

COWBOY ZOMBIE

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THE PLOT

Something's rotten in the frontier town of Tombstone. All of Tombstone sees Horatia Cavender as just another crazy cat lady. But she's secretly a necromancer of fearsome power – and she's determined to turn Tombstone into Arizona's capitol of Evil. In the desolate wastes of the Gadsden Purchase, Horatia recently discovered a powerful spell of the ancient Maya. Once a century, when the stars are right, the spell allows her to bring the dead back to life as contagious zombie slaves. The catch: The zombies turn back to mere corpses – and the infected to their normal selves – at dawn unless innocents willfully shed innocent blood on holy ground. Horatia's plan is to “forewarn” the heroes to trick them into fulfilling this crucial final step in her plan.

Our story begins on June 20, 1876, in the Rattler's Saloon in Tombstone, Arizona. It's late. Only a dozen or so hardened gun-slingers and adventurers remain under the watchful eye of Major Abigail Winchester and Abel Rattler, the proprietor and barkeep. By town ordinance, all firearms have been checked at the sheriff's office. Around 10:30 PM, Horatia enters the bar, orders a drink, and begins to rant. “Doom, doom comes to Tombstone *tonight!* I have read the legends of the Maya. When the stars are right, the dead shall walk the earth. And tonight the stars are right!” “But far more to be feared is one among the living... A traitor, a back-stabber, a Rebel against the Living World is already among us!” When pressed, she'll finally add, “There is but one way to send the dead back to their sandy graves – take the traitor to a Holy Place and send this traitor to join the abominations in the land of Death!”

Greeley Green quickly loses patience, telling the old woman to shut her yap. They quarrel to the point that Green hisses, “Why if you were not a woman, you would even now be conversing with my revolver!”

At this point, the whole saloon hears gunshots. The Mayor thinks they're coming from City Hall. Horatia, using her Mental Link, has dispatched her first company of zombies to wipe out the Sheriff's office. By the time any heroes arrive, the Sheriff and his three deputies have already joined the ranks of the walking dead and lie in wait for anyone trying to reclaim his weapons. Soon after any heroes head over to city hall, Abigail pretends to die, using her Trance feat. Her last words: “Find the traitor in our midst, take him to the chapel, and send him to meet his Maker!”

Wherever her body lies, Horatia uses her Mental Link with her creations to wreck havoc and sow suspicion. The zombies mysteriously leave some NPCs alone when they have an easy chance to eat them. As suspicion builds, they may even pretend to serve an NPC as master. The zombies' key constraints: (a) They leave children untouched. Horatia needs a city of orphans to build her new dystopia; (b) They hinder fruitful investigation, especially of Horatia's shack (complete with underground workshop of evil), the public library, and – worst of all – Horatia's seemingly dead body.

The total number of zombies who awake in Tombstone is roughly five hundred at first. But soon their numbers swell. After brief resistance and attempted flight, most of the townsfolk hide in their homes, leaving the streets largely empty of the living. If heroes are in the open, check for random encounters every minute: DC 15 for alleys, DC 10 for side streets, DC 5 for main streets. The DC falls by 2 every hour until dawn. Just passing indicates a single zombie. Exceeding the DC by 2 increases the number by one step on the Progression Table. The key point to remember is that Horatia uses the zombies to build fear and suspicion. She targets some of the minor cowboys, gradually thinning the herd of suspicion.

Greeley Green is probably her easiest target. He seems shifty and villainous, quarrels with an old woman, and is the first to propose flight. And he had the bad sense to name his horse "Diablo"! Even worse, he's just the type to escalate a few pointed questions into a shouting match. Still, he won't draw first.

Bonus complication for talented players: If the heroes go to the town library to research Mayan lore, they find all the books on the subject checked out – by Mayor Winchester! This is once again Horatia trying to throw the party off her track and onto an innocent victim. The books are under Horatia's bed – and the necessary information is available elsewhere in the library in various compendia of the supernatural.

If the heroes uncover Horatia's plan, she lunges for bloody revenge before dawn, fleeing as a last resort. If anyone tries to injure her catatonic body, she uses her Disguise skill to pretend to be a zombie and flees at the first plausible opportunity under the cover of "being distracted by another victim."

THE TIMELINE

- 10:30 PM Horatia Cavender arrives at bar and begins rant.
- 10:45 PM Gunshots at City Hall.
- 11:00 PM Horatia feigns death.
- 1:00 AM Greeley Green proposes flight.
- 5 AM Dawn.

THE CHARACTERS

Non-Player Characters

Horatia Cavender
Greeley Green (and Diablo)
Saloon Cowboys
Cowboy Zombies

Player Characters:

John L. Gaskin
Stares-at-Sun (and Cochise)
Jesse James
Billy the Kid
Mayor Abigail Winchester

Horatia Cavender, Necromancer/Crazy Cat Lady – played by Miranda Richardson

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+3	+8	+5	+2	+7	-2

Life	Life Lost	Heal
5		<input type="checkbox"/> Week <input type="checkbox"/> 2 Days <input type="checkbox"/> Day <input type="checkbox"/> ½ Day

Toughness	Fortitude
+9 +4 w/o Force Field	+7 +2 w/o Force Field

Reflex	Will
+5	+8



Attack	Defense	Damage	Initiative
+0	+6 +4 flat-footed	+0	+13

Skills: Bluff 10 (+8), Chase 7 (+9), Concentration 5 (+10), Craft 10 [artistic] (+18), Disguise 10 (+8), Escape Artist 8 (+10), Intimidate 15 (+13), Knowledge 15 [arcane lore] (+23), Ride 3 (+5), Sleight of Hand 4 (+6), Stealth 7 (+9)

Feats: Language 3 [Apache, Aztec, French, Maya, Spanish], Luck 6, Ritualist, Trance, Ultimate Effort [Toughness saves], Well-Informed, Well-Read, Well-Rounded

Powers: **Force Field** (“Swirling Vapors”; +5 Toughness, +5 Fortitude; *Flaws:* 2 charges); **Pain 12** (“Spell of Torments”; *Extras:* Perception); **Shoot 8** (Obsidian Dagger); **Summon** [Zombies; see write-up];

Complications: Hateful, Monologuer, Smelly

Greeley Green – played by Lee Van Cleef

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+1	+2	+3	+3	+2	+3

Life	Life Lost	Heal
3		<input type="checkbox"/> Week <input type="checkbox"/> 2 Days <input type="checkbox"/> Day <input type="checkbox"/> ½ Day

Toughness	Fortitude
+4 +2 flat-footed	+3

Reflex	Will
+3	+0



Attack	Defense	Damage	Initiative
+0 +5 w/guns	+3	+0	+6/+16

Skills: Handle Animal 3 (+6), Intimidate 4 (+7), Ride 5 (+8)

Feats: Accurate Attack, Aim, Favored Opponent 2 [gunslingers], Luck 2, Minion x [horse – “Diablo”], Precise Shot, Prone Fighting, Ranged Disarm, Quick Draw, Weapon 3 [pistol, rifle, shotgun, lasso, knife]

Powers: None

Complications: Bad Bark, Shifty

Diablo, Horse Minion

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+10	-2	+2	+4	+6	+2

Life	Life Lost	Heal
5		<input type="checkbox"/> Week <input type="checkbox"/> 2 Days <input type="checkbox"/> Day <input type="checkbox"/> ½ Day



Toughness	Fortitude
+8 +4 flat-footed	+6

Reflex	Will
+1	+0

Attack	Defense	Damage	Initiative
+0 +4 w/hooves	+5 +2 flat-footed	+0 +7 w/hooves	+2

Skills: Acrobatics 5 (+9), Chase 8 (+12), Disable Device 1 (+11), Escape Artist 1 (+11), Intimidate 3 (+5), Jump 10 (+20), Lift 10 (+20), Notice 4 (+6)

Feats: Brute Force, Charge, Improved Trip, Interpose, Luck, Power Attack, Slam, Survivor

Powers: **Speed 3** (500 fpr/50 mph), **Strike 7** (Extras: Autofire, Penetrating)

Drawbacks: Animal, Can't talk, No Hands

Complications: Thrill-Seeker

Saloon Cowboys – Fitch, Johnson, Kodaly, Criminy, [Jesse], Webster

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+1	+0	+0	+2	+1	+0

Life	Life Lost	Heal
3		<input type="checkbox"/> Week <input type="checkbox"/> 2 Days <input type="checkbox"/> Day <input type="checkbox"/> ½ Day



Toughness	Fortitude
+4 +2 flat-footed	+2

Reflex	Will
+2	+0

Attack	Defense	Damage	Initiative
+0 +5 w/guns	+2	+0	+6

Skills: Ride 3 (+5)

Feats: Haymaker, Weapon 3 [pistol, rifle, shotgun, lasso, knife]

Powers: None

Complications: None

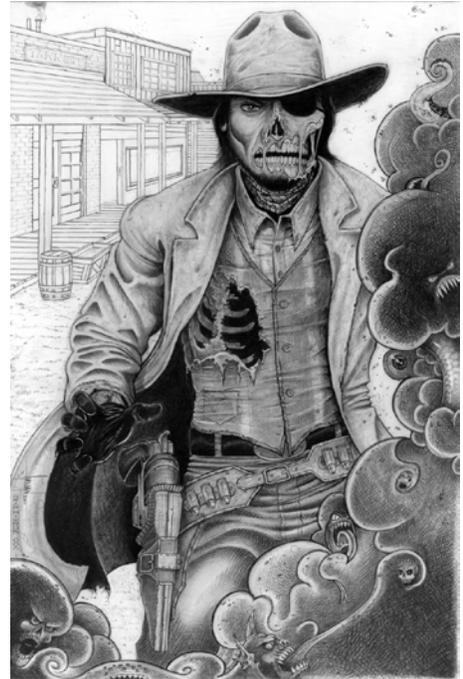
Cowboy Zombie

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+2	-10	-5	-2	+5	-5

Life	Life Lost	Heal
2		<input type="checkbox"/> Week <input type="checkbox"/> 2 Days <input type="checkbox"/> Day <input type="checkbox"/> ½ Day

Toughness	Fortitude
+2	+4

Reflex	Will
-2	-2



Attack	Defense	Damage	Initiative
+0 +2 w/maul	-2	+2 w/maul	-4

Skills: Escape Artist 3 (+1), Intimidate 8 (+3), Search 8 (-2), Stealth 3 (+1), Survival 10 (+5), Track 8 (+3)

Feats: All-Out Attack, Coup de Grace, Endurance, Fearless, Hide in Plain Sight, Improved Recover, Improved Trip, Sneak Attack, Survivor, Teamwork, Weapon [firearm]

Powers: **Strike 2** [maul] (*Flaws:* Linked to Transform); **Transform 5** [human to zombie] (*Extras:* Cumulative; *Feats:* Incurable w/o magic; *Flaws:* Touch; Only works if victim loses Life from Strike) [Cosmetic Transform gives deathly pallor and craving for brains; Minor Transform turns into zombie in 5 hours; Major Transform turns into zombie immediately]

Complications: Obsessive Cannibal

John L. Gaskin, Tough Old Cowboy, 100 points – played by Clint Eastwood

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+3	+0	+3	+2	+5	-1

Life	Life Lost	Heal
4		<input type="checkbox"/> Week <input type="checkbox"/> 2 Day <input type="checkbox"/> Day <input type="checkbox"/> ½ Day

Toughness	Fortitude
+7 +5 flat-footed	+4

Reflex	Will
+2	+1



Attack	Defense	Damage	Initiative
+2 +4 w/ranged	+2	+0 +10 w/shotgun	+6/+16

Skills: Lift 4 (+7), Notice 3 (+6), Ride 10 (+12), Track 2 (+5)

Feats: Diehard, Improved Critical, Luck 3, Power Attack, Quick Draw, Weapon 2 [hand gun, rifle]

Powers: **Device 11** [shotgun; easy to lose]: **Blast 10** (*Extras:* Area; *Feats:* Progression [5' burst), Sudden 5; **Variable Feat** [Blast]

Complications: Angrier and Angrier, Hard Drinkin', Proud

Abilities 12 + Saves 18 + Combat 12 + Life 10 + Skills 6 + Feats 9 + Powers 33 = 100

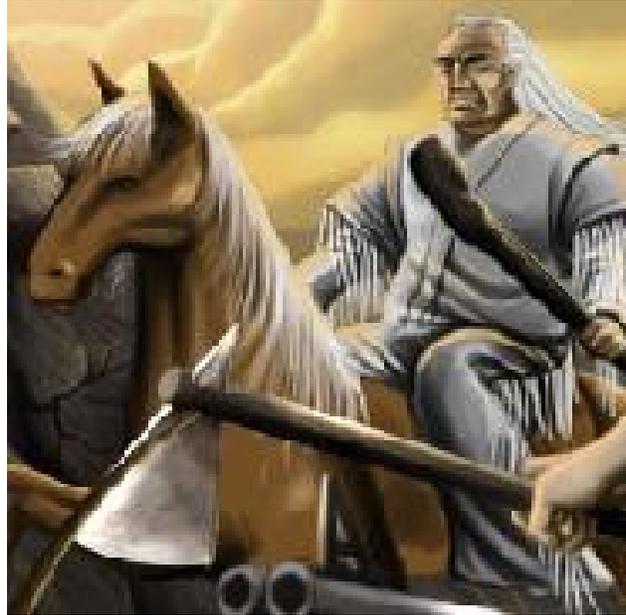
Stares-At-Sun, Indian Shaman, 100 points

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+0	+3	+5	+1	+5	+4

Life	Life Lost	Heal
3		<input type="checkbox"/> Week <input type="checkbox"/> 2 Day <input type="checkbox"/> Day <input type="checkbox"/> ½ Day

Toughness	Fortitude
+3	+1

Reflex	Will
+1	+5



Attack	Defense	Damage	Initiative
+2 +5 w/spells	+1	+0	+0

Skills: Escape Artist 4 (+5), Handle Animal 5 (+9), Knowledge 4 [Indian lore] (+7), Ride 2 (+3), Stealth 5 (+7)

Feats: Animal Empathy, Beginner's Luck 2, Diehard, Inspire, Language [Apache], Luck 4, Mind Over Matter, Minion 3 [hawk], Stonewall, Weapon Master

Powers: **Dazzle 5** ("Blind With Wind" – Apache Sorcery); **Disintegration 2** ("Send to Hell"; *Flaws:* Alternate Power); **Healing 5** ("Beg for Blood"; *Flaws:* Alternate Power); **Insubstantial 2** ("One With Air"; *Flaws:* Alternate Power); **Mental Blast 5** ("Face Your Doom"; *Flaws:* Alternate Power, Ranged); **Telekinesis 5** ("Take With Will"; *Flaws:* Alternate Power)

Complications: Old Ways, Indian, Righteous

Abilities 17 + Saves 13 + Combat 9 + Life 5 + Skills 5 + Feats 16 + Powers 35 = 100

Cochise, Hawk Minion, 30 points

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
-2	-3	+2	+3	+0	+2

Life	Life Lost	Heal
2		<input type="checkbox"/> Week <input type="checkbox"/> 2 Day <input type="checkbox"/> Day <input type="checkbox"/> ½ Day



Toughness	Fortitude
+3 +0 flat-footed	+0

Reflex	Will
+4	+1

Attack	Defense	Damage	Initiative
+0 +4 w/beak&claw	+2 +0 flat-footed	+0 +3 w/beak&claw	+4

Skills: Acrobatics 2 (+5), Chase 5 (+8), Notice 5 (+7), Sleight of Hand 4 (+7)

Feats: Elusive Target, Move-By Action

Powers: Flight 5 (250 fpr/25 mph)

Drawbacks: Animal, Can't talk, No Hands

Complications: Hungry, Impulsive

Abilities 2 + Saves 5 + Combat 8 + Life 0 + Skills 4 + Feats 7 + Powers 10 – Drawbacks 6 = 30

Jesse James, Outlaw Cowboy, 100 points – played by Brad Pitt

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+1	+2	-1	+5	+2	+2

Life	Life Lost	Heal
4		<input type="checkbox"/> Week <input type="checkbox"/> 2 Day <input type="checkbox"/> Day <input type="checkbox"/> ½ Day

Toughness	Fortitude
+5 +3 flat-footed	+4

Reflex	Will
+4	+0



Attack	Defense	Damage	Initiative
+0 Always hits w/guns	+4	+0 +5 armor-piercing w/guns	+4/+24

Skills: Acrobatics 7 (+12), Chase 5 (+10), Disable Device 5 (+7), Disguise 5 (+7), Escape Artist 5 (+10), Medicine 5 (+4), Ride 5 (+10), Stealth 7 (+12)

Feats: Acrobatic Bluff, Attractive, Diehard, Evasion 2, Haymaker 2, Luck 3, Quick Draw 2, Ranged Disarm, True Grace, Well-Rounded

Powers: Blast 5 (“Always has a good gun handy”; *Extras:* Perception, Armor-Piercing)

Complications: Bipolar, Death Wish, Snake Handler

Abilities 12 + Saves 14 + Combat 9 + Life 10 + Skills 13 + Feats 17 + Powers 25 = 100

Billy the Kid, Rookie Cowboy, 100 points – played by Casey Affleck

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+0	+1	+1	+5	+2	+1

Life	Life Lost	Heal
4		<input type="checkbox"/> Week <input type="checkbox"/> 2 Day <input type="checkbox"/> Day <input type="checkbox"/> ½ Day



Toughness	Fortitude
+4 +1 flat-footed	+3

Reflex	Will
+5	+0

Attack	Defense	Damage	Initiative
+0 +10 w/pistol	+3	+0 +6 w/pistol	+4/+34

Skills: Chase 6 (+10), Notice 5 (+6), Ride 5 (+10), Stealth 10 (+15)

Feats: All-Out Attack, Diehard, Hide in Plain Sight, Improved Critical, Luck, Quick Draw, Sneak Attack 5

Powers: Device 6 [pistol; hard to lose]: Blast 6 (*Extras:* Autofire 2), Quick Draw 2

Complications: Immature, Touchy About His Age, Trigger Happy

Abilities 10 + Saves 10 + Combat 22 + Life 10 + Skills 8 + Feats 15 + Powers 24 = 100

Abigail Winchester, Mayor of Tombstone, 100 points – played by Glenn Close

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+0	+4	+6	+1	+1	+6

Life	Life Lost	Heal
3		<input type="checkbox"/> Week <input type="checkbox"/> 2 Day <input type="checkbox"/> Day <input type="checkbox"/> ½ Day



Toughness	Fortitude
+3	+4

Reflex	Will
+0	+0

Attack	Defense	Damage	Initiative
+0 +5 w/lasso	+2	+0	+0

Skills: Diplomacy 5 (+11), Handle Animal 2 (+8), Investigate 5 (+9), Knowledge 6 [Tombstone] (+10), Medicine 4 (+10), Notice 4 (+10), Plan 4 (+8), Ride 2 (+3), Sense Motive 3 (+9), Swim 3 (+4)

Feats: Connected, Contacts, Diehard, Improved Sunder, Jack-of-All-Trades, Language [Apache], Luck 3, Master Plan, Power 5, Wealth 2, Weapon 2 [pistol, rifle], Well-Read

Powers: Device 6 [lasso; hard to lose]: Snare 10 (Feats: Tether; Drawbacks: 10' range increment), Improved Disarm 2

Complications: Bleeding Heart, Heroic, Stubborn

Abilities 22 + Saves 10 + Combat 9 + Life 5 + Skills 10 + Feats 20 + Powers 24 = 100

Melmoth, Wanderer, 100 points – played by Ip Man

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
-1	-2	+5	+5	+0	+0

Life	Life Lost	Heal
4		<input type="checkbox"/> Week <input type="checkbox"/> 2 Days <input type="checkbox"/> Day <input type="checkbox"/> ½ Day



Toughness	Fortitude
+5	+2

Reflex	Will
+3	+1

Attack	Defense	Damage	Initiative
+0 +5 unarmed	+5 +7 vs. ranged in melee	+0 +5 unarmed	+8

Skills: Acrobatics 5 (+10), Chase 1 (+6), Concentration 1 (+6), Craft Chemical 2 (+2), Diplomacy 1 (+1), Escape Artist 3 (+8), Jump 2 (+7), Medicine 3 (+8), Notice 5 (+10), Survival 2 (+7), Track 3 (+8)

Feats: Critical Accuracy 2 (Paralyze, Suffocate), Elusive Target, Improved Critical 3, Instant Up, Master Plan, Slippery 3, Sneak Attack 2, True Grace, Turnaround

Powers: Drain 5 (unarmed melee only; drains targets' defense); **Feat Combo 3; Strike 5** (unarmed; *Extras:* Penetrating)

Complications: Pacifist, Pidgin English

Abilities 7 + Combat 18 + Life 10 + Saves 16 + Skills 7 + Feats 15 + Powers 27 = 100

THE PROPS



Greeley Green



Diablo



Horatia Cavender, Crazy Cat Lady



Horatia Cavender, Wicked Witch



Zombie From-a-Distance



Zombie Face-to-Face

SIX SALOON COWBOYS

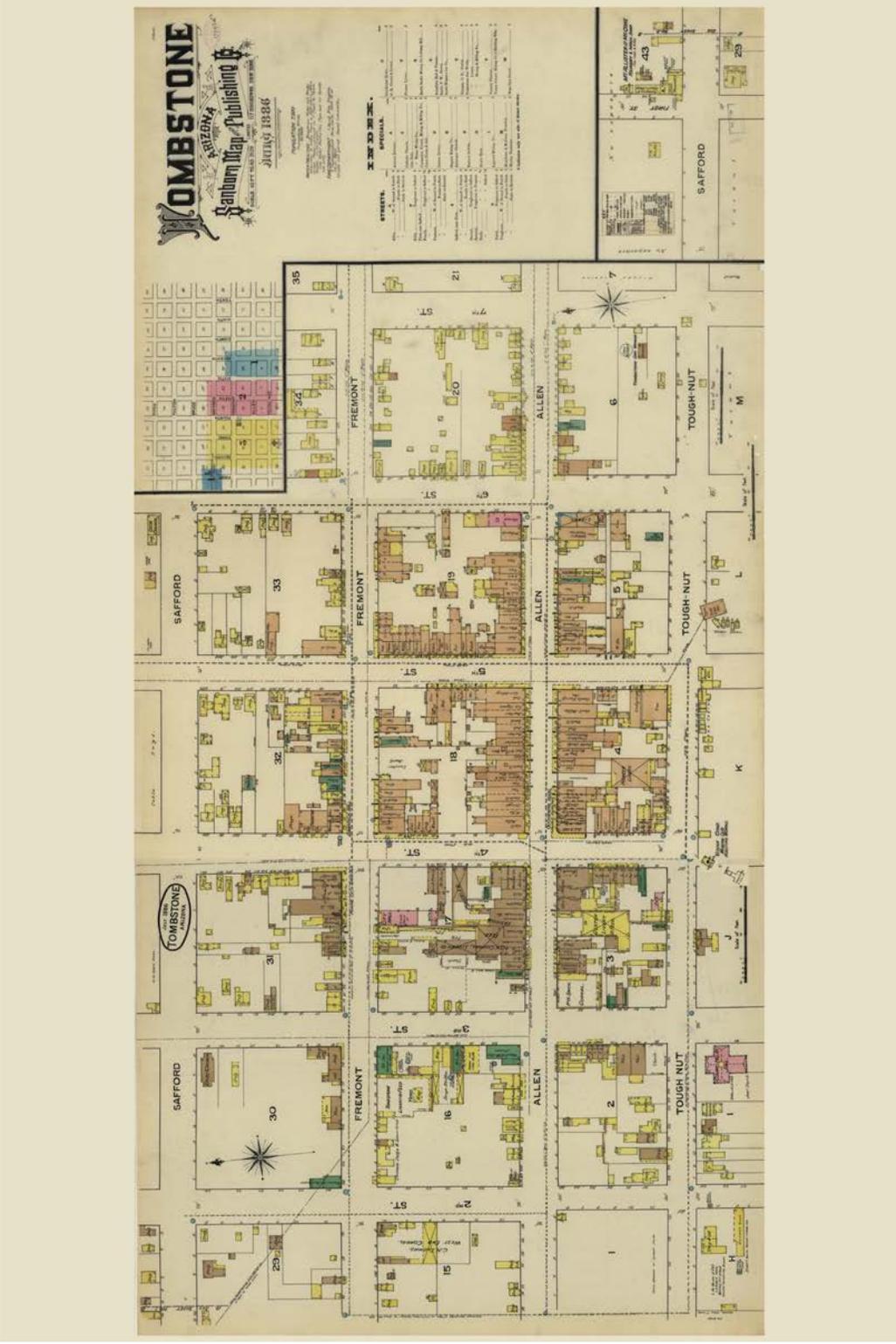


[LEFT TO RIGHT]
FITCH, JOHNSON, KODALY, CRIMINY [TOP]
JESSE, WEBSTER [BOTTOM]

THE COWBOY ZOMBIE OATH

I, [Your Name], PROMISE TO BE A
GOOD SPORT AND JOY TO
MY FELLOW PLAYERS.

AND IF I HAPPEN TO BECOME
A ZOMBIE, I FURTHER
PROMISE TO HAPPILY EAT
THEIR BRAINS!



Map of Tombstone – high-res version at http://upload.wikimedia.org/wikipedia/commons/3/30/Tombstone_fire_insurance_map_1888.jpg