We Deal in Lead

Version: 1.1

Writing, Layout, & Design: Colin Le Sueur

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We Deal in Lead is based on **Cairn** by **Yochai Gal**

Online Resources: lead.byodinsbeardrpg.com

Editing: Fiona Maeve Geist

- Wilderness Exploration by Necropraxis
- What Do They Want by Sean McCoy
- Additional Bestiary by Xenio and Yochai Gal
- Cairn resources from Adam Hensley

Inspiration:

The Dark Tower, Cairn, Into the Odd, The Magnificent Seven, The Man With No Name

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Content and Safety Tools

We Deal in Lead is a dark fantasy built around guns and gunslingers and touches on topics of violence, revenge, horror, death, sacrifice, and gore.

The following distressing themes may occur:

- Slavery, colonialism, and genocide
- Animal peril (beast companions)
- Player versus player conflict (opposing quests and sacrifice)

Discuss and agree what content should and shouldn't be included.

Consider safety tools to ensure everyone is comfortable, having fun, and has the necessary support.

Core Rules

Introduction

We Deal in Lead

*An adventure game for one facilitator (the **Warden**) and 1 or more player(s) acting as **hardened gunslingers** exploring **fallen & crumbling worlds** filled with **dangerous folk**, **lost mysteries**, and **unspeakable monstrosities**.*

Design Philosophy

Neutrality. The Warden portrays the rules, situations, NPCs, and narrative clearly as a neutral arbiter.

Classless. A character's role or skills are not limited by class. Instead, carried equipment and their experiences define their specialty.

Death. Characters are powerful, but also vulnerable to many forms of harm. Death is everywhere but never random or without warning.

Fiction first. Dice don't always reflect an obstacle's outcome. The Warden arbitrates success and failure in dialogue with the players, based on in-world elements.

Growth. Characters change through surviving dangerous events and overcoming obstacles.

Player choice. Players should understand the reasons behind choices and potential risks should be provided freely and frequently.

Principles. The Warden and players each have guidelines fostering a play experience defined by critical thinking, exploration, and emergent narrative.

Shared objectives. Players engage with the shared setting, character intent, and party challenges, working collectively toward common goals.

Adventures

What type of adventures can a player expect?

- Defend a village against roving bandits
- Hunt a monstrous machine stealing children
- Reclaim an underground base swarming with mutants
- Retrieve an eldritch relic fallen from another world
- Confront a raging colossus blocking supplies to an isolated settlement
- Broker peace between warring factions
- Protect a caravan travelling through dangerous territory
- Infiltrate a secretive cult to forgotten gods
- Explore other worlds via lost slip doors

Principles

Principles for Wardens

Information

- Provide useful information as characters explore the game world
- Players don't roll dice to learn about their circumstances
- Be helpful and direct answering questions
- Respond honestly, describe consistently, and let them know they can ask questions

Difficulty

- Default to context and realism rather than numbers and mechanics
- If something a player wants to do is impossible, no roll accomplishes it
- Is what the player describes and how they leverage it sensible? It happens!
- Saves cover many uncertain situations and are often necessary for risky actions

Preparation

- The game world is organic, malleable and random—it intuits and makes sharp turns
- Use random tables and generators to develop situations, not stories or plots
- NPCs remember what PCs say and do
- Infuse NPCs' self-interest and will to live into their personality

Narrative Focus

- Emergent experience matters, not maths or character abilities. Give the players weapon trainers and personal quests facilitating improvement and specialisation
- Pay attention to player needs and wants, then provide realistic opportunities
- A bullet to the head kills you, regardless of expensive gear and impressive training

Danger

- The world produces real risk of pain and death
- Telegraph serious danger when it is present. The more dangerous, the more obvious
- Put traps in plain sight and let players generate a solution
- Provide chances to solve problems and interact with the world

Treasure

- Specific to its environment and tells a story
- Treasure is always highly valuable, usually bulky, and rarely useful—beyond worth and prestige
- Relics, despite being useful and interesting, are not Treasure
- Use Treasure as a lure to exotic locations protected by deadly foes

Choice

- Provide a solid choice forcing outcomes when the situation lulls
- Use binary "so, A or B?" questions responding to vague intentions
- Collaborate the conversational progress, keeping the game moving
- Ensure PC actions leave their mark

Die of Fate

- Occasionally you want an element of randomness (ie. the weather, unique character knowledge, etc.)
- At these times, roll 1d6
- 3 or less favours the players
- 4 or more means bad luck for PCs or allies

Principles for Players

Agency

- Attributes and saves do not define your character—they're tools
- Don't ask only what your character would do but what you would do
- Be creative with your intuition, items, and connections

Teamwork

- Seek consensus before barrelling forward
- Stay on the same page about goals and limits, accomplishing more collectively

Exploration

- Asking questions and listening is more useful than stats, items, or skills
- Take the Warden's description without suspicion but don't be afraid to seek more information
- There's no single right way forward

Talking

- Treat NPCs as real people, relying on your curiosity to safely gain information and solve problems
- Most people are interesting and want to talk things through before getting violent

Caution

- Pulling iron is a choice and rarely a wise one—consider whether violence helps reach your goals
- Try to stack the odds in your favour and retreat from adverse situations

Planning

- Avoid obstacles through reconnaissance, subtlety, and fact-finding
- Do some research and ask around about your objectives

Ambition

- Set goals and use your meagre means to take steps forward
- Expect nothing—earn your reputation
- Keep things moving forward and play to see what happens

Defeat

- If one path leads to defeat, try another
- Some obstacles can't be overcome immediately
- With every defeat comes new knowledge and opportunities

Principles of the Drifted World

The World Has Moved On

- Forces once immutable shift as space and time's borders thin—opposing realms bleed into ours
- The old ways bubble up, trailed by chaos and madness

The Gunslingers

- Once a symbol of order and feudal authority, few remain
- Their guns remain a powerful sigil, marking them as Gunslingers

The Slip Doors

- Gateways between worlds, some lost and others in plain sight
- Only open for the right hand

Magic

- Most magical knowledge is lost and use of magic draws unwanted attention
- Magic is wild and unpredictable, especially between worlds

Technology

- Broken and corrupted remnants of the world that was lay abandoned everywhere
- Vast machinery stirs underground, driving reality's gears

Death

- The clearing at the end of the path
- Only a corpse may speak true prophecy
- Death is but a door and may lead to other worlds than these

The Oath

- A gunslinger who kills with their gun has forgotten the face of their elder
- A gunslinger kills with their heart

Gunslinger Creation

Name, Background & Traits

1. First, choose or roll your character's **first name** and **surname** (Name & Background tables) and decide their **pronouns**.
2. Next, choose or roll their **background** (knowledge and potential skills).
3. Next, roll their remaining traits (appearance, reputation, etc.) (Gunslinger Traits tables).
4. Decide whether they're from **the Drifted World** or arrived here through a **Slip Door**.
5. Then, roll their **age** (4d12+10).
6. Finally, choose or roll for your gun (**Artefact Guns** table and **Gun Embellishments** table).

Ability Scores

Roll 3d6 for each in order, swap two.

Strength (STR)	**Brawn, prowess, and resistance.**
Dexterity (DEX)	Agility, sneaking, and reflexes.
Heart (HRT)	Resolve, charm, and force of will.

Grit

Gunslingers are more resilient than others in the Drifted World.

Roll **2d6** for starting **Grit**, your capacity to endure and survive in a world that's moved on, not your health or fortitude.

Starting Gear

All characters begin with **12 inventory slots** for gear and equipment.

Roll on the **Starting Gear** tables to determine your hat, armour, tools, and equipment.

See the **Equipment List** for related armour, damage, and slot values.

In addition, all gunslingers carry:

- 3 days' rations (1 slot)
- A torch (1 slot)
- 3d6 Lead (1 slot)

Gunslingers should not start with a full inventory; consider collaborating over what to carry.

Gunslinger Creation Example

> *Amy (she/her) wants to create a Gunslinger.*
>
> *Amy rolls a **d100** for a **first name** (**76**: Rebecca). Amy likes and keeps it ("Becca for short.") For **surname**, Amy rolls (**52**: Kruse). Amy decides Rebecca uses **she/her** and rolls **d10** for **background** (**9**: Drifter).*
>
> *Rebecca Kruse (she/her), Drifter.*
>
> *Amy doesn't know much about Rebecca, so she rolls **Gunslinger traits** with the following results:*
>
> *She's **short**, with **pockmarked skin**, **flowing hair**, a **chiselled face**, and **wary eyes**. She **speaks eloquently**, wears **road-worn clothing**, and is **tolerant** yet **ruthless**. She has a **boisterous reputation** and has been **heartbroken**.*
>
> *Rebecca starts taking shape in Amy's mind as she rolls **4d12+10** for Rebecca's age, getting **40**.*
>
> *Next, Amy needs to determine what kind of **gun** Rebecca carries, rolling a **d6** for **Artefact Guns**: (**1**: twin six shooters). She rolls **2d6** twice for **Gun Embellishments**, getting **walnut grips** and **sword engraving**. Amy decides this should represent Excalibur.*
>
> *Now Amy rolls Rebecca's **ability scores**, rolling **3d6** three times and assigning the abilities in order:*
>
> *12 **STR***
>
> *8 **DEX***
>
> *12 **HRT***
>
> *Amy thinks Rebecca is light on her feet rather than tough and switches her **STR** and **DEX**:*
>
> *8 **STR***
>
> *12 **DEX***
>
> *12 **HRT***
>
> *Next, Amy rolls **2d6** for **Grit**, getting **6**.*
>
> *Finally, Amy rolls **Starting Gear**:*
>
> *She wears a black **preacher hat**, **waxed cotton duster** (1 **DEF**), and **bandolier** (1 free slot for **Lead**). Her pack carries **3 days' rations**, a **cudgel**, **lantern and oil**, and a **bandanna**.*

> *Rolling a **d20** for her **bonus item**, she gets (**19**: compass).*
>
> *Amy rolls **3d6** for Rebecca's starting **Lead**, getting **9**.*
>
> *Hats and bandannas don't take up any slots, so Rebecca has **3** remaining **inventory slots**.*
>
> *Amy's finished creating Rebecca and ready to set off into **the Drifted World**.*

Rules

Ability Scores

There are 3 **abilities**:

Strength (STR): Used for saves requiring physical power like lifting gates, bending bars, resisting poison, etc. and **critical damage**.

Dexterity (DEX): Used for saves requiring poise, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.

Heart (HRT): Used for saves to persuade, deceive, intimidate, charm, provoke, carry out rituals, etc. and **gunslinger duels**.

Saves

A roll to avoid bad outcomes from risky choices and circumstances.

Roll a **d20** against an appropriate ability score. If you roll **equal to or under** the score, you **succeed**. Otherwise, you **fail**. A **1** always **succeeds** and a **20** always **fails**.

In some situations, saves are made with a bonus (**advantage**) or penalty (**disadvantage**). Roll twice, taking the lower result (**advantage**) or higher (**disadvantage**).

Fatigue & Deprivation

Fatigue. Each point occupies **1 Inventory slot** and is gained when **deprived**, by using certain items, monster abilities, etc.

Deprived. Lacking something crucial (such as food or rest) leaves you **deprived** and unable to recover **Grit** or ability scores. After one day's deprivation, add **1 Fatigue** to your inventory daily.

Fatigue and deprivation last until you recuperate (a full night's rest in a safe spot, minimum).

Healing

Momentary rest and a drink of water restore **Grit** but leaves you exposed.

Ability loss restoration requires a week's rest facilitated by a healer or other appropriate expert.

Some services may be free, while more expedient or advanced means of recovery may come at a cost.

Defence

While good at deflecting melee weapon attacks (from knives and clubs, for instance), armour is poor protection against guns, especially gunslingers'.

For melee attacks, deduct **Defence** from damage rolls. Shields and similar armour provide a defensive bonus only while held or worn. No one can have more than 3 DEF.

Guns fired by gunslingers or harriers impact Grit directly, bypassing DEF.

Items such as leather cuffs and helmets may provide additional benefits through use.

NPC Reactions

When encountering an NPC whose reaction is not obvious, roll 2d6 and consult the following:

Reactions Table

Reaction	2d6
Helpful	2
Talkative	3-5
Unsure	6-8
Unfriendly	9-11
Hostile	12

Additionally, you may roll for NPC motivations on the **What Do They Want?** table below.

What Do They Want?

Want	Description	d10
Food/Aid	Hungry or injured, requiring help	1
Lead	Want d20 Lead: a tax, a toll, tribute, tithe, or simple greed	2
Treasure	Want items (equal to the number of gunslingers)	3
Gun	Want one of your guns	4
Territory	Will defend their territory; want you to leave or justify passage	5
Info	Want info about a rival faction, NPC, monster, landmark or locale	6
Help	Require aid: retrieve an item, kill a monster, or clear an area	7
Trade	Seek to trade (with high mark-up)	8
Mission	Serve the strongest local force and seek to maintain that power	9
Direction	Seek a guide or escort to a safe area	10

Morale

Enemies roll a HRT save to avoid fleeing when taking their first casualty and again after losing half their number. Lone foes save at 0 Grit.

Morale uniquely affects your party (see The Order of Gunslingers).

Inventory

- You start with **12 inventory slots:** a satchel with 8 slots, 1 slot for each hand, and 2 slots for upper body (belt, chest, or head)
- The satchel doubles as a sleeping bag if emptied of contents
- Most items occupy **1 slot** but hats and small items don't occupy any
- **Lead** occupies **1 slot** without a bandolier or similar accessory
- **Bulky** items occupy **2 slots** and are awkward or difficult to carry
- Anyone with a full inventory is reduced to **0 Grit**
- Your inventory dictates your maximum carry—carts, mules, horses, and hirelings increase slots

Hirelings

Hirelings aid expeditions. To create a hireling: roll **3d6** for **ability scores**, **d6** for **Grit** and roll a simple weapon (**d6**); further flesh them out using the **Gunslinger Creation tables**.

While not gunslingers, hirelings may quest to join the Order.

Hirelings cost **1-3 Lead** daily or a treasure share.

Wealth & Treasure

The most valuable currency is ammunition, **Lead**.

Less common are gold pieces (gp) which are normally mixed with lesser metals.

Treasure is highly valuable, usually bulky, and rarely useful beyond its value. It can be a lure to exotic and even dangerous locations, often protected by intimidating foes.

Villages, strongholds, and ports of call barter and trade based on goods' local rarity and value.

The Order of Gunslingers

The Order

If playing with 2 or more players, consider forming a gunslinger **Order**, a fellowship offering strength in numbers.

Roll determining your Order's name or choose one collaboratively.

Order of...	d20
The Fool	1
The Flag	2
The Rule	3
Mystery	4
The Bonfire	5
The Wagon	6
The Fist	7

Order of...	d20
The Mount	8
Coins	9
The Gun	10
The Gallows	11
The Clearing	12
Control	13
Old Scratch	14
The King	15
Etoi	16
Lun	17
Sol	18
The Judge	19
The Earth	20

The Errant

One Order member is designated lead gunslinger, **the Errant**—players should collaboratively choose the Errant. This could be the most experienced, oldest, or any other narratively sensible rationale.

The Errant focuses the Order, shepherding the group on their **Quest**. When the time comes, the Errant may need to choose between the Order and the Quest.

Some gunslinger Orders eschew an Errant or work collectively on democratic principles.

Breaking the Order

Even the strongest Gunslinger Order faces trials and adversity. If the unthinkable happens, the Order's fellowship is tested.

When an Order member **dies** or **loses their gun**, the Errant rolls a successful **HRT save** or the Order is **broken**.

For Orders sans Errant, the highest **HRT** gunslinger makes the save.

Fate is cruel to a broken Order. Hands quiver more often. Targets elude you more easily. The wind shifts at the last moment.

Broken Order's members have a **+2 penalty** for every roll on the **Shoot** table.

A broken Order is mended through unity and discovery, for example:

The Order...

- ... forges a new Gunslinger
- ... defeats a major enemy
- ... unveils a mysterious truth
- ... saves a Gunslinger's life
- ... fulfils a Quest

After a significant event, the Errant may attempt to re-forge the Order. Rolling a **HRT save**, if successful, means the Order is made whole once more, removing the **+2 penalty**.

Some breaks, like from a **sacrifice**, cannot be mended. A new Order must be formed with at least two different members.

The Quest

Drives a Gunslinger forward, the goal propelling them through The Drifted World. The Quest is not an adventure or a campaign but the Gunslinger's life goal.

The Quest materialises during the Gunslinger's forging, shaping their past, present, and future.

Quest ideas:

- Locate and retrieve your elder's guns
- Hunt your elder's killer
- Restore your family's honour
- Reach The Drifted World's centre
- Slay the demon within you
- Defeat the eternal terror ruling the realm of dread

Fulfilling your Quest is a major achievement, often coming at the end of a Gunslinger's life, though one Quest may transition to a greater Quest or lead to an end to Gunslinging.

Your Quests may be secret, hidden from your Order, or written openly on your face. The strongest Gunslinger Orders have complimentary, or at least unopposed, Quests.

There will be situations where Quests clash or present a choice between fulfilment and maintaining the Order's fellowship. In extreme situations, this can lead to **sacrifice**. Discuss these choices collectively as they may result in conflict.

Sacrifice

Your Quest's goal is within reach, after lifetimes of searching. The resolution is almost at hand but your goal is slipping from your grasp. What final step would fulfil your life's work? What would you sacrifice?

Sacrifice means something different to everyone, but simply: faced with two outcomes, you choose advancing your Quest at a cost to your Order.

This cost could be tangible (the loss of a gun or a Gunslinger's death) or abstract (betraying the Order's trust or crossing a moral line).

Sacrifice can result in a permanently broken Order but can also lead to a major Quest revelation or even fulfilment. Be sure to discuss this collectively, especially if the activity involves another player.

Items & Equipment

Artefact Guns

Six shooter: Exceptionally heavy, made of blue-steel with smooth grips and flip-out cylinder

Repeater: Lever action repeating rifle with long stock

Scattergun: Long-barrelled side-by-side shotgun with short stock

Rifle: Long manual bolt-action rifle with open front sights

Name	Dmg	Shots	Range	Qualities
Six shooter	d8	6	Short	
Twin six shooters	d8	12 (6x2)	Short	bulky, dual
Repeater	d8	8	Medium	bulky
Scattergun	d8	2	Short	bulky, blast
Rifle	d10	4	Long	bulky

Armour

Thick furs: Treated for weather and warmth with a deep hood

Waxed cotton duster: Dark brown full-length, waxed cotton coat

Padded poncho: Multi-colour quilted poncho with detachable hood and gloves

Reinforced leather jacket: Reinforced with steel studs and woven plates

Name	Def	Qualities
Thick furs	1	warm
Waxed cotton duster	1	
Padded poncho	1	bulky
Reinforced leather jacket	2	rare

Melee Weapons

Bullwhip: Single-tailed, braided leather, 15’

Chakram: Steel circle with a sharpened outer edge and wrapped grip

Cudgel: Stout piece of wood

Dagger: Versatile blade with sweeping edge sharpened to a fine point

Longbow: Long, curved elm wood, tied with strong flax

Machete: Broad tapered blade with wrapped horn handle

Sabre: Elegant, cross-handled, curved, 1-handed

Sledgehammer: Heavy, two-handed reinforced oak shaft with a dense steel head

Slingshot: Folding, steel-framed wrist brace with resilient bands

Spear: Wood shaft fitted with sharp iron head for thrusting or throwing

Name	Dmg	Range	Qualities
Bullwhip	d4	-	reach short
Chakram	d6	Short	dual
Cudgel	d6	-	
Dagger	d6	Short	dual
Longbow	d10	Medium	bulky
Machete	d6	-	

Name	Dmg	Range	Qualities
Sabre	d8	-	
Sledgehammer	d10	-	bulky
Slingshot	d6	Short	rare
Spear	d6	Short	

Items

Bandolier: Multi-pocketed belt slung over shoulder and chest for storing Lead (frees **1 slot**)

Compass (unreliable): Worn and weathered steel and glass magnetic compass. Inaccurate reading on a **5 or 6** on a **d6**.

First aid kit: Compact white tin kit with faded red cross. Contains antiseptic, bandages, plasters, and disposable gloves

Gun care kit: Ancient tin box filled with cleaning rods, brass brushes, and repair tools

Mouth harp (gewgaw): Delicate musical instrument with reed on a frame. Hold in the mouth and twang

Lasso: 30’ rope tied into a sturdy loop, tightens when secured and pulled

Leather wrist cuffs: Sturdy bracelet protecting wearer’s wrists (**+1 DEF**)

Monocular: Compact, refracting, 8x magnification telescope, extendible and waterproof

Multitool: Battered pocket hand tool with folding implements: knife, pliers, tin opener, screwdriver

Paper: Extremely rare and valuable, symbol of wealth and opulence

Rugged wheelchair: Strengthened and reinforced; dense tires, bumper, and anti-tip back—with saddlebags

Sheath knife: Extremely sharp and strong fixed broad blade for bushcraft and general utility

Steel-toed boots: Aged tough leather with steel reinforced toes added protection

Items Table

Items Table

Name	Qualities
Air bladder	
Bandanna	small
Bandolier	
Bedroll	
Blanket	
Caltrops	
Cart (+4 slots)	bulky
Chain (10’)	
Chalk	small
Chisel	
Coffee	rare, small
Compass (unreliable)	rare, small
Cookware	
Crowbar	
Deck of cards	rare, small
Dice	small
Drill (manual)	
Face paint	
Fire oil	
First aid kit	rare
Fishing line and hook	

Items Table	
Glass marbles	small
Glue	
Grappling hook	
Grease	
Guitar	rare
Gun care kit	rare
Hammer	
Harmonica	small
Horn	
Horse (+4 slots)	rare
Hourglass	
Incense	
Mouth harp (gewgaw)	rare
Ladder (10’)	bulky
Lantern & oil	
Large trap	
Lasso	
Leather wrist cuffs	+1 DEF
Lens	small
Lockpicks	small
Metal file	
Mirror	small

Items Table	
Monocular	rare
Mule (+6 slots)	slow
Multitool	rare
Net	
Oilskin bag	
Paper	rare
Pick	
Pipe	
Pole (10’)	bulky
Quill & ink	
Rations (3 days)	
Razor	small
Rope (25’)	
Rugged wheelchair (+2 slots)	rare
Sack	
Saw	
Sewing kit	
Sheath knife	
Shovel	
Soap	small
Spectacles	rare
Spiked boots	

Items Table	
Steel-toed boots	rare
Tar	
Tent (2 person)	bulky
Tinder box	small
Tobacco	small
Torch	
Wagon (+8 slots, slow)	rare
Waterskin	
Wolfsbane	

Combat

Attacking & Damage

- Gun attacks bypass defence, directly reducing Grit
- Melee attacks lower Grit, reduced by DEF
- Unarmed always does d4 damage

Attack Modifiers

Multiple attackers. Multiple attackers targeting the same foe roll all damage dice, keeping the best result.

Dual and 2-handed weapons. Attacking with two weapons or wielding a weapon with both hands grants **damage advantage**.

Damage advantage/disadvantage. Roll twice, taking the higher result (**damage advantage**) or lower result (**damage disadvantage**).

Diminished attacks. Attacks from a weak position (ie. through cover or with bound hands) are **diminished**, dealing **d4** damage.

Enhanced attacks. Attacks from an advantageous position (ie. against a helpless foe or through a daring manoeuvre) are **enhanced** for **d12** damage.

Blast

- Affects all targets in the noted area, rolling separately for each
- Covers explosions to cleaving onslaughts to a meteorite impact
- If unsure how many affected targets, roll the related damage die for a result

Rounds

- In a fight or when timing is helpful, rounds (~10 seconds in-game) track when something occurs and are comprised of turns

Actions

- On their turn, characters can move up to 40' and act once (attack, move again, or other reasonable action)
- Declare actions before rolling dice. For risky actions, roll a save
- All actions, attacks, and movements occur simultaneously
- The Warden telegraphs NPC actions
- Gunslingers act before opponents unless surprised, where they act first with a successful DEX save
- If facing off against another Gunslinger, see Duels

Gunslinging

The Guns of a Gunslinger

A gunslinger is nothing without their gun, mostly handed down from elder to child. Firearms are exceedingly rare in The Drifted World but a Gunslinger's guns, called **artefact guns** or **big iron**, are even rarer and draw immediate attention.

Artefact guns stand apart from other firearms—in craftsmanship, materials, and effectiveness. Each is a **relic**, imbued with ancient magical essence (see Relics) and as **magical weapons** can hurt and kill those immune to mundane attacks.

Additionally, once daily in combat you can call upon the imbued essence, reinvigorating yourself and strengthening your resolve:

Steel Resolve. You draw resolve from the steel, channelling your will through your artefact gun. Regain your gun's damage die in Grit with a successful **HRT save** (**+1 Fatigue** regardless of outcome).

When travelling between worlds, artefact guns retain their magical properties.

Unlike other firearms, an artefact gun is not guaranteed to hit. When attacking, roll on the Shoot table determining if your aim is true. Non-Gunslingers roll with **disadvantage**.

Unlike melee weapons, in a Gunslinger's hands, all guns ignore **armour**.

Ammo and Reloading

Guns have an ammo capacity (d4, d6, etc.). Track shots you have remaining by starting at the die's highest number and reducing by 1 after every shot.

For guns with 2 shots, use a coin or token.

- When no shots remain, reloading takes a turn
- All reloads cost **1 Lead**

Distance and Range

Distance and Range Table

Range	Distance	Weapons
Close	Smell someone's breath	Melee weapons
Short	In the same room or across the road	Revolvers and thrown weapons
Medium	The next hill over	Long rifles and hunting bows
Long	Across the valley	High-powered rifles

Shooting

Guns are unpredictable, even in an experienced Gunslinger's hands. When firing in the heat of combat, roll on the **Shoot** table.

As a Gunslinger, fellowship's bonds influence how true your aim is or how cruel fates are.

Shoot Table

Result	2d6
Maximum damage	2-3
Hit	4-6
Graze (d4 damage)	7-9
Miss	10-11

Result	2d6
Roll on the Misfire table	12

Misfire Table

Misfire	Result	2d6
Click	Nothing happens	2-3
Duff load	-1 Lead	4-6
Jammed	Action to clear	7-9
Damaged	Inoperable until repair	10-11
Explodes	Weapon damage, gun is ruined	12

A **damaged** gun is repaired with a **gun care kit** but **ruined** guns require a **gunsmith** (see **Gunsmithing**).

Special Attacks

Over time, Gunslingers attain expert proficiency with their guns, gaining the ability to perform special attacks unique to each gun type.

To use one, roll once on the **Shoot** table, though this extracts a toll (**+1 Fatigue**).

Twin six shooters. **Two and Two**: Fire each gun twice (**damage advantage** against 2 different targets).

Six shooter. **Fan the Hammer**: Use both hands to rapidly fire all six shots (**blast** damage against up to 6 targets).

Repeater. **Cry Pardon**: Rapidly fire three shots (**blast** damage to 3 targets).

Scattergun. **Give it Both Barrels**: Fire both shots simultaneously (**double damage blast** attack).

Rifle. **Dead Eye**: Steady, called shot (a successful attack deals **max damage**).

Additionally, all guns have the following special attack, usable at any time (**+1 Fatigue**):

Quick Draw: Quicker than the eye, smoothly draw and fire in one motion.

Duels

High risk/high reward duels are a tradition for testing one's mettle against another Gunslinger, whether from an opposed Order or a disgraced harrier, but never entered into lightly.

Contesting who draws and fires first, each side rolls a **HRT** save (a gunslinger does not kill with their gun but kills with their heart):

- If one side fails, the winner's shot hits
- If both fail, both shots hit
- If both succeed, the lowest roll hits (highest HRT hits in a tie)

Duels directly damage **STR**, bypassing **Grit**, and trigger a **critical damage** save.

Rolling a 1 deals **maximum damage**.

When two groups face off, the **Errant** (or lead gunslinger) makes the group's **HRT** save.

Gunsmithing

Scattered around the Drifted World, tucked away in isolated enclaves or behind fortress walls, are **gunsmiths**, experts who repair, modify, or even forge artefact guns.

These rare individuals keep a low profile and their work commands a king's ransom.

Repair

For a price and with the right components, a gunsmith can repair a **damaged** or **ruined** gun and may also sell **gun care kits**.

Modify

For the right price, a gunsmith can modify artefact guns to upgrade certain characteristics.

Expanded Cartridge (rifle). Allows for a higher shot capacity but reduces damage.

Mare's Leg (repeater). Trimming the barrel and stock reduces weight.

Quick Load (six shooter). Allows faster reloads (reload and fire in one action) but reduces damage.

Sawed-Off (scattergun). Trimming the barrel and stock reduces weight.

Gun Modifications Table

Gun	Mod	Dmg	Shots	Qualities

Gun Modifications Table

Six shooter	Quick Load	d6	6	reload
Repeater	Mare's Leg	d8	8	
Scattergun	Sawed-Off	d8	2	blast
Rifle	Expanded Cartridge	d8	6	bulky

Forge

Only the most skilled even attempt forging new artefact guns; the ritual process is intensive, dangerous, and requires inordinate knowledge and experience.

One (or more) of the following is required:

- Gun schematic
- A block of pure blue-grey iron
- A block of pure rosewood, sandalwood, or ironwood
- Incantation for the ritual of binding

Critical Damage

- Once reduced to 0 Grit, additional damage reduces STR and triggers critical damage
- Roll under STR to avoid critical damage
- Critical damage: incapacitated apart from crawling weakly, grasping for life. Stabilise with aid and rest. Die within an hour if left untreated
- Certain enemies have special abilities triggered when their target fails a critical damage save

Ability Score Loss

- At **0 STR**, you die
- At **0 DEX**, you are immobilised
- At **0 HRT**, you are delirious

0 DEX and **HRT** is incapacitating until restored through extended rest or extraordinary means.

Poison

Some monsters and environmental hazards inflict poison. Being **poisoned** adds **poison (1 slot)** to your inventory. Lose **1d4 STR** daily.

Cured by specialised healing or specific items.

Death

All Gunslingers eventually reach the clearing at the end of the path but not all deaths are final. After all, death is but another door.

If your gunslinger dies and steps off the path into the clearing, you may choose to create a new character or take control of a hireling.

As a Gunslinger's death is a terrible thing, the **Errant** rolls a **HRT** save to keep the order together (see Breaking the Order).

Detachments

Large groups of similar combatants fighting together are a single detachment.

When dealt critical damage, a detachment is routed or significantly weakened. At **0 STR**, it is destroyed.

- Individual's (non-blast) attacks against detachments are diminished
- Detachments' attacks against are enhanced and deal blast damage.

Retreat

Fleeing a dire situation requires a successful **DEX** save and a safe destination.

Scars

An attack reducing your **Grit** to **exactly 0** uniquely impacts you, often irrevocably. Reference the damage taken on the table below:

Scars Table

Result	Dmg
Scarred: Roll d6, 1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll d6. If it exceeds your max Grit, take the new result.	1
Rattled: You're disoriented and shaken. Describe re-focusing. Roll d6. If the total is higher than your max Grit, take the new result.	2
Concussed: Deprived until you rest a few hours. Then, roll d6 and add it to your max Grit.	3
Broken: You take a spill and break something. Roll d6 | 1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Lose d4 DEX. Recovery requires extended rest and healing. Once mended, roll 2d6. If higher than your max Grit, take the new result.	4

Result	Dmg
Bloodied: You've lost a lot of blood. Lose d4 STR. After extended resting and healing, roll 2d6. If the total is higher than your max Grit, take the new result.	5
Touched: You glimpse a vision of another world, another time. Learn the nearest slip door's location.	6
Beckoned: Someone reaches out from another world, visiting your dreams. Resting no longer clears Fatigue and you must Quest to locate them.	7
Forewarned: You see a vision of your death. Make a HRT save. If successful, gain 1d4 max HRT.	8
Fractured: You're flooded with memories from another life. Make a HRT save or undertake a ritual to align these realities within a month or go mad.	9
Maimed: An eye or limb is severed, destroyed, or rendered useless (Warden's choice). Then, with a successful HRT save, gain d6 max HRT.	10
Haunted: You glimpse the clearing at the end of the path. A cloaked figure stares back, walking slowly towards you. Roll a HRT save against the figure haunting you; a ritual is required to confront and dispel this apparition.	11
Doomed: You near the clearing at the end of the path, but survive... somehow. If you fail your next critical damage save, you die. Otherwise, the experience imparts a greater understanding of your Quest.	12

Combat Example

> *Rebecca (Amy) and Gred (Ralph) enter the deserted village, guns drawn (six shooter [Rebecca] and scattergun [Gred] respectively).*
>
> ***Amy:*** *Rebecca scans the left side of the street for any movement.*
>
> ***Ralph:*** *And Gred watches the right.*
>
> ***Warden:*** *A thug pops out on the left, dagger raised to throw, but you alertly clock him.*
>
> ***Amy:*** *I fire! (Rolls 2d6 on the Shoot table getting 10: a miss!)*
>
> ***Warden:*** *Bad luck! 5 shots left. (Amy changes her d6 ammo counter to 5.)*
>
> ***Warden:*** *The thug throws the dagger at Rebecca.*

The warden rolls d6 for damage (5) But Rebecca's waxed cotton duster (1 DEF) reduces it to 4. Rebecca reduces her Grit (-4), leaving 2.

Amy: *Ouch! I clear my mind, slow my breathing, focus and fire again. (Rolls 2d6 for 7: a grazing hit, doing diminished damage for 2.)*

Warden: *OK, there's a round in his shoulder but he's still coming. Gred, another two pop out on the right.*

Ralph: *I grit my teeth and fire! (Rolls and gets 5: a solid hit. As he only gets 2 shots before reloading, he flips a token.)*

Warden: *Nice shot! You hit both!*

Gred's scattergun does blast damage so Ralph rolls damage for each thug. Two 7s! Both have 6 Grit, taking it under 0 and carrying over into STR, reducing it to 9.

Warden: *Both are staggered from the force and pretty badly hurt. (For both thugs, rolls a d20 for a critical damage save aiming for 9 or under [their current STR]. The first [6] succeeds and remains standing. The other [10], fails.)*

Warden: *The first thug grits his teeth in pain but still stands. The second collapses, dead.*

Ralph: *Yes!*

Warden: *The remaining thug, seeing his friend die, feels fear run up his spine. (Rolls the thug's morale check with disadvantage as they are a coward. The Warden rolls [6, 19] on the HRT save and takes the higher roll, a failure as the thug's HRT is only 8.)*

Warden: *His courage breaks and he flees screaming.*

Amy: *Yes, nice one, Gred!*

Warden: *A figure in a long duster steps from the shadows, black hat pulled low, hand on a revolver on their belt. They tip their hat, sneering.*

Amy: *Malachai! Finally decided to crawl out of that hole?*

Warden: *The figure smiles and says, "The clearing awaits Rebecca. Soon you'll join your beloved there."*

Amy: *Rebecca drops a hand to her six shooter and screams "Fill your hand, you sonuvabitch!"*

The warden prepares for a gunslinger duel between Rebecca and Malachai; both sides make a HRT save.

Amy rolls a d20 and gets 10, a success against her 13 HRT.

> ***Amy:*** *Yes!*
>
> *The warden rolls for Malachai and gets 14, a failure against their 10 HRT. Rebecca wins, drawing first.*
>
> ***Warden:*** *Quick as lightning, you pull your six shooter and blast a hole in Malachai filling the town with the sound of thunder.*
>
> *Amy deals 5 damage.*
>
> ***Warden:*** *Since it's a duel, this damage hits Malachai's STR directly and triggers critical damage.*
>
> *Malachai's STR is reduced to 7 (12-5). The warden rolls a d20 for the critical damage save, and rolls a 12, failure!*
>
> ***Warden:*** *Malachai clutches the gaping hole in their chest and collapses, dead.*
>
> ***Amy:*** *Rebecca doffs her hat and nods to the smoking corpse. "You have forgotten the face of your elder, Malachai."*
>
> ***Ralph:*** *Let's rest up for a moment. Rebecca looks pretty winded.*
>
> *(Amy nods.)*
>
> ***Warden:*** *Now that the fight's over, you have a breather, collect yourselves, and sip from your canteens, restoring Grit.*
>
> *Amy updates her sheet and changes her ammo d6 to 4.*
>
> ***Ralph:*** *Let's keep going!*

Wilderness Exploration

Survival

The lands of the Drifted World are treacherous and unpredictable, veering from bleached desert to frozen mountain.

You must rest and consume **rations** (food and water) during standard exploration, but when wandering the Drifted World, **extreme conditions** take particular toll on an unprepared gunslinger.

In extreme **heat**, **ration use** is **doubled** as you require more water.

In extreme **cold**, unless wearing **warm** clothing or resting within a **warm** shelter (such as a tent), **Fatigue** cost is **doubled**.

Hex Crawling

- Each hex represents 6 miles
- An adventuring day is 6 phases, split into 4 hour chunks
- 2 phases (8 hours) must be spent sleeping in order to avoid deprivation

Phases follow this sequence:

1. **Action**: Choose exploration action
2. **Event Roll**: The Warden rolls the event die
3. **Resolution**: Resolve action and event rolls

Exploration Actions

The party chooses one of the following each phase:

1. **Travel**: Traverse hex and into an adjacent one.
    - On roads, 2 hexes (3 if mounted)
    - Off-road, 1 hex (roll d6: lost on 5-6; in difficult terrain, lost on 4-6 unless hunter in order)
    - If lost, players must spend the next phase "searching" to reorient; roll d6, assigning a number to each current hex side; move 1 hex in that direction
2. **Explore**: Look for interesting hex features.
    - Discover the hex's main location (roll d6: 1-4)
    - Difficult terrain reduces this to 1-3, unless hunter in Order
3. **Search**: Locate something previously encountered in a hex
    - Roll d6: 1-5; difficult terrain 1-4, unless hunter, sorcerer, or stranger in order
4. **Interact**: Stay in current location (ie. exploring dungeon, town, etc.)
5. **Camp**: Rest and/or sleep
6. **Forage**: Hunt, fish or forage for food
    - Roll d6: 1-3; hunter, sorcerer, or stranger in order increases to 1-4

Event Roll

The Warden rolls d6 and consults the location-appropriate table.

Encounter: Roll on encounter table

Sign: Clue, spoor, or indication of nearby encounter, locality, hidden feature, or information about a nearby hex

Locality: Shifts in weather, terrain, or other local changes

Expiration: Exhaustion (camp next phase or +1 Fatigue), hunger (eat ration or +1 Fatigue), or expend another resource

- **Extreme conditions** increases Fatigue to +2

Discovery: Discover something useful (food, treasure, or other resources)

Hidden feature: Discover the hex's main feature or choose/roll unique hex feature (ie. small dungeons, secret areas, factions, etc.)

Wilderness Encounters Table

Terrain or Location	d6
Bleached desert	1
Windshorn mountain	2
Gnarled wildwood	3
Irradiated sprawl	4
Forsaken hamlet	5
Consumed station	6

d6	Bleached desert
1	Lone, sun-scorched traveller in tattered clothing
2	Cracked ground collapses, revealing a shallow mass grave
3	Long-abandoned way station, ancient tram crumbling to rust
4	Broken sands shift as a giant barbed worm bursts forth(kulworm)
5	Whispers from the dark; a vampire sleeps in a cave beneath the sand
6	A starving mule staggers across broken sand, rider slumped over the saddle

d6	Windshorn mountain
1	Pair of locals dug into a reinforced foxhole with visibility across the mountain
2	A circle of standing stones, imbued with a banshee's touch
3	Half-crazed, emaciated, blood-drenched traveller carrying a severed leg

d6	Windshorn mountain
4	A monstrous beast's ear-splitting roar echoes across the mountain
5	Survivors holed up in a ruined communications outpost
6	A roost of the Wayward Third, bones strewn on jagged path to barren cave

d6	Gnarled wildwood
1	Broken-down wooden vardo caravan, rooted by wild growths, with a light burning in the window
2	Beasts of the woods gather fruit and meat in offering to a gnarled tree vibrating at high frequencies
3	Soothing, calm voice calls out from a deep pit's bottom
4	Crude, worn stone altar scattered with a circle of broken skeletal remains
5	Eerie violet light spills from a misshapen tree's core which burns exposed skin
6	Hideous broken deer with 8 spiked legs scuttles from dense brush (spideer)

d6	Irradiated sprawl
1	Hive of dormant meatkids stacked in bizarre formations
2	Giant spider with a child's face skitters across rooftops
3	Parade of mutants in shredded and stained theme park mascot costumes
4	Travellers decaying remains, faces grotesquely contorted in hideous rictus
5	Lone child in clean white clothing, head shaved and floating 6' off the ground
6	Greykin leading a clutch of thugs retelling ghost stories around a campfire

d6	Forsaken hamlet
1	Mutated cows drink from corrupted pond teeming with lobstrosts

d6	Forsaken hamlet
2	Demon in a man's skin worshipped by desperate residents
3	Villagers besieged by marauding greykin led by a harrier
4	Gouts of fire spew as a grinding, rust-riven oil derrick burns endlessly
5	Pack of bestials chop irregular meat hanging from rusted hooks
6	Screams from a crumbling shack woven with howls of bone-chilling laughter

d6	Consumed station
1	Grotesque dog-squid amalgam's charred remains, clawed tentacles reaching
2	Glass-eyed sentry robot patrols erratically, trailing infested fluid (serfbot)
3	Reinforced walls bulge containing uncontrollably expanding enormous, pulsating pink flesh sacks
4	Broken and mangled form hangs suspended from the ceiling, crackling wires leading from weeping electrodes
5	Twisted figure lies dormant in observation module, barbed demonic form fused to their chest like a parasitic twin
6	Knowledge centre and voice modulator hurls insults from an advanced transport system's psychotic AI

Other Worlds

Traversing

The Drifted World endures on fringes of the known realms, though links and portals between existing worlds persist, such as **slip doors** and **magical gateways**.

Slip doors

Free-standing doorways leading to other worlds, times, or places in the Drifted World. Like much in the Drifted World, their true origin was lost when the world moved on, but the wise folk believe they're an arcane amalgam of science and magic.

When closed, most appear like mundane wooden doors constructed from rarer materials like rosewood or ironwood. Typically, an (often cryptic or obscured) engraving or carving indicates where it leads.

When open, allow passage from either side but most are one-way and disappear once closed at the destination.

Thanks to their magic imbued artefact guns, Gunslingers can see and open slip doors which are invisible to most.

Magical gateways

Unlike fairly stable and consistent slip doors, the Drifted World's magical gateways are dangerous and unpredictable, often activated by **ritual**.

Being imbued with old magic, they often house spirits or demons.

Hazards

Chaos Slip

A tear in the Drifted World's fabric, bleeding into a realm beyond reality. Operate on Slip Doors' principles but several orders of magnitude more dangerous and chaotic.

Emitting ear-shattering shrieks that repel and attract those close enough to hear them: **STR save** against temporarily hearing loss and **HRT save** against moving closer.

Hideous black tentacles burst forth, to envelop then dismember any creature standing within a Chaos Slip's short range.

The Eater Outside

Something slithers through the spaces between worlds, consuming and growing, out of focus of mundane existence: **the Eater Outside**, a colossal entity incrementally eroding structures of reality. The wise folk say one day the Eater will topple the wheel, sending all worlds spinning into the void.

The Eater Outside rarely discerns individual life, though certain activities (ie. a ritual's catastrophic failure) can draw its unprecedented and obliterative attention.

Travelling outside the Drifted World:

- Artefact guns maintain their special properties in other worlds
- Lead is even rarer but certain worlds contain suitable alternative ammunition
- A Revalc Box is useful for gunslingers, converting gold (gp) into Lead

Travelling into the Drifted World:

- Magic behaves unpredictably, often with disastrous results (see Lost Magic table)

- Gold coins have little value in smaller settlements but great value in cities

Organised and written magic in spellbooks no longer exists. In The Drifted World, magic is an obscure, largely lost discipline and there are places of great energies spread across worlds known and unknown.

Magic

Lost Magic

Other world's magic operates unpredictably in The Drifted World, often disastrously or monstrously. Some spirits or demons feed on and seek this magic.

When casting another world's magic in the Drifted World roll on the **Lost Magic** table.

Lost Magic Table

Result	2d6
Success	2-3
Mostly succeeds with unintended effect	4-6
Fails	7-9
Fails with unintended effect	10-11
A chaos slip is torn open	12

Unintended effects depend on the spell's nature and caster's intent, including:

- Reversed intent
- Magnified impact (range, number of targets, damage)
- Spell reflected
- Summoned demon or spirit

Relics

Extremely rare items retaining power beyond current understanding, whether magical or technological. Generally with limited use and a recharge condition; use does not cause **Fatigue**. For example:

Eye of Woden, 1 charge. Crystalline orb with a brilliant red flaw. Glimpses into a chosen world. **Recharge**: Bathe it in a god's tears.

Grow Bag, 3 charges. Simple worn leather bag with a polished stone closure, whose depths can manifest a shining gold coin. **Recharge**: Grant succour to someone in need without desire for reward.

Revalc Box, 1 use daily. Small, unadorned ironwood box with a brass latch. Converts **19 gp** into **1 Lead**.

Rituals

Most Drifted World magic is performed through **rituals**, ceremonies and incantations whispered from one dark practitioner to another, broken and twisted through repetition, true meanings and origins lost.

No two rituals are identical but all represent a tangible threat to those in proximity.

Rituals require a suitable **location**, steeped in old magic or significance, such as standing stones, graveyards, temples, or churches.

There are (normally) four ritual components: **Intent**, **Cost**, **Result**, and **Aftermath**.

Intent. What is the desired outcome?

- Cleanse the body or spirit
- Speak with the dead
- Consult an oracle
- Reach across worlds

The more complex the intent, the higher the cost and the more difficult the ritual.

Cost. What is the outcome's price? What is exchanged, manifesting your intent? This can be physical, spiritual, or metaphorical, including:

- A drop of blood
- A burned offering
- A painful secret, long locked away
- A piece of your soul

Result. What is the outcome's shape? Was the attempt successful?

The Gunslinger undertaking the Ritual pays the cost and seeks inside themselves for the outcome. **HRT save** to initiate the ritual.

On success, roll **3d6** on the **Rituals** table. Failure: temporary loss of **d6 HRT** but the **cost** is not collected.

As with everything, fellowship's bonds strengthen an Order. If undertaking a ritual as a group, the **HRT save** has advantage. Success: roll **3d6** on the **Rituals** table. Failure threatens the Order's fellowship (see Breaking the Order).

For an especially complex or difficult intention, roll with **+2** on the **Rituals** table (+**4** if nearly impossible).

Rituals Table

Result	3d6
Favour and boon; the Great Turtle smiles upon you	3
Favour	4-6
Favour with complication	7-9
Complication	10-11
Sorrow	12-14
Sorrow with complication	15-17
You draw the Eater Outside's ire; critical damage save or be torn from this world	18

Favour is largely positive, representing a successful ritual. **Sorrow** is largely negative, representing a failed ritual. A **complication** adds an extra obstacle or development.

The ritual's intent influences the favour or sorrow's form. For instance, if seeking to confront an apparition haunting you, favour makes peace with it and sorrow could increase its aggression or drag it into your world.

Aftermath. How are those involved changed? Whose attention is drawn, in this world or others? How has the ritual impacted the Order's fellowship?

The Gunslinger's call transcends humanity. Other beings may join your Order and aid in your quest, including rare beasts whose Gunslinger nature is immediately recognisable.

A beast companion bonds to one Order member, forging a lifelong friendship and empathic link.

Beast Companions

Training

Newly-bonded beast companions are still wild, though Gunslingers at heart. Their bonded Gunslinger may train them to strengthen the bond and improve combat effectiveness.

Training requires a week's daily practice. Afterwards, the Gunslinger makes a **HRT save** to see if the training took. Easily trained beasts grant **advantage** on the save.

Combat

Trained beast companions gain the following benefits:

- +1d6 **Grit**
- Attack any target on command
- Advantage on **Morale** saves

Untrained companions only attack their bonded Gunslinger's target and make a **Morale** check at **0 Grit**.

Death

As with any Order member, a beast companion's death tests the Order's fellowship. Even if the Errant weathers the hardship, the bonded Gunslinger feels their loss acutely. **HRT save** or forever lose **d4 HRT** from heartbreak.

Types of Beast Companions

BUMBLER

3 Grit, 8 STR, 12 DEX, 14 HRT, claws (d4)

- Tough, squat, tenacious dog-raccoon hybrid; attuned to detect agents of chaos
- Easily trained

DOG

3 Grit, 8 STR, 8 DEX, 12 HRT, bite (d4)

- Fiercely loyal and dependable. larger breeds +d4 STR, smaller +d4 DEX
- Easily trained

FERAL CAT

2 Grit, 8 STR, 12 DEX, 10 HRT, claws (d4)

- Natural killer, not to be underestimated; clever and agile
- Difficult to train

HAWK

2 Grit, 8 STR, 15 DEX, 8 HRT, talons (d4)

- Said to be God's gunslinger; ferocious and deadly but fragile with excellent sight
- Difficult to train

MONGOOSE

2 Grit, 8 STR, 14 DEX, 8 HRT, bite (d4)

- Incredibly agile and poison-resistant
- Difficult to train

WOLF

4 Grit, 10 STR, 10 DEX, 9 HRT, bite (d6)

- Slow to bond but a natural killer
- Difficult to train

Solo Play

Introduction

Solo play consists of one player acting as both Warden and Gunslinger.

At moments of choice or conflict, when the Warden would normally facilitate the outcome, consider consulting the provided Oracle (or substitute tarot cards, system from another TTRPG, a mobile app, etc.)

The below tables offer a way to interpret random rolls and Major Arcana tarot cards to determine a choice or action's consequences.

Journalling

Chronicle your journey in a journal or diary. Be as brief or descriptive as you like—this is your Gunslinger's tale whose full details are lost in shifting time and space.

Favour or Sorrow

If an outcome is unclear, query the Oracle. For a simple "yes or no" ("Does the outlaw see me?") or straight-forward check ("Can I convince the seer to help me?"), roll **2d6** on the **Favour or Sorrow** table.

Favour is broadly **positive**, **sorrow** is broadly **negative**. A **complication** adds an extra obstacle or development to the outcome.

For instance, you convince the seer to help you but they demand one of your rations in exchange.

Favour or Sorrow Table

Result	2d6
Favour	2
Favour with complication	3-6

Result	2d6
Complication	7
Sorrow	8–11
Sorrow with complication	12

Reading the Cards

For more complicated questions, or for more nuanced interactions, consult the cards.

First, gather your will and determine your focus. Narrow it to a singular emotion and concentrate on the Major Arcana's 22 cards. One card name reveals itself.

Roll **d10** on the **Focus** table and **d8** on the **Emotion** table, before manifesting your **Card**: roll a **d20** on the **Major Arcana** table or draw from a tarot deck.

Reflect upon the resulting phrase and turn it over in your mind. Focus your emotion on the name of the card. Your answer soon takes shape.

Focus	d10	Emotion	d8
Observe	1	Wondrous	1
Aim	2	Hopeful	2
Craft	3	Contemplative	3
Greet	4	Melancholy	4
Shoot	5	Crestfallen	5
Traverse	6	Forlorn	6
Kill	7	Wrathful	7
Mediate	8	Bleak	8
Grieve	9		
Protect	10		

For instance, Amy wants to investigate a decaying colossus staggering around crumbling ruins. She rolls 3 dice: **d10** for **Focus** (4: Greet), **d8** for **Emotion** (5: Crestfallen), and **d20** for **Arcana** (12: Death).

This gives her *Greet Crestfallen Death*. She interprets this as a sign to avoid the colossus as it would surely lead to her demise.

Major Arcana	**d20**
The Fool	1
The Magician / High Priestess	2
The Empress / Emperor	3
The Hierophant	4
The Lovers	5
The Chariot	6
Strength	7
The Hermit	8
Wheel of Fortune	9
Justice	10
The Hanged Man	11
Death	12
Temperance	13
The Devil	14
The Tower	15
The Star	16
The Moon	17
The Sun	18
Judgement	19

Major Arcana	d20
The World	20

Appendices

Appendix I: Bestiary

Ankheg

7 Grit, 2 DEF, 16 STR, 8 DEX, 8 HRT, bite (d8)

- Huge insectoid with multiple legs and shiny black eyes
- Ambushes from just beneath the surface
- Sprays acid (medium range, d10)

Banshee

8 Grit, 3 DEF, 6 STR, 12 DEX, 15 HRT, ghostly touch (d8)

- Incorporeal spirit lingers after death to haunt the living
- Immune to mundane weapons
- Keen: Releases a piercing death shriek, all in short range make a critical damage save

Bear

6 Grit, 14 STR, 6 DEX, 8 HRT, claw (d6+d6 blast), bite (d8)

- Aggressive, 9’ tall reddish-brown bear lives in mountains
- Frequently sleeping
- Critical damage: Crushes victims (d8)

Bestial

8 Grit, 1 DEF, 12 STR, 10 DEX, 10 HRT, sabre (d8), bite (d6)

- Humanoid body, bestial head (vulture, rat, coyote); mid-ranking servant of chaos
- Sharp and cunning; utilises greykin as their eyes, ears, and muscle
- Bite carries rot and infection (STR save vs deprivation)

Coyote

2 Grit, 6 STR, 12 DEX, 6 HRT, bite (d4)

- Larger and thinner than most dogs with coarse light fur
- Moves in pairs or packs, preying on solitary targets
- 1-in-6 chance of their bite inflicting rot (STR save vs deprivation)

Devil Swine

9 Grit, 16 STR, 8 DEX, 6 HRT, gore (d6+d6)

- Corpulent human who changes into a massive boar. Lurks in isolated settlements, hunting people for sustenance
- Only changes shape at night; hunts in the dark, surprising victims
- Critical damage: Target is cursed (transformed into a devil swine upon smelling fresh blood unless purged by ritual)

Ghost
10 Grit, 6 STR, 8 DEX, 14 HRT, draining touch (d6)

- Incorporeal spirit of the restless dead
- Can possess (HRT save vs loss of bodily control)
- Immune to mundane weapons
- Critical damage: Drains life force (d6 STR)

Greykin
6 Grit, 1 DEF, 10 STR, 9 DEX, 8 HRT, dagger or club (d6)

- Passes for human from afar but warped skin doesn't fit its skull properly
- Chaos' low-ranking agent which infiltrates communities, spying and sowing discord
- Flees when confronted, fighting if cornered

Harrier
8 Grit, 1 DEF, 13 STR, 8 DEX, 10 HRT, revolver (d6)

- Failed Gunslinger driven from their Order and stripped of their artefact gun, dangerous and unpredictable
- Won't hesitate to back-shoot, stopping at nothing to possess artefact guns
- Though disgraced, a deadly killer with a gunslinger's instinct (rolls on the Shoot table)

Hawk, Giant
4 Grit, 14 STR, 14 DEX, 8 HRT, talons or beak (d6)

- Predatory bird, the size of a big dog. Hunts similarly sized animals, attacks humans if hungry
- Surprises their victims by diving to attack from a great height
- Can carry away similarly-sized creatures

Hitchhiker
10 Grit, 12 STR, 10 DEX, 8 HRT, claws (d6), leech

- Incorporeal and translucent floating spectral figure with hideous claws and yearning teeth
- Gathers in places of power, drawn by suffering and despair
- Leech: Affixes itself to the target's soul (daily HRT save or lose 1 STR until purged by ritual)
- Critical damage: Draining a target to 0 STR transforms them into a hitchhiker

Jack-o-rab
10 Grit, 8 STR, 16 DEX, 12 HRT, antlers (d6), gaze

- Jackrabbit with enormous black antlers, pitch-black fur, and glowing red eyes
- Extremely nimble and perfectly mimics human vocalisation to lure unsuspecting victims
- Gaze: Transfix with piercing eyes (HRT save or lose all memories)
- Critical damage: black moss grows on the target's skin until cleansed by ritual

Kulworm
18 Grit, 1 DEF, 18 STR, 8 DEX, 6 HRT, bite (d10+d10) or poison sting (d8), Detachment

- Gargantuan worm with writhing, river-sized body
- Tunnels underground, surfacing only to eat other creatures. Found in deserts and drylands
- Critical damage: Swallows the target, STR save to escape or take d12 acid damage/round

Lizard, Giant
3 Grit, 10 STR, 12 DEX, 8 HRT, bite (d8), acid spray

- 5' long, carnivorous, nocturnal lizard with blue and orange markings
- Climbs sheer surfaces and drops on victims
- Acid spray: Spews caustic stream (d8, blast, short) that covers armour; remove to purge

Lobstrost
6 Grit, 2 DEF, 12 STR, 10 DEX, 4 HRT, claws (d6+d6)

- Squat, heavily armoured crustacean with enormous elongated pincers
- Chitters when emerging from the sea, with sharp, inquisitive chirps
- Claw is poisonous (STR save to avoid)

Mayhem Beast
16 Grit, 16 STR, 16 DEX, 16 HRT, mind slice (d8+d8 blast), gloom (d8 HRT)

- Incorporeal, humanoid shadow, absorbs all light save for a luminous white face
- Feeds on hope and desire
- Immune to mundane weapons
- Gloom: Syphon hope and desire (short range, d8 HRT)
- Critical damage: HRT save or fade into shadow

Mantis, Giant
10 Grit, 1 DEF, 10 STR, 14 DEX, 12 HRT, claws (d6+d6)

- Jungle-dwelling 12' long insect with clawed forelimbs and slicing mandibles.
- Ambushes prey, camouflaged by green colourings
- Avoids obviously stronger foes
- Critical damage: Clutch in their claws (d6 STR bite every turn); STR save to escape

Meatkid
2 Grit, 6 STR, 12 DEX, 6 HRT, bite (d6+d6 blast)

- Squat, child-sized robot with enormous teeth and no eyes
- Swarms unsuspecting prey, devouring them in minutes
- 6+ count as a Detachment (STR 12)
- When moving, all gun attacks are diminished

Medusa
4 Grit, 12 STR, 12 DEX, 16 HRT, snake bites (d6) or gaze (save)

- Ferocious humanoid demon with serpentine hair
- Gaze: Those looking directly at the medusa's face roll a HRT save vs petrification. Averting eyes prevents this but diminishes damage
- Critical damage: The snakes' toxins are paralytic (d6 DEX)

Mutant
8 Grit, 8 STR, 6 DEX, 6 HRT, claw (d4)

- Slow humanoid with misshapen limbs and grey skin
- Low-light vision allows them to creep upon unsuspecting prey before pulling them into darkness
- Repelled by light and fire

Scorpion, Giant
4 Grit, 2 DEF, 12 STR, 12 DEX, 8 HRT, claws (d6+d6) or sting (d8)

- Huge (horse-sized) arachnid found in dry-lands and caverns. Highly aggressive, attacking on sight
- Immobilises victims with their claws before stinging
- Critical damage: STR save or succumb to the sting's poison

Serfbot
4 Grit, 1 DEF, 14 STR, 6 DEX, 3 HRT, fist (d6)

- Vaguely-humanoid robot servant whose shining metal has greyed
- Broken down programming and circuitry has rendered it erratic and dangerous
- Feels no pity, remorse, or fear. Morale never breaks

Shambler
2 Grit, 14 STR, 6 DEX, 3 HRT, axe (d8)

- Slow, mindless humanoid corpse, reanimated as guardians by spirits or demons
- Mindlessly attacks anything approaching
- Immune to mind altering effects

Skinshift
10 Grit, 1 DEF, 10 STR, 12 DEX, 12 HRT, dagger (d6)

- Capable of assuming any form; true form is grey and featureless
- Stalks, opportunistically kills, and replaces prey

- Appears as a trusted friend: first dagger attack directly damages STR, triggering a critical damage save

Snake, Pit
3 Grit, 10 STR, 12 DEX, 8 HRT, bite (d4)

- 5’ long with dim scales, found in caves and other dark places
- Senses its victims by body heat
- Bite is poisonous (STR save to avoid)

Spideer
8 Grit, 12 STR, 10 DEX, 4 HRT, antlers (d8), charge (d6+d6 blast)

- Imposing deer with eight spidery legs and jagged, sprawling antlers
- Kills and devours anything (including other spideer)
- Critical damage: DEX save vs trampling (d12)

Spider, Giant
14 Grit, 1 DEF, 15 STR, 12 DEX, 8 HRT, bite (d8), claw (d4)

- Bloated, covered in oozing ulcers, spiky-haired spindly limbs
- Compresses bulk, hiding in unexpected places
- Poisonous bite (STR save to avoid)

Spider, Giant Aquatic
9 Grit, 8 STR, 12 DEX, 6 HRT, bite (d6)

- 4’ freshwater-dwelling spider, builds air-filled nests in aquatic vegetation for devouring prey
- Ambushes from just below the surface
- Critical damage: Paralytic toxin (d8 DEX damage)

Squeeb
4 Grit, 6 STR, 12 DEX, 4 HRT, claws (d4+d4), sting (d6)

- Flying scorpion with bulbous green eyes
- Roam deserts in packs, swarming unsuspecting prey
- 6+ count as a Detachment (STR 14)
- Poisonous sting (STR save to avoid)

Thug
6 Grit, 9 STR, 8 DEX, 6 HRT, cudgel (d6)

- Dim-witted and gullible servants of the toughest scum available whose numbers overcome their individual ineffectiveness
- Callow (disadvantage on Morale)

Ursborg
14 Grit, 3 DEF, 18 STR, 6 DEX, 4 HRT, claw (d10 blast), bite (d12)

- Hulking cybernetic bear, reinforced with heavy armour and razor-sharp claws

- Once deployed to protect strategic outposts, their programming is long scrambled
- Resilient: Advantage on critical damage saves
- Critical damage: Bite severs a limb

Vampire, Drifted
17 Grit, 12 STR, 14 DEX, 16 HRT, bite (d10)

- Lank and slender, hairless with blood-red skin and piercing eyes
- Rare but staggeringly dangerous; prowls at night, drawn by blood's scent on the wind
- Immune to mundane weapons
- Regeneration: regains 3 Grit as each round starts
- Critical damage: Life drain (d12 HRT)

Wayward Third, The
16 Grit, 12 STR, 14 DEX, 12 HRT, leech (d6)

- Vaguely feminine shape, features warp between a maiden, mother, and crone
- Cave-dweller who feeds on power drifting from nearby slip doors
- Immune to mundane weapons
- Critical damage: feed on target's soul (+d8 Grit)

Werewolf
4 Grit, 12 STR, 14 DEX, 12 HRT, claws (d4+d4) or bite (d6)

- Horrific bipedal wolf-human hybrid
- Semi-intelligent, ferocious hunter, sometimes hunts in packs with regular wolves
- Critical damage: Werewolf curse, target transforms unless purged by ritual before the next full moon

White worm
12 Grit, 2 DEF, 13 STR, 10 DEX, 4 HRT, bite (d8), constrict

- Enormous, with sickly pallid skin and a gaping maw
- Dwells in the cold and dark; blind, hunts by smell and sound
- Constrict: until target escapes (STR save) d4 STR damage every round

Wildcat
4 Grit, 11 STR, 14 DEX, 7 HRT, bite (d8)

- Large, dark-furred forest and plans-dwelling cat
- Hunts medium or small game using their speed advantage
- Always chase fleeing prey

Wolf
4 Grit, 10 STR, 10 DEX, 9 HRT, bite (d6)

- Powerful canine with dense black or grey fur and sharp yellow eyes
- Dwells primarily in wildlands, occasionally lairing in caves

- In packs (4+) have 15 WIL for morale checks

Zebra Beetle
2 Grit, 1 DEF, 6 STR, 12 DEX, 6 HRT, bite (d6)

- 4’ long striped beetle with powerful mandibles
- Eats small game but sometimes hunts humanssz

Creating Monsters

Use the following template for modelling any sophisticated Monster or NPC:

NAME

X Grit, X DEF, X STR, X DEX, X HRT, Weapon (dX, special items, qualities)

Engaging descriptor

Unique quirk, tactic, or peculiarity

Special effect or critical damage consequence

General Principles. Ability Scores: 3 is deficient, 6 is weak, 10 is average, 14 is noteworthy, and 18 is legendary.

- Use flavour and style to help adversaries stand out. Players remember a porcine humanoid seeking missing sheep more easily than a generic goblin archer
- Use critical damage to lean into an aggressive NPC’s threat or strangeness
- Remember: Grit is damage avoidance, measuring resilience, luck, and gumption—not health

Converting OSR Games

- Generally: 1 Grit per HD for creatures
- Humanoids generally have less than 4 Grit

Some pointers:

- Is it good at avoiding damage? Give it **Grit**
- Does it soak damage? Give it **DEF**
- Is it strong? Give it a high **STR**
- Is it nimble? Give it high **DEX**
- Is it charismatic? Give it high **HRT**

Damage dice are roughly equivalent (armed attacks do 1d6 damage, minimum).

Appendix II: Converting Adventures

Given the Drifted World's interconnected nature, gunslingers may adventure across vastly different worlds.

Wardens may choose to run adventures from other settings or even genres.

General Guidelines

- Only guns fired by Gunslingers (and others rolling on the Shoot table) bypass defence
- Treat firearms fired by non-gunslingers as melee weapons (roll only damage)
- Gunslingers have higher Grit than most adventurers and their guns are more powerful than mundane weapons. Consider tweaking the challenge to best fit the group

Conversion Guides

Cairn/Into the Odd adventures:

- HP → Grit
- Will → Heart
- Armour → Defence

Runecairn adventures:

- Resilience → Grit
- Average WIT and SPI (round up) → Heart
- Gunslingers exist outside the skein and cannot interact with bonfires or benefit from Iðunn's mead
- Enemies still drop Souls which heal d4 ability damage for Gunslingers
- Soul remnants can be used in rituals or broken for the same benefit as Souls

Appendix III: Gunslinger Tables

First Names

d100	First Name
1	Agnes
2	Albert
3	Alexander
4	Allen

d100	First Name
5	Almoth
6	Amanda
7	America
8	Andre
9	Andrew
10	Angerona
11	Annie
12	Antone
13	Augusa
14	August
15	Benj
16	Benjamin
17	Benton
18	Bernard
19	Bertha
20	Berthold
21	Bessie
22	Catherine
23	Celeste
24	Charisma
25	Charles
26	Christina

d100	First Name
27	Cora
28	Daniel
29	Dora
30	Dortha
31	Eddie
32	Edwin
33	Eleanor
34	Emil
35	Eugene
36	Frances
37	Frank
38	Fritz
39	Genevia
40	Gred
41	Hannah
42	Hanora
43	Herman
44	Hugh
45	Hunter
46	Ida
47	Isaac
48	Jake

d100	First Name
49	Jane
50	Julius
51	Katie
52	Langdon
53	Levestus
54	Lizzie
55	Lora
56	Louis
57	Louise
58	Lugar
59	Lyda
60	Maggie
61	Martin
62	Matilda
63	Maud
64	Mena
65	Mira
66	Morris
67	Nancy
68	Nannie
69	Nottlie
70	Orson

d100	First Name
71	Oswald
72	Peter
73	Phillip
74	Phoeba
75	Rachel
76	Rebecca
77	Rich
78	Richard
79	Robert
80	Roland
81	Roda
82	Rosa
83	Ruth
84	Sally
85	Samantha
86	Samuel
87	Severn
88	Shompine
89	Sieg
90	Stephen
91	Susan
92	Susannah

d100	First Name
93	Tamar
94	Theresa
95	Toby
96	Tusta
97	Victoria
98	William
99	Willie
100	Winnie

Surnames

d100	Surname
1	Ahlborn
2	Albers
3	Anderson
4	Baunaf
5	Bershini
6	Bien
7	Bresnahan
8	Brown
9	Bruir
10	Bungh
11	Cahill
12	Callahan

d100	Surname
13	Chambers
14	Conely
15	Cook
16	Craven
17	Daffern
18	Davis
19	Dean
20	Denning
21	Deschain
22	Downey
23	Droste
24	Dryer
25	Eicherman
26	Elly
27	Evert
28	Fisher
29	Flint
30	Flower
31	Fluchel
32	Fulkos
33	Geitz
34	Goodall

d100	Surname
35	Hampsted
36	Harrison
37	Heides
38	Heines
39	Heinkel
40	Henry
41	Holmes
42	Hondoff
43	Humes
44	Hunter
45	Jefeat
46	Jones
47	Keath
48	Kehaler
49	Kemeny
50	Kenny
51	Kinker
52	Kruse
53	Kruul
54	Lancaster
55	Legler
56	Lewis

d100	Surname
57	Litzinger
58	Lubering
59	LuGafs
60	Lynch
61	Maher
62	Martin
63	Maxfield
64	McCarty
65	McCormac
66	McDonald
67	McKenzie
68	McSweeney
69	Meier
70	Meyer
71	Mitchell
72	Parry
73	Pitts
74	Powells
75	Ragan
76	Rhode
77	Richard
78	Rickhardt

d100	Surname
79	Robinson
80	Rohaugh
81	Ryan
82	Sexton
83	Smith
84	Sohriss
85	St. Anna
86	Steinroder
87	Stephens
88	Stigerwald
89	Swable
90	Thomas
91	Tice
92	Uding
93	Vaden
94	Vitery
95	Walsh
96	Weise
97	White
98	Wilkerson
99	Wingart
100	Wyatt

Traits

Background

d10	Background
1	Sorcerer
2	High-born
3	Preacher
4	Stranger
5	Hunter
6	Outlaw
7	Killer
8	Bandit
9	Drifter
10	Grunt

Physique

d10	Physique
1	Lithe
2	Brawny
3	Diminutive
4	Lanky
5	Rugged
6	Slim
7	Short
8	Imposing

d10	Physique
9	Stout
10	Towering

Skin

d10	Skin
1	Birthmarked
2	Drawn
3	Craggy
4	Pockmarked
5	Rosy
6	Rough
7	Smooth
8	Freckled
9	Scarred
10	Weathered

Hair

d10	Hair
1	Shaved
2	Braided
3	Curly
4	Matted
5	Frizzy

d10	Hair
6	Flowing
7	Luxurious
8	Oily
9	Wavy
10	Wispy

Face

d10	Face
1	Bony
2	Damaged
3	Chiselled
4	Elongated
5	Pale
6	Delicate
7	Fierce
8	Sharp
9	Square
10	Sunken

Eyes

d10	Eyes
1	Piercing
2	Distant

d10	Eyes
3	Sunken
4	Melancholy
5	Alert
6	Wary
7	Searching
8	Menacing
9	Shining
10	Keen

Speech

d10	Speech
1	Blunt
2	Booming
3	Cryptic
4	Droning
5	Formal
6	Gravelly
7	Precise
8	Squeaky
9	Eloquent
10	Whispery

Clothing

d10	Clothing
1	Road-worn
2	Pristine
3	Extravagant
4	Blood-stained
5	Flowing
6	Practical
7	Archaic
8	Tattered
9	Colourful
10	Comfortable

Virtue	d10	Vice
Ambitious	1	Aggressive
Cautious	2	Cold
Courageous	3	Mocking
Disciplined	4	Single-minded
Gregarious	5	Bloodthirsty
Honourable	6	Ruthless
Humble	7	Arrogant
Merciful	8	Condescending
Serene	9	Vain
Tolerant	10	Vengeful

Reputation	d10	Misfortune
Boisterous	1	Abandoned
Reckless	2	Addicted
Dangerous	3	Maimed
Foolish	4	Condemned
Driven	5	Cursed
Damaged	6	Heartbroken
Odd	7	Wanted
Focused	8	Fractured
Respected	9	Disowned
Wise	10	Exiled

Starting Gear Tables

Gun	d10
Twin six shooters	1
Six shooter	2-3
Repeater	4
Scattergun	5
Rifle	6

Grip	2d6	Engraving
Sandalwood	2	Rose
Rosewood	3-5	Hawk
Leather-wrapped bone	6-7	Bumbler

Grip	2d6	Engraving
Silver	8	Sword
Mother of Pearl	9	Dragon
Walnut	10-11	Bear
Ironwood	12	Manticore

Hat	d10
Thread	1
Howdy	2
Stand	3
Jude	4
Preacher	5
Harrier	6
Galloner	7
Albion	8
None	9-10

Armour	d20	Melee Weapon
Reinforced leather jacket	1-2	Spear
Padded poncho	3-5	Sabre
Waxed cotton duster	6-11	Machete
Thick furs	12-17	Bullwhip
None	18-20	Dagger

Expeditionary Gear	d20	d20	Expeditionary Gear

Expeditionary Gear	d20	d20	Expeditionary Gear
Lantern & oil	1	11	Caltrops
Lockpicks	2	12	Grease
First aid kit	3	13	Soap
Blanket	4	14	Gun care kit
Cookware	5	15	Steel-toed boots
Tinder box	6	16	Chain (10ft)
Coffee	7	17	Monocular
Bedroll	8	18	Large trap
Bandolier	9	19	Grappling hook
Leather cuffs	10	20	Oilskin bag

Tool	d10	Trinket
Razor	1	Compass
Hammer	2	Dice
Chalk	3	Bandanna
Lasso	4	Tobacco
Pick	5	Spectacles
Chisel	6	Guitar
Sheath knife	7	Face paint
Fishing line & hook	8	Horn
Sewing kit	9	Harmonica
Multitool	10	Rook's skull