

Weird Stuff for *Wild West Goons* - by [PaMar](#)

A Western-themed ruleset based on [Tunnel Goons](#) by Nate Treme

v:1.0

Spells

Good Spells (Shamanic)

These spells are used by shamans or healers, focusing on protection, healing, and communication with spirits. They are subtle, often invoking nature or ancestral spirits.

1. Spirit Shield

- **Description:** Creates an ethereal barrier that protects the caster or a target.
- **Mechanics:** Reduces damage by 2 for 1d4 turns.

2. Healing Wind

- **Description:** A gentle breeze carrying the essence of life, healing wounds.
- **Mechanics:** Restores 1d6 health points to a target.

3. Speak with Spirits

- **Description:** Allows the caster to communicate with ancestral spirits for guidance or information.
- **Mechanics:** Gain insight or clues about the surrounding area or a specific question, which may reduce difficulty by 2 on a related action.

4. Purification Ritual

- **Description:** Cleanses an area or object of malevolent influences or curses.
- **Mechanics:** Removes curses or negative effects from a person or place, restoring DS to its normal value.

5. Animal Ally

- **Description:** Summons a spirit animal to aid in battle or scouting.
- **Mechanics:** Summons a spectral animal (e.g., wolf, eagle) that attacks with DS 4 or scouts, providing advantage (+2) on perception checks.

6. Calming Presence

- **Description:** A soothing aura that calms hostile creatures or people.
- **Mechanics:** Forces a morale check on nearby enemies, causing them to flee or reconsider attacking.

7. Nature's Grasp

- **Description:** Vines or roots emerge from the ground, entangling enemies.
- **Mechanics:** Reduces the movement speed of enemies or their DS by 2 for 1d4 turns.

8. Dreamwalker

- **Description:** Enter the dreams of another to send messages or gain insight.
- **Mechanics:** The target must make a Will check (difficulty 10) or be influenced by the caster's suggestions in their dreams.

9. Ancestral Guidance

- **Description:** Calls upon the wisdom of ancestors for advice in a crucial moment.
- **Mechanics:** Gain a +2 bonus on a single roll, as the ancestors guide the caster's actions.

10. Protective Ward

- **Description:** Draws a protective symbol in the air or on the ground, repelling evil spirits.
- **Mechanics:** Prevents entry of malevolent entities or reduces their DS by 2 within a small area for 1d6 turns.



Dark Spells (Cultist/Evil Medicine Men)

These spells are rooted in malevolent forces and dark rituals, often used by those with sinister intentions. They focus on causing harm, summoning dark entities, and corrupting the mind and soul.

1. Blood Sacrifice

- **Description:** Offers a blood sacrifice to gain power or summon a dark entity.
- **Mechanics:** Sacrifice 1d4 health to gain +3 DS for the next turn or summon a

minor demon with DS 6.

2. Curse of Weakness

- **Description:** Places a hex on the target, sapping their strength.
- **Mechanics:** Reduces the target's DS by 2 for 1d6 turns.

3. Shadow Walk

- **Description:** Allows the caster to move through shadows, becoming nearly invisible.
- **Mechanics:** Gain +2 on stealth or evasion rolls for 1d4 turns.

4. Fear

- **Description:** Conjures an aura of pure terror, overwhelming the target's senses.
- **Mechanics:** Target must succeed in a Will check (difficulty 12) or flee in panic, losing 1d6 DS for the next turn.

5. Raise Dead

- **Description:** Animates a corpse to serve the caster as a mindless minion.
- **Mechanics:** Raises a zombie or skeleton with DS 5 for 1d6 turns.

6. Plague Touch

- **Description:** Infects the target with a debilitating disease.
- **Mechanics:** Target loses 1d4 DS and 1d4 health points over 1d6 turns unless cured.

7. Whispers of Madness

- **Description:** Fills the target's mind with unsettling whispers, driving them insane.
- **Mechanics:** Target must succeed in a Will check (difficulty 14) or suffer -2 DS and act erratically for 1d4 turns.

8. Soul Drain

- **Description:** Steals a portion of the target's life force to heal the caster.
- **Mechanics:** Target loses 1d6 health points, and the caster gains an equal amount.

9. Pact with Darkness

- **Description:** Makes a deal with a dark entity to gain temporary power.
- **Mechanics:** Gain +4 DS for 1d4 turns, but lose 1d4 health points when the effect ends.

10. Hellfire

- **Description:** Conjures flames from the underworld to burn the target.
- **Mechanics:** Inflicts 2d6 fire damage to a single target, with a 50% chance of setting them ablaze, causing an additional 1d4 damage per turn.



Neutral Spells (Voodoo/Animistic African Magic)

These spells straddle the line between good and evil, focusing on balance, manipulation of spiritual forces, and personal empowerment.

1. Spirit Binding

- **Description:** Binds a wandering spirit to an object or person, either to aid or to haunt.
- **Mechanics:** Target gains +2 DS if the spirit is benevolent or suffers -2 DS if malevolent, for 1d6 turns.

2. Hex

- **Description:** Places a minor curse on the target, causing misfortune.
- **Mechanics:** Target suffers -1 on all rolls for 1d6 turns.

3. Voodoo Doll

- **Description:** Manipulates a voodoo doll to cause harm or control over a distant target.
- **Mechanics:** Target suffers 1d6 damage or must succeed in a Will check (difficulty 10) or follow a simple command.

4. Possession

- **Description:** Allows the caster to temporarily inhabit another being's body.
- **Mechanics:** Target must make a Will check (difficulty 14) to resist. The caster can control the target for 1d4 turns.

5. Protective Charm

- **Description:** Creates a talisman that wards off evil or grants minor protection.
- **Mechanics:** Grants +1 DS or immunity to fear effects for 1d4 turns.

6. Spiritual Consultation

- **Description:** Calls upon a spirit or loa for advice or assistance.
- **Mechanics:** Gain insight or +2 on a single roll, depending on the nature of the

spirit.

7. Glamour

- **Description:** Creates an illusion or alters the appearance of the caster or a target.
- **Mechanics:** Opponents suffer -2 DS in perception-related checks for 1d4 turns.

8. Binding Ritual

- **Description:** Prevents a spirit or creature from moving or using its powers.
- **Mechanics:** Target is immobilized or loses access to a special ability for 1d4 turns, with a successful Brawn or Will check to resist.

9. Invocation of the Loa

- **Description:** Calls upon a powerful spirit to temporarily possess the caster, granting them strength or insight.
- **Mechanics:** Gain +3 DS for 1d4 turns, with a risk of losing control (Will check, difficulty 12).

10. Crossroads Bargain

- **Description:** Makes a deal with a spirit at a crossroads, gaining a boon at a price.
- **Mechanics:** Gain +4 on a single roll or action, but suffer a minor curse or drawback afterward (determined by the GM).

Supernatural Creatures

Zombie: DS 7

Reanimated corpse driven by an insatiable hunger for the living. Zombies are slow but relentless, often attacking in groups.

- **Special Power:**
Undead Resilience - Zombies reduce damage from non-magical weapons by 1 point.
- **Behavior Table:**

Roll	Behavior
2	Lurch: The zombie stumbles forward, moving slowly but relentlessly. Opponents roll with a Bust Die for their next attack.
4	Groan: The zombie emits a terrifying moan, potentially drawing other zombies to the fight. Allies within earshot gain +1 DS.
6	Bite Attack: The zombie attempts to bite its opponent, causing -1 DS for the next turn due to infection fear.
8	Undead Resilience: The zombie absorbs damage, gaining +1 DS for the rest of the fight.
10	Frenzied Attack: The zombie attacks wildly, gaining +2 DS for this turn only.
12	Grave Strength: The zombie taps into unnatural strength, gaining +3 DS for the rest of the fight. Opponents must make a Will check or suffer a Bust Die on their next action.



Wendigo: DS 10

A monstrous, cannibalistic spirit that embodies the hunger of winter, with a craving for human flesh. Wendigos are incredibly strong and fast, with a chilling presence.

- **Special Power:**

Frost Aura - Enemies within close range suffer -1 DS due to the intense cold emanating from the Wendigo.

- **Behavior Table:**

Roll	Behavior
2	Terrifying Howl: The Wendigo lets out a blood-curdling howl, causing the opponent to make a Fear check or suffer -2 DS. A failed check forces the opponent to roll with a Bust Die for their next action.
4	Hunger Frenzy: The Wendigo's hunger intensifies, gaining +2 DS for this turn only. If the attack is successful, the Wendigo also heals 1 point of damage.
6	Icicle Claws: The Wendigo attacks with claws as cold as ice, causing the opponent to suffer -1 DS for the next turn due to freezing pain.
8	Disappear into the Snow: The Wendigo uses the environment to its advantage, gaining +2 DS for the next turn only. Opponents trying to track the Wendigo must roll with a Bust Die.
10	Berserker Rage: The Wendigo enters a feral state, gaining +3 DS for the rest of the fight.
12	Supernatural Agility: The Wendigo moves with unnatural speed, gaining +3 DS for this turn only. Opponents must roll with a Bust Die when attacking it on their next turn.

Vampire: DS 9

An undead being with a thirst for blood, possessing supernatural strength, charm, and the ability to manipulate shadows.

- **Special Power:**

Night's Embrace - The Vampire can move through shadows, becoming harder to hit. Gains +2 DS in low light or darkness.

- **Behavior Table:**

Roll	Behavior
2	Hypnotic Gaze: The Vampire attempts to mesmerize its opponent, causing them to suffer -2 DS for the next turn. If the opponent fails a Will check, they roll with a Bust Die on their next action.
4	Bite and Drain: The Vampire bites its opponent, causing them to lose -1 DS for the rest of the fight due to blood loss. The Vampire heals 1 point of damage.
6	Shadow Step: The Vampire moves through shadows, gaining +2 DS for this turn only. Opponents must roll with a Bust Die when attempting to track the Vampire.
8	Regenerate: The Vampire heals some of its wounds, increasing its DS by +2 for the next turn only.
10	Berserk Bloodlust: The Vampire's thirst for blood increases its strength, gaining +3 DS for the rest of the fight.
12	Vanish: The Vampire attempts to disappear into the night. The opponent must make a successful Perception check (with a Bust Die) to follow.

Cultist: DS 8

Fanatical worshiper of dark gods, often engaging in rituals and sacrifices to gain power. Cultists may invoke dark forces to aid them in battle.

- **Special Power:**
Unholy Ritual - Once per encounter, a Cultist can invoke a dark ritual that temporarily boosts their DS by +2 for 1d4 turns.
- **Behavior Table:**

Roll	Behavior
2	Dark Chant: The Cultist recites an incantation, causing the opponent to suffer -2 DS for the next turn due to fear or distraction. If the opponent fails a Will check, they must roll with a Bust Die on their next action.
4	Sacrificial Dagger: The Cultist attacks with a ceremonial blade, gaining +2 DS for this turn only.
6	Summon Minions: The Cultist calls forth minor demons or undead, gaining +1 DS for the rest of the fight as they assist.
8	Unholy Strength: The Cultist taps into dark power, gaining +2 DS for the next turn only.
10	Berserker Faith: The Cultist becomes emboldened by their belief, gaining +3 DS for the rest of the fight.
12	Blood Sacrifice: The Cultist sacrifices their own blood, gaining +3 DS for this turn only but suffering -1 DS for the next turn. The opponent rolls with a Bust Die on their next attack.

Deep One: DS 9

Amphibious humanoid creature from the deep ocean, often associated with ancient, eldritch deities. Deep Ones are strong, fast, and can manipulate water to their advantage.

- **Special Power:**

Tidal Surge - Once per encounter, the Deep One can create a surge of water, forcing opponents within close range to make an Agility check or suffer a -2 DS penalty for the next turn.

- **Behavior Table:**

Roll	Behavior
2	Aquatic Agility: The Deep One moves with fluid grace, gaining +2 DS for this turn only. Opponents attacking it must roll with a Bust Die.
4	Bite Attack: The Deep One bites with razor-sharp teeth, causing the opponent to suffer -1 DS for the next turn due to blood loss.
6	Summon Tide: The Deep One calls forth a surge of water, gaining +2 DS for the next turn only.
8	Call of the Deep: The Deep One's presence causes the opponent to make a Fear check or suffer -2 DS for the next turn. If the opponent fails, they roll with a Bust Die on their next action.
10	Berserker Strength: The Deep One channels the strength of the ocean, gaining +3 DS for the rest of the fight.
12	Retreat to the Depths: The Deep One attempts to escape into the water. The opponent must make a successful Agility check (with a Bust Die) to follow.

Necromancer: DS 10

A dark sorcerer who commands the dead and manipulates the forces of death itself.

Necromancers are powerful spellcasters with a deep connection to the undead.

- **Special Power:**

Death's Favor - The Necromancer can once per encounter reroll any failed spell attempt, treating the roll with an Ace Die.

- **Behavior Table:**

Roll	Behavior
2	Raise Undead: The Necromancer summons a zombie or skeleton to aid in the fight, increasing DS by +1.
4	Dark Bolt: The Necromancer hurls a bolt of necrotic energy, causing the opponent to suffer -2 DS for the next turn.
6	Bone Armor: The Necromancer summons a protective shield of bones, increasing DS by +2 for the next turn only.
8	Drain Life: The Necromancer drains life energy from the opponent, healing themselves and causing -1 DS to the opponent.
10	**Berserker

Fury**: The Necromancer taps into dark powers, gaining +3 DS for the rest of the fight. I

I 12 I **Vanish into Shadows:** The Necromancer disappears into the darkness. The opponent must make a successful Perception check (with a Bust Die) to pursue. I

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Creature of the Black Lagoon: DS 9

An amphibious monster lurking in swamps and marshes, known for its strength and stealth. The Creature is adept at using its environment to its advantage.

- **Special Power:**

Swamp Mastery - The Creature can move through swampy terrain without penalty and gains +2 DS when in its natural habitat.

- **Behavior Table:**

Roll	Behavior
2	Swamp Ambush: The Creature uses its environment to launch a surprise attack, gaining +2 DS for this turn only. Opponents must roll with a Bust Die on their next defense.
4	Claw Slash: The Creature slashes with its claws, causing the opponent to suffer -1 DS for the next turn due to the injury.
6	Underwater Strike: The Creature attacks from below, gaining +2 DS for this turn only. Opponents trying to track the Creature must roll with a Bust Die.
8	Regenerate: The Creature heals some of its wounds, increasing its DS by +2 for the next turn only.
10	Berserk Strength: The Creature becomes enraged, gaining +3 DS for the rest of the fight.
12	Escape into the Swamp: The Creature attempts to disappear into the swamp. The opponent must make a successful Survival check (with a Bust Die) to track it.

Cults

1. The Silver Noose

Background:

A fanatical offshoot of the Ku Klux Klan, the Silver Noose is obsessed with purifying the land through brutal, ritualistic lynchings. They believe their violent acts invoke dark spirits that will grant them power and dominance over the land.

Behavior Table:

Roll	Behavior
2	Hooded Escape: Attempts to flee into the shadows. PCs must succeed on a DS12:Perception roll or lose track of the cultist, who then gains +2 DS on their next attack.
4	Ritual Hanging: Targets a restrained or downed opponent. The target must succeed on a DS14:Brawn roll or be lynched (instant death).
6	Spirit of Hatred: Calls upon a malevolent spirit to possess a target. The target must succeed on a DS12:Will roll. On failure, the PC suffers -2 DS and must attack allies for 1d4 turns.
8	Burning Cross: Sets a burning cross, creating a zone of fear. All PCs within 10 feet must succeed on a DS10:Will roll or lose 1d4 DS due to fear.
10	Curse of the Lynched: Marks a PC with a curse. The target must succeed on a DS14:Will roll or suffer 1d4 health loss each turn for 1d6 turns, until cured.
12	The Noose Tightens: Summons the spirit of a lynched soul to entangle a target. The PC must succeed on a DS14:Brawn roll or be immobilized, losing 1d4 DS per turn until freed.

2. The Black Gospel

Background:

A sinister cult of Satanists, The Black Gospel seeks to corrupt and dominate through forbidden rituals. They believe that by spreading chaos and blasphemy, they will hasten the coming of their dark lord.

Behavior Table:

Roll	Behavior
2	Dark Prayer: Attempts to pray for dark blessings. PCs must succeed on a DS12:Perception roll to interrupt, or the cultist gains +2 DS on their next action or summons a minor demon (DS5).
4	Blasphemous Chant: Spews blasphemies that shake the mind. PCs within earshot must succeed on a DS10:Will roll or lose 1d4 DS due to mental anguish.
6	Unholy Communion: Shares blood with an ally, both gain +2 DS for 1d4 turns unless interrupted by a successful DS12:Agility roll from the PCs.
8	Infernal Temptation: Attempts to corrupt a target. The PC must succeed on a DS12:Will roll or be compelled to aid the Black Gospel for 1d4 turns.
10	Hellfire Invocation: Calls upon dark forces to rain fire. PCs within 10 feet must succeed on a DS14:Agility roll to avoid 2d6 damage. Partial success reduces damage by 1d6.
12	Demonic Possession: Attempts to possess a target. The PC must succeed on a DS14:Will roll or be controlled for 1d4 turns, acting against their allies.

3. The Pale Riders

Background:

A group of spectral gunfighters cursed to roam the earth, The Pale Riders are revenants driven by an unholy thirst for vengeance. They are harbingers of death, with each shot they fire bringing their foes closer to the grave.

Behavior Table:

Roll	Behavior
2	Death's Warning: Fires a shot into the air. PCs must succeed on a DS10:Will roll or lose 1d4 DS due to fear.
4	Spectral Charge: Charges forward with ghostly speed. PCs must succeed on a DS12:Agility roll or be struck, losing 1d6 health. Partial success reduces damage by 1d4.
6	Revenant's Mark: Marks a target for death. The PC must succeed on a DS14:Will roll or suffer -2 DS until the Pale Rider is defeated.
8	Ghostly Barrage: Unleashes a hail of spectral bullets. PCs must succeed on a DS14:Agility roll to avoid 2d4 damage. Partial success reduces damage by 1d4.
10	Chill of the Grave: Draws forth the cold of the grave. PCs within 15 feet must succeed on a DS12:Brawn roll or lose 1d4 DS and 1d4 health. Partial success halves the effects.
12	Ride of the Damned: Summons a spectral steed to trample enemies. PCs must succeed on a DS14:Agility roll or suffer 2d6 damage. Partial success reduces damage by 1d6.

4. The Wendigo Cult

Background:

Followers of the ancient Wendigo spirit, this cult believes that by embracing cannibalism, they can gain the strength and immortality of the Wendigo. They are vicious, primal, and driven by an insatiable hunger.

Behavior Table:

Roll	Behavior
2	Fade into Shadow: Attempts to vanish into the darkness. PCs must succeed on a DS12:Perception roll to detect them, or the cultist gains +4 DS on their next stealth action.
4	Poisoned Blade: Strikes with a poisoned weapon. The target must succeed on a DS14:Brawn roll or lose 1d4 DS and 1d4 health over 1d6 turns.
6	Mind Games: Sows confusion among the enemies. The target must succeed on a DS12:Will roll or lose their next action.
8	Death from Above: Leaps from a high place to strike. The target must succeed on a DS14:Agility roll or take 2d6 damage. Partial success reduces damage by 1d6.
10	Silent Kill: Attempts to silently eliminate an unaware target. The target must succeed on a DS14:Brawn roll or be instantly killed.
12	Shadow Clone: Creates an illusory double. PCs must succeed on a DS12:Perception roll to discern the real target, or they waste their next attack on the clone (DS 1d6, lasting 1d4 turns).

6. The Whispering Dead

Background:

An eerie collective of ghosts and restless spirits, The Whispering Dead are bound to the world of the living by unfinished business. They haunt the living, feeding on fear and despair.

Behavior Table:

Roll	Behavior
2	Ethereal Shift: Becomes incorporeal. PCs must succeed on a DS12:Perception roll to track their movement or the ghost gains +4 DS against physical attacks for 1d4 turns.
4	Wail of the Damned: Lets out a blood-curdling scream. PCs within 20 feet must succeed on

a DS12:Will roll or lose 1d4 DS and be stunned for 1 turn. || 6 | **Grave Touch:** Drains the life force of a target. The PC must succeed on a DS14:Brawn roll or lose 1d6 health and suffer -2 DS for 1d4 turns. || 8 | **Possession:** Attempts to possess an enemy. The PC must succeed on a DS14:Will roll or be controlled by the Whispering Dead for 1d4 turns. || 10 |

Phantasmal Terror: Creates an illusion of the target's worst fear. The target must succeed on a DS12:Will roll or flee in terror, losing 1d4 DS. | | 12 | **Spectral Storm:** Summons a whirlwind of ghostly apparitions. PCs within 15 feet must succeed on a DS14:Agility roll to avoid 2d6 damage. Partial success reduces damage by 1d6. |

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Certainly! Below is the new group replacing The Pale Riders, themed around evil Houngan Voodoo priests, with appropriately themed effects.

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7. The Serpent Tongue

Background:

The Serpent Tongue is a sinister cabal of evil Houngan Voodoo priests who worship dark Loa and practice forbidden rituals. They manipulate spirits, poison minds, and use dark magic to dominate and curse their enemies. They often work in secrecy, using their knowledge of the supernatural to instill fear and obedience.

Behavior Table:

Roll	Behavior
2	Voodoo Veil: The Houngan conjures a thick, mystical fog. PCs must succeed on a DS12:Perception roll to see through it, or suffer -2 DS on their next attack due to impaired visibility.
4	Serpent's Bite: The Houngan commands a spectral snake to strike. The target must succeed on a DS14:Agility roll or suffer 1d4 health damage and 1d4 DS loss due to the venom's effects over 1d6 turns.
6	Curse of the Loa: Invokes a dark Loa to curse a target. The PC must succeed on a DS14:Will roll or suffer -3 DS and be plagued by hallucinations for 1d4 turns.
8	Grave Dust: Blows a handful of enchanted grave dust into the air. PCs within 10 feet must succeed on a DS12:Brawn roll or fall into a deep sleep for 1d4 turns.
10	Zombi Ritual: Attempts to raise a recently deceased body as a zombi under their control. PCs must succeed on a DS14:Brawn roll to resist being pinned by the zombi if nearby. If successful, a DS5 zombi is raised for 1d6 turns.
12	Invocation of Damballa: Calls upon the serpent god Damballa to strike with divine wrath. PCs within 15 feet must succeed on a DS14:Agility roll to avoid 2d6 lightning damage. Partial success reduces damage by 1d6.

Certainly! Here's a revised group centered around cultists of Yig, the Snake God, with a Cthulhu-inspired spin.

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8. The Serpentine Order

Background:

The Serpentine Order is a malevolent cult devoted to Yig, the ancient and primordial Snake God. They revel in serpentine rituals and dark rites that involve invoking serpents, spreading chaos, and corrupting minds. Their practices are shrouded in secrecy and their rituals are aimed at bringing about the dominance of Yig over the world.

Behavior Table:

Roll	Behavior
2	Serpent's Embrace: The cultist summons ethereal serpents to constrict a target. The target must succeed on a DS14:Agility roll or be immobilized for 1d4 turns, suffering -2 DS during this period.
4	Yig's Venom: The cultist directs a snake-like spirit to bite a target. The target must succeed on a DS14:Will roll or suffer 1d4 health damage and 1d4 DS loss due to venom that causes lingering pain for 1d6 turns.
6	Venomous Whispers: The cultist invokes the dark whispers of Yig, causing paranoia. The target must succeed on a DS12:Will roll or suffer -2 DS and be haunted by disturbing visions for 1d4 turns.
8	Cursed Fang: The cultist performs a ritual to imbue a weapon or object with Yig's dark power. The target must succeed on a DS14:Agility roll to avoid being struck by a cursed object that inflicts 1d6 damage and causes a -2 DS penalty for 1d6 turns.
10	Summon Yig's Servants: The cultist calls forth minor serpentine entities to assist them. PCs must succeed on a DS14:Brawn roll to resist the effects of 2d6 damage from snake bites or be engaged by serpentine entities with DS 5 for 1d4 turns.
12	Yig's Wrath: The cultist channels the full wrath of Yig, unleashing a serpentine storm. PCs within 15 feet must succeed on a DS14:Agility roll to avoid 2d6 damage from venomous serpentine energy. Failure results in full damage; success reduces damage by 1d6.

The **Serpentine Order** brings a dark, serpentine essence to their foes, invoking the primordial terror of Yig with each spell and action. Their Cthulhu-inspired abilities emphasize

the horror and otherworldly nature of their worship, making them a unique and formidable opponent.

