
Black Powder, Black Magic

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THE LEGEND OF BRIMSTONE

The local Sioux say that the chasm in the center of Brimstone was the site of a colossal pawpaw tree, and its roots ran deep into the earth. It was a source of food, a place of worship, and a home for numerous animals. Even the Great Crow would visit each summer.

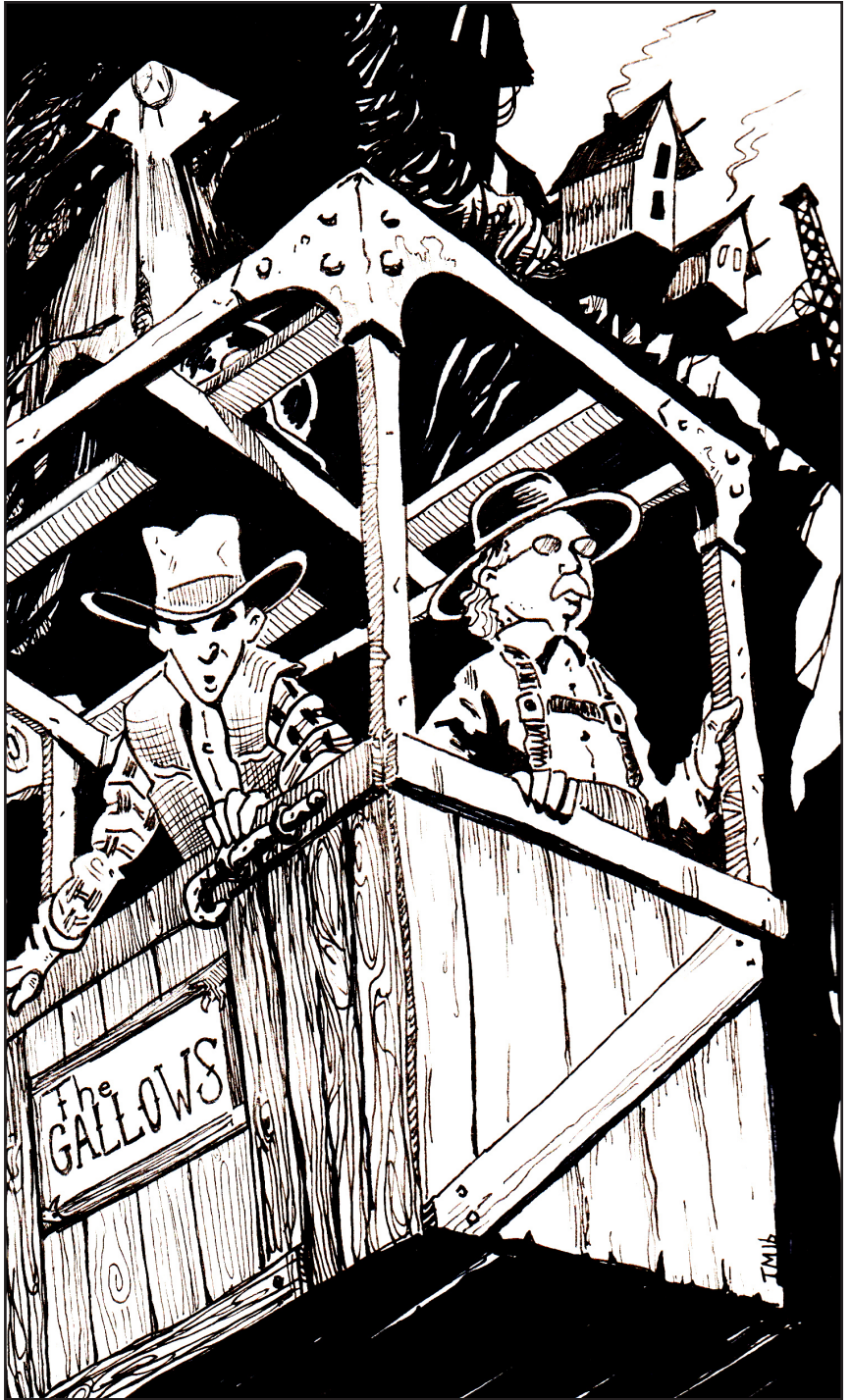
But its wonder and grandeur would not last forever.

A young Sioux name Sota loved Kimimela, but she was in love with another. She would soon marry Tatonga, Sota's rival, and the tribe's most respected shaman. Sota's jealousy and rage attracted the shadowy being named Gawamaga. In exchange for everlasting life for Sota and his wife-to-be, and for the death of Tatonga, Gawamaga required a host, and Sota complied.

As the wedding beneath the tree was about to commence, the sky rained tears of fire, burning leaves and scorching limbs of man and tree alike. Tatonga, in a final act of love and desperation, transformed Kimimela into a white doe, and she fled the chaos with blinding speed.

The great tree was not completely destroyed, but its demise was inevitable. It became sick, as it drank the nightmares of those who died beneath its boughs, and the fruit that fell from its branches became the monsters that roam the wilderness today. In time, the tree decayed and disappeared. Now there are hundreds of tunnels, both man-made, natural, and supernatural, that are the only evidence of this great tree's existence. On particularly hot day you can catch a whiff of fire and brimstone emanating from the Maw.

If you encounter a man with a shadow that doesn't seem to match or moves of its own accord, beware. And if you find yourself lost in the wilderness around Brimstone, say a prayer to Kimimela. Sometimes she answers and leads people to safety.



ENTERING THE MINES

Everyone refers to the unexplored tunnels, caverns, and chasms beneath Brimstone as ‘the mines’, but this term also includes the actual mines secured by various companies.

Most independent explorers will pay for a lift ticket at The Gallows saloon. Price is \$1 per person, per level (as far as Level 3) one-way, or \$2 per person, per level for a round trip. Anyone returning without having already purchased their ticket, or who are unable (or unwilling) to pay a \$5 re-entry fee (per person, per level), will find themselves falling into the Maw as the floor of the lift drops out beneath them.

Characters can also be hired by any of the mining factions and businesses that have a plot at the edge of the Maw, and will be granted use of their private lifts while on assignment. It’s not uncommon for rival factions to take shots at one another while descending or ascending the lifts.

All lifts end at Level 3, otherwise known as Old Mac’s Ranch or simply The Ranch. Gaining access to deeper levels requires traveling along underground roads to various elevators and stairways, or rappelling into natural chasms. The mining factions guard their claims and the locations of their private passages with lethal force, but guards are not beyond bribery and threat of violence.

When generating these areas (see pg.11, Hex Generation), choose a few hexes that are already claimed by mining factions. Small factions may have 1 to 3 hexes under control, while a large and powerful faction may have as many as 6, but keep at least 75% of each level to be explored and claimed as your adventures progress.

LEVEL NAMES, DWEOMERS

All the explorable areas beneath Brimstone are affected by the taint of demon ore, and each level has earned a nickname, derived from the permeating dweomers that affect them, and the creatures that live there. Each level also has a *Featured Monster* which may be encountered in every hex (See Table 3: Complications, pg.13). The list below works well as an order, but feel free to re-order or randomly roll as preferred.

1. THE HIVE

The presence of demon ore has mutated common insects into ferocious, predatory, and highly territorial creatures. The faint chittering and clacking of unseen insects follows the characters.

Featured Monsters: Giant ants and giant centipedes.

2. THE FIELDS OF RUIN

The roaring sound of battle permeates this level. Everyone must yell to be heard, and the thief's *sneak silently* check is always DC5.

Featured Monster: Ghost of a U.S. civil war soldier, mutilated horse, or civilian casualty.

3. OLD MAC'S RANCH

Each hex contains 1d6 mutant farm animals (1-pigs, 2-chickens, 3-cows, 4-goats) that feed on demon ore, gold, copper, dead bodies... they'll eat just about anything. They all have excess heads or limbs, strange coloring, and may utter the names of demons as they graze.

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Featured Monster: Old Mac (See *Varmints!* pg28) and his Demon Chicken (treat as Prime Cockatrice). They are unique, and once defeated will no longer be encountered. Mutant farm animals, however, continue to flourish.

4. THE CELLAR

Frost covers all surfaces, and the ambient temperature is 10°F. Water must be replaced with whiskey, and winter clothing must be worn.

Featured Monster: Sasquatch (treat as Ogre).

5. THE OUBLIETTE

All light sources spit, sputter, and function at half output.

Featured Monster: Shroomen

6. HELL'S KITCHEN

Water is a rare thing on this level, and the ambient temperature is 120°F. Replace any water features rolled on this level with lava.

Featured Monster: Hell Hound.

7. DEATH VALLEY

If Recovering the Body fails, the corpse rises as a Mine Wight and attacks.

Featured Monster: Mine Wight (See BPBMv2).

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8. THE CHAPEL

Clerics gain 2 points of Luck while on this level. Whenever a Cleric casts a spell, the sound of an unearthly choir punctuates the casting (major chords if Lawful, minor chords if Neutral, dissonant if Chaotic).

Featured Monster: Harpies, always appearing in groups of 3. Whenever a harpy choir is encountered, there will be a chasm nearby that the characters strangely overlooked, measuring 20' across and 30' deep.

9. RED RIVER

A river of blood runs through this level, and tributaries can be found in every hex. Any water features rolled on this level are composed of blood.

Featured monster: Colossal Leech.

10. PRECIPICE

This level is unusually quiet. There are no echoes, and if you sit still, you can hear your own heart beat, and the blood course through your veins.

Featured Monster: Shadow.

HEXPLORATION RULES

The rules below are designed to be an enjoyable addition to your games, and are not intended to bring an adventure to a screeching halt. Keep in mind that we have sacrificed realism at the altar of play.

There are 43 hexes in each level, each representing roughly a mile of territory. Collectively, the 43 hexes represent the approximately 6 mile hex that contains Brimstone and its immediate surroundings.

MOVEMENT

Fully rested adventuring parties begin the day with movement points equivalent to their average Stamina score. Just add the Stamina scores of each character and divide by the number of characters. Mark this number on the Hexploration Sheet (pg.36). This score will simulate tougher characters aiding the weaker ones, and will reduce the temptation to leave a weak character behind.

Cautiously and carefully traversing a hex costs 2 movement points and takes 2 hours. You can reduce that time to 1 hour, but the risk of wandering monsters doubles (2 on d6), and the cost in movement points remains the same.

FORCED MARCH

The adventuring party is exhausted when all movement points are expended. Attempting to enter a hex without the required movement points forces a Luck check for each character. If failed, roll on the table below for consequences.

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Roll Result

- 1. Physical injury, 2d6 hp damage, plus permanent 1 point loss of a randomly determined stat, and one carried item is lost or destroyed beyond repair.
- 2. Physical injury, 1d8 hp damage, plus permanent 1 point loss of a randomly determined stat.
- 3. Physical injury, 1d4 hp damage, plus a stashed item is lost or damaged beyond repair.
- 4. Physical injury, 1d4 hp damage, plus a hand-held item is lost or damaged beyond repair.
- 5. Physical injury, 2d4 hp damage
- 6. Physical injury, 1d4 hp damage
- 7. Featured Monster for that level attacks with surprise.
- 8. Featured Monster for that level attacks. Roll for initiative.

There is no further penalty for moving once all movement points are exhausted. Rolling on the chart above for failed Luck checks is bad enough.

MAKING CAMP

At times it is necessary to camp in the wild, but this is exceptionally dangerous in the depths below Brimstone. All characters make a Luck check. If suitable preparations for defense (traps, guards, watch dogs, etc.), use a d16 for the Luck checks. If a hasty camp is made, increase the Luck check die to a d24. If anyone fails, there is a single Featured Monster encounter for that rest period. If more than one person fails this Luck check, the monster has surprise.

HEX GENERATION

With the following rules, you can generate a Brimstone labyrinth that's unique to you and your players. Roll on each table for an unexplored hex. When entering a previously explored hex, roll only on Table 3: Complications.

Roll once on Table 1: Passages - Alternatively, pick a type that suits your level's history and the current ecology.

Roll twice on Table 2: Features - The same result rolled twice can create a feature that is twice its size, or two occurrences of that feature. For example, rolling two streams creates a river, and rolling two chimney's 4' cross creates an 8' wide chimney. Mark on this hex any exits to the levels above or below. If there is a dead end, draw a circle inside the hex, and a line on the side through which you entered. Unless a dead end is rolled on Table 2, characters can exit to any other hex. Dead ends do not apply to vertical exits. For example, you might roll a Dead End and Chasm, which leads to the level below.

Roll once on Table 3: Complications - Resolve before moving on.

Roll once on Table 4: Treasure - Alternatively, pick a treasure that compliments the features and complications of that hex. However, trying to make the connection between random elements can lead to interesting situations.

TABLE 1: PASSAGES

Natural Tunnels are winding, rough, and strewn with rocks and dirt. Mine Shafts are cut through dirt and rock and are supported by wood beams.

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Man-Made Corridors are cut stone blocks on all sides. Demon Tubes pulsate with glowing red light.

LEVELS 1-3

1. Natural tunnels, huge (20' high and 30' wide)
2. Natural tunnels, large (10' high and 15' wide)
3. Natural tunnels, medium (10' high, 5' wide)
4. Natural tunnels, small (3' high, 3' wide)
5. Mine shafts, large (10' high and 15' wide)
6. Mine shafts, medium (10' high, 5' wide)
7. Mine shafts, small (5' high, 3' wide)
8. Man-made corridors, large (10' high and 15' wide)
9. Man-made corridors, medium (10' high, 5' wide)
10. Man-made corridors, small (5' high, 3' wide)

LEVELS 4-7

1. Man-made corridors, large (10' high and 15' wide)
2. Man-made corridors, medium (7' high, 5' wide)
3. Man-made corridors, small (5' high, 3' wide)
4. Demon tubes, large (10' diameter)
5. Demon tubes, medium (5' diameter)
6. Demon tubes, small (3' diameter)

LEVELS 8-10

1. Natural tunnels, large (10' high and 15' wide)
2. Natural tunnels, medium (7' high, 5' wide)
3. Natural tunnels, small (3' high, 3' wide)
4. Demon tubes, large (20' diameter)
5. Demon tubes, medium (10' diameter)
6. Demon tubes, small (5' diameter)

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TABLE 2: FEATURES

1. Near zero gravity (Costs no MP)
2. Dead end. Return the way you came.
3. Chasm, 10' across, 30' deep
4. Cave
5. Waterfall, 20', potable
6. Stream, 5', potable
7. Pool, 10', potable
8. Mine entrance, abandoned
9. Natural stairs, connects 1 level below
10. Crevice, connects 2 levels below
11. Natural stairs, connects 1 level above
12. Mine entrance, faction controlled
13. Pool, 10', foul (Fort save DC 15 or contract disease)
14. Stream, 5', foul (Fort save DC 15 or contract disease)
15. Waterfall, foul (Fort save DC 15 or contract disease)
16. Cavern
17. Chasm, 20' across, 60' deep
18. Point of interest (temple, lair, outpost, dungeon entrance, etc.)
19. Gravity inverted (take 1d6 falling damage)
20. Increased gravity (movement costs twice normal MP)

TABLE 3: COMPLICATIONS

- | | |
|-------|--|
| 1-3 | Hazard, exposed ley line (See pg.16) |
| 4-5 | Hazard, noxious fumes (See pg.17) |
| 6-7 | Hazard, purple mold (See pg.15) |
| 8-9 | Hazard, tunnel collapse (See pg.16) |
| 10-11 | Hazard, demon shrine (See pg.21) |
| 12-13 | Hazard, explosive gas (See pg.17) |
| 14-15 | Hazard, mud geyser (See pg.18) |
| 16-17 | Hazard, flash flood (See pg.18) |
| 18-19 | Hazard, trap (See pg.19) |
| 20-21 | Hazard, primeval slime (See Core Rulebook) |
| 22-49 | Featured Monster |

-
- 49-59 Corpse (Miner, explorer, cultist, bandit, etc. 1d4)
 - 59-69 Faction encounter (See pg.28)
 - 70-79 Lost pack animal (ore hound, mule, canary lizard, pack goat)
 - 80-99 No event
 - 100 Roll again, twice

TABLE 4: TREASURES

- 1-5 Magic item
- 6-10 Gold vein, major* (\$2000 value)
- 11-15 Gold vein, minor* (\$1000 value)
- 16-25 US currency (\$1d6x100 value)
- 26-36 Jewelry (\$4d10 value)
- 37-47 Gold, nugget (\$1d20 value)
- 48-57 1d4 items of mundane equipment (See pgs.29-32)
- 58-69 Nothing of value
- 70-74 Demon ore, nugget (\$2d20 value)
- 75-84 Art (\$5d10 value)
- 85-94 Foreign currency (\$1d4x100 value)
- 95-97 Demon ore deposit, minor** (\$500 value)
- 98-99 Demon ore deposit, major** (\$1000 value)
- 100 Roll again, twice

* Gold veins take 1 month per \$1000 to extract, and require the proper tools and knowledge. Digging will attract the Featured Monster of that level, once every day.

** Ore deposits take 1-2 hours to extract. Anything over \$500 in value requires mining tools to extract. Minimal skill necessary. Digging will attract the Featured Monster of that level.

MINE HAZARDS

Exploring the tunnels and ancient ruins hidden beneath Brimstone is dangerous. In addition to the varmints that live there, natural hazards are a constant threat.

PURPLE MOLD, 'WIZARD BANE'

Wizard Bane is commonly found inhabiting the corpses of wizards and clerics, although it will also grow upon magic items, spellbooks, holy symbols, and other items that have channeled magic. It is difficult to detect, and can be mistaken for dust unless the area is closely inspected.

Casting spells within 15' of a colony of purple mold will cause a -1d reduction in the die chain to any spell checks. If direct contact is made with a colony of purple mold, an additional 1-step reduction of the die chain is imposed. Anyone making direct contact with purple mold (even classes other than cleric or wizard) must make a successful DC20 Will save or be forced to roll once on the Minor Corruption Table (See Core Rulebook), as the mold expels the corruption of its former victims.

A small colony might only cover an item, whereas a large colony might encompass an entire room. Purple mold can be destroyed with fire. Vary the damage needed from 1d6 to 4d6 depending on its size.

TUNNEL COLLAPSE

Not all miners and mining companies practice safe tunnel construction, and shoddy, man-made tunnel supports are frequently the cause of tunnel collapses. Natural earthquakes and supernatural tremors from demonic activity can also cause cave-ins. Roll on the tables below to determine the cause and effect of the collapse.

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Cause, 1d6: 1-3) Man-made. Creaking timbers or dynamite explosion precedes effect. 4-5) Natural. The earth shakes beneath the character's feet and dust falls from the ceiling. 6) Supernatural. Red demonic runes pulsate throughout the area. Deep laughter echoes.

Effect, 1d6: 1) Rubble blocks the way forward. Requires 1d4 hours to clear. 2) Rubble blocks the way back. Requires 1d4 hours to clear. 3-4) Ceiling falls on the characters, causing 2d4 damage. DC 15 Reflex save for half damage. 5) Chain reaction, floor collapse. All characters fall into a chamber below, suffering 1d6 damage. 6) Roll again twice.

LEY LINE NODE

Ley lines are sources of power where extraplanar energies come close to the prime material plane. In rare cases, these lines actually leak onto our plane of existence, and their physical manifestation differs according to their source.

These nodes can provide benefits to some, and be a hazard to others, depending on the source of the ley line. While in the presence of a ley line node, a character's skin will tingle, their hair will stand on end, and their vision will blur. A character does not need to be in contact with the ground to be affected. Flying through a node will also trigger a reaction.

First, determine the nature of the ley line, be it Lawful (1-2), Neutral (3-4), or Chaotic (5-6) in nature. Those of the same alignment gain a random benefit from the table below. Those of opposite alignment suffer a random consequence from the table below. Those one step removed from the alignment of the node roll once on both tables. Effects last for 24 hours.

With a successful DC 10 Personality check, the Prospector class can determine the source of the ley line, and whether it's of Lawful, Neutral, or Chaotic disposition. With a DC 15 Personality check and the use of explosives, the Prospector can close the ley line node without consequence.

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Benefits: 1) Heal all damage. 2) Gain 100' infravision, or double current range if already an ability. 3) Unearthly Clarity: Gain an advance on the die chain for all skill checks. 4) On Edge: Cannot be surprised, and add your Luck bonus, if any, to your initiative. 5) Blessed. Gain 1 point of Luck. 6) True Grit: If you die and fail your 'roll the body' check, roll again.

Consequences: 1) Weakened. Lose 1 point of Strength. 2) Befuddled. Lose 1 point of Intelligence. 3) Cursed. Lose 1 point of Luck. 4) Extraplanar theft. Lose 50% of the money you carry. Hear child-like laughter from beyond. If no money carried, lose something else of value, or roll again. 5) Memory loss. Forget the names of all the people and places you know, including your own. 6) Visions of your own demise. Suffer a reduction to the die chain for all skill checks.

After the effects are applied, there will be some a flash of light and a clap of thunder as the ley line slips back into its own plane of origin.

NOXIOUS FUMES

The most commonly encountered noxious gas is Hag's Breath. It smells like rotting meat. Characters must pass a DC 15 Fortitude save or suffer 1 point of temporary Stamina damage, plus spend the next round retching. Continue making saves while exposed to the fumes. This Stamina is recovered at a rate of 1 point with a good night's rest and 2 points with a day of bed rest.

EXPLOSIVE GAS

Pockets of natural gas can be exposed through digging and opening of long-sealed doors, but in some cases, unnatural heavy gas will collect in lower chambers. Allow the players a Luck check to see if they smell the gas. If they don't notice the gas, their torches and lanterns begin to glow brighter and then sputter, and then the pocket of gas ignites causing 3d6 fire damage (DC 15 Reflex save for half damage).

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Mining companies have created cumbersome systems for evacuating explosive gas to the surface, but a reckless means of neutralizing the threat is remote detonation. If the players opt to deliberately cause an explosion, such as dropping a torch into a chasm or casting fireball into a chamber, the earth will shake and they take no fire damage. However, there's a chance for a tunnel or floor collapse. All players make a Luck check, and if anyone fails, there's a collapse.

FLASH FLOOD

New mines are continuously being dug beneath Brimstone, and at times miners will break into natural cisterns or underground rivers. The sudden rush of water will filter down into the tunnels below, temporarily flooding them. When you roll a flash flood, tell the players they hear what sounds like a tornado getting closer, and that a puddle is forming beneath their feet. Then hit them with a wave of water.

All characters must make a DC 12 Reflex save or fall prone. The tunnel or room they are in floods completely at the end of the current round. The characters begin to drown, but the flood drains just 1d4 rounds later. Each round the characters take 1d4 temporary Stamina damage. If Stamina is reduced to 0, they die. This Stamina is recovered at a rate of 1 point with a good night's rest and 2 points with a day of bed rest. It's possible that the flood will carry the characters to another location in the dungeon.

MUD GEYSER

The characters discover a chamber with bubbling pools of mud (or magma, or water) and crossing safely is difficult due to the random nature of the eruptions. Have each character crossing or exploring the chamber make a DC 10 Reflex Save. Those that fail take 2d6 scalding damage.

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TRAPS

Bandits, cultists, and rival factions set traps throughout the mines, and are a common nuisance.

Bear trap: This iron trap snaps shut causing 1d6 damage, plus loss of 1 point of Agility. If trying to open it alone, make a DC 20 Strength check. Others trying to open the device need a DC 10 Strength check.

Pit trap: Falling causes 1d6 damage per 10' fallen. For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice).

There is also a 1 in 4 chance that the pit contains the Featured Monster of that level.

Shotgun trap: The blast causes 1d14 damage to all characters. Allow a DC 15 Reflex save for half damage.

TNT trap: A full stick: 4d4/r20', Half stick: 2d4/r10', Quarter stick: 1d4/r5' All affected characters make a DC 15 Reflex save for half damage, and a DC 15 Fortitude save or be deaf and stunned for 1d6 rounds.

There's a 1 in 4 chance this causes a tunnel collapse (See pg.15)



DEMON SHRINES

Shrines devoted to demons are used by cultists and devoted wizards as places of worship and reverence, but also to mark territory. Shrines also act as beacons to demons, and can facilitate entry into our world.

Each shrine will make a subliminal demand with an offer of reward, but the specifics of the reward will be secret. Sacrifices and rewards are personal, painful, and permanent. The physical structure of the shrine itself may give some clues.

THE DEMON SHRINE DEMANDS:

1. A pint of your blood
2. A pound of your flesh
3. Three wisdom teeth
4. One of your eyes
5. Demon ore, valued at \$500 or more
6. Your scalp
7. Your memories
8. You split your tongue
9. Your true name
10. Your youth

THE DEMON SHRINE REWARDS:

1. Poison immunity.
2. Grow small, leathery wings and gain limited flight, 10'.
3. Grow fangs and a bite attack (1d4).
4. Gain the ability to spot secret and concealed doors 1-4 on d6.
5. Ability to conjure a second shadow through which you can see. It can stretch up to 30' along walls, under doors, and around corners.*

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6. Skin turns red and leathery. Gain +1 to AC.
 7. Gain limited form of ESP. Once per day for one round, detects surface-level thoughts of one creature's emotional state, intended actions, etc. if within 30'.*
 8. Gain the ability to speak and read the language of demons.
 9. Gain the ability to detect spoken lies.
 10. Instantly age 20 years, losing a point of Stamina, but also gain a point of Personality.

Rewards are cumulative, with increasing effectiveness. Bite attacks increase in damage, flight distance increases, etc. Some abilities are significant and may attract demonic forces. Anytime an ability marked with an asterisk is used, make a Luck check. If failed, a glowing pentagram appears on the floor beneath the character. Make a Will save DC10 or be gated to Hell.

ATTEMPTS TO DESTROY OR DESECRATE

Although not all shrines are charged with magical defenses or protected by mundane traps, sometimes interaction with a shrine will result in dire consequences to the uninitiated.

Possible consequences:

1. A random Type 1 demon is summoned and has surprise.
2. The shrine explodes in a shower of green glowing gore, causing 2d6 damage (DC 15 Reflex save for half damage) in 20' radius. Those in the blast glow green until bathed in tomato juice. Enemies gain +2 to hit against glowing characters.
3. Pick one of the traps from page 19.
4. Statue animates as a Living Statue (See Core Rulebook).

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RARE OPPORTUNITIES

There's a 1 in 4 chance that something additional is happening when characters arrive at the scene of a demon shrine.

Characters may discover:

1. A chance to interrupt a human sacrifice.
2. A chance to interrupt a treasure sacrifice.
3. A chance to interrupt a demon summoning.
4. The option to join a battle already in progress.
5. An opportunity to communicate with a trapped demon.
6. An opportunity to steal a locked and/or trapped treasure.

DEMONS OF BRIMSTONE

1. **Hezzemuth the Painmistress.** This demon is part giant Bullet Ant, and part 4-armed woman. Her bite, and those of her giant ant minions, can cause unending pain without killing. Her shrines are found more often on level 1 than elsewhere. Her shrines are always trapped and feature depictions of ants and torture devices.
2. **Ushtooth the Ravenous.** It is believed that his shrines appear on level 3, Old Mac's Ranch, because the demon feeds on the many animals that exist there. Old Mac may or may not be a prominent member of this cult.
3. **Shugh Mah the Putrid.** Shrines to this amorphous and foul-smelling blob of many eyes and mouths can be found on and near level 5, The Oublette. Its shrines are typically built around stagnant waters and mounds of refuse.
4. **Kala Makta the Broodmother.** Shrines depict Kala Makta as a colossal lamprey surrounded by thousands of her children and swallowing men whole. Her shrines are found primarily on level 9, The Red River, but can be found along any body of flowing water.

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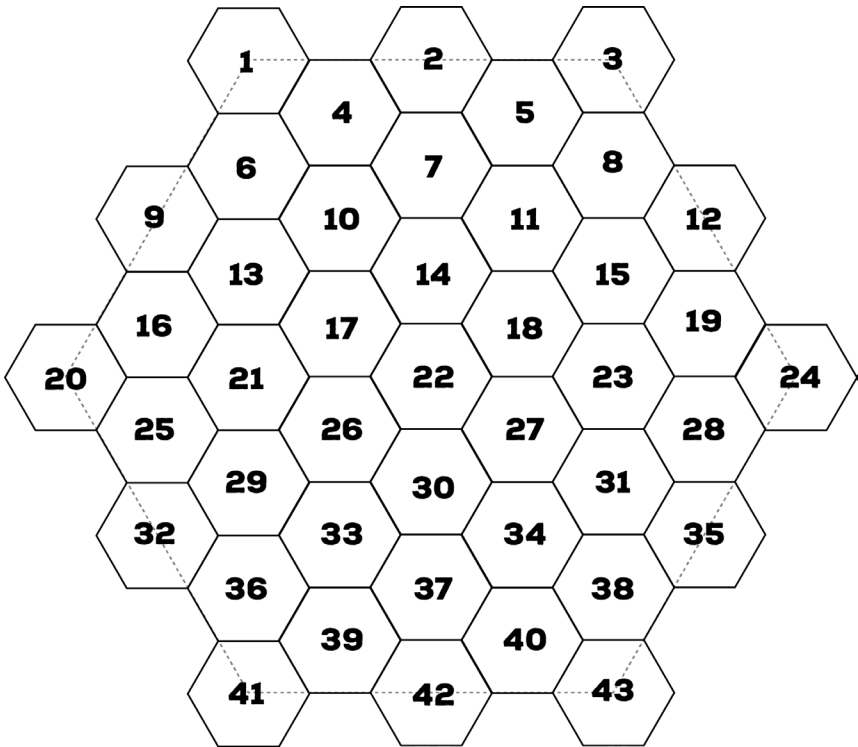
HEXPLORATION LOG

Level Name: _____

Unique Characteristic: _____

Average Party Stamina / Movement Points: _____

Featured Monster: _____





DISCOVERIES

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LOOT, SCORES TO SETTLE, RUMORS...

FACTION ENCOUNTERS, UPPER LEVELS 1-3

There are a few factions that have a constant presence in the upper levels of the mines, and they constantly vie for control of passageways and resources. The most common factions are the Yellow Jacket Mining Company, White Fang Expeditions, the Undertakers Gang, Pinkerton Agents, and the Emporium. Additionally, the demon Hezzemuth has a strong presence and her devotees fight with everyone.

There are also agents that operate here on secret missions, such as the Illuminati, the Peregrine Society, the Freemasons, and the United States Secret Service.

1. Miners (2d4), Yellow Jacket Mining Co.
2. Surveyors (1d4), White Fang Expeditions
3. Bandit patrol (2d4), the Undertakers Gang
4. Bandit encampment (3d8), bandit hero (1), the Undertakers Gang.
5. Pinkerton agents (1d4), heavily armed and nervous.
6. Peddler, with pack goats (1d4) and bodyguard, The Emporium.
7. Acolytes (2d4), worshipers of Hezzemuth.
8. Witch, worshiper of Hezzemuth.
9. Sage with men-at-arms (2), Peregrine Society.
10. Assassin (masquerading as a lost bodyguard), sent by the Illuminati.
11. Architects (3), from the Freemasons. Treat as Magicians.
12. Secret Service agents (1d4) searching for smugglers or counterfitters.

EQUIPMENT PRICES

If you're pulling characters from an existing fantasy campaign, use these conversions: Platinum Piece = \$100, Electrum Piece = \$10, Gold Piece = \$1, Silver = 10¢, Copper = 1¢

WEAPONS

Weapon	Damage	Range	Price
Blackjack	1d3/2d6.....		\$1.10
Bow, native	1d6	50/100/150	\$10.35
Buffalo gun.....	1d14	100/200/300/600.....	\$22.70
Cannon.....	1d30	500/1K/1.5K/3K	\$750
Carbine.....	1d10	50/100/150/300.....	\$11.75
Club.....	1d4		50¢
Cutlass (naval)	1d6		\$7.25
Dart.....	1d4	20/40/60	50¢
Garrote	1/3d4.....		35¢
Gatling Gun.....	1d10	100/200/300/600.....	\$500
Knife, Bowie.....	1d4	10/20/30.....	\$1.25
Pistol, pocket	1d4	5/10/15/30.....	\$3.65
Pistol, light	1d6	20/50/80/160.....	\$11.20
Pistol, heavy.....	1d8	30/60/90/180.....	\$12.75
Rifle.....	1d12	70/140/210/420.....	\$14.75
Saber (cavalry)	1d8		\$10.35
Shotgun, single	1d14	15/30/45/90.....	\$14.95
Shotgun, double.....	1d14	15/30/45/90.....	\$27.85
Spear.....	1d8		\$3.15
Staff	1d4		50¢
Tomahawk.....	1d6	10/20/30	\$1.25

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EQUIPMENT

Item	Cost
Backpack	\$2.00
Camera, box, 4x5	\$5.70
Camera film	80¢
Candle, box of 6.....	\$1.15
Canteen	50¢
Chain, 10'	\$1.30
Chalk, 1 box	25¢
Chest, empty.....	\$2.75
Coat, fur	\$5.95
Coat, leather	\$6.95
Compass	\$1.95
Cook set	\$4.45
Cot, folding	\$1.75
Crowbar.....	\$2.25
Dynamite, 1 stick.....	35¢
Flask, empty	\$1.15
Fiddle	\$5.50
Field glass.....	\$6.95
Firearm cleaning kit	\$1.30
Flint & steel	25¢
Guitar	\$3.50
Grappling hook	\$1.40
Hammer, small	50¢
Hat, fur.....	\$2.50
Hat, Stetson.....	\$3.95
Iron spikes, each	10¢
Lantern.....	\$1.10
Locksmith's tools	\$23.84
Magnet, 6"	50¢
Magnifying Glass	\$3.15
Matches, box of 10	\$1.10
Mattock.....	\$2.00
Memorial stone	\$22.50

Item	Cost
Mirror, hand-sized.....	\$5.50
Oil, 1 gallon.....	20¢
Pole, 10-foot	15¢
Rations, per day	50¢
Rope, 50'.....	25¢
Sack, large.....	\$1.00
Sack, small	80¢
Safe, fireproof, 100lb.....	\$12.25
Safe, fireproof 800lb.....	\$54.50
Sleeping bag, arctic	\$12.00
Shovel.....	\$2.25
Tent, 10'x16'	\$2.59
Tent, 16'x16'	\$4.90
Tent, 20x24'	\$9.18
Tent, 24'x50'	\$22.93
Torch	10¢
Watch, pocket.....	\$1 - \$18

AMMUNITION

Prices for box of 50 rounds

Item	Cost
Carbine.....	95¢
Gatling gun	\$1.50
Pistol, pocket	22¢
Pistol, light	40¢
Pistol, heavy.....	75¢
Rifle.....	95¢
Arrows (20)	15¢

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FOODSTUFFS AND SERVICES

Item	Cost
Bodyguard, inexperienced	\$2 per day
Bodyguard, professional	\$5 to \$10 per day
Cigars, box of 100	\$1.50
Coffee, roasted, 1lb.....	\$1.20
Flophouse bunk or floor space	\$1.00 per night per person
Hotel room, good quality	\$2.00 to 4.00 per night
Meal, stagecoach station	\$1.50
Meals, fine hotel.....	\$14.00 per week
Meals, mid-range hotel.....	\$10.00 per week
Mining claim registration	\$2.00
Miner, experienced.....	\$4.00 to 7.00 per day
Miner, inexperience.....	\$1.00 to 3.00 per day
Shot of whiskey	50¢
Stagecoach ticket	10¢ / mile
Streetwalker	50¢ - \$1
Two or three room cabin.....	\$25.00 to \$40.00 per month
Train ticket, first class	40¢ / mile
Train ticket, third class.....	20¢ / mile
Unskilled laborer.....	\$1 per day

MEDICATIONS AND REMEDIES

Laudanum, \$2 (Vial, 1 use, ignore one point of Strength, Stamina, or Agility damage for 1d4 hours. For each subsequent use in the same day, Stamina check DC 12 or become addicted.)

Dr. Henderson's Snake Bite Kit, \$3 (Afflicted makes Luck check to negate poison.)

Raging Bull, \$1 (Bottle, 1 use, ignore 1d4 points of Stamina damage and fatigue for 1 hour.)

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TRANSPORTATION AND RELATED GEAR

Item	Cost
Blanket, horse	\$1.45
Boat, folding canvas...	\$24.50
Bridle and bit.....	\$2.15
Collar, pack animal	80¢
Donkey or mule.....	\$20.15
Feed (per day).....	5¢
Harness, buggy	\$9.60
Horse, riding.....	\$75
Horse, draft	\$185
Ox, yoke of 2	\$150
Pack goat	\$10.25
Canary lizard	\$9.25
Ore hound	\$10.95
Pony.....	\$24.80
Saddle, pack.....	\$8.60
Saddle, riding.....	\$6.50
Saddlebags.....	\$2.20
Scabbard, rifle	\$2.10
Stabling (per day)	5¢
Velocipede	\$9.75
Wagon, one horse	\$30.05
Wagon, two horse	\$36.30
Wagon, brakes	\$5.10

FAMILIARS OF THE DARK TERRITORIES

written by Anne Hunter

LAWFUL FAMILIARS

1. White cat (move very silently)
2. Hound dog (all followers receive +2 to morale checks)
3. Miniature horse (“spooked” feeling warns caster of surprises and ambushes)
4. Miniature long-horned steer (+2 hp)
5. Miniature blue ox (+1 Stamina)
6. Prairie dog (excellent hearing)
7. Beaver (swim speed 20')
8. Yellow miner’s canary (supernatural ability to detect traps and hazards)
9. Cock rooster (loud, commanding voice)
10. Barn owl (ability to see at night as well as during the day)
11. Red-tailed hawk (excellent vision)
12. Bald eagle (excellent vision)
13. Giant ant (+1 to all attempts at ESP, scrying, etc.)
14. Giant honey bee (melee attack deals poison: DC12 Fortitude save or temporary loss of 1 Strength)
15. Miniature covered wagon (once per day, the caster can “find” a single mundane item of equipment (worth \$2 or less) in their pack)
16. Miniature train engine (movement 40')
17. Fey soldier in blue-coat US Army uniform (caster is proficient with all weapons)
18. Fey Catholic priest, dressed in black robe with white collar (caster learns 1 randomly chosen Cleric spell, although total spells known does not increase)
19. Mysterious fey figure dressed in gunfighter’s outfit, mouth covered by bandana, never speaks (+1 to initiative and to all missile attacks)

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20. Tiny feather-winged angel wearing white robe, face identical to caster's, speaks up whenever caster is tempted to disobey interests of patron (+1 to saving throws against Chaotic magic and supernatural effects)

NEUTRAL FAMILIARS

1. Gray cat (move very silently)
2. Possum (+1 to Recovering the Body checks for caster and familiar)
3. Badger (+1 melee damage)
4. Miniature stag deer (+1 Personality)
5. Miniature bison (+1 AC)
6. Gray wolf (extraordinary sense of smell)
7. Miniature mountain lion (+1 Strength)
8. Miniature grizzly bear (+1 to melee attacks and melee damage)
9. Toad (ability to hold breath underwater for 20 minutes)
10. Gekko lizard (climb speed 10')
11. Desert tortoise (AC +2, movement 20')
12. Whip-poor-will (haunting, beautiful singing voice)
13. Crow (uncanny ability to detect gemstones and shiny objects)
14. Wild turkey (excellent at hiding in forest)
15. Giant grasshopper (once per day, caster can leap 10' vertically or 20' horizontally)
16. Will-o-the-wisp (familiar acts as candle-light in darkness)
17. Fey wilderness scout, dressed in leather suit and racoon cap (uncanny ability to find paths and know direction)
18. Fey card-sharp, dressed in gambler's finery, carries tarot deck (+2 Luck that restores each night if used, similar to a Thief's recovery of Luck)
19. Dust-devil cyclone (once per day, after hitting their first opponent, the caster can continue making attacks against new opponents using the same weapon and Action Dice, until either missing an attack or running out of opponents)
20. Tiny elemental (+1 to all saves and checks related to that element. roll 1d10 to determine element; 1=earth, 2=air, 3=fire, 4=water, 5=dust, 6=fog, 7=ice, 8=lightning, 9=mud, 10=exotic element such as gold, silver, gemstones, demon ore, etc.)

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CHAOTIC FAMILIARS

1. Black cat (twice per session, impose -1 penalty on one opponent's roll, after roll is made)
2. Raccoon (ability to Pick Pockets as Chaotic Thief of same level)
3. Weasel (supernatural ability to squeeze into tight places)
4. Porcupine (anyone grappling or dealing melee damage to caster takes 1 damage from quills)
5. Polecat skunk (immune to nausea and stench)
6. Coyote (+1 Agility)
7. Tiny python (extraordinary sense of smell)
8. Tiny rattlesnake (melee bite attack deals poison damage: DC16 Fortitude save or lose 1d6 Stamina)
9. Miniature alligator (successful melee attack grapples opponent, automatically deal 1d6 damage per subsequent round)
10. Bat (excellent hearing)
11. Miniature buzzard vulture (caster is able to safely eat rotten and spoiled food)
12. Giant millipede (climb speed 10')
13. Tarantula spider (melee attack deals poison: DC12 Fortitude save or temporary loss of 1 Agility)
14. Tiny black scorpion (+2 to Fortitude saves against poison)
15. Miniature skeletal horse (+1 to all attempts at planar travel)
16. Beautiful fey saloon dancer with the skin flayed from her back, dressed in a can-can outfit (+2 Personality)
17. Fey tattooed woman, dressed in bathing suit, skin covered in inked drawings with patron's motif (+1 to spellcheck of randomly chosen spell)
18. Child-sized human skeleton (+1 damage to undead and +1 damage from necromantic spells)
19. Fey hanged man (grants an extra life - the first time the caster dies, the familiar dies instead, and the caster is restored to full hit points, less the consequences of a familiar dying)
20. Tiny bat-winged red devil, face identical to caster's, speaks up whenever opportunity arises to tempt caster to advance patron's interests (+1 to all saving throws against Lawful magic and supernatural effects)



VARMINTS!

ORE HOUND, CANARY LIZARD, PACK GOAT

Nothing compares to the trusty pack mule. They are resilient and carry a heavy load. However, there are other options when exploring the mines of Brimstone. While these animals carry far less than the mule, they can navigate through smaller spaces, while still being able to carry at least a pack's worth of gear, and have other unique abilities.

The ore hound, in addition to carrying up to 10 lbs of gear, can track demon ore. When rolling for treasure during a hexcrawl, a party with an ore hound can ask for a re-roll if the first result was not demon ore. They must take the second roll regardless of the result.

Ore Hound: Init +1; Atk bite +1 melee (1d6); AC 12; HD 1d8; MV 30'; Act 1d20; SP locate demon ore; SV Fort +3, Ref +1, Will +2; AL N.

About the size of a small dog, canary lizards are an odd sight, and the first were discovered somewhere on level 3 of the mines. They have since been bred on the surface. They're not capable of carrying gear, but these bright yellow lizards can cling to all rock surfaces. If forced off a cliff, they have membranes between their legs which allows them to coast to safety.

What sets them apart is their uncanny ability to detect earthquakes, tunnel collapses, and other natural disasters before they reach their owners, and their loud squawk has saved many a mining party. For this reason, adventurers will put them on a leash and march them ahead of the party.

Canary Lizard: Init +0; Atk none; AC 11; HD 1d4; MV 30'; Act 1d20; SP detect natural disasters; SV Fort +1, Ref +2, Will +0; AL N.

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The pack goat has no supernatural abilities, but next to the mule, is the most capable pack animal, and can carry up to 30 lbs of gear. They are sturdy, sure-footed, and can survive in the extreme climates of the mines.

Pack goat: Init +0; Atk gore +1 melee (1d4); AC 12; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; AL N.

OLD MAC AND CLARA, THE DEMON CHICKEN

Old Mac's farm on level 3 is an odd place. His mutated animals roam freely and are generally harmless. Encounters with Old Mac and his demon chicken, however, are another story.

Mac enjoys skewering interlopers with his deadly pitchfork, and will feed the corpses to his animals... after he's had his fill.

Old Mac: Init +2; Atk melee +2 melee (1d8+2); AC 14; HD 3d8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +3; AL C.

Mac's black-feathered chicken stands over 6 feet tall. In addition to a powerful bite, she has a horrifying squawk, and all who hear it must make a Will save or lose an action on their next turn.

Clara the Demon Chicken: Init -1; Atk peck +4 melee (1d8); AC 13; HD 6d8; MV 20', fly 20'; Act 2d20; SP horrifying squawk; SV Fort +3, Ref +1, Will +1; AL C.

If Mac and his chicken are defeated, characters will be able to claim a large egg from his satchel, seemingly made from stone. If the egg is bathed in magical fire, it will hatch and be fiercely loyal to the first Chaotic being it encounters. This demon chick has the following stats:

Demon Chick: Init -1; Atk peck +1 melee (1d2); AC 11; HD 1d8; MV 20', fly 20'; Act 1d20; SP unnerving squawk; SV Fort +1, Ref +1, Will +1; AL C.

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The chick's squawk is not nearly as potent as her mother's, but is unnerving nonetheless. All enemies who hear the squawk must make a DC12 Will save or suffer a degradation to the die chain to their actions in the following turn.

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