Red Dead Scenario Supplement



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Intro

Welcome to the end of the American Wild West where cowboys are being hunted like any other animal to clean the bright facade of modern society.

This supplement can be added to the Red Dead Redemption Jumpchain or any other doc with the story and missions shifting slightly to fit with the setting. That is why some of the scenario descriptions are light on details.

Sometimes to keep the story moving in the correct direction cutscenes will occur where the normal character will return for a few seconds while you watch. This is compounded by you being at body mod if any of the main story missions are taken.

You gain four rewards for this Supplement no matter your choices but failing all selected scenarios will take them away from you.



Frontload Rewards

Cowboi: You now have the basic skills to survive in late 19th and early 20th century America with skills like shooting, horse riding and living it rough. This also comes with the basic supplies of a horse, camp, lasso, binoculars and a firearm.

Hat Protection: All this horse riding and firefights you wouldn't be presumptuous to lose your hat in all the drama. Well now your hat will always stay on your head even when shot at and can't be destroyed as long as it is there.

Dead Eye: Activating this ability will bring a bright haze to your sight – which is useful in the dark – and time slows down for five seconds. While in this state you have a reticle which can either activate an automatic targeting from where it slides or a manual targeting where you select each target. Time then returns to normal, and you will quickly fire at those points in one action. You recharge this with headshots and other kills.

Eagle Eye: Mostly used for hunting due to the visible animal trails in blue and being selectable for normal vision anything obtainable – like plants and animals – is highlighted in a white shimmer. Wounded animals will have a red trail and legendary animals will have a gold trail.

Red Dead Revolver

Story Mode

The tale of Red Harlow is legendary in these parts, and you will be going through this story as the main character.

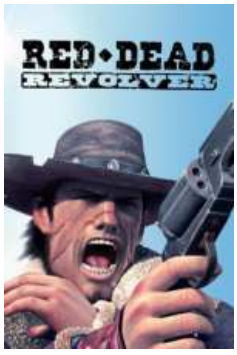
After the death of his parents Red Harlow became a bounty hunter who regularly goes after gangs on his own although he requires the help of Sheriff O'Grady when Ugly Chris and his men move on Widow's Peak.

The official requires a doctor in the nearby town of Brimstone and he even stops a train robbery as they travel there. Red goes through a few bounties and overhears some details of his parents' murder. He places all the incoming bounty money for information which would help a woman save her farm.

Failing his revenge he is forced to work as a slave before being rescued from the mines by his cousin Shadow Wolf. Then both the man who killed his parents and the person that ordered it is killed.

Finally, is the yearly quick draw competition where the Governor is rigging the lots so Red will die but it does not work. The bounty hunter recognises him as his father's traitorous business partner and gives chase until a duel.

Red Harlow then walks away into the sunset never to be seen again because it was never about the money.



Reward: Scorpion Revolver: Maybe you kept this from Griffon's dead body or Nate Harlow's version survived the fire, either way there is only one [or two] gun[s] like this. This firearm has a very high accuracy, reload time and rate of fire keeping it in step with modern 21st century guns. There is always another bullet as the chamber spins, so you don't have to reload. Using it you gain the swiftness of the scorpion on the handle, and your bullets can be poisonous.

Red Dead Redemption

Story Mode

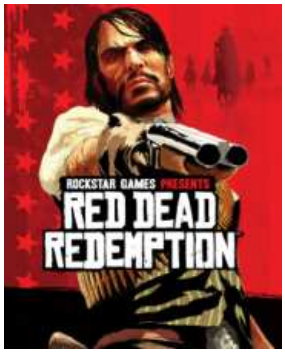
It is 1911 and Edgar Ross of the Bureau of Investigation is pressuring John Marston to hunt down his old gang members in exchange for his family's return. During this journey he meets a colourful cast of characters to the backdrop of an urbanising plains.

Bill Williamson is chased out of the United States by John across the border to Mexico where the former outlaw becomes involved in a civil war. This leads him to defeat both his original target and the next on the list, Javier Escuella.

Back on the other side of the river the final target Dutch van der Linde has formed a new gang with disaffected Native Americans, with whom he shares a hatred for the government and modernization.

Once his former leader is dead at the foot of a snowy mountain John is reunited with his wife Abigail, son Jack and former gang member Uncle to attempt an honest life again.

Weeks later the Law rides in and attacks the farm. Both John and Uncle die so Abigail and Jack can escape...



Rewards
Tools of the Dead: You gain all the weapons and consumables that John had in this time period. This includes the **Cattleman Revolver, Schofield Revolver, Double-action Revolver, LeMat Revolver, Volcanic Pistol, Semi-automatic Pistol, High Power Pistol, Mauser Pistol, Repeater Carbine, Winchester Repeater, Henry Repeater, Springfield Rifle, Bolt Action Rifle, Buffalo Rifle, Rolling Block Rifle, Carcano Rifle, Explosive Rifle, Double-barreled Shotgun, Sawed-off Shotgun, Pump-action Shotgun, Semi-auto Shotgun, Tomahawk, Fire Bottle** and **Dynamite.**

Free Pardon: Instead of going to jail or being executed for your crimes you can do favours for the law to work off your sentence if you are morally sound or bribe if you are not. The bigger the crime the bigger the payment to pay off your reward. It will clear all official records of the crime so there will be no motivation for law enforcement to chase you down.

Side Missions

American Appetites

People are going missing from Armadillo. Family members have asked you to search the area for any signs. The first two times you look there will be nothing more than blood and bones left but the third reveals the culprit.

What you do with the cannibal and victim will signal the end of the mission.

Reward

Meaty Appetite: Protein and in turn meat is a necessary part of calorie intake but different meats can have different tastes and effects. With this meat and other flesh products can be switched out for different species. If you are a creature of some kind that requires human flesh you could switch it out for animal meat with no difference.

American Lobbyist

The representative of the local Governor needs you to blackmail a person to stop speaking out. You will be given three photos to share with Aldous Worthington that are guaranteed to change his tune. When the job is done return to Mr Philmore.

Reward

Blackmailer: You know how to pressure a person and manipulate them with evidence of their wrongdoing. This even comes with the skill to forge fake problems.

Aztec Gold

Basilio is looking for hidden treasure from his family's roots but is missing all the pieces of the treasure map. Once all the pieces are together, he will rush to the drawn caves but find nothing.

Reward

Cartographer: Even if the drawn map has the barest of details you can find where it is directing you. The entire landscape could be completely different due to the erosion of time and nature, but you can find that X and with it the prize which will always be there.

California

Sam Odessa is on his way to California. You will meet him many four times deep in the desert, the last to find his corpse. Mailing the letter to his wife will complete the mission.

Reward

Internal Compass: You always know the proper directions you need to go and can even estimate how long the trip is going to take.

Deadalus and Son

Charles Kinnear is found on a ridge in Mexico with his flying machine but requires some materials before it is complete. Bringing them to him will allow the inventor to go on his maiden voyage.

Reward

High Flyer: Icarus flew too close to the sun, but you don't have that problem in any way. You know when a task is too much for you and will get you into more trouble than it is worth.

Eva in Peril

Mario is beating Eva for what would appear to be no evident reason. Once the player intervenes, an offer of $200 to buy her freedom is presented. Later you are told she left the nearby church with a man to Sepulcro. You find Mario digging her back up and a duel will ensue for your money.

Reward

Warranty: When you pay for something, and it is destroyed beyond your power you will instantly get your money back.

Flowers for a Lady

Billy wants to pick some flowers for his wife and would be very happy for you to help him. When you meet Annabel don't break his denial too badly.

Reward

Bouquet: You always have the flowers you want with this tasteful bouquet. Flowers with no special properties can be summoned infinitely while those with more magical properties require a cooldown period of 24 hours for one grown handful.

Funny Man

Jimmy Saint is a writer visiting from Manhattan to document the Wild West with the luck to run into bandits repeatedly. He will be at the Gaptooth Breach Mine, near Pike's Basin, and inside Tesoro Azul.

Reward

Funny Man: You can always make a joke Jumper, something to lighten the mood. This will never offend those that hear it.

I Know You

A Strange Man knows you are not from around here Jumper and wishes to test your morals. He says he is an accountant and that he knows of your previous exploits. Even the purest of heart would require a moment to decide in his games.

Reward

Honour: Whether he was God or the Devil the Strange Man forced you to look deep inside and contemplate your moral balance of good and evil. This now gives you a sliding scale to see whether you are a good person this jump and you can even use this to check on other characters.

Jenny's Faith

A woman named Jenny has gone insane in the desert heat. Any plans to help her by giving medicine will be an act of God in her mind and she does not want to leave. To complete this, give her some medicine and go on your merry way.

Reward

Medicine of Faith: This small bottle has enough liquid for one person to gulp down. With it all mortal miladies will be healed, and the drinker will be refreshed. After drinking a person does not require food or drink of any kind for a week. After which the bottle will refill itself.

Let No Man Put Asunder

Alma the old woman is looking for her betrothed for she says it is their wedding day. She says he will be at the Armadillo Saloon but when you get there he is not to be found. One of the players will give you the information on his whereabouts for five dollars or help him with his wife Rose. Once you find his resting place the mission is complete.

Reward

Transcendent Marriage: You can officiate a willing marriage between people or break it off, and it would be completely legal if both parties are willing; participants don’t even have to be human, marry a human and ghost together. This will have the necessary paperwork done already.

Lights, Camera, Action

There is a man with big dreams to build a movie studio, but he needs a land deed and his actor back. The deed can be won from a game of Liar’s Dice at Thieves Landing and Spatchcock hangs around Benedict's Point.

Finally you will have to check on him at the Pacific Union R.R Camp.

Reward

One Man Crew: Who needs other people when you are a Jumper. Just by setting a recording camera up you could film a movie with all the sound design, editing and camera tracking of the best in the business.

Love is the Opiate

An immigrant named Zhou wants to return to his love but can't thanks to his indentured servitude. The foreman is willing to let him go if you bring him a White Stallion. Bring a Hungarian Half-Bred to complete the mission.

Reward

Beloved: When you truly love somebody or something fate will conspire to bring it to you once every ten years. Although this does not completely destroy whatever is holding you back so you could use this to escape indentured servitude but not quit opioids at the same time.

Poppycock

Mr. Tollets in Chuparosa needs you to grab a package from Nosalida and take it to the foreman at El Matadero before returning to him. Nosalida is rife with Rebel and Army fighting but the package is on the docks rather than deep in the buildings. No matter your choice with what you do with the money or Tollets you complete the mission.

Reward

Muling: You can carry illegal cargo without it being found by the authorities. Any checks or searchs will bring up nothing and this even extends to those you use as mules.

The Prohibitionist

A preacher has been speaking out about the danger of drinking and the local bar owner wants him dead for messing with his business. Doesn't matter if you warn him or kill him as you only want the reward right.

Reward

Missing: When you know people don't like you for one reason or another you can leave town and let the heat and anger die down. This only works when you don't reaggravate the person again for the same reason as the people don't inherently change.

Water and Honesty

Andrew McAllister, who welcomes you to his camp with a need to gain a nearby house for its rich water supply. You can either pay for the property or kill for it.

Reward

Proper Wellspring: You can always find water sources and draw them up from the ground. All water drunk like this will be completely safe for consumption.

Who Are You to Judge?

Jeb Blankenship's love has been kidnaped by some criminals in Tumbleweed and you must return her. Turns out Lucy is a horse so you will have to escort Ann Stoakes to return her.

Reward

A Man's Horse: By whistling you can summon a generic horse to ride around. If you have a horse from any other perks or items you can tie them to this and post jump it works on other forms of travel you own like cars and bikes if they can appear nearby with no problems.

The Wronged Woman

A pregnant woman mentions that she was seduced by her employer and needs money. If you visit the man from her story he will be insulted at this story and ask for a duel. Taking the money off his corpse you can give it to Clara.

Reward

Con Artist: After going along with Clara's scheme, you can con with the best of them. Whether it is spinning a sob tale to pull on heartstrings or insults to fire them up. You know how to wring a person of their money.

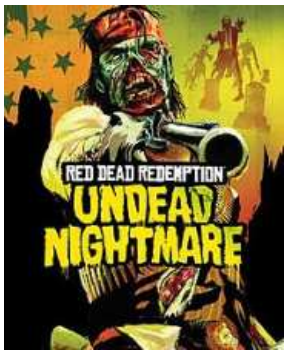
Undead Nightmare

Story Mode

One stormy night the Marston family is awakened by a zombified Uncle leading John to hogtie his infected family members and search for a cure to this infliction.

Blackwater is mostly abandoned by living people with the undead roaming the streets and in his travels is pointed to Mexico. Across the border the dead also walk but the crisis is much worse.

Reverse the Plague to complete this mission starting from Breecher's Hope and ending at Nuevo Paraíso.



Rewards

Tools of the Undead: You gain all the special weapons and consumables that John had in this time period. This includes the **Blunderbuss, Undead Bait, Boom Bait, Holy Water** and the **Torch.**

Undead: For going through this story, you have gained the abilities of a zombie but with the soul and mind of who you once were. Your strength, speed and durability is enhanced with most wounds being superficial and more jarring to your attackers; this damage can be fixed by recharging your energy by sleeping or eating flesh. Unlike most undead, holy paraphernalia will not harm you. Any species change you would go through will not cause you to lose your soul thanks to the holy water you got from the nuns.

Legend of the Apocalypse/Legend of the Undead Outfit: To prove your superiority over what occurred with the undead you have gained this outfit. It is a worn black duster coat with a broadbrim hat, rosary, red waist sash and an ornate belt buckle. While wearing this your damage is increased to all undead.

Side Missions

Birth of the Conservation Movement

In Tanner's Reach a frightened frontiersman tasks you with killing sasquatch in the area. To complete this mission you must kill six of the mythical creatures before talking to a seventh. The last one will admonish you for the slaughter before running into the woods to die alone.

Reward

Sasquatch: You now have a new alt-form based on this creature. Ten feet tall covered in dark brown/red fur with primal features like a pronounced brow ridge, you look like a hairy man-ape. While in this form you can survive off mushrooms and berries.

Paternal Pride

Bonnie MacFarlane has not seen her father Drew for a day after trying to keep some undead in a barn so you will have to check on him. Not going through the blocked off main entrance you will have to finish the undead milling around on the ground floor. Afterwards Drew will pop up as an Undead forcing you to kill him. The mission finishes when you tell Bonnie the fate of her father.

Reward

The Barn: A wooden building with two levels and entrances on both. Anything with mindless or animal intelligence can't escape or climb the ladder to the upper landing unless by your command. They will also be docile.

Dinner For Two

Leigh Johnston is missing his two deputies after the town of Armadillo is cleared. First you will have to check with the general store and watch Herbert Moon be eaten. Then you find them by the stables revealing they are both undead. The mission is complete when you deal with the pair and tell their fate to the sheriff.

Reward

Belly Full: You can always find a nice fulfilling meal even in the apocalypse. Chance and happenstance will work to make sure you will never go hungry or thirsty.

Missing Souls

In the chaos of this apocalypse many people are missing and trapped far away from towns; now you must rescue and return them to their families in safe zones. There are fifteen missing person posters in Fort Mercer and El Presidio and you must save them all.

Reward

Not Missing: You know the basic location of any mission person once you find evidence of their disappearance. This is noted on any maps you have and can be toggled off. The person has to be alive for this to work.

Filth and Other Entertainment

D.S. MacKenna requires a Retcher to make a movie so once you grab one such undead and give it to him you can watch the movie being made.

Reward

Camera of the Dead: Upon the demise of the director you get to keep his film machine. It stands on a tripod and records when you spin the hand crank on the side like any other film of the time but it has a special effect to record ghosts. Anything recorded will always be perfectly in frame and clear to the viewer.

Biographies and Lies

Landon Ricketts has kept Casa Madrugada relatively safe, but he is only one man; he needs a Jumper. To complete this mission you must clear the town

Reward

Baiter: You can call nearby enemies to a specific point if they have a lower-than-average intelligence; ie mindless or animal minds. This only draws them to the designated area and does not control their actions thereafter.

Collectables

The Horseman

All horses can be summoned once tamed with a blood pact that they come with.

War

Usually found in New Austin, War can be found randomly in the Wild.

War is dark red with a mane and tail that turns from black to light grey. War possesses a blazing mane and apparent battle scars; flaming hoofprints also follow it. War has the ability to selectively burn those that collide with it. The horse is immortal and invincible with infinite stamina.

Pestilence

Usually found in West Elizabeth, Pestilence can be found randomly in the Wild.

Pestilence is a green undead horse covered with open dripping wounds, bloody eyes from ocular haemorrhaging and a trail of plague. Pestilence has the ability to selectively infect those that collide with it. The horse is immortal and invincible with infinite stamina.

Famine

Usually found in Nuevo Paraíso Famine can be found randomly in the Wild.

Famine is a Black horse with dark grey hooves, red eyes and a trail of locusts; it is the fastest of all horses. Famine has the ability to dash with even more speed, almost like it flies with the speed of a locust. The horse is immortal and invincible with infinite stamina.

Death

Once you have tamed the other three Horses of the Apocalypse Death can be found randomly in the Wild.

Rather than the biblically accurate Pale horse this mount has a dark brown coloured front and a lighter off white hindquarters and mane with milky eyes. Death has the ability to selectively explode the heads of those that collide with it. The horse is immortal and invincible with infinite stamina.

Unicorn

Taming Death and killing the Chupacabra this mount can be found northwest of Torquemada and northeast of Diez Coronas.

This unicorn has cloven hooves a pure white colour, a horn and trail of butterflies and rainbows. The horse is immortal and invincible with infinite stamina.

Red Dead Redemption 2

Story Mode

It is 1899 and the outlaw lifestyle is dying out. The Van Der Linde Gang after a failed heist in Blackwater they run into the Grizzly Mountains fractured and wounded. Within the year things will break apart for the gang. Even though you are not technically Arthur you will have to go through his events like visiting Mary Linton and not killing Micah.

Afterwards they hide out at Horseshoe Overlook near Valentine where Arthur goes through bar crawls, prison breaks and so will you.

In Clemens Point you are embroiled in the Braithwaite and Gray family drama working both sides. You will be the sniper for the O'Driscoll meeting that is captured and must escape.

The gang moves to Shady Belle when Jack is taken to Saint Denis where they mingle with high society and fight it out with more O'Driscolls. Heists include a riverboat safe, city trolley station and bank. The heat on the last one forces them to take a boat out of the country to Cuba which leaves them shipwrecked in Guarma.

Once they fight their way back to America they find the camp has shifted to Lakay and it will for a final time to Beaver Hollow. He gets diagnosed and then has to break John out of the Sisika Penitentiary, fights through a meeting with Leviticus Cornwall, finishes the O'Driscoll which of course leads to another shoot out, blows up a bridge, helps the natives with surviving along with other anti-government activities. The last big heist is robbing an Army train. Some more rescues reveal Micah is the traitor. After this is told to the remaining gang members the Pinkertons start to close in and John is sent to his family.

Arthur will soon die and you decide where and how...

If you want to be better than an outlaw, you should take the Path of the Buck. This requires you to be what seems like the only honourable person. Any crimes must be outweighed by good actions which can be as little as greeting a person and as big as absolving debts. Help people with their worries and although it is more work you will be rewarded.

Note: You will get tuberculosis no matter what as it is a defining feature of Arthur but you can't die from it apart from in a cutscene.

Note: Some missions will be limited until the story mission is completed and you can go to New Austin and Blackwater.



Rewards

Tools of Redemption: You gain all the weapons and consumables that Arthur had in this time period. This includes the **Cattleman Revolver, Schofield Revolver, Double-action Revolver, LeMat Revolver, Volcanic Pistol, Semi-automatic Pistol, M1899 Pistol, Mauser Pistol, Carbine Repeater, Lancaster Repeater, Litchfield Repeater, Evans Repeater, Varmint Rifle, Springfield Rifle, Bolt Action Rifle, Elephant Rifle, Rolling Block Rifle, Carcano Rifle, Double-barreled Shotgun, Sawed-off Shotgun, Pump-action Shotgun, Semi-auto Shotgun, Repeating Shotgun, Bow and its arrow types, Machete, Cleaver, Hatchet, Fire Bottle, throwing knives, tomahawks**, and **Dynamite.**

Journal: This small leather book details everything in your life with more pages to update it always at the end. Only you and those you designate can read this and even the worst drawer could create a masterpiece. You can always pull it from nowhere with a pen handy to write in it.

Buck Reward; Righteous Peacemaker: A good person can do terrible things in the name of what they believe in. If you have a proper reason for a crime like survival or self-defence then the consequences of your actions are lessened. Even being Wanted by the government could not stop you from going to a bar and getting drunk.

Side Missions

A Better World, A New Friend

There is a hunting request at the Valentine Station for perfect animal carcasses; send the hunted animals through the mail to Ms L Hobbs five times and visit her house once you receive a letter to complete the mission.

Reward

Squirrel Statue: A taxidermied Squirrel wearing your current outfit and if you change clothes so will it. The statue will always find itself at one of your properties.

A Bright Bouncing Boy

An eccentric professor needs an assistant to use a remote-controlled boat in front of some investors. Using radio waves you must destroy the other ships without being blown up by mines.

Next, you can visit Dragic's workshop where three metal rods need to be placed in a storm to conduct electricity. When that fails, climb the top of a metal tower to flip some switches. The experimental robot takes a few steps forward before falling to the ground.

Returning will reveal the inventor's death completing the mission.

Reward

Dragic's Robot: While this black and gold robot looks rudimentary it is fully articulate with the frozen intelligence of a child. It can attack those you point to but it is also very emotional.

A Fine Night For It

An old cajun is sleeping in the swamp because some Night Folk have taken over his home. Follow him to his residence to deal with the vagrants and their allies that will swarm in once you enter the building.

Reward

Night Feet: In darkness, you are completely silent. No footfalls even if you run and even the huff of your breath is quieter than a corpse.

A Fisher of Fish

Jeremy Gill sells stuffed fish and will pay for legendary fish scattered around the lands. He gives you a map with their location before sending you on your way.

Once you collect all the listed fish he will invite you to his cabin to catch a giant catfish and photograph the reel in. After a whole day of fishing, he will get a bite but is pulled into the water to drown.

Reward

Fisherman's Hat: When wearing this hat lined with spinners any fish caught will not fight as you reel it in. Although the bigger the fish the more it will be able to fight this compulsion.

A Test of Faith

Deborah MacGuiness is offering rewards for the locations of any dinosaur bones posted to her. Once you find all twenty she will invite you to view the Totalisaurus at Firwood Rise.

Reward

Jawbone Knife: This knife is especially damaging to flesh and blood without harming bones in any way. It can still hit bones but it will phase through any skeletal features.

American Dreams

Mutilated pieces of corpses have been left out in the open with strange messages. In three scenes there are fragments of a map shoved in the victims' mouths.

This leads to the serial killer's basement where you will have to overpower Edmund Lowry Jr and hogtie him for the sheriff in Valentine. He won't go quietly into his cell and will require deadly force when attacking the official.

Reward

Lowry's Revolver: This bloodstained Navy Revolver has the killers initials, the code to his basement and the writing 'YOU'RE NEXT' on the barrel. People shot but not killed by the gun will be marked and you can track them down.

Arcadia for Amateurs

Albert Mason hopes to photograph nature's animals before man kills them all and asks for your help to get the perfect shot in different situations.

First a coyote runs off with his bag, then wolves attack him because he baited a tree, horses need to be herded to the correct position, he photographs alligators from a boat and photographs on a cliff edge. Keeping him alive after all that will complete the mission.

Reward

The Perfect Shot: Any photo you take will never be blurry or out of focus.

Duchesses and other Animals

Algernon Wasp is in need of exotic plants and animals. Completing all five orders and stopping him from killing himself will complete the mission.

Reward

Algernon's Revolver: Made from Tahiti Pearls and engraved with gold detail is a compact weapon that will always be considered fashionable for high society events.

Geology for Beginners

Francis Sinclair has an odd request for even odder rock carvings. Once you mail all ten carvings an invitation is sent to return you to his cabin. There a woman mentions that her husband died a year ago and the baby in her arms has a familiar birthmark.

Reward

Time Aura: Any anachronisms you or your companions say and do will be forgiven as eccentrics rather than alien behaviour. They may not accept them as fact but you will not be disadvantaged for them.

He's British, of Course

A man named Margaret has lost their zebra, tiger and lion. The zebra is just a mule and the tiger a cougar but the lion is the real deal. Once you return the first two animals and deal with the third you complete the mission.

Reward

Lion’s Paw: By possessing this trinket you can control any subservient animals due to a lion’s kingly nature. This can work instantly on prey animals but bigger predators like tigers will require you to prove your superiority.

Help A Brother Out

Brother Dorkins is asking for church donations. Then he will ask you to investigate the nearby Fence for child trafficking. Whether you intimidate the shopkeeper or use your Eagle Eye to find the secret entrance you will find two children. Take them to Dorkins to complete the first part.

When you catch up with the Brother at the small church Sister Calderón’s crucifix will be stolen by a street kid which you will have to get back for her.

Reward

Bible of Honour: This small book with a cross on it will read out what actions give good and bad karma to help you live the kind of life you want. The list will be regularly updated based on what you can do.

Idealism and Pragmatism for Beginners

The mayor of Saint Denis has asked for you by name and asks for some favours in return for not destroying your reputation.

First, a professor is claiming some artworks are fake so you have to get him to retract his opinion.

Then a newspaperman has to donate to a new public library.

Finally, the mayor's assistant is going to speak out to the press about all the dirty dealings so you will have to either kill or spare him. Either way, the mission will be complete when you get a message from the mayor.

Reward:

Farm, Field and Falconry: Using this book you get an upgrade to your Eagle Eye that allows you to track people in the same way.

No Good Deed

Dr. Alphonse Renaud’s wagon and medical supplies were stolen by a gang so you will get them back. A bystander will lead you to Macomb's End where some racist thugs are with the goods. Once you kill them, and return the wagon to the doctor to complete the mission.

Reward

Unpunished: If you do a good deed there will be no way to punish you for that specific deed. This only works on the consequences of the action.

Nosferatu

There are five strange writings scattered around Saint Denis written in what seems like blood. Once you figure out the centre of them all head there at midnight to come face to face with a vampire.

Reward

Ornate Dagger: A decorative short silver dagger with a gold handle. Any wounds caused by it seem to liberally spurt out blood.

Oh, Brother

Two brothers are trying to prove their courage to a lady in Valentine. Shoot bottles off their head in different situations to complete their request.

Then you will have to beat them up before Helen steps in.

Finally, they want to ride down Cumberland Falls in a barrel which they will both survive. It is at that point that they put their differences aside and walk away to explore the West.

Reward

Things We Do For Love: You gain plot armour when working to impress somebody you love. Bullets will scrape past you and even a great fall is survivable. There is a limit to this that you should not push.

Smoking and Other Hobbies

Phineas T. Ramsbottom is looking for complete sets of cigarette cards. To complete this mission you will have to somehow find all 144 cards. This can be done by finding them scattered around or buying premium cigarettes.

Reward

Black Lung: Unlike others, you can't get sick from smoking and the action recharges your Dead Eye.

The American Inferno, Burnt Out

Evelyn Miller is attempting to write a novel with an invitation to his cabin. There he needs some help with hunters killing for sport. He will not eat, drink or leave until he finishes his draft and leaving food is all you can do until he does not answer you. Breaking the door down reveals he has died with a last request of cremation.

Reward

America: Miller's final book with inspiring insights into the country. At the beginning of every jump, you get a new volume for the setting.

The Artist's Way

Charles Châtenay is drinking at Doyle's Tavern in Saint Denis. Buy him a drink and he will give you a sketch.

Next, you interact with the man as he is pulled out of his home by an angry husband. Then he will invite you to his exhibition.

There everything will be amiable until patrons realise they have been portrayed in the artworks without their consent. The artist escapes in the chaos.

Charles disguises himself as a woman so he can leave the city. Escort him to the docks where you will have to fight some men.

Reward

Artist: You are a prodigy in drawing that can't be understated. With only a lead pencil you could impart minute detail even without colour. You can also blur details on models to remove identifying features without lessening the work's appeal.

The Mercies of Knowledge

Professor Andrew Bell III is in need of some moonshine and the Rhodes station clerk may have a hot tip for you. Once you deliver the moonshine you need an execution permit from the police chief. The professor then points out a wanted criminal you can use. The electric chair is not fast and human with even the inventor wanting to die after sitting on it.

Reward

Electric Chair: Looting the plans, jumpchain has made some improvements to the design. Now it is a wheelchair with the electric components in the back. You can also choose how fast the charge reaches deadly levels and the cork can't be spat out.

The Noblest of Men, and a Woman

A biographer is trying to interview a famous duellist but the drunk old man is not giving him anything to go off. The writer offers half the future proceeds to find and interview other legendary gunslingers. You have a photograph for each with a location.

Completing them all you can return to Valentine but they have moved to Saint Denis. Calloway wants to prove his legend status so asks for the capture of his rival Slim Jim. Once the pair collide both will end up dead and you will get money from a romanticised novel.

Black Belle

The only gunslinger willing to be interviewed. Get through the firefight and follow her orders to blow her place. Rember to get her picture before riding away.

Reward

Belle's Repeater: As black as the dame's dress this weapon will never run out of bullets and fires slightly faster than normal. It has the special ability

Billy Midnight

Last seen near Rhodes train station you can take a train and find him in the bar car. He panics in his drunken state and runs. Duel him on the top of the train.

Reward

Midnight's Pistol: This gold plated mauser pistol has a grey grip and will never run out of bullets and fires slightly faster than normal.

Emmet Granger

Located at his farm south of Horseshoe Overlook he says he will trade stories for manual labour at the pig pen. When that fails blow the manure shed up to rile him up for a duel.

Reward

Granger's Revolver: A dark metal cattleman with engravings will never run out of bullets and fires slightly faster than normal.

Flaco Hernández

Located in a remote cabin to the north, near Cairn Lake, this man is protected by members of the Del Lobo gang.

Reward

Flaco's Revolver: This cattleman features delicate engravings of skulls and a carved ivory handle with an eagle eating a snake emblazoned in it. It will never run out of bullets and fires slightly faster than normal.

Jim Calloway

After the disastrous duel between Calloway and Jim you need to duel the old man.

Reward

Calloway's Revolver: This custom-engraved Schofield Revolver plated in silver, with "Canis Canem Edit" engraved into the side of the barrel will never run out of bullets and fires slightly faster than normal.

The Smell of the Grease Paint

Miss Marjorie is missing the second half of her travelling sideshow and can barely control the strongman Bertram. She wants you to go out and collect Magnifico. The dwarf will run from you teleporting small distances in a puff of brightly coloured smoke. The mission is complete when he is returned to Marjorie.

Reward

Magician: You have all the skills of the runaway man, especially in the act of misdirection. While you can't teleport, bursts of bright smoke will cause people to squint as their eyes water, and rabbits can squish down into hidden compartments.

The Ties That Bind Us

A pair of convicts are hiding out in the woods neighbouring Rhodes ask that their wanted posters be removed. While most are out in the open somebody is leaning on it and a bounty hunter has another.

Then you can find them not far from Old Greenbank Mill where they are sick from wild mushrooms.

Finally, they are in Big Valley with a home. Wish them well and you complete the mission.

Reward

Innocent: You will not be charged with a crime you didn't commit. No crooked judge can claim you guilty as the truth reveals itself.

The Veteran

Hamish Sinclair is leaning against a rock with a leg missing. His horse Buell took the appendage when they bucked. This gives you an open invitation to his cabin.

On the first visit, you two go out to fish the Tyrant. Hamish will require a rescue when he gets pulled in.

On the second visit, you go hunting for a she-wolf and once you deal with a massive pack you can leave.

On the final visit, you split up to go after a massive boar and he gets killed.

Reward

Massive Boar Tusk: Blowing through this trophy will summon the animal it came from. The beast is large enough to ride, is ferocious in battle and has extremely thick skin making it a worthy pet.

The Wisdom of the Elders

Something is wrong with Butcher's Creek. An incoherent man has to be taken to the town after he is found lying near a bridge. He rambles about the darkness inside him.

Once you return later rabid dogs are prowling the night and a so-called shaman is spinning about demons.

Destroy all thirteen charms scattered around the area and the shaman will be forced to twist his story some more.

Checking out the nearby abandoned mine you will find lead-tainted water. You collect a sample and then the entrance will be blown up forcing you to escape the poisoned shaft by following the runoff.

Deal with the Shaman when his tricks are revealed to complete the mission.

Reward

Liability Agreement: Any signage on this document is legally binding and works to subvert a party's understanding with legal garble. You get a blank document whenever the previous one is fully signed.

Collectables

Weapons

Each weapon can be found ambiently around the world. Firearms will always have infinite ammunition and thrown weapons will return to you if not picked up.

Reward: The possible items you can find are **Micah's Revolver, Otis Miller's Revolver, Ancient Tomahawk, Civil War Knife, Antler Knife, Broken Pirate Sword, Stone Hatchet, Double Bit Hatchet, Hewing Hatchet, Viking Hatchet** and the **Hunter Hatchet**.

Hats

Each piece of headgear can be found ambiently around the world. Anything broken or lost will return to you good as new.

Reward: The possible items you can find are the **Pig Mask, Cat Skull Mask, Civil War Hat, Tricorn Hat, Ram Skull Mask, Nevada Hat** and the **Viking Helmet**.

Legendary Animals

You have a map with the approximate locations of unique animals. Killing them and selling their pelt to the Trapper will give you special Talisman rewards you can wear on your belt along with a taxidermied version of the animal. Wearing these on your belt and holsters will activate the effects.

Legendary Beaver

Beaver Tooth Trinket: Cover is more durable for you. Anything you hide behind will be slightly stronger against attacks.

Legendary Bharati Grizzly Bear

Bear Claw Talisman: You can heal from any non-fatal wound with hibernation. This allows you to sleep off wounds with an enhanced healing factor.

Legendary Bighorn Ram

Ram horn: You can headbutt a person with no pain or discomfort on your end. Stronger materials like brick may require a higher durability then normal but it could happen.

Legendary Boar

Boar Tusk Talisman: Your shoulders gain subcutaneous armour usually present in male boars. This doubles your normal durability on your chest and covers most of your upper body.

Legendary Buck

Buck Antler Trinket: By loading your leg muscles and bolting you can surprise most foes. This can also be used to throw yourself to the side of cover.

Legendary Coyote

Coyote Fang Trinket: With this, you can function nocturnally. You can see in the night as well as you can in the day.

Legendary Elk

Elk Antler Trinket: It is very easy to hide both objects and yourself. When you do so there will be no scent or trace elements that will get back to you.

Legendary Fox

Fox Claw Trinket: You can hear many things in a 35-metre radius in perfect clarity. You can filter different frequencies to find the sound you want.

Legendary Moose

Moose Antler Trinket: You can grow and shed velvet antlers with minimal energy or pain. Nobody will think it is weird and they will clip through hats and buildings for convenience.

Legendary White Bison

Bison Horn Talisman: You can activate a burst of speed. This increased movement goes up to 56 km/h for five minutes and can’t be used for twenty-four hours.

Legendary Wolf

Wolf Heart Trinket: You and your companions have a secret and difficult-to-decipher auditory language. Using howls you can communicate without enemies understanding.

Legendary Giaguaro Panther

Panther Eye Trinket: Wearing this you become an amazing swimmer and can’t drown even when laden with clothes and weapons.

Legendary Bullgator

Alligator Tooth Talisman: This gives you the ability of a death roll. Grab onto the target and then you can twist with the strength to tear bone and muscle.

Legendary Cougar

Cougar Fang Trinket: With this, you can leap great bounds in a single stride. You can jump anywhere between normal and eight metres with an understanding of physics so you can aim.

Legendary Pronghorn

Pronghorn Horn Trinket: Your eyesight increases to an incredible degree. You can see 320 degrees of vision to notice most details in a distance of 5km.

Legendary Tatanka Bison

Tatanka Bison Horn Trinket: Your skull is much more durable. You could knock the wind out of a person if you crash into them.

Challenges

Bandit

You need to hold up five people, rob two coaches/sell two wagons to the fence, rob the cash register in any four shops in one day, rob any three coaches/return any three stolen coaches to the fence in a day, amass $250 bounty in one state, steal 5 horses and sell them to the Horse Fence at Clemens Cove, rob $50 worth of cash and valuables from townsfolk and travellers, steal 7 wagons and sell them to the Fence at Emerald Ranch, hogtie someone and leave them on the railroad 3 times and complete 5 train robberies without dying or being caught.

Reward

Bandit Equipment: This black leather set is two hip holsters, a bandoleer and a belt. Each piece increases anonymity when committing malicious acts by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Explorer

Here you need to find treasure maps and treasures with gold bars and other valuables. The minimum requirements are one treasure map and nine treasures.

Reward

Explorer Equipment: This tan tasselled leather set is two hip holsters, a bandoleer and a belt. Each piece increases the price you get for selling valuables by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Gambler

You need to win five hands of poker, double down and win five times in Blackjack, win three games of Five Finger Fillet, bust a Poker table in Valentine, Saint Denis and Flatneck Station, win three rounds of Dominoes without drawing any tiles against two or fewer opponents, beat the blackjack dealer in two locations, beat the Five Finger Fillet opponent in Strawberry, Valentine and the Van Horn Trading Post, win three hands of Blackjack, with three hits or more, win three games of Dominoes in a row and win three hands of Poker in a row.

Reward

Gambler Equipment: This dark brown leather set is two hip holsters, a bandoleer and a belt. Each piece increases the chance of a winning hand in games of chance without cheating by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Herbalist

You need to pick six Yarrow flowers, pick and eat one berry of Raspberry, Blackberry, Evergreen Huckleberry and Wintergreen Berry, craft seven items using Sage as an ingredient, pick five mushrooms and feed them to your horse, craft nine items using Indian Tobacco as an ingredient, pick 15 different species of herb, craft and use five special Miracle Tonics, use Oleander (Sage) to craft six poison weapons, pick one of each species of herb and season and cook, Exotic Bird, Tender Pork Loin, Plump Bird, Big Game Meat, Prime Beef Joint, Succulent Fish, Game Meat, Flaky Fish, Crustacean, Gristly Mutton and Mature Venison.

Reward

Herbalist Equipment: This tasselled dark brown leather set is two hip holsters, a bandoleer and a belt. Each piece increases the longevity of your herbs and meats in your possession by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Horsman

You need to kill five rabbits from horseback, jump over three obstacles in 15 seconds, ride from Valentine to Rhodes in less than five minutes, drag a victim for 3300 feet using your lasso, trample five animals while on horseback, ride from Strawberry to Saint Denis in less than nine minutes without touching any water, kill seven enemies from horseback without dismounting, kill nine predators from horseback, ride from Van Horn to Blackwater in less than 17 minutes without touching any water and break every wild horse breed.

Reward

Horsman Equipment: This dark brown leather set is two hip holsters, a bandoleer and a belt. Each piece increases the calmness of an animal mount by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Hunter

You need to skin three deer, collect three perfect quality rabbit pelts, track ten different animal species using your binoculars call an animal and get a clean kill five times, skin 3 black or grizzly bears, kill five cougars with your bow, then skin them, use bait to lure and kill both a herbivore and predator, catch three small fish without using a fishing rod and kill an opossum playing possum.

Reward

Hunter Equipment: This reptile leather and bone set is two hip holsters, a bandoleer and a belt. Each piece increases the animal meat pelt and other products that you hunt by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Sharpshooter

You need to kill three flying birds, kill two different animal species in the same Dead Eye use, kill five flying birds while on a moving train, kill an enemy at least 80 feet away with a thrown tomahawk, kill six animals without switching or reloading your weapon, kill someone at least 660 feet away with a long scoped rifle, get seven headshots in a row, disarm three enemies without reloading or switching your weapon, shoot three people's hats off in the same Dead Eye use and kill three flying birds with three consecutive long scoped shots.

Reward

Sharpshooter Equipment: This dark brown leather set is two hip holsters, a bandoleer and a belt. Each piece increases the accuracy of your ranged attacks by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Survivalist

You need to catch three Bluegill fish, and five animals in to camp or the trapper, kill five animals using a Varmint Rifle, craft all of the following arrow types: dynamite, fire, improved, poison, and small game, catch a fish while boating in the Bayou and while standing on railroad tracks, kill a scavenging animal while it is feeding on a corpse five times, kill eight small game animals with consecutive shots, using small game arrows, craft a homing tomahawk, improved tomahawk, volatile dynamite, and volatile fire bottle, catch a fish that weighs at least 19 lbs and catch one of each type of fish throughout the world.

Reward

Survivalist Equipment: This brown leather set is two hip holsters, a bandoleer and a belt. Each piece decreases the sustenance you need by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Weapons Expert

You need to kill three enemies with a knife, three enemies in ten seconds using only throwing knives, three birds of prey using only a tomahawk, ten enemies with a shotgun using crafted ammo, five mounted enemies, using one throwing knife per kill, four enemies at the same time with a single stick of dynamite, four consecutive enemies by throwing and retrieving the same tomahawk, fifteen enemies using a long-barrelled sidearm, nine unaware enemies from behind, using the bow and kill a grizzly bear without taking damage, using only throwing knives.

Reward

Weapons Expert Equipment: This brown leather set is two hip holsters, a bandoleer and a belt. Each piece increases the damage of your weapons by 25%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.

Dream Catchers

There are twenty dream catchers scattered around the world. Once you find them all the marked locations will lead to a cave behind a waterfall. Find the treasure to complete the task.

Reward

Ancient Arrowhead: You will never have nightmares while sleeping near this artefact and you always awake well-rested as it has been infused by all the dreamcatchers. It will always find itself back to you if broken or lost.

Red Dead Online

A Land of Opportunity

It is 1898, and you have been imprisoned at Sisika Penitentiary for murder. During a transport is held up by hired guns and the leader offers a job in return for proving your innocence.

While the endpoint is the same with Horley and Jessica LeClerk being forced to go on the run with the promise to clear your name there are two branching paths.

The Path of the Gunslinger is one of High Honor without being a true saint. Help the US Marshal Tom Davies to bring a gang leader to justice. The first time you will fail and instead kill the target's brother near Manzanita Post. Later in Van Horn, the gang has split into two places requiring you to clear out the town saloon and a group in the hills. In Valentine, you must keep the gang members from overrunning the town. Finally, you must rescue Davies and a sheriff before they are lynched for killing their members.

The Path of the Outlaw is one of Low Honor even compared to other criminals. Samson Finch has several planned robberies for you to take part in. You must raid Cornwall Kerosene and Tar in New Hanover. Then kill his old partner and cripple a US Army regiment near Fort Wallace to limit the competition. Hijack a carriage in the Great Plains for uniforms and then finally you can rob the Lemoyne National Bank. For your escape fight off pursuers and depart on a leaving train.

Then you can hunt down Philip LeClerk's Killers starting with Teddy Brown in Fort Mercer, Amos Lancing in Blackwater, his business partner Jeremiah Shaw in the same town and Grace Lancing in an undisclosed location. Jessica LeClerk must be the one to deal the final blow to both Teddy and Amos.

Teddy Brown has his gang and wears metal plate armour. Maybe you can work with some Marshals to wipe them out.

Amos Lancing sees himself as a man of impeccable morality with multiple guards.

Jeremiah Shaw is a low-life with forged records and business dealings. He does not have to die but must be run out of town.

After your employer goes on the run Grace Lancing will come to Blackwater for her husband's funeral; whether it is to keep appearances or consolidate power she is there. The last person in the conspiracy that got you sent to prison has her fate in your hands...



Rewards:

Main Reward; Personal Posse: Normally this kind of work requires at least two people and at max four, but you did this on your own without any companions, so now you can temporarily create one, two or three clones of yourself to form a Personal Posse. Any abilities you can access are shared through a hive mind but they are limited by how many duplicates you have at the time; one clone gives you half your power and three a quarter.

If they die it will take twenty-four hours for you to rematerialize them and they will never disagree with you.

Gunslinger Reward; Impulsive Morals: When situations become complex and split-second decisions are required, they will always ultimately fall in line with your morals whether good or bad. A lawman may stay within the legal boundaries of the law.

Outlaw Reward; Clothes Make The Man: When you wear a disguise people will interact with you based on the clothing. Even if you were a wanted criminal wearing an express company uniform could get you into a bank vault. Although for this effect to work you must wear a full outfit and it will fail if you break your cover.

Side Missions

Blood Money

Reading a letter that appeared in your satchel you meet with Guido Martelli who wants to recover a unique commodity known as Capitale. He is willing to offer mafia missions in return for them. To complete this mission you will have to collect enough Capitale which is scattered over the states to gain access to three opportunity missions.

The Covington Emerald will cost 15 Capitale, The Ember of the East 20 and IL Sovrano 25.

Reward

Jumpitale: Rather than using the local currency or rare minerals you and your companions have an exclusive bear bond supply with value guaranteed by the reputation of your benefactor in the omniverse. This will work in any world and is the equivalent of five thousand dollars in rdr2 currency with a supply of twelve bonds that recharges every year.

A Life of ‘Shine

“Lightning” Maggie Fike needs somebody to finance her new moonshining business after being caught by revenue agents. You will have to rescue her nephew which will lead you to run afoul of the Braithwaite family and Maggie’s old cook Danny-Lee.

To deal with both the agents and the family you will have to stage a sting operation to escape from.

Reward

Conflicted Enemies: When you have multiple groups of enemies, they can never be friends and work together against you in any unified front. Law enforcement jurisdictions may fight over evidence and those of a criminal nature always seem to double cross each other.

Specialist Roles

Collector

Buying a Collector’s Bag you can now explore the world and acquire valuables to sell. While you can always sell nick nacks to a nearby dealer to complete this mission type you will have to personally sell complete sets of tarot cards and fossils. This will require you to sabotage the competition in the area before they can find them first.

Rewards

Finders Keepers: When you find something that has been left behind for one reason or another you can claim it legally for yourself. One reason for example is death...

Collector’s Tools: After establishing yourself as a legendary treasure hunter some tools have gained fate-backing. Your Metal Detector can send a pulse out in a 1 km radius, your Field Shovel can easily dig dirt and rock out without harming objects, Refined Binoculars shows recently disturbed dirt from a glowing distance and you have been gifted a Small Amulet that gives a sense of passive divination for treasure hunting.

Trader

Purchasing a Butcher's Table for your Camp you are now a roaming hunter for money. While you can always sell pelts and carcasses to a nearby dealer to complete this mission type you will have to personally sell the animal products in every state. This will require you to sabotage the competition in the area to not poach.

Rewards

Sustainable: Hunting a species to extinction in an area is bad practice so for every animal you kill and process the population will regain that number in a week. Even extinction is reversed after seven days although this only works for animals you kill.

The Camp: Your personal camp is fully upgraded while able to be pitched up and down in minutes. The Delivery Wagon can hold four large barrels and won’t be stolen, the Hunting Wagon can hold an infinite amount of carcasses without decay and the Stew Pot can be used with any remaining off pieces to fill any hunger.

Bounty Hunter

Obtaining a Prestigious Bounty Hunter License, you can pick up work by visiting Bounty Boards and legally turn in wanted criminals for a reward. While there will always be basic bounties to complete this mission type you must capture the difficult legendary bounties. Upon taking in all thirteen targets dead or alive you gain the reward.

Rewards

Occupational Hunter: You are accepted as a bounty hunter in all future worlds able to take criminals in for money. A pickpocket taken in dead will give you small change while a mass murderer taken in alive could be a king's ransom.

Hunter’s Tools: After establishing yourself as a legendary bounty hunter some tools have gained fate-backing. The Reinforced Lasso keeps those you have hogtied unable to break free, Tracking Arrows can be made which will last twelve hours, you can pull out an infinite amount of Bolas to trip targets up when thrown at them and a reinforced Bounty Wagon that can only be opened by you/those you designate.

Moonshiner

Purchasing a Moonshining Shack you are now a black-market businessman in illicitly distilled alcohol. While you can always sell a batch to a nearby dealer to complete this mission type you

will have to personally sell the moonshine in every state. This will require you to sabotage the competition in the area explosively.

Rewards

Legal Production: No matter the laws of the world you are in, anything you make is legal in the eyes of the law. Even in the height of prohibition you could drown a bottle of moonshine in front of the police station and they wouldn't even blink but something from the local speakeasy would get you in trouble.

The Bar: The little shack you bought has been upgraded and expanded to be a Full Bar with living space on the second floor and an Autonomous Distillation in the basement. The ground floor has a bar, live music and everything else necessary to be a legal establishment. To commemorate yourself as the owner you also have a Hip Flask filled with your choice of moonshine that never runs out; even the flammable one.

Naturalist

Obtaining a Sample Kit, you are now a wildlife specialist. While you can always sell a blood sample or photograph to Harriet to complete this mission type you will also have to sell the carcass to Macmillan. Be aware that if you visit Harriet after recent animal death, she will spray you with hallucinogens.

Rewards

Harrietum Officinalis: You have five red and purple flowers that give you the ability to temporarily transform into an animal. To choose the animal you have to mix some of their blood into the flower and then consume it while thinking about the animal. Animals smaller than the average human require three flowers while a beast larger than a regular human will take five. Your supply will restock in seven days or you can use some seeds to grow a bigger supply.

Trophy Maker: After killing a special specimen, you can turn parts of it into trophies that follow you in properties. The pelt can become clothes, trinkets or even a part of taxidermied creations.

Showdown



Once you finish all your selected missions and just before you leave a flyer catches your eye for a quickdraw competition with the promised competitors being both legendary gunslingers and forgotten outlaws.

Putting your name down as interested, a form is mailed to you with a large checklist of characters you have run across with photos.

By going through with this you can duel versions of characters to defeat and take them on your chain. All characters are equally fast and durable with any qualms about violence not present.

For example, going through RDR 1 story or side mission gives you the chance to face old Dutch while young Dutch requires RDR2 story, side mission or a collectible from that period.

Notes

It is implied that by completing the Main mission of a section you get all the normal outfits.

Secret Rewards

- Complete Deadalus and Son, kill a cougar with dynamite, eight rattlesnakes, Legendary Jackalope and harvest 5000 lbs of meat to gain the **Expert Hunter Outfit**.
    - This badger skin hat, along with a button-up leather shirt underneath an animal skin vest doubles all animal products you gain from beasts you personally slay.
- Complete The Prohibitionist, win $1000 from gambling and gather $200 herbs to gain the **Savvy Merchant**.
    - A navy blue pea coat with a pair of black pants and a taupe beret that adds a discount to everything you buy when worn.
- Complete American Appetites and kill or capture Mo van Barr to gain the **Deadly Assassin outfit**.
    - This black sack coat, dark Ashby vest, and a black shirt with a white collar, flat-brimmed black hat and eyepatch increases your accuracy.
- Beat all U.S. gang hideouts in 24 hours to gain the **US Marshal Uniform**.
    - This black Marshal's waistcoat, blue collared shirt and badge keeps any officials from pursuing you when worn.
- Complete all RDR1 missions and side missions to gain both the **Bureau Uniform** and the **Legend of the West Outfit**.
    - **Bureau Uniform:** A dark suit with a bowler hat that gives you amnesty in the law.
    - **Legend of the West Outfit:** A white shirt, black vest and long black cloak that increases your Dead Eye ability when worn. Marston’s Hat also becomes fate backed for you.
- Complete Birth of the Conservation Movement, Filth and Other Entertainment, Missing Souls and break the mythical Unicorn to gain the **Undead Hunter/Army of the Dead** and the **Holy Relic**.
    - **Undead Hunter/Army of the Dead:** With a white shirt ripped and stained with blood and Retcher spit it is obvious you have been through battles. You also gain the undead variation.
    - **Holy Relic:** Once a day all your consumables and ammunition will be recovered.
- Completing The Veteran allows you to take Buell as a fate-backed mount.
- Completing all the RDR2 Challenges to gain the Legend of the East Outfit and its Equipment Set.
    - **Legend of the East Outfit:** A white big valley hat, a ruby red shotgun coat, a dark red paisley vest with a star attached to it, a dark grey and red scarf, black and brown cavalry gloves, white striped pants, black half chaps, black deluxe relentless boots, and brown & yellow vaquero deluxe spurs. This outfit can be born in all climates without being too hot or cold.
    - **Legend of the East Equipment:** This glossy brown leather set is two hip holsters and a belt. Each piece increases Dead Eye by 50%. Holstered weapons will never degrade and stocked ammunition will be easy to grab.