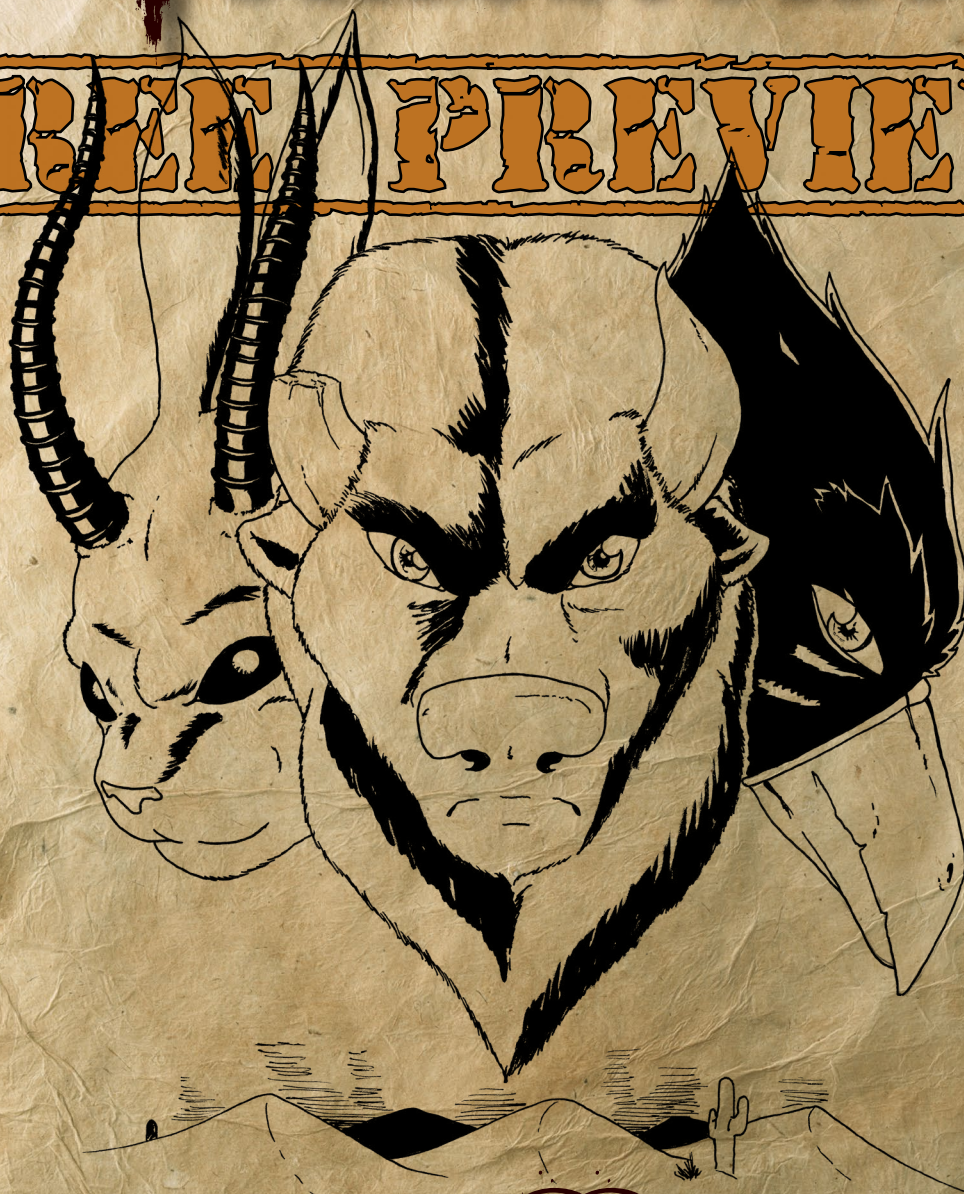


# Tombstone

## FREE PREVIEW



# Gazetteer

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**PATHFINDER**  
**COMPATIBLE**

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# Tombstone Gazetteer

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## INTRODUCTION

Welcome to the *Tombstone Gazetteer*! This is your first glimpse into the wonderfully weird world of *Tombstone* and we are very excited to share it with you! This PDF will get you started playing games in the world of *Tombstone*, but by no means is it a complete accounting of the world and its people. Creating an entire world is a big job and we wanted to get the basics into your hands as quickly as possible. We will be adding more to the world, bit by bit until we have filled in the entire picture and we want you along for the ride.

~Russ Brown

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# CORVUS CANYON

*By James Abendroth*

*BANG! The rifle's sharp report and powerful kick against his shoulder happened a split second before the gnoll a couple hundred yards away stiffened then fell to the ground. Maybe that would teach it to keep its head down. But then, Cal Blackfeather figured it wasn't going to learn anything with a bullet in the brainpan.*

The body was barely on the ground before the other gnolls sent a storm of bullets back in his direction. He'd already ducked behind the rock he was using for cover before any of them hit.

More out of habit than anything else, he worked his rifle lever, sending the spent shell flying. It was a shame he didn't have any ammunition to replace it.

He didn't have to double-check to know there weren't many bullets left for his revolvers, either. He did, anyway. Checking again didn't magically change the numbers. One had a full chamber of 6 and the other was one short at 5. He went ahead and checked his belt and bandolier again too, but knew before he started that there weren't any there, either.

Unless he'd lost count, there were 7 more gnoll bandits across that sandy expanse of scrub. 7 bandits and 11 bullets. Crazy gnoll bandits, too. They'd been even more aggressive and savage than normal and he had to put more slugs into them or get in more headshots to put them down than plain old gnolls. It wasn't impossible odds but it was pretty close. He'd have to get real lucky to come out on top of a shootout with them.

It was starting to feel an awful lot like he wasn't going to have any choice. He knew the only thing stopping the gnolls from rushing him was the fact that they were currently more afraid of his guns than hungry and greedy. That balance would shift against him until the fear was not enough to overcome their hunger and greed.

For maybe the hundredth time he did the math, with only 10 bullets for the bandits this time. He figured he ought to keep 1 for himself. Better than letting them get ahold of him. Gnolls didn't always bother killing things before starting to eat them and sometimes they liked to play with their food for a while before settling into their meal.

He thought about going ahead and taking that route right then. After all, they might get a lucky shot in during the rush that was coming that would prevent him from doing it later.

He looked down guiltily at the axebeak sprawled in an ungainly heap so close to him that its head was

practically in his lap. It had looked so powerful and tough when he'd chosen it, if not exactly the prettiest thing ever. It had been a joy to ride, too, its power translating into speed and stamina that had carried him effortlessly for miles and hours.

He'd been drawn to the flightless bird first as a sort of kindred spirit, though he would have punched anybody who'd pointed out the similarity between a corvus and an axebeak. He might have looked like a 5' tall crow who'd grown arms and hands instead of wings but he was just as much of a man as any other.

Now, the once-mighty beast just looked weak, pathetic and scared. It let out a weak, croaking groan and wiggled a little closer, looking to its master to do something to ease its pain. Betraying that trust cut Cal to the core far more than the fear of the strange gnolls. The axebeak had taken a bullet to the leg and another to the gut at the end of the chase. Its following collapse was why they ended up here. Blackfeather knew from experience that the former bullet had crippled it and the latter ensured that it was going to die a slow death.

He also knew he should put one more bullet into it to put it out of its misery. He actually should have done it when the bird first went down. But, he'd been too busy convincing the bandits that it was a bad idea to get any closer by slinging lead at them earlier and now he didn't have any lead to spare on kindnesses. Then again, he figured it didn't make much difference if he only used 9 bullets on the raiders out there instead of 10 or 11 and he owed the bird a quick death.

Cal cocked the hammer of his revolver with 5 bullets left. "Sorry, friend. You surely didn't deserve this."

Before he could pull the trigger he heard a fresh ruckus coming from the other side of his cover. He peeked his head up over the rock, both pistols in his hands and at the ready. He squinted, not sure he believed what he was seeing.

One of the blamed fool bandits was right out in the open, jumping up and down, throwing his hands up in the air, howling and whooping like a



madman. Blackfeather reached for his rifle before he remembered it was out of ammo.

Eagle-eyed though he might be and even with a target out in the open like that, he knew he couldn't reliably hit a target that far away with a pistol. He could only watch as it continued to caper around like an idiot before finally stopping. It stood still for a moment, staring in Cal's direction before calling out something he couldn't quite hear to its companions and returning to cover.

The corvus stared back, cocking his head curiously to the side. What were those sidewinders up to?

Suddenly, his eyes widened and he muttered a curse. The very fact that he hadn't taken a shot was exactly the result they were looking for. If they didn't know he was out of bullets before they must have heavily suspected it, now.

He ducked back down, turning around and let out a much louder curse, one that would have made one of the working "ladies" back at the Silk Panther blush.

Sitting not more than three feet away from him was a chupacabra. Cal leveled both his pistols at that furry head.

The mangy varmint paid no more attention to the gun than it did to the gunslinger. Instead, its big, black oval eyes were turned to the axebeak as he gently stroked the bird's feathers.

Cal wasn't sure what was more disturbing – the pitying, yet hungry look the chupacabra was gracing the animal with or the fact that it had somehow crept up on him without him knowing it.

"Seems like you're in a little trouble," the chupacabra said still without looking up.

"Reckon," was all the answer the corvus gave.

"Reckon you could use some help," the chupacabra replied.

"Maybe."

"Maybe I could help."

If there was one thing about humans that made Cal

jealous, it was their ability to spit. So often, it seemed like they could say more with a mouthful of spit than a mouthful of words. It felt a shame, in a moment like this that his mouth was physically incapable of the act because a well-placed squirt of tobacco-stained saliva would tell this fella what he thought far better than any talking.

The chupacabra finally looked up at him, its eyes focusing on the gun barrel in its face for a moment before looking disinterestedly past it to his face. He shrugged eloquently and looked back down at the axebeak he was still stroking.

"Maybe you don't want my help. Maybe everything's under control," the chupacabra continued.

The corvus was tempted to shoot it after all. Asking if he had things under control in this situation had to be some kind of taunt. Did it expect him to beg?

"Well?" the chupacabra coaxed after a few more silent moments, looking up at him again.

"Just tryin' to figure your

angle."  
"Angle?"

Blackfeather clenched his beak and tightened his grip on his pistol in frustration, fighting the itch in his trigger finger. Even now, the gnolls were getting ready to make a rush on him and he was dealing with this cryptic chupacabra and its hypothetical offer of rescue. An offer that might just be a scheme to get him to let his guard down so it could kill him before the gnolls.

"What do you get out of helping me? 'Less you're just a do-gooder who goes wanderin' 'round the wilderness helpin' folks outta the saintliness of your heart," the corvus quipped.

The chupacabra cast his hands and his gaze piously up to the sky. "I was sent by the Divine."

Cal figured a response like that didn't merit an answer so he didn't bother with one. He was suspicious of what the chupacabra really wanted, but it seemed harmless for the moment and he knew what the gnolls wanted so he turned his attention to them.





They were still taking cover but they were being real sloppy about it, popping up their heads and torsos as they moved around. He knew they were only going to get more brazen since he wasn't punishing them for their cockiness.

He wasn't going to keep them away by staring though and turned back to the chupacabra only to find it staring at him. Abruptly, it broke into a singsong chant.

*Two birds come into the canyon*

*One a feast to end a famine*

*The other to be saved from a beast.*

"I ain't much one for poetry," Cal said after several silent seconds of the chupacabra staring at him expectantly.

"Not poetry! Prophecy!" the Chupacabra said, exasperated.

"I ain't no bird."

"You look like a bird."

Cal again found himself at a point in the conversation where he didn't have an answer and again he wishing he could spit.

"I suppose he's the feast and I'm the one to be saved?" he said, instead.

The chupacabra shrugged and stroked the axebeak's feathers. "Not necessarily."

Cal just squinted his eyes at his cryptic companion. "He ain't got much time either way. You wouldn't be saving him for long," he pointed out.

"I have magic. I can make him good as new. I already like him better than you."

The corvus' eyes widened at learning the chupacabra was a spellslinger and he sat up warily, easing his gun back at it.

"I can't ask him, so you'll have to make the choice," the chupacabra pointed out when Cal remained silent. It leaned over to peek beyond the rock they were both sheltering behind. "And you probably ought to make it quick. I think your friends are running out of patience."

Cal didn't have to look to know who it was talking about. But he did look and found that the gnolls were out of sight once more. He didn't know what that meant for sure but any change tactics probably boded ill for him.

"Alright, save me, then," he said when he looked back.

"Alright," the Chupacabra answered and made a lunge at the axebeak's neck with its sharp teeth.

"Wait!" Cal ordered.

"Change your mind?" it asked, eyeing the corvus' neck in a disconcerting way.

Cal stared at him steadily then aimed his pistol down and pulled the trigger. He didn't need

the weak kicks of the axebeak before it went totally still to know that he'd hit it in the head and finally ended its suffering.

Cal had just a moment to be disturbed by the look of disappointment on the Chupacabra's face before a snarling whoop from the other side of the rock caught his attention. Even before he stood up and spun around, he knew that noise had come from far too close.

Just as he'd expected, the gnolls were creeping up on him and were only a few yards away. They thought the gunshot was aimed at them and were giving up on sneaking for a mad dash.

In an instant, the corvus pulled the trigger then fanned the hammer of the pistol in hand. He sent one shot into the nearest one's chest and another into its head then tracked to the left even as his hand kept moving and put another two into the chest of the next closest one, knocking it off its feet, sprawling and squirming in the dust.

He slipped that pistol back into its holster and whipped out the other

He didn't fire, though. Seeing two of their number go down, and realizing that he still had ammo took the grit out of the others and they were already fleeing back to cover. He didn't have bullets to waste on fleeing opponents.





Besides, the one he had downed with the two chest shots wasn't quite convinced to stay down. It was dragging itself at him with a hatchet in hand. Cal aimed his pistol at its head before remembering how precious his bullets were. Instead, he holstered his pistol, put his boot on the thing's wrist and wrestled the weapon out of its hand. He chopped once, twice, thrice into the raider's head before it was convinced not to get up...ever. The corvus turned away from the writhing strands that wove through the creature's brain in disgust and hurried back into cover. There was just as disgusting a display in there.

The chupacabra was messily eating. "Unless you want to be next on the menu I suggest you get the saving started," Cal declared.

The chupacabra growled, though in the way a person irritated about being interrupted in the middle of a meal would rather than the way a wolf that was getting its food taken away would.

It did draw away from the axebeak's corpse, wiping its mouth with the back of its hand to clean away some of the blood and viscera as Cal grabbed his rifle, saddlebags, and canteen.

The two of them stared silently at each other for a moment before the chupacabra turned and started trotting deeper into the canyon and up along the scree that sloped up the edge. It wasn't long before the corvus envied his companion his sturdy moccasins. He was sure that they weren't the most comfortable things to wear on those sharp rocks but his own boots with their slick soles left him slipping and sliding, causing him to stumble repeatedly and sending him to his knees regularly. It wasn't long before his shins and hands were cut and scraped raw.

"Where are we going?" he demanded, between pants of effort. He looked back and saw that the gnolls had lost their patience and were even now ransacking what was left at the rocks he'd used as cover. A few of them were completing the job of devouring the axebeak the chupacabra had already started while others were looking around for anything valuable.

Cal cursed as he looked back and saw one of the distant figures spot them, aiming a finger that brought him and the chupacabra to all the gnolls' attention.

"Don't worry, we're almost to the tunnel."

"Tunnel? You're not going to fly or teleport us out of here? I thought you had magic!" Blackfeather demanded incredulously.

"I do. Just not that kind," the chupacabra answered with casual cheerfulness.

A bullet ricocheted off a nearby rock and the gnoll's gunshot rang out a moment later. Cal didn't have

enough time to properly vent his frustration with the chupacabra as several more gunshots filled the air though none of the bullets struck close. At least the chupacabra picked up its pace.

The tunnel that the chupacabra lead him to was well hidden. He would have walked right past it if the creature hadn't led him to it. In fact, he lost sight of his guide for a moment as it ducked into the entrance and he thought that it might have lied about using magic to disappear.

Cal had little choice but to follow through the crack he found himself in that barely merited the term "tunnel." He had to turn sideways and twist his head to the side to squeeze through. The jagged, unforgiving rock still tore his shirt and pants and some of the skin underneath. He had to pause and twist and pull his rifle to get it through, too.

Only the knowledge that his fate would be far worse if the gnolls caught him kept claustrophobia and primal terror of the dark from pushing him back out of that tunnel. He had to twist and contort repeatedly but finally, the tunnel opened up and he could walk comfortably. Not that he would though, because it was still pitch dark and, for all he knew, two steps forward would bring his face slamming into more rock. He kept his pistol in hand, not sure if his guide could see in this darkness and fearing an ambush while he was helpless.

Instead, the chupacabra lit a lantern, though the dim, flickering light coming out of the smoky glass didn't do any favors for its appearance. Its spines, massive eyes, and ragged fur were even more unsettling in that light than in the sunlight.

"This way," it said, as though there were a lot of choices.

Blackfeather had no idea how long it took before the twisting, ragged tunnel turned into the deepest section of a mine. Having barely any light and no real landmarks disoriented a guy. When he actually got outside, though, the moon was up.

Looking around, he realized he knew where he was. This was an old abandoned mine not far from Tombstone. Relief filled him at being so close to safety.

"So, what're we going to do when we get to town?" the chupacabra asked, the first words either of them had voiced in what must have been hours.

Cal didn't answer as he started walking.

He really wished he could spit.



# THE WORLD OF TOMBSTONE

## WHAT IS TOMBSTONE?

*Tombstone* is a campaign setting for *Pathfinder Second Edition*. This means that you need the *Pathfinder Core Rulebook (Second Edition)* to play games in the world of *Tombstone*.

*Tombstone* is also a gritty alternate history weird wild west setting with elements of anime, fantasy, and gothic horror. The year is 1871 and the world is full of monsters and magic but it diverges from traditional fantasy settings in a number of ways. First of all, the world of *Tombstone* is our earth, or at least an alternate version of it. This allows us to assume a baseline of actual history – *for example, the city of Las Vegas, Nevada won't be founded until 1905* – except for the details that are called out as being different. Secondly, the ancestries of *Tombstone* are not the ones found in traditional fantasy settings. There are no elves, dwarves, gnomes or halflings in the world of *Tombstone*. Instead, humans live alongside many other fantastic races. In the southwestern territories of the United States, common ancestries include centaurs, chupacabras, corvus, jackalopes, minotankas and rougarous.

Magic has always existed but was much less common and much less powerful until the summer solstice of 1847 saw a surge of magical power unheard of since the time of King Artur. Since then, instead of quickly falling back to normal levels as is expected with magical spikes, magical power levels have been slowly but steadily building. Magical scholars have taken to calling this event the *Resurgence*. Since the *Resurgence*, magical practitioners of ancient, traditionally scorned traditions have been growing in power and magical organizations have been gaining political power and influence.

The southwestern territories are also facing a new threat in the form of the *Blighted*. A shooting star landed in the barren land of the southern Nevada Territory and now strange mutants are coming out of the desert...

## LANGUAGES

The list of languages spoken by real-world people in the American southwest would be long and varied, including many languages and dialects spoken by Native Americans. The following list has been reduced and simplified for gameplay purposes, it

shows commonly spoken languages and the types of people who might typically speak the language. As a GM, feel free to expand and customize this list as you see fit.

**Apachean** A language spoken by the Native American people of the Apache tribe.

**Chinese** A language spoken by human and corvus immigrants from China.

**Chupacabra** The native language of the North American chupacabra clans.

**English** A language spoken by human immigrants and settlers from England. The most common language spoken in U.S. towns and cities and the official language of the U.S. Army.

**French** A language spoken by human immigrants from France. Many Jackalope communities have also adopted French as a second language instead of English as they prefer the way it sounds.

**German** A language spoken by human immigrants from Germany. Many orc immigrants or former slaves also speak German as descendants of the great orc hordes of the Black Forest.

**Japanese** A language spoken by human and corvus immigrants from Japan.

**Korean** A language spoken by human and corvus immigrants from Korea.

**Minotankan** The native language of the Minotankan people.

**Navajo** A language spoken by the Native American people of the Navajo tribe. A Southern Athabaskan language that is properly known as Diné bizaad.

**Rangespeak** Rangespeak began as the native language of the centaur people. It has developed into a common language as a result of the centaur's diplomatic courier missions between various peoples and now incorporates common words and phrases from many regional languages.

**Russian** A language spoken by human immigrants from Russia.

**Siouan** A language spoken by the Native American people of the Sioux nation.

**Sylvan** A language spoken by many fey creatures.

**Spanish** A language spoken by human immigrants and settlers from Spain. Spanish is also the most common language spoken in the Kingdom of Mexico and is also spoken by many chupacabras.







## TOMBSTONE HISTORY TIMELINE

The history of the world of *Tombstone* is largely the same as the history of the Earth that we know, however there are some significant differences. This timeline highlights some of the important differences, focusing mostly on events that affect the current state of the post Civil War United States.

DATE	EVENT
~380 BC	Tengu refugees fleeing from conflicts in China and Korea sail east across the Pacific Ocean. Some settle on Pacific islands while others eventually make their way to North America and found the North American corvus tribes.
985	Viking mystics in Iceland divine the existence of Greenland, which they call Jotunhiem. It is only sparsely inhabited by clans of ogres and giants. Led by Erik the Red, the Vikings establish several settlements in Greenland.
1492	In a failed attempt to sail west from Europe to the East Indies, explorer Christopher Columbus accidentally "discovers" the continent of North America. It is inhabited by Native American humans, centaurs, jackalopes, and corvus immigrants who arrived nearly 2,000 years earlier. Knowledge of the New World spreads throughout Europe, Asia, and Africa.
1607	First American colonies founded by European settlers on the eastern coast.
May 1632	Explorers scouting along the coast north of Massachusetts encounter minions of the ancient red dragon known as The Scarlet Terror. They are warned to stay out of the dragon's territory.
June 1635	Settlements encroaching on the dragon's territory are razed to the ground. The Scarlet Terror sends a one-word message to Boston: "Mine!" The dragon's territory becomes colloquially known as Mine!
November 5, 1682	Led by the Corvus warlord Tlaxi, native Mesoamerican forces defeat invading Spanish colonizers. Tlaxi declares himself king and founds the Imperial Kingdom of Mexico.
April 19, 1775	The American Revolutionary War begins with the battles of Lexington and Concord in Massachusetts.
July 4, 1776	13 British colonies sign the declaration of Independence: Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina, and Rhode Island.
September 17, 1787	The United States Constitution signed at the Constitutional Convention in Philadelphia.
April 30, 1789	George Washington is elected the first President of the United States.
October 1835	The Texas Revolution begins. American settlers and Tejanos (Texans of Mexican descent) rebel against the repressive government of the Imperial Kingdom of Mexico.
March 6, 1836	The Texas Revolution ends with the signing of the Alamo Accords. The Republic of Texas is recognized as an independent nation by Mexico in exchange for Texas paying war reparations for the next 10 years. Centaur peacemakers are instrumental in the peace talks.
June 1, 1836	Sam Houston elected as 1st President of the Republic of Texas.



DATE	EVENT
December 29, 1845	Texas lawmakers vote down a resolution to join the United States as the 28th state of the Union. The Republic of Texas remains an independent nation.
June 21, 1847	The Resurgence: On the Summer solstice, magical energy levels spiked throughout the world, and have been slowly building over the past 24 years, giving rise to the powerful magical spellcasters of all traditions (arcane, divine, occult & primal) seen today.
June 20, 1852	The Druidic Council claims the area around Stonehenge on the Salisbury Plain, in England, as sovereign territory, much like the Vatican in Rome. Five years after the Resurgence, they have the magical and political power to enforce the claim.
November 6, 1860	Abraham Lincoln elected President of the United States.
December 20, 1860	South Carolina secedes from the Union, followed soon after by Mississippi, Florida, Alabama, Georgia, and Louisiana. These southern states seceded from the Union over Lincoln's abolitionist policies and a desire to preserve slavery.
February 9, 1861	The Confederate States of America form with Jefferson Davis as President
March 4, 1861	Abraham Lincoln is sworn in as President of the United States.
April 12, 1861	Fort Sumter in Charleston, South Carolina, captured by Confederate forces. The Civil War begins.
April 17, 1861	Virginia secedes from the Union. Followed quickly by Arkansas, Tennessee, and North Carolina, making a 10 state Confederacy. West Virginia counties remain loyal to the Union.
May 3, 1861	Many gnoll slave traders are offered Confederate citizenship in return for fighting for the south in the Civil War.
July 21, 1861	Confederate forces win the First Battle of Bull Run, near Manassas Junction, Virginia. This is the first major land battle of the Civil War.
September 1862	The Union begins fielding steam-powered clockwork soldiers and other mechanical constructs. They are unreliable at best in the beginning, but improvements are quickly made.
May 25, 1863	President Lincoln signs a treaty with the territory of Mine! and The Scarlet Terror. Mine!! officially becomes a new state with The Scarlet Terror as governor for life.
June 20, 1863	West Virginia officially becomes a U.S. state.
July 1, 1863	The tide of the war turns against the Confederacy as they are defeated by Union forces at Gettysburg, Pennsylvania. Union forces take the day with the aid of a massive clockwork titan known as Uncle Sam and The Scarlet Terror.
September 2, 1864	Astride the back of The Scarlet Terror, General Sherman leads Union forces to capture Atlanta, Georgia. Atlanta is burned to its foundations. The path of destruction continues throughout the Confederate States.
November 11, 1864	The Oklahoma and Indian Territories join the Republic of Texas seeking protection from the chaos and destruction of the U.S. Civil War.



DATE	EVENT
January 31, 1865	The US Congress approves the 13th Amendment to the United States Constitution to abolish slavery. The amendment is submitted to the states for ratification.
April 9, 1865	Confederate General Robert E. Lee surrenders his Confederate army in Virginia.
April 15, 1865	President Lincoln dies after being shot while attending the theater the previous evening.
May 1, 1865	Remaining Confederate forces surrender. Civil War officially ends.
Fall 1865	The southern states elect many Confederate officers and leaders to represent them but they are barred from Congress.
December 6, 1865	The 13th Amendment ratified by the states.
February 1866	Andrew Johnson, Lincoln's Vice President and successor as President is impeached by congress for his lenient attitude toward former Confederate leaders. Johnson's successor, a rougarou named William Barkley takes a hard line on the official Reconstruction policies. No Confederate state will be allowed readmittance to the Union as long as any former Confederate official or general holds public office.
1866 to 1871	Extended Reconstruction of southern states due to the massive destruction caused by the clockwork colossus Uncle Sam and The Scarlet Terror
July 24, 1866	Tennessee is the first Confederate state to be readmitted to the Union.
June 21, 1867	Chupacabra sightings markedly increase in the southwestern territories as the enigmatic creatures begin emerging from their underground lairs for some unknown purpose.
June - July 1868	Arkansas, Louisiana, Florida, North Carolina, and South Carolina readmitted to the union.
June 21, 1868	A shooting star impacts in southern Nevada. A strange Blight affects the surrounding area and twisted, desiccated mutant creatures begin appearing in the Blightlands as the area becomes known.
August 10, 1869	Jackalope miners strike numerous silver lodes in the mountains of the Arizona Territory near the Mexican border. This sparks a minor silver rush to the area by those eager to make their fortune.
March 1, 1870	The town of Tombstone in the Arizona Territory is founded by the corvus entrepreneur Hollo Hane, a representative of the Smythe & Black Trading Company to supply silver prospectors in the area. It is little more than a glorified mining camp with a population of around 400 souls.
March 1, 1871	Present Day. Alabama, Georgia, Mississippi, and Virginia are still unwilling to ratify the 13th Amendment and therefore have not been readmitted to the Union. They remain occupied by Union forces.



WANTED





## RELIGION IN TOMBSTONE

There are many varied faiths and religions in the real world and the same is true for the world of *Tombstone*. Attempting to codify all, or even a fraction of them, with game statistics would be a monumental task, that frankly is not entirely appropriate and bound to ruffle some feathers. Instead, we present fourteen divine philosophies for players to choose from.

## DIVINE PHILOSOPHIES

From a game mechanic perspective, these divine philosophies work in the same manner as deities from the Pathfinder Core Rulebook. We leave it up to the player to assign a real-world religion, if they choose, to their specific character. We think it is entirely plausible to have two very Christian clerics, one an Old Testament fire and brimstone preacher who follows the Wrath philosophy and the other a turn-the-other-cheek pacifist who follows the Redemption philosophy. That pacifist character could also be flavored as a Buddhist, a Hindu, or not follow any specific religion at all.

### ANCESTORS

**Areas of Concern** ancestors, family, honor, and tradition

**Alignment** N (Any)

**Divine Font** *heal or harm*

**Divine Ability** Constitution or Wisdom

**Divine Skill** History Lore

**Domains** Death, Family, Fate, Secrecy

**Cleric Spells** 2nd: *spectral hand*, 3rd: *ghostly weapon*, 4th: *talking corpse*

**Edicts** honor your family, respect your elders

**Anathema** bringing shame to your family name

**Favored Weapon** Any one specific ancestral or family heirloom weapon.

### CIVILIZATION

**Areas of Concern** cities, society, the law, and technological advancement

**Alignment** LN (LG, LN, LE)

**Divine Font** *heal or harm*

**Divine Ability** Intelligence or Wisdom

**Divine Skill** Society

**Domains** Ambition, Cities, Family, Wealth

**Cleric Spells** 1st: *item facade*, 4th: *creation*, 7th: *magnificent mansion*

**Edicts** promote the rule of law, attempt to resolve conflicts peacefully before other means, help spread the benefits of civilization to all

**Anathema** promoting chaos, undermining rightful

authority

**Favored Weapon** any type of pistol

### DAMNATION

**Areas of Concern** tempting souls to evil

**Alignment** LE (LE, NE)

**Divine Font** *harm*

**Divine Ability** Dexterity or Charisma

**Divine Skill** Deception

**Domains** Darkness, Passion, Trickery, Undeath

**Cleric Spells** 1st: *charm*, 4th: *glibness*, 6th: *mislead*

**Edicts** tempt others to evil, encourage others to betray their principles, corrupt the innocent

**Anathema** nothing

**Favored Weapon** trident or pitchfork

### DREAD

**Areas of Concern** nightmares, pain, spreading fear, despair, and misery

**Alignment** NE (LE, NE, CE)

**Divine Font** *harm*

**Divine Ability** Constitution or Wisdom

**Divine Skill** Occultism

**Domains** Darkness, Nightmares, Pain, Magic

**Cleric Spells** 1st: *grim tendrils*, 4th: *nightmare*, 5th: *crushing despair*

**Edicts** spread fear whenever possible, torment the weak, seed mistrust

**Anathema** comfort those in pain, ease someone's fears

**Favored Weapon** flail or whip

### ELEMENTAL

**Areas of Concern** understanding the primal elemental forces of the universe

**Alignment** N (NG, LN, N, CN, NE)

**Divine Font** *heal or harm*

**Divine Ability** Constitution or Intelligence

**Divine Skill** Arcana

**Domains** Air, Earth, Fire, Water

**Cleric Spells** 3rd: *earthbind*, 4th: *fire shield*, 5th: *control water*

**Edicts** understand and control elemental forces

**Anathema** subverting or disrupting the natural course of elemental forces

**Favored Weapon** torch or stone hammer

### FATE

**Areas of Concern** understanding the past, present, and future and how each affects the others

**Alignment** LN (LG, LN, N, LE)

**Divine Font** *heal or harm*

**Divine Ability** Wisdom or Charisma

**Divine Skill** Diplomacy

**Domains** Confidence, Fate, Perfection, Truth



**Cleric Spells** 1st: *ill omen*, 3rd: *haste* or *slow*, 4th: *private sanctum*

**Edicts** understand the past or present to predict the future, bend undesirable prophecy to your own interpretation

**Anathema** actively defying prophecy, attempting to change foretold events

**Favored Weapon** all improvised weapons

## FREEDOM

**Areas of Concern** protecting the personal liberty and freedom of all people

**Alignment** CG (NG, CG, CN)

**Divine Font** *heal*

**Divine Ability** Dexterity or Charisma

**Divine Skill** Acrobatics

**Domains** Freedom, Indulgence, Luck, Travel

**Cleric Spells** 1st: *fleet step*, 2nd *pass without trace*, 5th: *passwall*

**Edicts** promote the freedom and liberty of all peoples, free those individuals wrongly imprisoned or enslaved

**Anathema** personally keeping others in servitude, unjustly imprisoning another

**Favored Weapon** musket

## GLORY

**Areas of Concern** glory, proving one's own worth, and achieving great deeds

**Alignment** CN (CG, CN, CE)

**Divine Font** *heal* or *harm*

**Divine Ability** Strength or Charisma

**Divine Skill** Athletics

**Domains** Creation, Might, Perfection, Zeal

**Cleric Spells** 1st: *true strike*, 2nd: *glitterdust*, 5th: *cloak of colors*

**Edicts** earn glory for yourself and your associates, always do your best

**Anathema** claiming credit for the deeds of others

**Favored Weapon** cavalry saber

## INSPIRATION

**Areas of Concern** making or inspiring others to make creative works, helping others reach their full potential

**Alignment** NG (LG, NG, CG)

**Divine Font** *heal*

**Divine Ability** Dexterity or Charisma

**Divine Skill** Performance

**Domains** Creation, Dreams, Luck, Passion

**Cleric Spells** 1st: *soothe*, 3rd: *dream message*, 4th: *suggestion*

**Edicts** always try to be a positive force in the world, help others achieve their personal goals when possible

**Anathema** destroy a work of art or another unique

object, destroy another person's self-confidence

**Favored Weapon** longsword

## KNOWLEDGE

**Areas of Concern** improving one's personal education, expanding society's knowledge in all areas, recording important knowledge for the future

**Alignment** N (Any)

**Divine Font** *heal* or *harm*

**Divine Ability** Intelligence or Wisdom

**Divine Skill** Choose 2 Lore Skills

**Domains** Knowledge, Magic, Perfection, Secrecy

**Cleric Spells** 1st: *mindlink*, 2nd: *see invisibility*, 4th: *read omens*

**Edicts** discover and record new or rare knowledge, always continue learning

**Anathema** causing knowledge to be permanently lost

**Favored Weapon** any type of sword

## NATURE

**Areas of Concern** understanding our connection to the natural world, preserving nature's resources for future generations

**Alignment** CN (CG, CN, CE, N)

**Divine Font** *heal* or *harm*

**Divine Ability** Constitution or Wisdom

**Divine Skill** Survival

**Domains** Moon, Nature, Sun, Travel

**Cleric Spells** 1st: *longstrider*, 2nd: *entangle*, 6th: *tangling creepers*

**Edicts** preserve natural environments and resources, fully use what you take from nature

**Anathema** endanger or destroy the natural world

**Favored Weapon** club or spear

## REDEMPTION

**Areas of Concern**

**Alignment** LG (LG, NG, CG)

**Divine Font** *heal*

**Divine Ability** Wisdom or Charisma

**Divine Skill** Medicine

**Domains** Death, Family, Healing, Protection

**Cleric Spells** 1st:

**Edicts** take foes alive when possible, give people second chances, help those in need.

**Anathema** killing a foe who is helpless or has surrendered

**Favored Weapon** dagger or knife

## SECRET KEEPING

**Areas of Concern** discovering secret knowledge, keeping dangerous knowledge out of inept hands, protecting the innocent from harmful knowledge



**Alignment** N (NG, N, NE)

**Divine Font** heal or harm

**Divine Ability** Intelligence or Charisma

**Divine Skill** Deception

**Domains** Knowledge, Secrecy, Trickery

**Cleric Spells** 3rd: *secret page*, 4th: *modify memory*, 5th: *false vision*

**Edicts** knowledge is never free, teach only those who prove themselves worthy

**Anathema** sharing knowledge without learning something in return

**Favored Weapon** sickle

### WRATH

**Areas of Concern**

**Alignment** CE (CN, LE, NE, CE)

**Divine Font** *harm*

**Divine Ability** Strength or Charisma

**Divine Skill** Intimidation

**Domains** Destruction, Might, Tyranny, Zeal

**Cleric Spells** 1st: *phantom pain*, 2nd: *enlarge*, 6th: *disintegrate*

**Edicts** show no weakness, seek vengeance against those who have wronged you

**Anathema** suppressing your anger, backing down from a direct challenge

**Favored Weapon** any type of axe







## BACKGROUNDS

### CORE RULEBOOK BACKGROUNDS

All of the backgrounds from the *Pathfinder Core Rulebook (Second Edition)* work well in *Tombstone* with the exception of the gladiator background. It doesn't really fit conceptually with the setting, but if you can think of a plausible reason your character would be a gladiator, and the GM agrees, go for it!

### WESTERN-THEMED BACKGROUNDS

Here are some western-themed backgrounds designed specifically for the world of *Tombstone*.

#### COWBOY BACKGROUND

You have worked on the range, driving cattle from the ranch to market and perhaps even on a long cattle drive moving a herd to an entirely new territory. Such a lifestyle requires you to know all there is to know about cattle and to live in the saddle.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Ranching Lore Skill. You gain the Ride general feat.

#### DOCTOR BACKGROUND

You have trained as a doctor at a university either back east or perhaps even in Europe. Folks out west have a mighty need for the services that you can provide. You do so either out of a desire to help your fellow man or to make your fortune.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Academia Lore Skill. You gain the Assurance skill feat with Medicine.

#### FREED SLAVE BACKGROUND

You are a slave freed as a result of the Emancipation Proclamation. Your former life was incredibly harsh but you have shown the resourcefulness to survive and make the journey west to a new life.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in either the Crafting skill or the Survival skill and the Labor Lore Skill. You gain either the Quick Repair skill feat if you chose Crafting or the Forager skill feat if you chose Survival.

#### FUR TRAPPER BACKGROUND

You have worked as a fur trapper, traveling in the wilderness alone or with a small group for extended periods. You know how to live off the land and the habits of wildlife.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and either the Hunting Lore skill or the Tanning Lore skill. You gain the Survey Wildlife skill feat.

#### MIDWIFE BACKGROUND

You have worked as a midwife and healer providing care and holistic remedies for the people in your community.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Nature skill and the Midwifery Lore Skill. You gain the Natural Medicine skill feat.

#### MISSIONARY BACKGROUND

You have worked as a missionary, spreading the tenets of your chosen faith. This mission could have been to groups of indigenous people or simply to an area where your religion is less common.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Theocracy Lore Skill for your chosen religion. You gain the Group Impression skill feat.

#### MULESKINNER BACKGROUND

You have worked as a muleskinner, driving freight wagons back and forth across the frontier. You are adept at working with domesticated animals, especially beasts of burden like horses, mules, and oxen.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Merchantile Lore Skill. You gain the Train Animal skill feat.

#### NEWSPAPER REPORTER BACKGROUND

You have worked as a newspaper reporter in the past and perhaps still do. In any case, you sometimes find the lure of an interesting story hard to resist.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Library Lore Skill. You gain the Dubious Knowledge skill feat.



**OUTLAW****BACKGROUND**

You have always had a problem following rules and have had a few too many brushes with the law. You consider yourself an outlaw and there are at least one or two towns where the sheriff would like to speak to you.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Thievery skill and the Underworld Lore Skill. You gain the Subtle Theft skill feat.

same time.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Merchantile Lore Skill. You gain the Group Impression skill feat.

**RAILROAD WORKER****BACKGROUND**

You have worked as a laborer and craftsman on the railroad. You have built up your physical endurance and learned a few tricks about using what's on hand to craft what you need.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Crafting skill and the Railroad Lore Skill. You gain the Quick Repair skill feat.

**SCHOOL MARM****BACKGROUND**

You have worked as a school teacher in the past. As a result, you have had to study a broad range of topics in order to teach your students.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Academia Lore Skill. You gain the Additional Lore skill feat.

**TINKERTON AGENT****BACKGROUND**

You have been highly trained by the Tinkerton Private Security Agency. You showed potential for either their investigator or security guard position. Unfortunately, things did not work out as expected and you are no longer with the agency.

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You're trained in either the Diplomacy skill or the Intimidate skill and the Underworld Lore Skill. You gain the either the Hobnobber skill feat if you chose Diplomacy, or the Quick Coercion skill feat if you chose Intimidate.

**TRAVELING SALESMAN BACKGROUND**

You have lived the life of a peddler traveling from town to town and frequently had your next meal depend on how many sales you made to the yokels. You have learned the value of a dollar and how to make a good impression on a group of potential customers all at the



**Thunderbird Nesting**

They make their nests near massive waterfalls, so as to prepare their chicks for a lifetime inside a rolling thunderstorm through the constant crashing of water on rock. Many thunderbirds are confirmed to have roosted in the area known as Niagara Falls, where the overlapping storms result in truly calamitous weather. Once their entire clutch has hatched, the mothers take the chicks to the precipice of Niagara Gorge, where the young receive their first strike by lightning, and begin to learn the many mysteries of the storm.

# THUNDERBIRD

Thunderbirds bring the storm on their wings. In times of drought in the American desert, they are welcomed with jubilant celebration; in times of plenty, they are placated with gifts and offerings so they may leave before flooding begins. These creatures may not be fickle, but they are certainly hard to please. As a result, many communities hold extensive rituals (sometimes instituted by an 'oracle' to the beast, sometimes not) created to appease these magnificent birds. Safe contact with them has been few and far between, so confirmation that these routines work is inconclusive.

## THUNDERBIRD

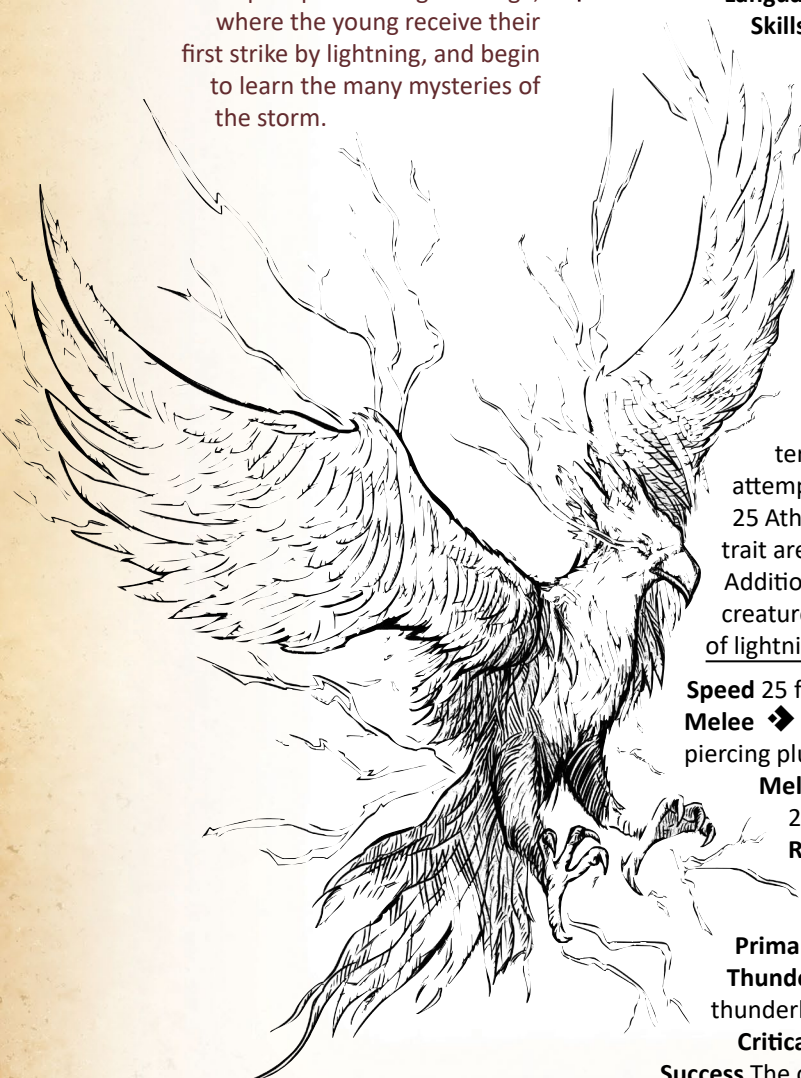
## CREATURE 11

UNCOMMON N GARGANTUAN AIR BEAST

**Perception** +22; darkvision, low-light vision, stormsight**Languages** Auran, Rangespeak**Skills** Acrobatics +23, Athletics +23, Mountain Lore +23, Nature +21, Performance +17, Survival +21**Str** +7, **Dex** +5, **Con** +6, **Int** +1, **Wis** +4, **Cha** +3**Stormsight** A thunderbird's vision is not impaired by weather effects, such as *obscuring mist* and flat checks are never attempted as a result of such effects.**AC** 31; **Fort** +24, **Ref** +21, **Will** +19**HP** 197; **Resistances** electricity 12, sonic 12

**Storm Aura** (air, aura, electricity, evocation, primal) 100 feet. A thunderbird is surrounded by severe winds that blow out from its core. Ranged weapons (but not siege weapons) take a -2 circumstance penalty on attack rolls, and all squares in the storm aura are difficult terrain for Striding and Flying creatures. Any creatures that attempt to move closer to the thunderbird must attempt a DC 25 Athletics check or the action is wasted. Creatures with the air trait are immune to this effect.

Additionally, once every 1d4 rounds, a bolt of lightning strikes a creature (other than the thunderbird) within the aura. This bolt of lightning deals 4d8 electricity damage (DC 25 basic Reflex save).

**Speed** 25 feet, fly 120 feet**Melee** ♦ beak +24 (magical, reach 20 feet), Damage 2d10+10 piercing plus 1d6 sonic**Melee** ♦ talon +24 (agile, magical, reach 20 feet), Damage 2d8+8 slashing plus 1d6 electricity and Grab**Ranged** ♦♦ thunderbolt +27 (electricity, range increment 60 feet, sonic), Damage 3d6 electricity and 3d6 sonic plus thunderclap**Primal Rituals** DC 30; *control weather***Thunderclap** A creature critically hit by a thunderbird's thunderbolt must attempt a DC 30 Fortitude save.**Critical Success** The creature is deafened for 1 round.**Success** The creature becomes stunned 1 and is deafened for 1 round.**Failure** The creature becomes stunned 2 and is deafened for 2 rounds.**Critical Failure** The creature becomes stunned 3 and is deafened for 3 rounds.



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