out some of the arm's internal workings. Both the arm and the gun are useless until fixed with an Incredible (11) *tinkerin'* roll and 2d6 days of labor.

GIZMO WEAPONS

As the gizmo incorporated, except that a Catastrophe destroys the arm as well in addition to any other horrific effects it has on the poor sap!

GRAPNEL LAUNCHER

Minor: The grapnel prematurely clamps shut. It bounces off its target without grabbing hold. If used as a weapon, it does only 2d4 damage instead.

Major: The steam pressure fails and the grapnel feebly falls from the launcher and lands 1d6 feet from the scrapper.

Catastrophe: The steam chamber bursts, spraying the scrapper for 4d8 massive damage. The launcher is useless until 1d4 days are spent working on it and an Incredible (11) *tinkerin'* roll is made.

GRAPNEL REELING DEVICE

Minor: The cable comes loose from the reel and flies off after the grapnel.

Major: The reel locks up, jerking the grapnel to a halt a mere 1d10 feet from the scrapper. It takes a Hard (9) *tinkerin'* roll and 2d6 actions to unjam it.

Catastrophe: The latching mechanism breaks loose, and the cable whipsaws from the reel, striking a random target (including the scrapper) for 4d6 damage. The device requires an Incredible (11) *tinkerin'* roll and 1d6 hours to repair.

INJECTOR NEEDLE

Minor: The reservoir connector tubing is kinked. The needle cannot inject fluid until a Fair (5) *tinkerin'* roll is made, although it can still be used for simple sticking.

Major: The needle jams in the housing. Until a Hard (9) *tinkerin'* roll is made, the device is useless.

Catastrophe: The needle misfires into the scrapper's leg or torso when he's not expecting it. The scrapper gets a dose of whatever fluid is in the reservoir!

MECHANICAL ARM

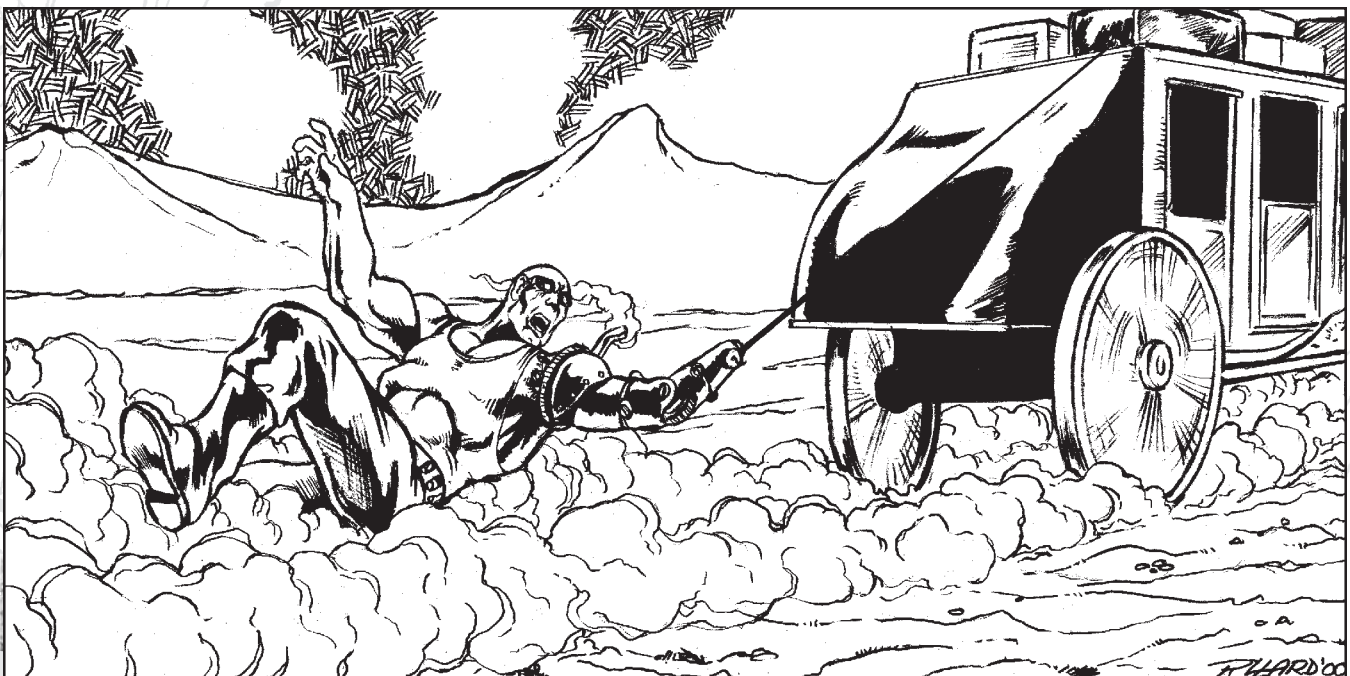
Minor: The joints go stiff. The user is at -4 to any *Nimbleness* rolls until someone makes a Fair (5) *tinkerin'* roll.

Major: The arm spasms wildly. Anyone (including the scrapper!) within a yard is attacked by a 2d4 *fightin'* attack every round until the user is rendered unconscious. An Incredible (11) *tinkerin'* roll stops it.

Catastrophe: The motivator explodes doing 2d6 massive damage to the scrapper. The arm is Maimed until repaired.

MECHANICAL HAND

Minor: Roll 1d4. That many fingers lock in an open position. Apply a negative modifier to all *Deftness*-based rolls with the hand equal to the number of fingers that are incapacitated until a Fair (5) *tinkerin'* roll is made and 1d6 actions are spent repairing it.



Major: The hand seizes up into a fist. It won't open until someone spends 1d4 minutes and makes a Hard (9) *tinkerin'* roll. Anything in the hand is either crushed or stuck until the hand releases.

Catastrophe: The hand falls out of the forearm casing. A mad scientist can replace it with a Three of a Kind blueprint and an Incredible (11) *tinkerin'* roll as per the rules on page 121.

MECHANICAL LEG

Minor: The legs freeze up. The character can't move until he bangs on them and makes a Fair (5) *Strength* roll. If he was running at the time, he falls, taking 1d6 Wind.

Major: Conflicting signals cause the legs to run, split, or actuate in opposite directions. The character immediately takes 3d6 Wind from the strain on his lower abdomen.

Catastrophe: The motivator blows. The character takes 2d6 massive damage and the leg is automatically Maimed.

MICROSCOPIC LENSES

Minor: The lens jams in the retracted position and can't magnify objects until a Fair (5) *tinkerin'* roll is made.

Major: The lens jams in the extended position, causing everything outside of 3' to appear blurry and indistinct. Until an Onerous (7) *tinkerin'* roll is made, the scrapper has *bad eyes* -5 if both eyes or *bad eyes* -3 if only one eye has this augmentation..

Catastrophe: The lenses extends too far and pops out of the housing, rendering the scrapper either blind or one-eyed (-2 to any Trait or Aptitude roll requiring depth perception). An Incredible (11) *tinkerin'* roll can reinsert them, but it requires 1d6 hours of eye-straining work to do so.

PISTON ARM

Minor: The gasket loses it's seating and the arm's *Strength* is reduced to 3d6 until a Fair (5) *tinkerin'* roll is made.

Major: A steam hose pulls loose. Until an Onerous (7) *tinkerin'* roll is made (requiring 2d8 actions), any time the hero makes a *Strength* roll, he takes 2d8 burn damage from steam to a random location.

Catastrophe: The pressure chamber bursts, venting hot steam. Anyone within 5' takes 3d10 massive damage from the steam. The arm is destroyed.

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PISTON JAWS

Minor: The pistons lose pressure and hang open slackly. Until someone makes a Fair (5) *tinkerin'* roll, not only can the scrapper not bite, he can't talk, eat, or even close his mouth!

Major: The jaws clamp down on the hero's tongue, doing 1d6 Wind, and causing him to suffer a -2 to any roll related to speaking for the next 2d4 days until his tongue heals.

Catastrophe: A piston bursts under pressure, venting steam directly onto the scrapper's head. He takes 3d8 damage to the head. Armor doesn't protect! A mad scientist can repair the jaws with a Three of a Kind blueprint and a Fair (5) *tinkerin'* roll.

PISTON LEG

Minor: The shaft kinks and locks in position. The hero has his Pace cut in half until someone makes a Fair (5) *tinkerin'* roll based on *Strength* instead of *Smarts* to knock it loose.

Major: The leg(s) begin rapidly pistoning bouncing the character in random directions on each action (roll 1d12 for direction and 1d6 yards for distance on each card). The effect lasts 2d6 rounds or until he's is knocked off his feet.

Catastrophe: The piston over-pressurizes and shoots the shaft out of the housing. The steam is vented safely away from the hero, but the leg is destroyed and must be repaired as if it had received a Maiming wound.

RETRACTABLE BLADE

Minor: The blade jams in its housing and only half its length is exposed. It only adds +2 to the *Strength* roll for damage and can neither extend or retract until 1d6 actions are spent making Fair (5) *tinkerin'* roll is made.

Major: The blade shoots out of the housing, flying 1d6 yards in the direction the scrapper is facing. Anyone standing in the way is struck by the blade if you roll a 1 on a d6. If so they take 2d4 damage to a random location. A Hard (9) *tinkerin'* roll and 1d4 hours are needed to put the blade back in the housing.

Catastrophe: The blade kinks in its housing and is forced out the side of the scrapper's foot, striking the other leg as well. Both legs take 2d6 damage and the augmentation is destroyed.

RETRACTABLE SPIKE

Minor: The spike extends, but fails to lock in place. It does no additional damage on a successful attack. A Fair (5) *tinkerin'* roll fixes it.

Major: The spike locks in the retracted position and is useless until a Hard (9) *tinkerin'* roll is made.

Catastrophe: The spike comes off track and fires into the arm housing itself. It does 2d6 damage to the arm, bypassing armor, and requires an Incredible (11) *tinkerin'* roll to repair.

SHUTTER EYES

Minor: The shutters lock in one position until a Fair (5) *tinkerin'* roll is made. Until then, add an additional -2 to any lighting modifiers to Trait or Aptitude rolls.

Major: The shutters get out of synch with each other and the odd, off-kilter flickering view gives the hero a -4 to all Trait and Aptitude rolls involving sight until a Hard (9) *tinkerin'* roll re-synchronizes them.

Catastrophe: The eyes lock in a shut position. Until an Incredible (11) *tinkerin'* roll is made, the scrapper is blind!

SNORKEL

Minor: The snorkel locks in the extended position. A Fair (5) *tinkerin'* roll based on *Deftness* jiggles it loose in a single action.

Major: The snorkel randomly extends and retracts until someone makes an Onerous (7) *tinkerin'* roll to fix it, taking 2d8 actions. If it's the scrapper herself, she gets a -2 to the roll due to the awkward angle.

Catastrophe: The snorkel valve jams after 2d6 rounds (enough time for the hero to get underwater). She must make a Hard (9) *Vigor* roll each round until she surfaces or take the difference in Wind. Even after she's reached the surface, *swimmin'* rolls may still be required to keep her head above water.

SOUND ENHANCERS

Minor: The interior baffles are unseated. All bonuses to *Cognition* are lost until they're adjusted with a Fair (5) *tinkerin'* roll.

Major: The diaphragms are out of synchronization. The scrapper suffers -2 to all

Trait and Aptitude checks until someone makes an Onerous (7) *tinkerin'* roll, taking 1d20 minutes.

Catastrophe: A baffle slips onto a diaphragm, causing all sounds to be magnified twofold. The hero suffers -2 to all Trait and Aptitude rolls and must make a Hard (9) *Vigor* roll to avoid being stunned for a single action anytime a gunshot or other loud noise occurs within 20'. An Incredible (11) *tinkerin'* roll reseats the baffle in 1d4 hours.

SPRING HEELS

Minor: The spring isn't properly seated. The scrapper gets a bad boost and only jumps half the normal distance.

Major: Only one spring releases, sending the character sideways half the normal distance. Other consequences may arise as a result...

Catastrophe: The springs shatter the shins of the mechanical leg, ruining them from the knee down and launching the hero only one quarter the normal distance. The legs may be repaired as if they had a Maimed wound level.

TELESCOPIC LENSES

Minor: The lenses lock in the extended position, causing any sight-based Trait or Aptitude roll to affect targets within 10' to be at a -2. A Fair (5) *tinkerin'* roll fixes this.

Major: The lenses extend unexpectedly as the scrapper's gaze passes over a light source. For the next 5 rounds, he's at -4 to all sight-based Trait and Aptitude rolls due to "hot spots" in his vision.

Catastrophe: The lenses extend too far and pops out of the housing, rendering the scrapper either blind or one-eyed (-2 to any Trait or Aptitude roll requiring depth perception). An Incredible (11) *tinkerin'* roll can reinsert them after 1d6 hours of painstaking work with tweezers and a magnifying glass.

VENOMOUS FANGS

Minor: The release valve for the reservoir is clogged. Until an Onerous (7) *tinkerin'* roll is made, the fangs can bite for damage, but no fluid is injected.

Major: The fangs jam in the retracted position and are useless. A Hard (9) *tinkerin'* roll frees them after 2d10 minutes of work.

Catastrophe: The connector tubing bursts inside the scrapper's head, spilling the contents into his nasal cavities and sinuses. Any Trait roll to resist the effects of the stored liquid is at -4. The augmentation is destroyed.

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