

DEADLANDS

One of the most horrifying abominations in the Weird West is the Hangin' Judge. This excerpt from the new Deadlands RPG introduces these fearsome judges and their brutal brand of justice. So read on, pardner, the court is in session!

HANGIN' JUDGE

From 1863–69, five Confederate circuit judges—Hiram Jackson, Cyrus Call, Luther Kirby, Moses Moore, and Marcus Lafayette—formed a secret alliance to steal land, ruin rivals, and eliminate anyone who stood in the way of their wealth and fame. All who opposed them were framed for “hangin’ offenses,” and hauled to the lynching tree.

After six years of tyranny, the hot-blooded Texas locals fought back. They rounded up the judges and hanged them from trees all along the Chisholm Trail as a warning to other authorities who would abuse their power. The Reckoners seized this opportunity to infuse the judges’ spirits with unholy energy and send them back to earth.

Now the hangin’ judges stalk the Chisholm by night, terrorizing anyone who crosses their path. They might decide blue is illegal one day and whistling is a hangin’ offense the next. Being from Texas is always a heinous crime in these horrors’ evil book of law. Whatever “charge” they bring, the judges’ sentences are always of the fatal variety. And death is the judges’ stock in trade.

Hangin’ judges are solitary and relentless hunters but avoid towns and other large congregations of people. Hangin’ judges never speak except to whisper their prey’s offense over and over.



Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Fighting d12, Intimidation d12, Notice d8, Shooting d12+2, Stealth d12

Pace: 8; **Parry:** 10; **Toughness:** 6

Edges: Ambidextrous, Block (Imp), Dodge (Imp), Level Headed (Imp), Marksman, Master (Shooting), Nerves of Steel (Imp), Quick, Two-Gun Kid

Special Abilities:

- **Colt Revolvers:** Judges carry two single-action Army revolvers that never need reloading (Range 12/24/48, Damage 2d6+1, AP 1).
- **Fear (-2):** Hangin' judges provoke a Fear check at -2.
- **Fearless:** Hangin' judges are immune to Fear and Intimidation.

- **Invulnerability:** Hangin' judges can be Shaken, and even Wounded by a lawman's bullets, but never truly killed except by their Weakness (see below).

- **Pistol Scythes:** Str+d6. The pistols of these horrors are fitted with scythes the judges can use in melee combat.

- **Weakness (Hangin'):** The only way to destroy a judge is to hang 'im high. Otherwise it returns the following night, likely Hellbent on revenge.

- **Coup (Revolvers):** Hangin' judges are horrors of the highest order. A Harrowed who counts its coup gets one of its revolvers as coup. The gun won't fire a single shot in the hands of a living person, but a Harrowed need never reload.

Pinnacle Entertainment Group's *Deadlands: The Weird West* is live now on Kickstarter.

Follow the campaign here:



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