

BASIC ROLEPLAYING

BRP

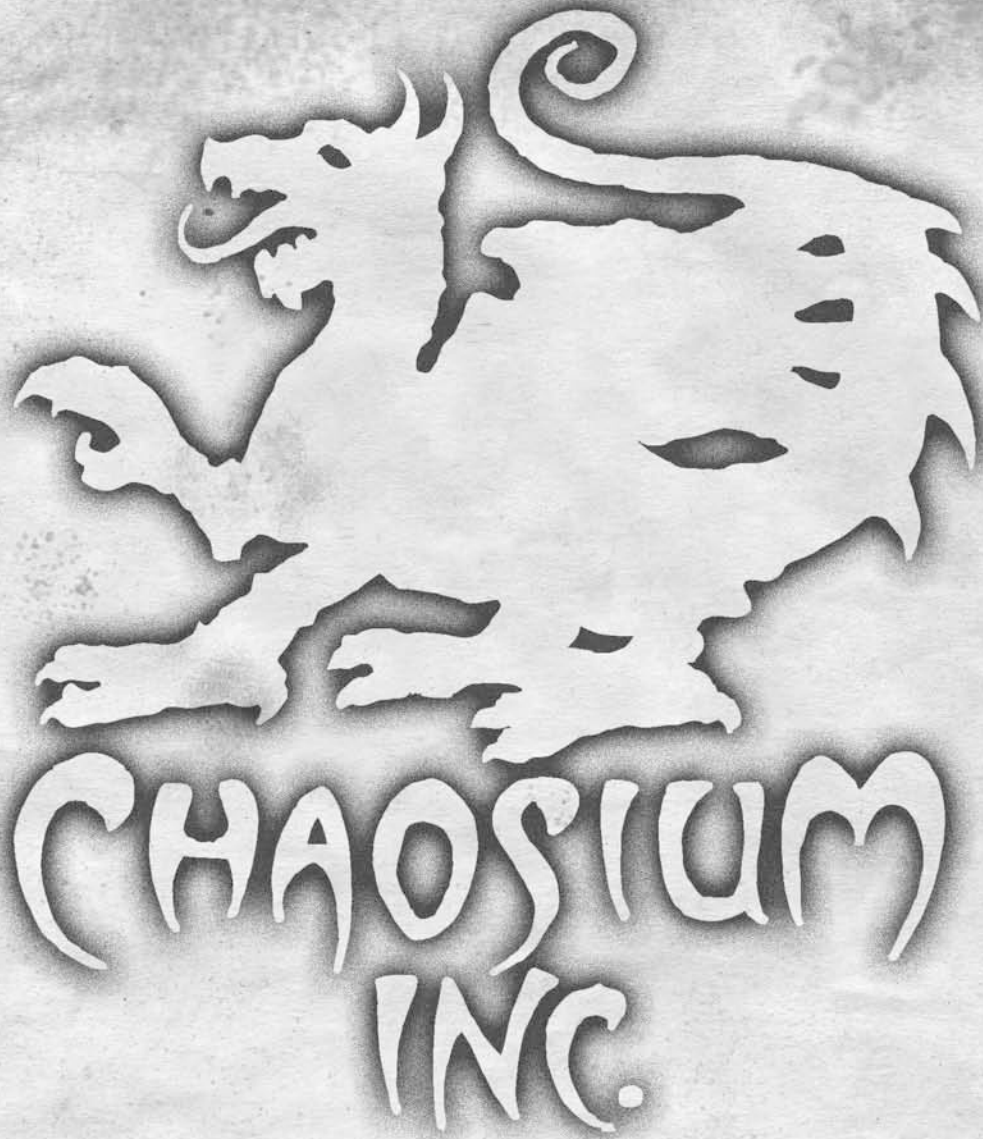
2024

DEVIL'S GULCH

BASIC ROLEPLAYING ADVENTURES
IN THE WEIRD WILD WEST

TROY WILHELMSON





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Welcome to Devil's Gulch!

DEVIL'S GULCH

A BASIC ROLEPLAYING HISTORICAL AND SUPERNATURAL
WILD WESTERN SUPPLEMENT

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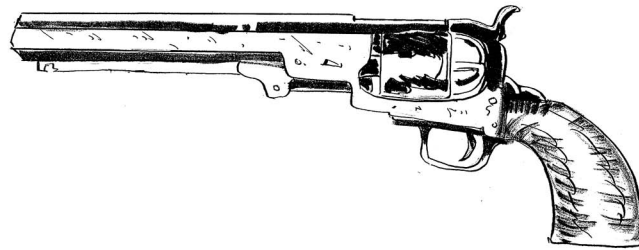


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DEVIL'S GULCH

TICK ... TICK ... TICK ...

Looking up, Kit Parker saw it was five minutes to noon. The train from Fresno would be arriving then, and on it would be Frank Ritter, one of the wickedest killers this side of the Pecos. Legend had it that Frank had made a deal with Old Scratch himself back during the War Between the States.

As the legend went, Frank found himself surrounded by thirteen Yankee soldiers on a battlefield outside of Atlanta. Unwilling to surrender, the young Reb screamed, "The Devil take you! The Devil take all of you, and I'll pay for it with my soul!" The ground erupted under the Union soldiers and sucked them right down to Hell! When the dust cleared, a dapper looking man was standing in front of Frank. He just smiled and said, "It is done friend, and it is time to pay your debt." When Frank Ritter woke up, he was in Texas.

Frank became a Bounty Hunter working for the Devil. Anytime the Devil needed to collect a soul, Mr. Ritter would ride into town and take it. Most of the time it was easy enough to do: he would ride up to the local Saloon, walk through the swinging bat-wing doors, find his mark, call him out, and, BAM, it was all over. He would be back on his horse riding to the next one before his hog leg quit smoking. This was the way it was for the Devil's reaper ... until he met the gunfighter.

You see, most of Frank's marks were drunks, gamblers, or no good whoremongers who just needed killing. But on this particular morning, Frank needed to take out someone who was just as good with a Peacemaker as he was. In the back of his mind Frank recalled what Old Scratch had told him: "For every bullet you take from here on out, you will carry an abyssal scar. The more you are hurt, the more your true nature will be revealed." He hadn't been hurt yet and maybe that was just the Devil's way of making sure Frank was careful with his business. Still, there was something about this one that made Frank a bit nervous.

When he finally reached the Silver Dollar Saloon outside of Yuma, it was nearly dark and the carousing was already under way. As he tied up his horse and walked to the swinging doors, the sound of the piano was as thick as the smoke wafting out of the place. Looking inside, Frank picked out his mark with ease. He was a tall, leathery fellow who had his feet propped up on a table and his back was against the far wall. He was throwing back a shot of whiskey and as he did, Frank noticed the two-gun rig he was wearing. Immediately the bounty hunter knew that this man was an experienced pistolier.

Frank steeled himself and then burst through the bat-wing doors into the crowded saloon. He walked steadily towards the gunfighter and, as he did, the patrons of the saloon stopped what they were doing to watch. Soon the place had grown deathly quiet, and only the sound of Frank's boots and spurs could be heard. "Stranger," Frank said, "you have a dept to pay to my boss, so I'm callin' you out." Frank reached down and unlatched peace-binding on his pistol. The gunman threw back another shot and then slowly stood up, adjusting his rig as he did.

The stranger's eyes bore into Frank's like a red-hot poker. For the first time in years, Frank could feel the sweat dripping off his forehead. The two men looked at each other intensely, trying to force the other to draw first. Frank may have been an agent of the Devil but he still held to the rules of a gunfight. Tick ... tick ... tick, the clock on the wall was the only sound in the Saloon. Frank's heart was pounding in his chest and the stranger could see the pulse in his neck growing faster and faster. Before he knew it, Frank went for his gun. BAM! BAM! BAM! Three shots rang out in rapid succession! Looking down, Frank realized he hadn't even fully drawn his Colt. There were three smoking holes in his chest, and the room became a fog as he fell to the floor.

When he finally came to, Frank was lying under a cottonwood tree far away from any town. He didn't know how he got there, but the holes in his chest were gone. Unfortunately, his fingers now



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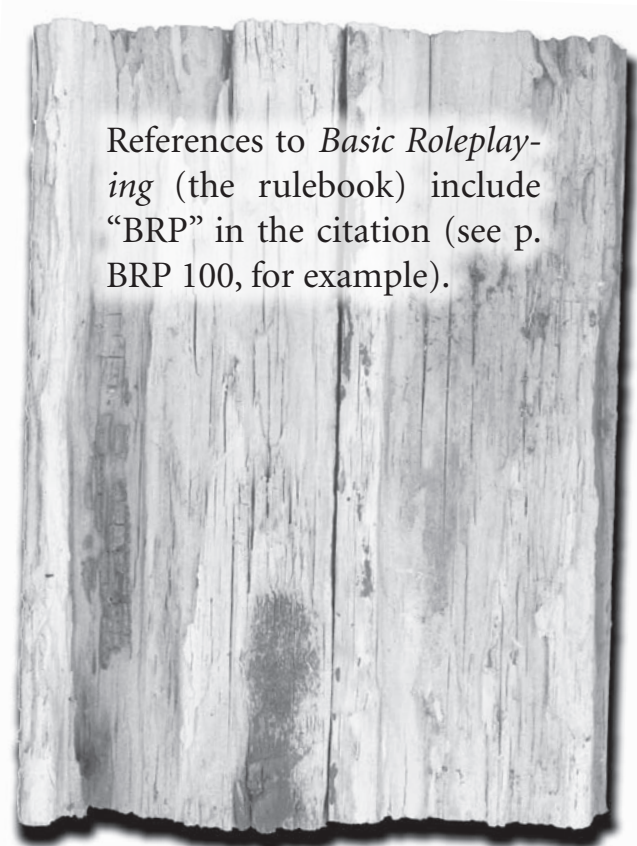
ended in claws and he could feel fangs where once were teeth. Finally, scales covered his skin, giving him the same texture as a Gila monster. He was warned about the scars, and now he would be forced to wear the badge of Hell itself.

At least that was how the legend of Frank Ritter went. Tick ... tick ... tick ... high noon. In the distance, Kit could hear the whistle of the train coming in from Fresno. It wouldn't be long now and Frank Ritter (or the creature that called itself that) would be coming through the doors into the Bulls Head Saloon looking for Kit. He threw back a shot of whiskey and adjusted his two-gun rig. "Maybe this time," Kit thought to himself as he spun the cylinder of his Colt, "I'll be able to finish what I started back in Yuma."

Howdy pardner and welcome to Devil's Gulch! Why don't ya belly on up and lend an ear 'cause the tales that come out of this town are as tall as you need them to be, as conniving as a rattler, and as strange as any ghost story from around the campfire.

Devil's Gulch is a Wild West location for designed for use with the *Basic Roleplaying* (BRP) system. It contains descriptions for buildings, non-player characters (NPCs), and the outlying areas of interest that surround the town. There are also rules for new character types, skills, combat, magic, mad science, and more than a few critters thrown in for good measure. Special sections will show you how to transform Devil's Gulch from a historically based Western boomtown into a Weird West or Steampunk West town, or even into a Victorian outpost on the newly settled planet Mars.

How far you want to push the envelope is up to you, so you best be ready to jerk that smoke wagon and throw down, because you never know who'll be a walkin' through those saloon doors!



References to *Basic Roleplaying* (the rulebook) include "BRP" in the citation (see p. BRP 100, for example).



DEVIL'S GULCH

Characters

Players have several choices of Wild West character type, depending upon whether they use an Old West historical setting or a Weird West setting. Setting options for characters are explored below.

OLD WEST (HISTORICAL) SETTING

The Education characteristic (p. BRP 27) should not be used. Most pioneers had only a very basic education and many were illiterate. To have a character that can read and write, spend skill points on the Literacy skill (p. BRP 67).

Getting shot with a .45 Peacemaker could put you six feet under fairly quickly. To keep that historical feeling and emphasize the danger of gun fights, use the standard method of hit point calculation.

OLD WEST ARCHETYPES

Use the BRP character professions with these names and changes:

Devil's Gulch Profession	BRP Profession
Banker/Merchant	Merchant
Blacksmith, Gunsmith, etc.	Craftsman
Bounty Hunter	Assassin; add Quick Draw to the list from which five skills are chosen.
Buffalo Hunter	Hunter
Civil War Veteran/Cavalry Man	Soldier

Con Man/Snake Oil Salesman	Entertainer
Drover (what cowboys were called)	Cowboy
Gambler	Gambler; substitute Quick Draw skill for Knowledge (Accounting) skill.
Homesteader/Pioneer/Sodbuster	Farmer
Medicine Man	Shaman
Miner/Prospector	Laborer; add Science (Geology) and Technical Skill (Mining) to the list from which four skills are chosen.
Mountain Man	Explorer; focus on survival skills.
Muckraker/Dime Novel Author	Journalist
Mule Skinner/Stage Coach Driver	Pilot; substitute Ride skill for Pilot skill.
Native Tribesman	Tribesman
Native Warrior	Warrior
Outlaw	Criminal; add Quick Draw to the list from which six skills are chosen.
Pinkerton Agent	Spy
Preacher	Priest
Saloon Gal	Entertainer
Sawbones	Doctor
Scout, Native Scout	Hunter
Sheriff	Lawman; add Quick Draw to the list from which four skills are chosen.
Shootist/Gunfighter	Warrior; add Quick Draw to the list from which five skills are chosen.



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Texas Ranger	Detective; add Quick Draw to the list from which four skills are chosen.
Tinhorn/Dude	Noble
Trailblazer	Explorer

OTHER COMMON NATIONALITIES AND ETHNICITIES

Slavery is an ugly part of United States history, but it is, nonetheless, part of the Old West. After the emancipation of the slaves, many African Americans moved west to try to start a new life of their own. Some joined the military as "Buffalo Soldiers" and other tried their hand at farming. There were even all African American towns such as Langston, Oklahoma. Famous African American Old West figures include broncobuster Nate Love and stagecoach driver and gunfighter Stagecoach Mary.

Mexicans and Spaniards are very common in the southwest part of the country. The border between Mexico and the United States fluctuated quite often during the early 19th Century. A Hispanic character's primary language is Spanish, with English as an (optional) secondary language.

In 1848 when gold was discovered in Sutter's Mill, 20,000 Chinese immigrants fol-

NATIVE (AMERICAN INDIAN) CHARACTERS

Choose a profession and a tribe. Typical professions are Medicine Man, Native Scout, Native Tribesman, and Native Warrior, but there are plenty of historical examples of Native people with other professions (Sawbones, Lawmen, Drivers, Trailblazers, etc.). The character's tribe can be an important factor. For example, if the setting is within Lakota territory, it might be difficult to explain your Apache character. There are a large number of tribes, but here is a sample list: Apache, Cherokee, Cheyenne, Comanche, Dakota, Hopi, Iroquois, Navajo, Ojibwa, Pawnee, and Shawnee.



Three Drifters



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lowed. The Rail Barons found the Chinese to be a cheap source of labor and thus the majority of the American rails were laid by Chinese workers. As a side effect of this labor migration, many towns had an area designated as “China Town” set outside of the city. Within these limits could be found many Chinese businesses, including laundries, herbalists, and opium dens. Much like a Hispanic character, a Chinese character’s first language will be one of the Chinese dialects (Cantonese and Mandarin are the most common).

WEIRD WEST SETTING

As in the Old West setting, the Education characteristic (p. BRP 27) should not be used, but both Power Points and Sanity Points (option on p. BRP 32) should be calculated. Since the combination of guns and monsters tends to kill folks at a pretty fast rate, use the Total Hit Points option (p. BRP 30) during character

creation. This will help the characters survive a little while longer, and give the game a more heroic feel.

Any of the professions used in the Old West setting are available for the Weird West, but there are some additional character types that can be used in a Weird West setting with supernatural, mystical, or Steampunk elements. Below is a list of the additional character professions/skills, powers, prerequisites, and failure penalties.

Failure Penalty: Those who delve into the unknown may pay a heavy price, whether it be the loss of one’s mind, a crisis of faith, insane frustration, or a disconnection with the spirit world. All of these are represented by the failure penalty. When making any roll (casting roll, resistance roll, skill roll, etc.) to cast a spell or create a device, if you roll a fumble, your character takes the penalty.

THE HEX MASTER

Prerequisite: POW 16.

Profession: Wizard, with the option to substitute Disguise, Fast Talk, and Sleight of Hand for any of the usual skills.

Powers: Magic (p. BRP 88), Heroic level.

Failure Penalty: San 1/1D10.

Hex Masters are spell-using warlocks who follow in the tradition of the Pennsylvania Dutch Hexenmeister. Originally users of a system of folk magic referred to as Pow-Wow (the Algonquin word for shaman) practiced by the Pennsylvania Dutch, the Hex Masters have now unlocked the secret to true wizardry and have become very formidable and powerful. The hexes used by the Hex Master were first recorded in a pamphlet called Pow-Wows, or the Long Lost Friend by John Hohman, published in 1820. Since that time, practitioners have delved deeper into the occult secrets of other lost tomes including: Egyptian Secrets by Albertus Magnus, Sixth and Seventh Books of Moses, Black Pullet, and the dread Necronomicon. Any listed Magic spell can be a hex.

In the world of Devil’s Gulch, one must remember that folks are rather superstitious and it



The Hexmaster

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Medicine Man

may not sit well with them when some fella' saunters into the saloon and starts mumbling all kinds of hoodoo. In most situations that's nothing but an invitation for a hemp necktie party! In other words, it's in a Hex Master's best interests to be as subtle as possible when plying his craft. This is why many Hex Masters adopt a disguise, usually as a gambler, dime novelist, railroad tycoon, traveling actor, or gunfighter.

Spell Focus: Much like the Wizard's Staff (p. BRP 91), a Hex Master can have a Spell Focus to hold a pool of extra Power Points. This will usually take a form that is somehow connected to the disguise of the Hex Master (and that is acceptable for the campaign). Examples might include a deck of cards, an ink pen, a pitchfork, a walking stick, or even a Winchester rifle.

MEDICINE MAN

Prerequisite: POW 16.

Profession: Shaman.

Powers: Sorcery (p. BRP 122), Heroic level

Failure Penalty: San 1/1D10.

The American Indian Medicine Man is a spiritual leader to his or her people. Even though each tribe had different names and rituals for this person, the responsibility was essentially the same: to be a conduit from the living world to the spirit world.

Being a Medicine Man in the world of Devil's Gulch is starting with two strikes against you. First, many of the white settlers are very uneasy around the people of the native tribes, and secondly, they get a might twitchy when someone starts the chanting for a ritual. So if you plan on playing one of these characters, you best perform your rituals in private or keep some friends nearby who will watch your back.

Medicine Bags: Much like the Wizard's Staff (p. BRP 91), a Medicine Man can have a Medicine Bag for extra Power Points granted from the spirit world.

Vision Quest: The Medicine Man will often try to gather information and advice from the spirit world, using the new spell Vision Quest (below). Most often the spirits will take the forms of animals, and in some cases one may become a guiding spirit for the character.

New Sorcery Spell: Vision Quest (1/2 POW)

This ritual allows the Medicine Man to contact the spirit world and spirits. When the ritual is complete and the Medicine Man makes contact, the spirit will appear in a vision and will advise the character as it sees fit. However, the spirit will speak very cryptically and in riddles, so that the character will find his own destiny.

A vision quest takes a long time to perform, and it must be done without interruption. Depending on the Medicine Man's tribe, the ritual may be performed alone in the wilderness, or within a kiva or other sacred space. The ritual starts with one day of fasting, then the player must make a **Luck** roll each day thereafter, with contact becoming easier with the passage of time. The table below shows the roll required, based on roll difficulty and level of success multipliers.

No. of Days	Luck Roll Success Level Required
1	Critical Success (1/20 of Luck rating)
2	Special Success (1/5 of Luck rating)
3	Difficult Roll (1/2 of Luck rating)
4	Normal Roll (Luck rating)
5	Easy Roll (2 times Luck rating)



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Each time a Vision Quest is successfully performed, the player should record it and note the identity of the spirit. The Medicine Man may ask that spirit for help once, by making a **Luck** roll. If successful, the spirit will aid him in some way, and the record of the successful vision quest should be erased. If unsuccessful, the spirit may still help again in the future. This help may come in the form of a coyote leading him towards a hidden canyon, or an eagle suddenly swooping out of the sky and interrupting an enemy's attack. The spirit will not directly attack or cause damage, but it may appear and then vanish suddenly. Optionally, a Medicine Man may have a certain type of spirit animal that often helps him. This guardian spirit should be picked based on the character's personality or player preference.

PREACHER

Prerequisite: POW 16

Profession: Priest.

Powers: Sorcery (p. BRP 122), Heroic level

Failure Penalty: San 1/1D10.

The hand of God here on earth! Come to lay waste to all the sinners and blasphemers that populate this sinful land, Preachers are holy folk that are usually from the European traditions. Most follow mainstream Christianity (Baptist, Lutheran, Roman Catholic, or Methodist), but there is no reason a Preacher can't be Jewish, Mormon, or Swedenborgian. There are many faiths to follow and many who want to spread the word of God. Now most folks have seen lots of preachers in their day, but every once in a while a Preacher who can perform a genuine miracle comes along.

Preachers have it a bit easier than Hex Masters or Shamans in that most settlers in the Weird West are church goin' folk who have no problem when a Preacher starts talking about bringing down the wrath of God upon some blasphemous spawn of Satan. Hence, they do

BIGOTRY

Depending on the preferences of the gaming group, a "non-White" character or a character who is obviously "not from around here," may encounter bigotry in one form or another. It may just be some Drover sayin' "I'm not too fond of Mexicans and Injuns," or it may come in the form of a lynching. Unfortunately this is true to the times, and if you are running or playing a historical campaign, bigotry (and overcoming it) could easily be a part of the narrative. However, there were plenty of people who didn't succumb to bigoted notions of others. (In this setting, "White" generally refers to people descended from northern and western European populations.)

not need to worry about hiding their powers like the other magical types do.

The Good Book: Much like the Wizard's Staff (p. BRP 91), a Preacher can imbue a personal holy text with extra Power Points granted from heaven. The Good Book may be a family Bible or the army-issued pocket Bible that got them through the war.

SNAKE OIL HUSTLER

Prerequisite: POW 16

Skills: Craft (Elixir), Fast Talk, Knowledge (Alchemy), Literacy, Perform, Science (Chemistry), and choose any four of the following: Bargain, Drive (Wagon), Insight, Persuade, Spot, Stealth.

Powers: Mutations (p. BRP 102), but see below.

Failure Penalty: San 1/1D10

Part pitchman and part alchemist, the Snake Oil Hustler makes his living by selling elixirs, potions, and other concoctions city to city from the back of a wagon. Sometimes



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Mad Scientist

these elixirs actually work, and sometimes they are just a combination of kerosene, castor oil, and ground red peppers. The knowledge of real snake oil came to the West with the first Chinese laborers in California. The Chinese Snake Oil was used to ease the muscle pain of the workers but it wasn't long before some enterprising folks began to learn the secrets of the Chinese alchemists, and began making their own concoctions and selling them. Others delved even further into ancient alchemical lore and found that there was a true source of power hidden in the traditions of herbalists and alchemists: not the fabled power of turning lead into gold,

but instead the ability to create elixirs that grant mystical abilities.

Snake Oil Hustlers create elixirs that replicate mutations. At character creation, the number of potions a Snake Oil Hustler knows is equal to 1/2 INT.

To make an elixir, the Snake Oil Hustler must make a successful **Craft** (Elixir) roll and spend three hours in a laboratory, plus one hour per Power Point infused in the elixir. The effect of the potion will last for 1 Turn (5 minutes) per Power Point infused. For example, if the Hustler makes Sensitivity to Gold elixir and infuses it with 5 PP, the effect will last for 5 Turns. The Hustler may infuse double the number of Power Points to make a Major Mutation version of the potion. Elixirs have a very short shelf life and will only last one day per Power Point.

A Hustler may rush the process or create the potion without the proper equipment at a cost: the **Craft** (Elixir) roll becomes difficult and the fumble percentage becomes 95-100.

Mother Essence: Much like the Wizard's Staff (p. BRP 91), a Snake Oil Hustler can create the Mother Essence (a thick alchemic soup) to use as a reservoir for extra Power Points.

MAD SCIENTIST

Prerequisite: INT 16

Skills: Craft (Metallurgy), Repair (Steam), Repair (Clockwork), Spot, Status, and any five of the following: Art (Drafting), Drive (Wagon), Heavy Machine (Steam Engine), Knowledge (any), Science (any), Technical (Clockwork), Technical (Steam)

Powers: Super Powers (p. BRP 140) in equipment gadgets (Starting Equipment with Powers, p. BRP 240); see below.

Failure Penalty: San 1/1D10



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Somethin's Cookin'

Welcome to the age of steam and all the wonders it can bring! The invention of the steam engine in the late 18th century has opened men's minds to the possibilities that anything can be built and should be! Mad Scientists use steam and clockwork engines to power their inventions. Anything from horseless carriages to clockwork automatons to electrical discharge pistols is possible with the new science!

Mad Scientists generally specialize in either steam or clockwork gadgets. During character creation, the character may already own (have created) one minor gadget. The player should be familiar with the rules, and should work closely with the GM to make sure the gadget fits within the confines of the campaign. There is a list of example gadgets below.

Mad Scientist characters should take care when using their fantastic inventions in the

presence of the simple townsfolk. They may look upon the creation as one of the new wonders of the world, but one wrong move and a mob could try to destroy the invention and the Mad Scientist too (just ask a certain doctor in Transylvania)! Folks can be fickle, so it's best to take care who you end up showing your latest invention to.

A Mad Scientist starts with a Heroic Character Point Budget based on INT, and can start with one gadget already built. The unused part of budget is set aside as a reserve for use during the game. Power Modifier Benefits (p. BRP 143) can be used. At the end of an adventure (or other time period as appropriate), a Mad Scientist can make an INT x1 roll; if successful, the character gains 1D2 Budget points.

EXAMPLE INVENTIONS

Electrical Discharge Pistol

Device Type: Clockwork Weapon

Power: Energy Projection (Electrical) (1)

Power Budget Cost: 10

Damage: 1D6

Range: 15 meters

Description: This small brass and wood pistol is about the size of a .45 Peacemaker. Rather than a hammer on the back end, there is a brass key that is turned to tighten an internal spring, and this spring powers the miniature dynamo housed inside the gun. When the trigger is pulled, a bolt of electricity is released, accompanied by a thunderclap and a very scorched target. The main downside to this weapon is that the spring must be re-tightened between each shot, so its Attk rating is 1/2 (+1 Character Point Budget Reward).

Inferno Rifle

Device Type: Steam Weapon

Power: Energy Projection (Heat) (2)

Power Budget Cost: 20

Damage: 2D6

Range: 30 meters

Description: This large brass rifle is attached to a compact boiler (worn like a rucksack on the user's back). Once the operator has the fire burning and enough steam builds up (as can be seen on the gauge on the top of the rifle), the rifle may be fired, sending a jet of compressed steam towards its target. As a warning to

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THE CODE OF THE WEST

- Don't inquire into a person's past. Take the measure of a man for what he is today.
- Never steal another man's horse. A horse thief pays with his life.
- Defend yourself whenever necessary.
- Look out for your own.
- Remove your guns before sitting at the dining table.
- Never order anything weaker than whiskey.
- Don't make a threat without expecting dire consequences.
- Never pass anyone on the trail without saying "Howdy."
- When approaching someone from behind, give a loud greeting before you get within shooting range.
- Don't wave at a man on a horse, as it might spook the horse. A nod is the proper greeting.
- After you pass someone on the trail, don't look back at him. It implies you don't trust him.
- Riding another man's horse without his permission is nearly as bad as making love to his wife. Never even bother another man's horse.
- Always fill your whiskey glass to the brim.
- A cowboy doesn't talk much; he saves his breath for breathing.
- No matter how weary and hungry you are after a long day in the saddle, always tend to your horse's needs before your own, and get your horse some feed before you eat.
- Cuss all you want, but only around men, horses, and cows.
- Complain about the cooking and you become the cook.
- Always drink your whiskey with your gun hand, to show your friendly intentions.
- Do not practice ingratitude.
- A cowboy is pleasant even when out of sorts. Complaining is what quitters do, and cowboys hate quitters.
- Always be courageous. Cowards aren't tolerated in any outfit worth its salt.
- A cowboy always helps someone in need, even a stranger or an enemy.
- Never try on another man's hat.
- Be hospitable to strangers. Anyone who wanders in, including an enemy, is welcome at the dinner table. The same was true for riders who joined cowboys on the range.
- Give your enemy a fighting chance.
- Never wake another man by shaking or touching him, as he might wake suddenly and shoot you.
- Real cowboys are modest. A braggart who is "all gurgle and no guts" is not tolerated.
- Be there for a friend when he needs you.
- Drinking on duty is grounds for instant dismissal and blacklisting.
- A cowboy is loyal to his "brand," to his friends, and to those he rides with.
- Never shoot an unarmed or unwarned enemy. This was also known as "the rattlesnake code": always warn before you strike. However, if a man was being stalked, this could be ignored.
- Never shoot a woman no matter what.
- Consideration for others is central to the code, such as: don't stir up dust around the chuck wagon, don't wake up the wrong man for herd duty, etc.
- Honesty is absolute—your word is your bond, a handshake is more binding than a contract.



DEVIL'S GULCH

SKILLS, COMBAT, AND EQUIPMENT

the novice operator, keep an eye on the gauge lest the pressure build up too much in the boiler and cause an explosion, damaging everyone in a 20-meter radius. This happens when exceeding the weapon's Mal rating of 99-00 (+2 Character Point Budget Reward).

Aether Lantern

Device Type: Electro-Steam Device

Power: Super Sense (X-ray Vision) (5)

Power Budget Cost: 15

Damage: None

Range: The beam can penetrate 50 centimeters of any substance except gold or lead.

Description: At first glance, this appears to be an ordinary lantern. However, when it is engaged and held adjacent to a solid surface, it will cause the material to become transparent, enabling the user to see partway through solid matter. The only fallback to this item is that the beam cannot penetrate gold or lead, which has caused the Aether Lantern to become very popular with miners.

Clockwork Automaton

Device Type: Clockwork Creation

Power: Sidekick

Power Budget Cost: 110

Damage: As per weapon

Description: This riveted brass and steel creation generally has the form of a mechanical man (though other forms have been created, such as a horse, spider, eagle, etc.). On the back of the creature is a large brass key that must be wound once per day to keep the automaton working. It can understand basic commands such as "guard the prisoner" or "break down the door," and it can handle most weapons with some skill (40%).

Clockwork Automation

Characteristic	Roll	Average
STR	2D6+6	13
CON	2D6+12	19
SIZ	3D6	10-11
INT	1D4	2-3
POW	2D6	7
DEX	2D6	7

Move: 8

Damage Bonus: None

Armor: 4-point plating

Attacks: Brawl 40%, 1D3+db (crushing)

Heavy Revolver 40%, 1D10+2 (impaling)

Skills: None

In the world of Devil's Gulch, most folks live by the way of the gun. Gunfighters and bounty hunters roam the land looking for the next bounty or the next contest, a contest in which the loser is given a one-way ticket to Boot Hill. In the movies and TV shows of the Old West, shootings are very common and more often than not there is a lot of fancy "triggernometry" happening. That is not to say that gun spinning didn't occur in history; heck, John Wesley Hardin once used the Road Agent Spin on Wild Bill Hickok (most likely just to impress the famous gun fighter) and many cowboys took pride in how they could handle the ol' hog leg. What follows are new skills and special rules to help players recreate the gunfights of the Old West.

SKILL MODIFICATIONS

Drive

New specialties include Wagon and Stagecoach.

Knowledge

New specialties include Indian Tribes, Railroads, Brands and Ranches, and Area Trails.

Language

In the Old West, there are many different languages to choose from: the many different American Indian tongues, Chinese dialects, Spanish, and even Indian Sign Language. Any of these will undoubtedly come in handy.

NEW SKILLS

Animal Handling (10%)

This skill is the bread and butter of the west. When much of the economy is based on cattle, there's a need for folks who know how to move them. This skill is a must for any drover.

Gun Spinnin' (05%)

This skill allows the character to perform gun-spinning tricks to intimidate and fool opponents. When this skill is used as a form of in-



DEVIL'S GULCH



timidation, substitute **Gun Spinnin'** for **Persuade**. If successful, most hombres will think twice before pulling a pistol on the gunfighter. A gunfighter with this skill can also use it to perform the famous **Road Agent Spin** (see below).

Quick Draw (10%)

Whether with a cross draw or a side draw, this skill allows you to draw your pistol with lightning speed. With a successful roll, a character can pull a gun and fire it in the same round. Without this skill, drawing the weapon is an action. If the successful roll is lower than 1/2 of his **Firearm** (Pistol) skill, the character can draw and fire simultaneously (this comes in very handy during a showdown). This skill cannot be used with any type of long arm (rifle, shotgun, etc.).

SPECIAL COMBAT MANEUVERS

Using Two Guns

This is a special "cinematic" (not "realistic") genre combat option that modifies the Two Weapons spot rule (p. BRP 233). A character with a DEX of 16 or higher is ambidextrous as normal, and can use a pistol in each hand. The differences are:

- Each hand requires a different Firearm (Pistol) skill and, if desired, **Quick Draw** skill.
- A character using two pistols can shoot twice in a round (assuming the character uses single action pistols), once from each hand.
- Neither attack is a difficult action.

Fannin' Your Gun

Fannin' works by holding down the trigger and then repeatedly pulling back the hammer to empty as many bullets as possible very quickly. Unfortunately, this maneuver is incredibly inaccurate and often dangerous. The maneuver can only be performed with a single action pistol, like a Colt Navy or Peacemaker (see equipment information below).

To use this maneuver, decide how many shots will be fired, then divide the **Firearm** (Pistol) skill by the number of shots, and roll

this divided skill rating for each shot. Example: Buffalo Mary is going to fan 3 bullets at one ornery desperado. Her **Firearm** (Pistol) skill is 60% (divided by three to give her a 20% chance to hit with each bullet). Remember that the pistol skill is doubled at point blank range, so if Buffalo Mary is 10 feet from her enemy, her skill is 40% (120% divided by three) for each shot. Not bad!

Rolling a fumble while fanning means there has been a misfire and the pistol explodes in your hand! The character takes double normal damage, and must make a **Luck** roll. If successful, the character manages to keep the firing hand. If not, he may be using the moniker "One armed Jack" from now on.

The Road Agent Spin

This is an old gunfighter trick in which you pretend to be handing over your guns and, with a quick spin, you now have the gun aimed at your unsuspecting opponent! If this situation arises for a character, the player needs to make a successful **Gun Spinnin'** roll to succeed. One variation on this maneuver is to snatch an aimed pistol out of your opponent's hands and spin it right back at him! This variation requires a successful **DEX vs. DEX** resistance roll followed by a difficult **Gun Spinnin'** roll. This trick can quickly turn the tables on overly confident desperadoes. Just be careful the fella' whose pistol you're taking doesn't have a bunch of friends with guns as well. You may get the drop on one of them, but the others will still have their smoke wagons ready to give you a case of lead poisoning.

Rifle Spin

Usually you need to use two hands to cock a lever-action rifle, but there are some hombres who can cock the gun with one hand by spinning it around. You must make a difficult **Agility** roll to perform this maneuver. If successful, you can fire as normal. If unsuccessful, you cannot fire this round. On a fumble, the rifle is dropped.

REID'S "MY FRIEND"
KNUCKLEBUSTER .32





DEVIL'S GULCH

OPTIONAL COMBAT SPOT RULES

Showdowns

When two gunslingers square off in the middle of the street, it can get mighty nerve-racking; eventually someone is going to flinch and draw his pistol. Depending on the showdown, whoever draws first is considered to be committing murder and the other is shooting in self-defense. To simulate this staple of the Old West, each gunfighter makes a **Luck** roll. (Think of it as a coolness-under-fire roll.) The gunfighter who misses the roll goes for his gun. If both make the roll, the stare down continues. On the second round they make their **Luck** rolls at 1/2 percentiles, then at 1/5 percentiles and finally at 1/20 percentiles.

Once an hombre gets twitchy, both gunslingers make a **Quick Draw** roll. Whoever gets the lower result shoots first. If both participants are still standing after that exchange of gunfire, combat resumes as normal. Good luck.

Gun Smoke

Smokeless gunpowder wasn't introduced in the West until the late 1880s (it was invented in France in 1885). Any game set before that time should deal with the effects of black powder.

In a situation in which a shooter is hidden, a successful easy **Spot** roll can be used to detect the smoke cloud from shot's origin. Players should remember that this rule goes both ways. This doesn't work at night or during heavy winds.

Gun smoke will also make an impact is when a gunfight erupts either inside a building, or in an enclosed area such as a box canyon or an empty lot between buildings. Due to the thick clouds of acrid smoke during a gunfight, after three rounds of shooting, all targets within a 10-yard radius are considered to have Cover (p. BRP 220). This also applies for anyone shooting in from outside of the cloud.

HORSE AND WAGON CHASES

Chasing down desperadoes and robbing stagecoaches are staples of Western movies and

stories. Use the On Foot and Vehicular Chase rules (pp. BRP 215-218), with the usual skills being **Ride** and **Drive** (Wagon/Stagecoach). However, unlike machines, horses galloping at full speed get tired. In addition to the usual stats (p. BRP 336), horses also have a **Stamina** rating (CON x5). The table below shows the **Stamina** roll required, depending on how long the chase has gone on, based on roll difficulty and level of success multipliers.

No. of Rounds	Stamina Roll Difficulty
1-3	Easy Roll (2 times skill rating)
4-6	Normal Roll (skill rating)
7-9	Difficult Roll (1/2 of skill rating)
10-12	Special Success (1/5 of skill rating)
13-15	Critical Success (1/20 of skill rating)
16+	Impossible Success (no roll, or 1%)

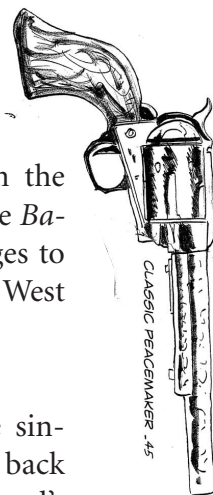
If the roll fails, the horse's (or horse team's) Move is temporarily lowered by two, and it will not be able to gallop at top speed until after several hours of rest. If the **Stamina** roll is a fumble, roll on the Chase Trouble Table, interpreting the results as necessary.

WEAPONS AND OTHER EQUIPMENT

Most of the normal equipment used in the world of Devil's Gulch can be found in the *Basic Roleplaying*, but there are some changes to weapons that will lend flavor to the Old West setting.

Single Action Pistols

Most pistols in the Old West were single action guns: the shooter must pull back the hammer (usually with the shooting hand's thumb) to cock the gun before it will fire. An example of this type of gun is the famous Colt Peacemaker or the Colt Navy. Because of this, any single action pistol has a rate of fire (Attk) of one shot per round. However, single action pistols have the ability to be fanned (see p. 16) to throw a lot of lead at the target.



DEVIL'S GULCH



There are very few examples of automatic weapons produced during this era, so the majority of pistols are revolvers. Revolvers hold six shots but smart hombres will only carry five, and have the hammer set against an empty chamber. If your gunslinger carries a full six shots and happens to fall or get bucked off of a horse, he will need to make a **Luck** roll to avoid having the gun go off unintentionally, possibly shooting himself in the foot ... or worse.

Below are examples of types of single action pistols, and the size category they fit in.

Heavy Revolver: .45 Colt Peacemaker, .44 Colt Dragoon, .44 Colt Army

Medium Revolver: .36 Colt Navy, .32 Smith & Wesson Model 2

Light Revolver: .28 Colt Paterson, .22 Smith & Wesson Model 1

Double Action Pistols

Double action pistols are those in which pulling the trigger automatically draws back the hammer. An example of this type of weapon is the Webley Bulldog. This type of gun may allow you to shoot more bullets but many gunslingers find that the triggers are too stiff, so mostly tinhorns and dudes carry these weapons. For game play, consider all these pistols to be revolvers, with an Item Value level of Expensive. Also, the Base attribute for these guns is only 10% because the trigger problems affect accuracy.

Below are examples of types of double action pistols, and the size category they fit in.

Heavy Revolver: .450 Webley Bulldog

Medium Revolver: .38 Colt Lightning

Holdout Weapons

A gambler may often need to quickly defend himself at the card table, and the most common weapon for this purpose is the Derringer pistol. This is not the only weapon used for this kind of close quarter fighting; the Knuckleduster was just as common. Imagine a six-shot revolver with the barrel sawed off and a brass guard across the fingers (to act

as brass knuckles) and you have the Knuckleduster.

Below are several examples of Derringer-type pistols, and the number of shots each holds.

Name	# of Shots
Derringer	2
Colt One-shot	1
Remington Two-shot	2
Reid Knuckleduster	5, plus brass knuckles
Colt Cloverleaf	4

Rifles

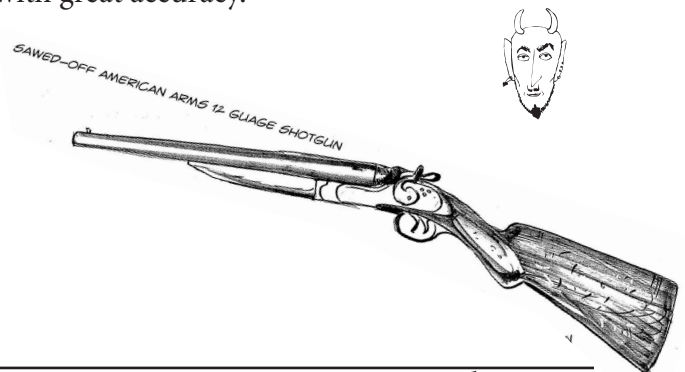
The two workhorse rifles of the Old West are the Henry and Winchester repeating rifles. For game purposes they are fairly similar; use the Lever-Action Rifle stats (use Bolt-Action Rifle on the table) for these guns. However, some folks still use their cap and ball muskets left over from the Civil War; use the Musket Rifle stats for these.

Machineguns

The famous Gatling gun is the most common type of automatic weapon found in the Old West. Used primarily by the army to protect forts or subdue Indian uprisings, these can be very effective but they are rare. Use the Machine Gun stats for this weapon, but make the Mal attribute 90-100, due to frequent jams.

Knives

Almost everyone in the West carries one, and the most common are the Bowie Knife and the Arkansas Toothpick. These knives can be small enough to fit in your boot, or as long as nineteen inches! Use the Butcher Knife stats for both of these weapons; they can also be thrown with great accuracy.





DEVIL'S GULCH

Devil's Gulch

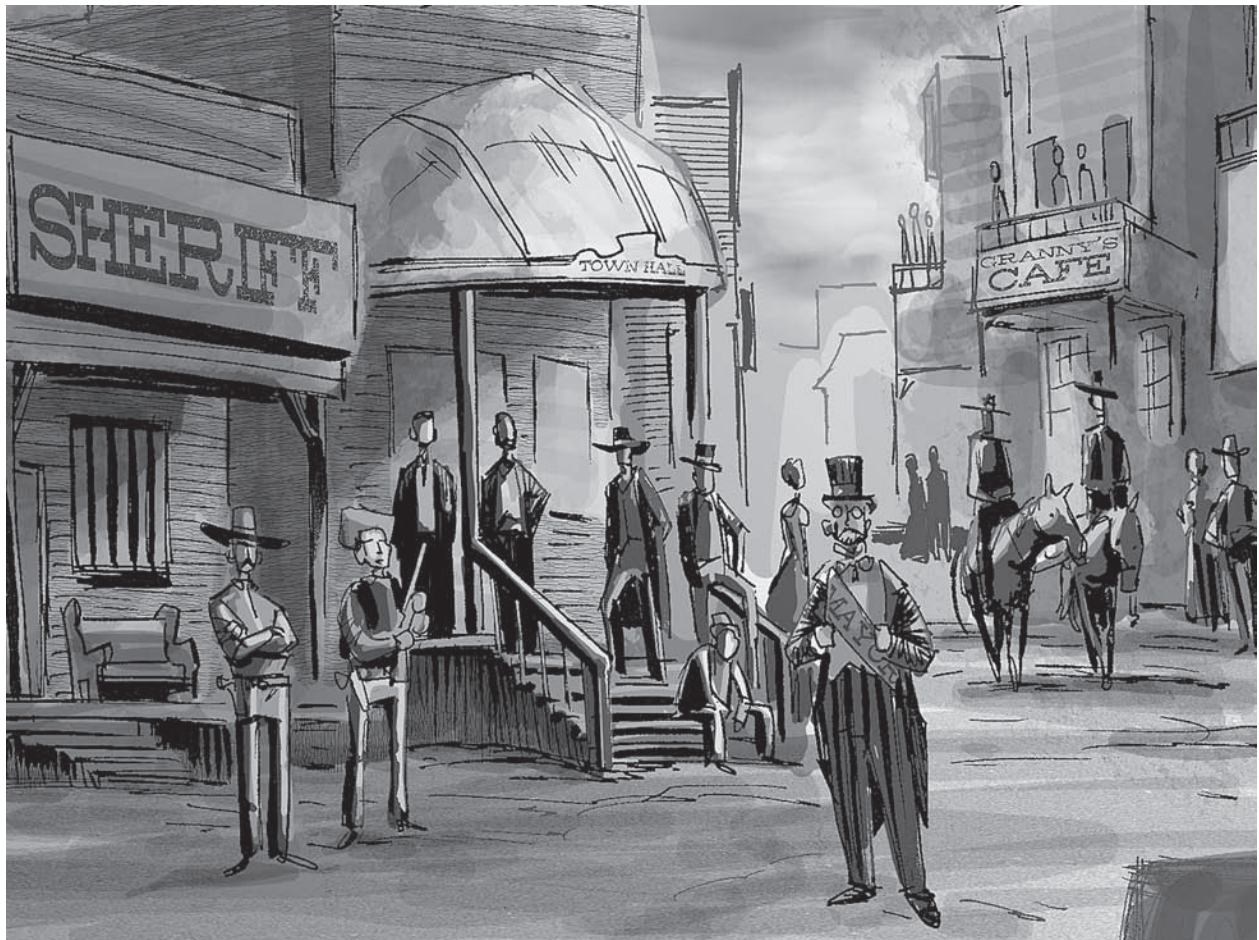
Devil's Gulch is a generic Western town typical of the American Old West from 1870 thru 1885. It is a collection of buildings set along a single dirt road with some side streets where private residences are found. It has saloons, a bank, a general store, a church. Most buildings are made of wood (some with either a brick addition or a stone foundation). Hitching rails are found in front of most buildings, and water troughs

are set sporadically along the main street. Train tracks form one of the town's borders. On the outskirts of Devil's Gulch are mines, ranches, and box canyons perfect for hiding desperadoes.

The cast of characters includes gamblers, gunfighters, a preacher, a blacksmith, and a *nymph du prairie* (that's a prostitute to those in the know). If you make Devil's Gulch a base of operations for your Wild or Weird West cam-

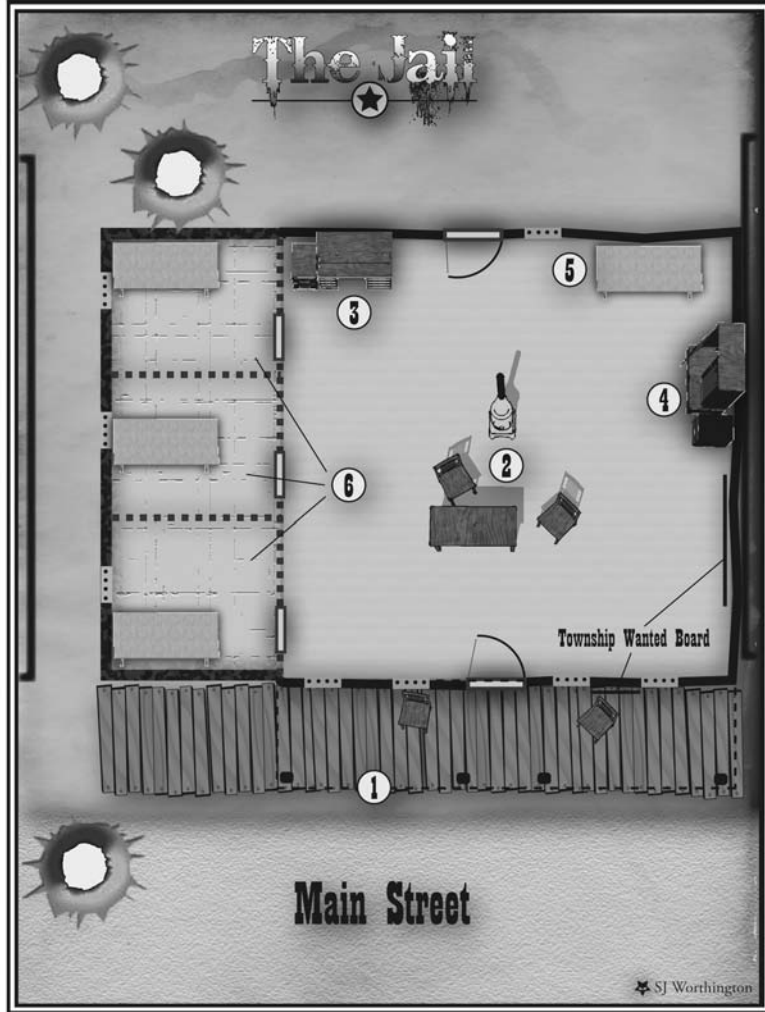
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Welcome to Devil's Gulch!

DEVIL'S GULCH



his skills against your heroes! The town is a tool to use and transform as needed.

A WORD ABOUT FIRE

About 95% of the buildings in town are built out of lumber, the artificial light comes from oil lamps and candles, and the heat comes from pot bellied stoves and wood fired ovens, so fires happen quite a bit. If a fire breaks out, the majority of the populace will form a bucket brigade to help extinguish the inferno. This can be a great plot device, something characters should participate in, or perhaps something that happens during a gunfight with Apache raiders.

A. SHERIFF'S OFFICE & JAIL

This is small wood and brick building with a tin roof and a covered boardwalk. The doors and windows are barred and can be shut and locked in case of a siege.

1. The covered boardwalk acts as a porch for the jail, and it has a couple of wooden chairs set out for the sheriff and deputy to keep an eye on the town. Wanted posters and proclamations are nailed haphazardly next to the front entrance.

2. A small table and chairs sit next to a potbelly stove that always has coffee brewing. This is where the sheriff performs any public business and take his meals.

3. A locked roll top desk sits against the far wall. It contains official documents and a small iron cash box for collecting fines, and doling out rewards to bounty hunters and such. The sheriff usually keeps around \$200 in the box, and only he has the key.

4. A wooden filing cabinet and a gun rack fill the far corner of the room. The filing cabinet holds records of arrests, fines, and official corre-

paign, the players may be interested in taking on the roles already filled by NPCs. There are many players who would jump at the opportunity to play the town sheriff or even the established gambler.

The basic layout of Devil's Gulch is suitable for an historical campaign set in the American Old West, but there are many suggestions included for placing the town in the Weird West. However, you can modify the setting even beyond the author's ideas. For example, Devil's Gulch could be easily transferred to a steampunk setting in which the town is an outpost of the new British Colony on Mars. Perhaps it is populated with humans and grays and the real trouble comes from the tribes of xenomorphs that roam the Martian landscape! Instead, maybe Devil's Gulch is an immersive amusement park created by an evil gunslinger with superpowers just waiting to test



DEVIL'S GULCH

spondence from the state, county, and territorial authorities. (There may be some rather embarrassing information on prominent town personalities stashed away in here.) The gun rack holds four Winchester rifles and two sawed-off double-barrel shotguns. The drawer on the bottom of the rack holds 100 rounds of rifle ammunition, 30 shells for the shotguns, 30 rounds for a .38 pistol, and 30 rounds for a .45 pistol.

5. There is a cot against the back wall for anyone who may need to stay overnight in the office to keep an eye on prisoners (especially if there is a hanging the next day).

6. The cells are a brick addition to the wooden building. Each cell has a door of iron bars, a wood and rope cot with a straw-stuffed mattress, and a wool blanket. There is a small barred window on the far wall of each cell. If someone gets into a scrape and thinks of pulling the bars out, match the total STR of everyone pulling vs. 100 STR on the resistance table. These windows are well made, so consider bringing several horses and rope.

PERSONALITIES:

Sheriff Henry Bishop

Henry is a good man who is very honest and wants to uphold the law. Even minor infractions are not tolerated. The sheriff feels that if everyone turns a blind eye to small infractions, the world will fall into anarchy. Henry carries a single .45 Peacemaker, and he's a deadly shot with it.

STR 17 CON 15 SIZ 13 INT 16 POW 12
DEX 11 APP 13

Move: 10

Hit Points: 14

Damage Bonus: +1D4

Armor: 1-point heavy clothing

Attacks: .45 Peacemaker Revolver (Right Hand) 80%, 1D10+2 (impaling)

.45 Peacemaker Revolver (Left Hand) 45%, 1D10+2 (impaling)

Winchester Rifle 45%, 2D6+4 (impaling)

Knife 35%, 1D3+1+db (impaling)

Fist 55%, 1D3+db (crushing)



Sheriff Bishop

Skills: Brawl 55%, Climb 40%, Dodge 40%, Grapple 30%, Gun Spinnin' 65%, Insight 45%, Knowledge (Region: Devil's Gulch) 45%, Language (English) 80%, Listen 45%, Quick Draw 55%, Ride (Horse) 55%, Sense 40%, Spot 45%, Stealth 50%, Throw 35%, Track 30%.

Deputy Mert "Chubby" Hawkins

Deputy Hawkins is a bit of a simpleton and good for a laugh, but he isn't stupid. He will follow the sheriff's orders to the letter, but will sometimes try to talk Henry into being a little more lenient. Most folk will hear Chubby coming a mile away because of his tendency for nervous laughter. The deputy carries a sawed-off double-barrel shotgun, with a .38 Colt revolver on his hip.

STR 10 CON 14 SIZ 17 INT 11 POW 9
DEX 13 APP 10

Move: 10

Hit Points: 16

Damage Bonus: +1D4

Armor: None

Attacks: .32 Smith & Wesson Revolver 35%, 1D8 (impaling)

Sawed-Off Double-Barrel Shotgun 55%, 4D6/2D6/1D6 (impaling)

Fist 45%, 1D3+db (crushing)

Skills: Brawl 45%, Climb 40%, Dodge 30%, First Aid 30%, Gaming 35%, Knowledge (Indians: Lakota) 45%, Language (Lakota) 20%, Listen 45%, Ride (Horse) 55%, Spot 45%, Stealth 30%.



DEVIL'S GULCH



Chubby

Weird West: Chubby's nervous laughter isn't just because he's a bit dim. Back in 1866 when he first started his journey west, he was attacked by a madman on the trail. Chubby managed to pull out his pistol and shoot the old timer right in the heart. The man fell dead, but not more than a few seconds later he was up and attacking again! Chubby put another five slugs into the lunatic, and each time he would fall "dead" only to get up again. In the end, Chubby pulled out a shovel and beat the madman to a pulp, chopped up the body, and buried it in several different locations on the prairie. To this day, Chubby still thinks the undying 49er is after him, and that's why he carries the scattergun.

B. GENERAL STORE

Any boomtown or frontier town has a general store, a simple wooden building with glass windows in the front displaying many of the newest goods. The most basic items (hardware, fabric, tools, etc.) fetch normal prices, and certain luxury items such as patent medicines, books, and pre-made clothes are priced slightly higher than back East, when they're available at all. If the general store does not have a desired item, the proprietor will be able to order it out of the Sears & Roebuck catalogue.

1. The boardwalk has two hitching rails in front of it for horses, space for wagons to be parked, some chairs, and barrels to play checkers on.

2. The interior of the store is packed with merchandise. Though much of it is sorted on the shelves and counters on each side, more items are hanging from the rafters and set out in crates and barrels along the walls and down the aisle. Items found in this area include trunks, dishes, pots & pans, a sewing machine, and farming tools.

3. This section of the store holds basic grocery items: flour, cornmeal, coffee, tea, salt, pepper, sugar, baking soda, chocolate, licorice, and bottles of whiskey, gin, and port. The cash register is also located here.

4. This section holds sewing supplies, which include many bolts of fabric sold by the yard, needles, thread, buttons, shears, and ribbon.

5. Shoes, hats, and clothing are in this section. Shoes range from work and riding boots to high button shoes that are all the rage with the ladies. Hats include Stetsons, beaver top hats, bowlers, and bonnets. Union suits, bloomers, corsets and socks can also be found on the shelves in this section of the store.

6. Medicines of all kinds are stocked on the shelves in this section: bicarbonate of soda, charcoal powder, saltpeter, arrowroot, castor oil, liver pills, soaps, and, of course, laudanum. There are even some miracle items such as Dr. Smiths Amazing Magnetic Hairbrush that will drain away all tension from the scalp, instantly removing any headache (this was an actual item).

7. In the rear of the store are larger items not found on the shelves, like rakes, hammers, pickaxes, shovels, saws, livestock harnesses, and barrels of nails. A large potbelly stove here warms the store in cold weather.

8. In the far back of the store is the storage room. Any special order items are kept here, as well as new stock that hasn't been set out yet. A ventilated iron box holds 10 sticks of dynamite, fuses, and a plunger. In smaller towns, the pro-



DEVIL'S GULCH

prietor often lives in back area, but in larger towns that are more established, he has his own home.

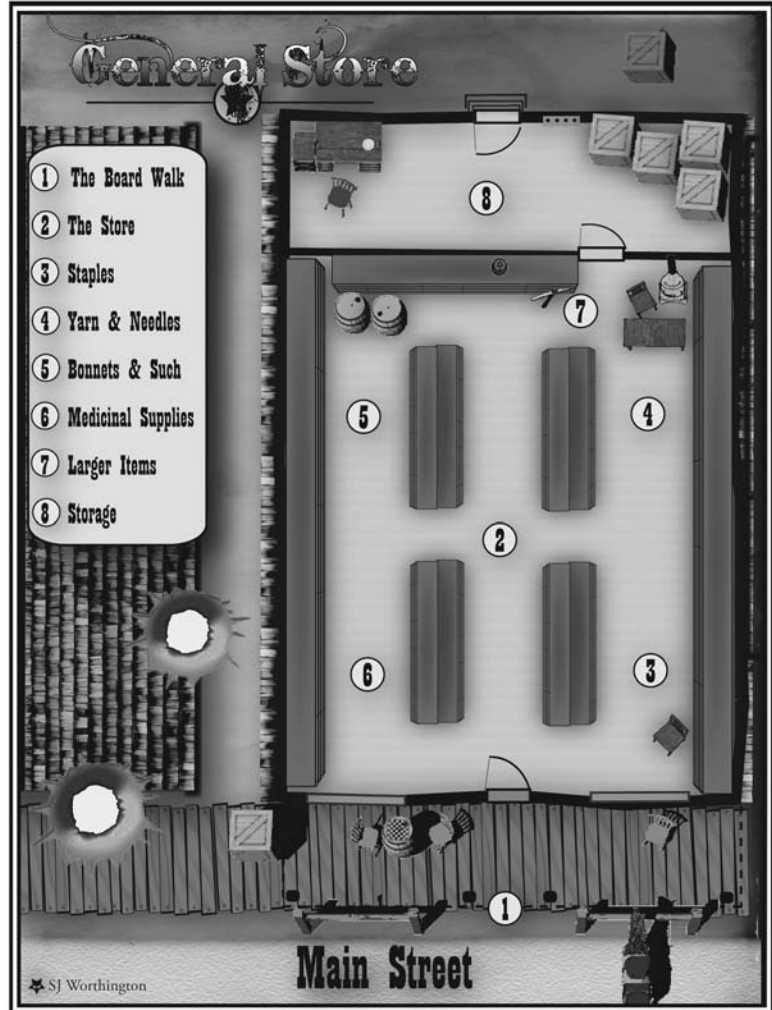
PERSONALITIES:

Shop Keeper Ulysses Mabry

Ulysses is originally from a small town in Massachusetts, where he helped his father keep a similar store. When Horace Greeley was first quoted in 1851, saying, "Go West, young man," Ulysses took this advice and set out to make his fortune. With his connection to his father's shop back East, Ulysses has managed to keep his prices low and is able to acquire almost anything one might need.

Special Skills: Appraise 55%, Bargain 65%, Brawl 45%, Drive (Buggy) 50%, Etiquette 55%, Insight 45%, Language (English) 80%, Listen 45%, Literacy 70%, Ride (Horse) 35%, Sense 40%, Sleight Of Hand 35%, Status 65%.

Weird West: Ulysses has some strange connections back in Massachusetts and he can get almost anything: old strange texts, bizarre inventions, strange elixirs, etc.



C. DOCTOR'S OFFICE

More often than not the doctor will make house calls, although patients can also see him in the office in the front room of his clapboard house.

1. The doctor's office is set where the front parlor would normally be. A small potbelly stove for heating and sterilizing tools sits in one corner. There is a bed for patients who need to stay for observation, or for surgery. A lockable roll top desk against the inner wall hold records, and medicines for various ailments (this can include morphine, cocaine, mercury, and several other more questionable remedies). A bookshelf next to the desk holds many volumes documenting the medical history of the town.

2. The stairway leads to the second floor.

3. Extra supplies are kept in a storage closet under the stairs.



Ulysses Mabry



DEVIL'S GULCH



4. The otherwise normal kitchen doubles as a chemistry lab when necessary. The doctor knows several folk remedies, and dried herbs for brewing antidotes hang here. A back door leads to the barn that holds his horse and his buggy.

5. This is the linen closet.

6. The master bedroom contains one large wrought iron bed, a wardrobe, and a washbasin.

7. This room is both a sewing room and a living room for the doctor and his wife. It contains a treadle sewing machine and a small bookcase with many volumes of classical literature (including Shakespeare, Aristotle, and the latest dime novels).

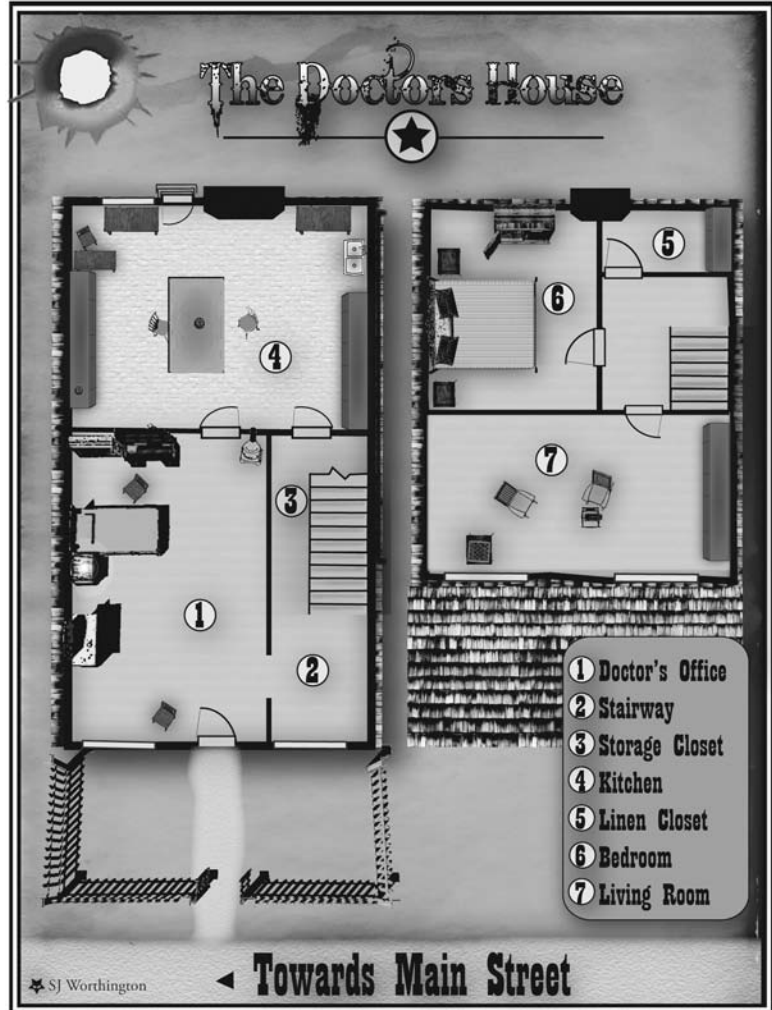
PERSONALITIES:

Doctor Miles "Doc" Gibbs

Doc Gibbs was born and raised in Columbia, Missouri, and he also attended the medical college there. At the outbreak of the Civil War, Doc volunteered with the Union Army as a medic and worked his way up to be-



Doctor Miles Gibbs



ing a field surgeon. After the war, he returned home and married his beloved Eleanor, and then decided to move west and set up shop as a town doctor. "Ol' Doc" is a very fatherly figure to the town, and he takes pride in every baby delivered and every wound sewn shut. He is always ready to dole out advice (wanted or not), but is never cruel or sarcastic.

STR 11 CON 13 SIZ 10 INT 17 POW 13
DEX 16 APP 11

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: None

Attacks: .28 Colt Paterson Revolver 35%, 1D6 (impaling)
Fist 25%, 1D3+db (crushing)

Skills: Brawl 25%, Drive (Buggy) 55%, First Aid 60%,
Insight 55%, Knowledge (Literature) 65%, Language
(English) 85%, Language (Spanish) 20%, Medicine



DEVIL'S GULCH

70%, Ride (Horse) 35%, Science (Biology) 65%, Sense 30%, Spot 45%.

Mrs. Eleanor "Ma" Gibbs

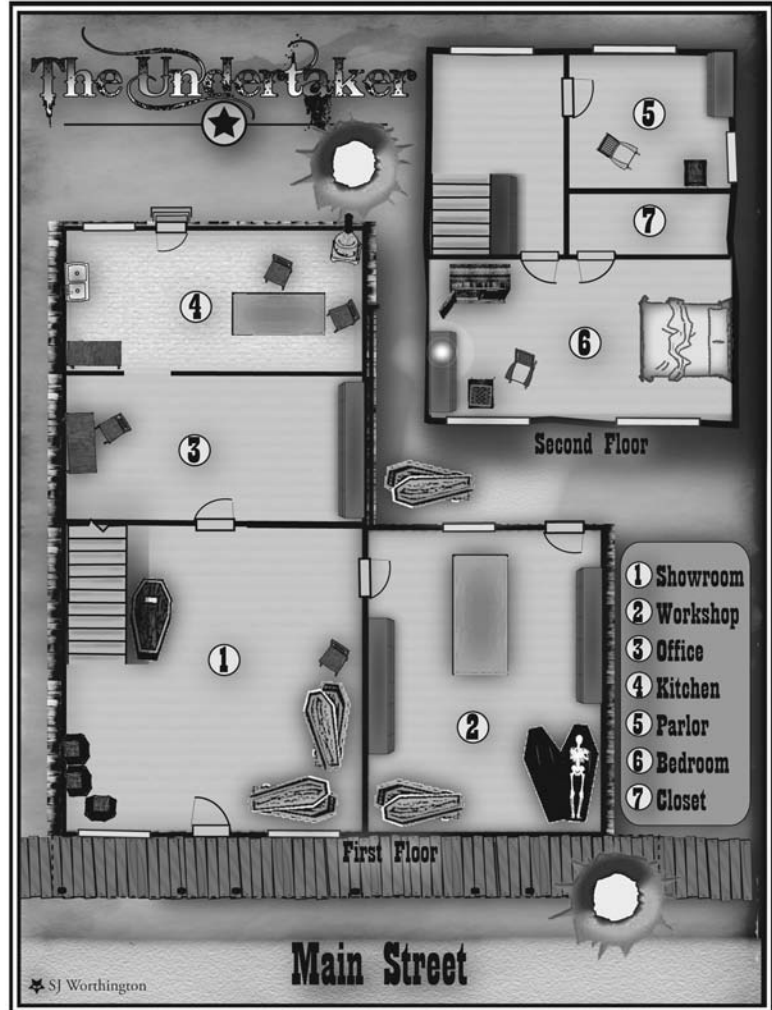
"Ma Gibbs," as everyone knows her, is the wife of Doc. The two have been married for a long time, but they have no children of their own. Because of this, Ma has become a mother to the entire town. She's known to make some of the best pies in the county, and she's always ready with a cup of coffee and slice of pie if anyone stops in. She is a loving woman, but can be stern if crossed. She has watched Doc at work enough to pick up a few things, and if someone needs a stitch she can perform that duty in a pinch.

Special Skills: Brawl 25%, Craft (Baking) 65%, First Aid 40%, Insight 75%, Listen 35%, Spot 75%.

Old West: There is no reason Doc couldn't be a single woman. There were many female doctors in the Old West; some may have started as midwives, but many were educated women who couldn't gain any respect in the East and thus headed west.



Eleanor Gibbs



Weird West: Doc Gibbs keeps an anatomical skeleton in his office. No one else knows that the skeleton is that of a bank robber killed by Doc during a botched robbery. He then stole the cadaver from the graveyard and used it to study anatomy. When he was finished, he put the skeleton together, and it has hung there for the last 20 years. However, the ghost of the desperado is looking for revenge and a proper burial. (This is based on the true story of what happened to William Stiles, one of the robbers killed during Jesse James' failed Northfield Raid.)

D. UNDERTAKER

This a wooden building with a large sign on the front. The somber tone and the smell of formaldehyde permeating and emanating from structure make most people terribly uneasy. The undertaker is a pale, skinny fellow always dressed

DEVIL'S GULCH



Lucius Palmer

in a black suit and frock coat, and speaking in hushed tones. Needless to say, he doesn't seem to be a popular person in the town. However, his services are needed, and eventually most folks will come to the undertaker. He offers full burial and embalming, as well as the construction of caskets and funeral services. He has a hearse and two black horses to take the recently passed to Boot Hill.

1. The front room is a show room for the types of caskets built here, and it can double as a place to hold a wake if needed.

2. The workshop where the undertaker prepares corpses for burial is in a side addition to the main building. The process includes cleaning, sewing up wounds, and applying makeup to make the decedent more presentable to the living. Shelves contain bottles of chemicals, including formaldehyde, mercury, and bleach. The counter holds racks of knives and saws. A door opens to the yard where the caskets are built.

3. This room serves as the office. A desk sits at one end, and catalogs and records are stored on the shelves on the opposite wall.

4. The small kitchen holds a potbelly stove, a table and two chairs, and a counter and storage area. A door leads out to the backyard with the stables and wagon barn.

5. This is the private parlor. It contains a comfortable chair and several books for leisure reading.

6. This is the bedroom containing a wrought iron bed, a dresser, and a washbasin.

7. This is a closet full of black suits and black top hats. A small .32 revolver is on the top shelf.

PERSONALITIES:

Lucius Palmer, Undertaker

Lucius was born and raised in New Orleans, Louisiana. His father and his father's father were undertakers, as are three of his brothers. Just before the start of the Civil War and after his eldest brother took over the family business, Lucius set out for the West. He has made a great business for himself in a town where the way of the gun is strictly followed. However, Lucius is often seen as a parasite by the townsfolk, since once a body hits the dirt, he is immediately at its side taking measurements and deciding how to patch it up. He is a tall, pale man with a soft southern drawl that makes most folks' skin crawl.

STR 9 CON 12 SIZ 12 INT 16 POW 10
DEX 12 APP 8

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: None

Attacks: Knife 35%, 1D3+1+db (impaling)

Fist 25%, 1D3+db (crushing)

Skills: Art (Makeup/Sculpture) 55%, Brawl 25%, Dodge 40%, Drive (Wagon/Hearse) 65%, Insight 55%, Knowledge (Burial) 55%, Language (English) 80%, Language (Latin) 40%, Listen 45%, Sense 40%, Sleight Of Hand 55%, Spot 65%, Stealth 40%.

Weird West: Lucius is a member of the Anubites, an ancient cabal of undertakers that worships ancient death deities, most notably the Egyptian god Anubis. This cabal knows no national boundaries and is bent on causing fear and destruction. Anubites work and live alone, but will often have companions made from cadavers and animated through dark magic. Some com-



DEVIL'S GULCH



The Spider-Like Thing

panions will be full zombies, but others might be made of leftover parts: two hands sewn together at the wrists with a single eye in the middle or a torso in which a mouth has been placed at the neck. Such creatures serve their masters unquestionably, and can be both spies and watchdogs.

Anubites can cast Magic spells, but will usually only cast spells that are subtle and will not draw attention. Since they also prefer that others do their dirty work, they prefer spells such as Change, Control, Speak To Mind, and the new spell Create Servant of Anubis (see below).

Hidden under a trapdoor in the floor of his barn is a workshop that Lucius uses to perform his dark rites. There he keeps his blasphemous texts and creature he calls "Recluse," a spider-like thing made from three right hands and three differently colored eyes.

Use the above stats for Lucius, with the following addition:

Magic Spells: Create Servant of Anubis (1) 65%, Change (4) 65%, Vision (2) 55%.

New Magic Spell: Create Servant of Anubis

Range: Touch

Duration: Permanent

Power Point Cost per Level: See description.

The caster must first create the body of the creature from the remains of a person or persons recently dead. The caster then recites an-



Lucius Performing a Ritual to Anubis

cient chants found only in the Book of the Dead while painting the words on the creature in the caster's blood; this costs the caster 2 Power Points per SIZ point of the creature. After the ritual is performed, the caster must then permanently sacrifice one point of POW to bring the creature to life.

Recluse, Spider-like Thing

STR 14 CON 6 SIZ 3 INT 3 POW 6
DEX 11

Move: 4

Hit Points: 5

Damage Bonus: None

Armor: None

Attacks: Claw 45%, 1D3+1/2db (bleeding)

Sanity Loss: 0/1D4

Skills: Dodge 50%, Spot 85%, Stealth 80%.



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E. THE EMPIRE HOTEL & SALOON

This is one of the larger and fancier buildings in town. It is freshly painted white and blue, and it has a large sign hanging over the boardwalk in front. The windows on the front of the building all feature colored and leaded glass, and they really give this place a taste of high society.

The interior of the building features a hotel, a restaurant, and a saloon. Prices are more expensive than those at the Bulls Head Saloon but the clientele is a step above as well. The Empire also doubles as the stage coach stop for the town.

PRICE LIST

Lodging

- \$1 One night with meals
- \$5 One night with meals in the suites

Meals

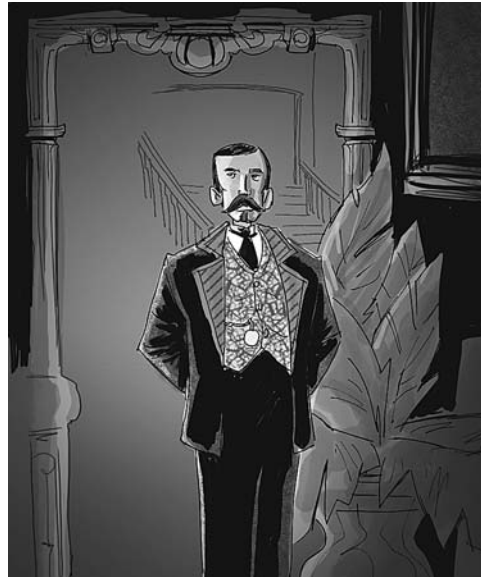
- \$1 Large meal of steak, oysters, or pheasant, plus bread, potatoes, and coffee.
- \$.50 Lunch of sausage, sardines, and pickles.
- \$.50 Bagged lunch for the stagecoach.

Drinks

- \$.05 Beer
- \$.25 Whiskey shot (the good stuff)
- \$4 Whiskey, bottle (the good stuff)
- \$.25 Mixed drink (mint julep, torchlight whiskey, pisco punch).

1. The oak French doors feature leaded and etched glass. These are wide open in the summer months.

2. This is the lobby. The front desk where the proprietor checks in guests holds the registry book. (An enterprising person could use it to see current and previous guests.) On the wall behind the desk are a rack of room keys and a number of pigeon holes for mail. A heavy iron



Charles Farnsworth

safe set into the wall under the stairs generally contains about \$200.

3. The carved oak stairway leads to the guest rooms.

4. This is a large kitchen where a staff of three makes meals feeding up to 20 people. A door leads to the back yard.

5. A large table that can seat eight people at a time dominates the dining room. There are two smaller tables that can hold two or three people set against the walls.

6. The saloon has a long intricately carved bar that was imported from England. Behind the bar is a large mirror and plenty of expensive liquor. Mr. Hayes the bartender keeps a loaded scattergun under the bar.

7. This is the only faro table in town.

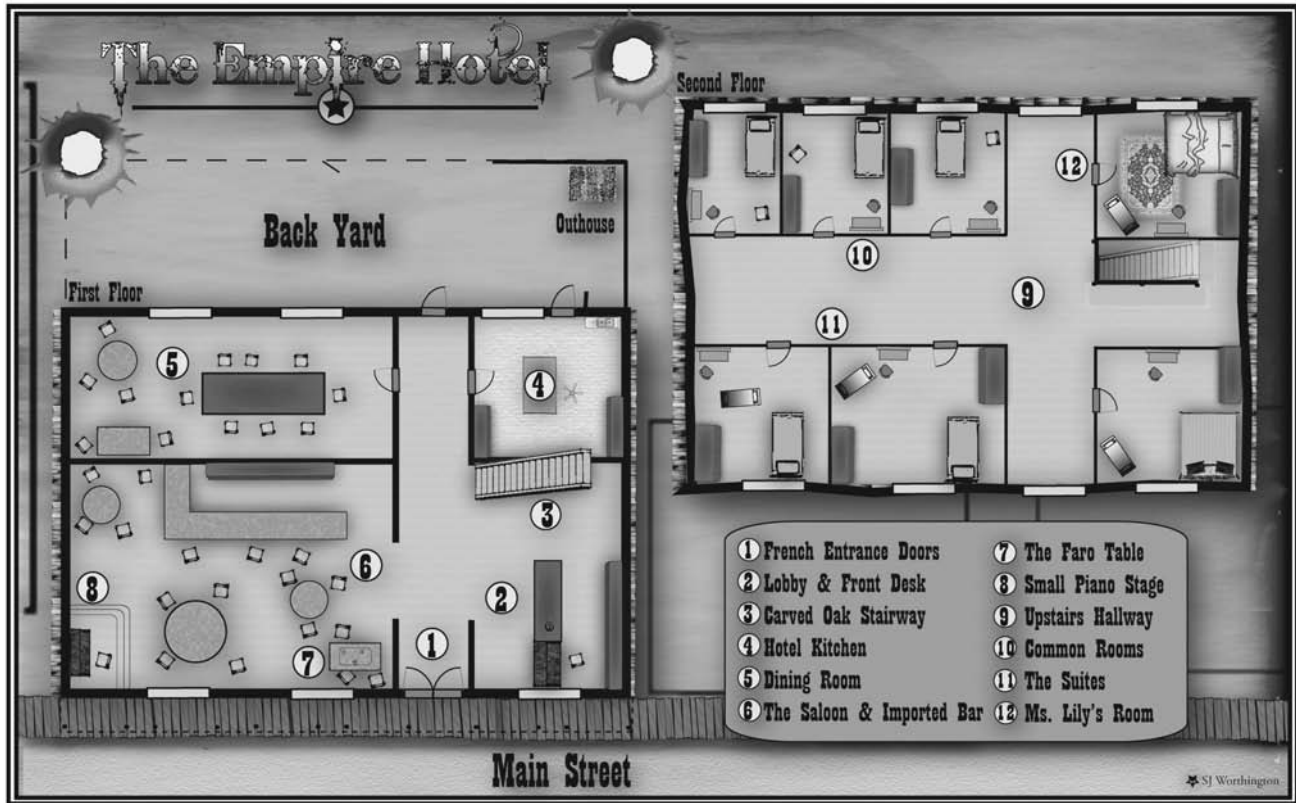
8. A small stage with a piano is set up in the far corner. On special occasions, the hotel will bring in a singer from back East to entertain the guests.

9. The upstairs hallway leads to the seven rooms and has windows at the ends.

10. The common bedrooms contain a small wrought iron bed, a small dresser, and a single straight-backed chair. All rooms are equipped with a chamber pot and a washbasin that the maid will empty every day.



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11. The suites contain a large canopied bed, a dresser, a wardrobe, and a chaise-lounge. The windows look out over Main Street, which can make the rooms very noisy.

12. Ms. Lily “Beauty” Hyatt, the town’s best known nymph du prairie or lady of ill fame occupies this room. She is a stunning young woman who carries herself with an air of class, which makes men both fall in love with her and want to destroy her.

PERSONALITIES:

Charles Farnsworth, Hotel Proprietor

Mr. Charles Farnsworth was born in London, England, the heir of a wealthy noble family. After a four-year stint with the royal Navy, he decided to travel into the American West in an attempt to bring civilization to such an uncivilized land. Thus he established the Empire Hotel, a true gem in the midst of the dusty plains. Charles abhors the thugs and dregs found scattered in this town and rarely will allow them

into his Hotel. This has made Mr. Farnsworth a very unpopular fellow among those very people; in reaction, Charles has started carrying a .38 pistol in his coat pocket. One can never be too careful. Mr. Farnsworth is a greedy man and has created an alliance with the bank’s Peyton Hubbard to control as much of the town as possible.

Mr. Farnsworth’s greatest failing is that he allows Beauty (see below) to ply her trade out of his establishment, but he cannot refuse her because he has fallen deeply in love with her and will someday ask for her hand in marriage. He will defend her honor at all costs.

STR 10 CON 10 SIZ 15 INT 15 POW 10
DEX 10 APP 14

Move: 10

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: .36 Colt Navy Revolver 35%, 1D8 (impaling)
Fist 45%, 1D3+db (crushing)

Skills: Bargain 55%, Brawl 45%, Dodge 20%, Etiquette 70%, Listen 35%.

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Lily "Beauty" Hyatt

Lily originally comes from a wealthy plantation in South Carolina. Unfortunately, she lost her entire family during the War, when the Yankee's invaded and burned the plantation to the ground. Since then she feels a burning hatred for all Northerners, and will often steal valuables from them while they are employing her services.

Lily knows that Charles is in love with her, but because of her tainted reputation, she would never allow for herself to marry someone of his high standing.

STR 15 CON 9 SIZ 11 INT 14 POW 17
DEX 9 APP 18

Move: 10

Hit Points: 10

Damage Bonus: +1D4

Armor: 1-point corset

Attacks: Derringer 50%, 1D6 (impaling)

Knife 45%, 1D3+1+db (impaling)

Fist 35%, 1D3+db (crushing)

Skills: Dodge 40%, Fast Talk 65%, Insight 50%, Knowledge (Streetwise) 55%, Listen 55%, Ride (Horse) 45%, Persuade 70%, Throw 45%.

Caleb Van Meter, Bartender

Mr. Van Meter originally hails from Springfield, Illinois, and personally knew Abraham Lincoln when he was a lawyer there. After the war, Caleb headed west, like so many others, to win his fortune. Caleb is outgoing and bold: when he met Mr. Farnsworth on the train he asked for a job and was given one as both the manager and bartender of the hotel saloon.

STR 12 CON 11 SIZ 13 INT 12 POW 9
DEX 11 APP 10

Move: 10

Hit Points: 12

Damage Bonus: +1D4

Armor: None

Attacks: Sawed-Off Double-Barrel Shotgun 45%, 4D6/2D6/1D6 (impaling)

Fist 30%, 1D3+db (crushing)

Skills: Brawl 30%, Dodge 40%, Insight 65%, Knowledge (Streetwise) 45%, Listen 45%.

Weird West: Lily owns an amulet that has been passed down through her family for generations, and it is possessed by a powerful demon. She feeds the unholy spirit with her customers' POW, and in return the creature performs various deeds for Lily. One such long-standing deed is using the Sorcery spell



Lily Hyatt



Caleb the Bartender



DEVIL'S GULCH

Muddle on Mr. Farnsworth to let Lily stay in the hotel and practice her trade.

Amulet Demon

STR 10 CON 11 SIZ 10 INT 10
POW 17

DEX 14 APP 4

Move: 8 (12 flying)

Hit Points: 10

Damage Bonus: None

Armor: 1-point scaled hide

Attacks: Claw 50% 1D3+db (bleeding)

Bite 35%, 1D3+1/2db (bleeding)

Sorcery Spells: Liken Shape (4), Muddle (1), Pox (1), Sorcerer's Beauty (3)

Sanity Loss: 1/1D6

Skills: Bargain 55%, Climb 60%, Dodge 50%, Fast Talk 40%, Fly 70%, Hide 45%, Listen 40%, Sense 35%, Spot 50%, Stealth 35%.

F. THE BULL'S HEAD SALOON

This is a clapboard building with a tin roof and bat-wing doors. There are only two windows in the front, leaving it dark and shadowed, perfect for not being seen in. The Bull's Head is a rowdy bar, especially when the drovers come in from a long stint on the trail and want to "hurrah" the saloon by shooting off their pistols and just having a good old time. Dayton "Buck" Hatch is the owner operator of the place and would just as soon take a slug in the brainpan as kick out a paying customer. Folks can get away with a lot in this seedy establishment, but Buck keeps a loaded Colt Navy on his hip at all times in case they cross the line, and he has used it more times than he can count.

1. Two bat-wing doors lead into the dark and smoky saloon. The smoke and dust are so thick that the light from outside only cuts shafts into the shadows.



2. The rough-cut pine bar sits to one side. Customers can buy a shot of bad whiskey for \$.25 or a bottle of bad whiskey for \$2. Be careful; too much of this coffin varnish can cause a man to go blind, or worse.

3. The main floor of this crowded saloon has several large tables. Poker is played both day and night thanks to Mr. Haywood "Ace" Clancy, a former riverboat gambler from Kentucky who needed to "disappear."

4. The back door leads out to the hole in the ground that acts as the privy.

PERSONALITIES:

Dayton "Buck" Hatch

No one really knows where Buck is from, but they all know that he spent some time as a buffalo hunter and a mountain man. He is one



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Buck

ornery son-of-a-gun who can take offense at the slightest provocation.

STR 17 CON 17 SIZ 16 INT 8 POW 9
DEX 11 APP 8

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: 1-point heavy clothing

Attacks: .44 Colt Army Revolver 65%, 1D10+2 (impaling)

Bowie Knife 50%, 1D6+db (impaling)

Fist 65%, 1D3+db (crushing)

Skills: Brawl 65%, Climb 50%, Dodge 50%, Grapple 40%, Hide 45%, Insight 45%, Quick Draw 65%, Ride (Horse) 45%, Spot 50%.

Haywood "Ace" Clancy

Originally from Lexington, Kentucky, Ace made lucrative living on the riverboats as a professional gambler. Unfortunately he was caught with one up his sleeve, and was forced to find a more accommodating location. At this time, Ace runs the biggest poker game in town (giving the house a 20% cut, of course). Unsurprisingly, Ace has made a few enemies in town and it won't be long before someone comes looking for revenge.

STR 12 CON 17 SIZ 13 INT 16 POW 15
DEX 17 APP 14

Move: 10



Haywood "Ace" Clancy

Hit Points: 15

Damage Bonus: +1D4

Armor: None

Attacks: Derringer 45%, 1D6 (impaling)

Boot Knife 55%, 1D6+db (impaling)

Fist 35%, 1D3+db (crushing)

Skills: Bargain 65%, Brawl 35%, Dodge 50%, Fast Talk 75%, Gaming 60%, Insight 45%, Knowledge (Accounting) 55%, Persuade 55%, Sleight of Hand 75%, Spot 55%, Throw 45%

Weird West: Ace was actually run off the river when he was spotted using some kind of magic to leave the boat in the middle of the river. Indeed, Haywood Clancy is an accomplished Hex Master who has gotten rid of several folks who have come looking for revenge.

Use the above stats for Ace, with the following addition:

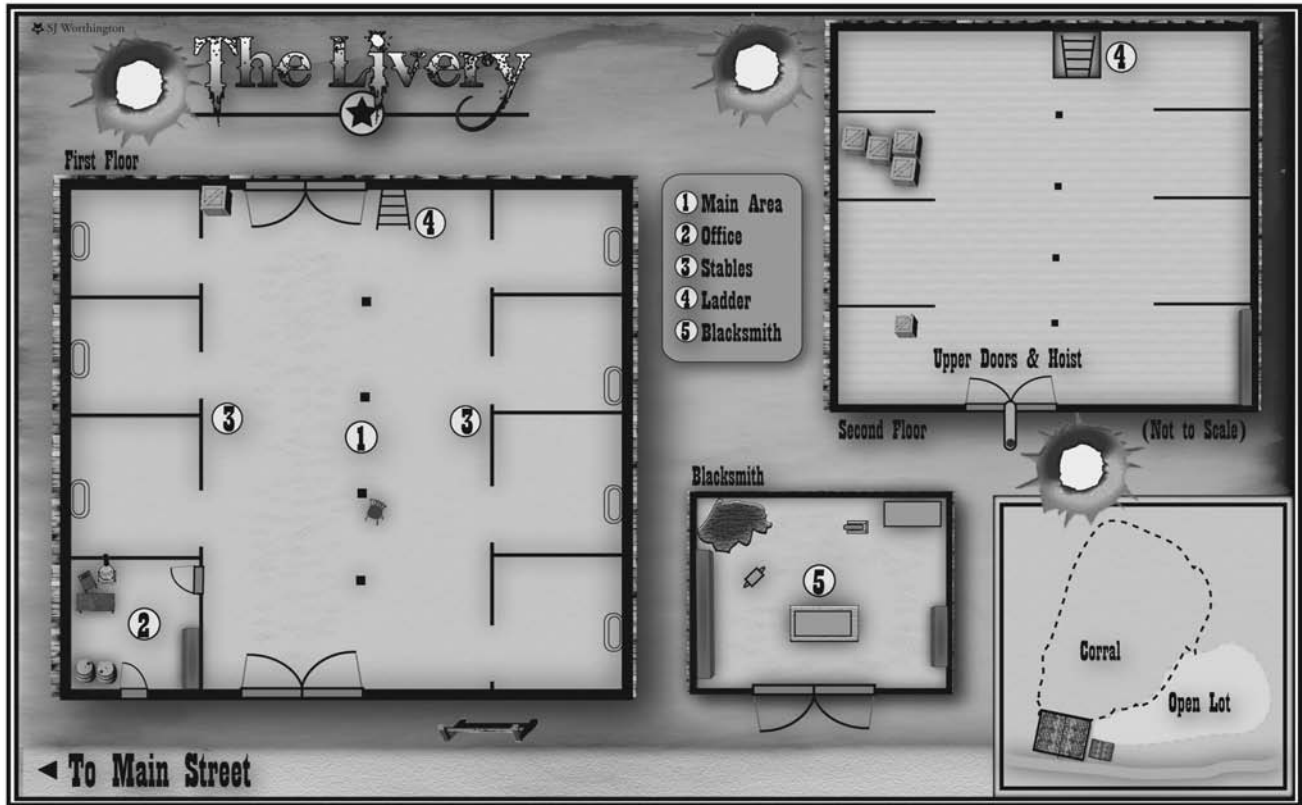
Spell List: Blast (3) 50%, Dark (1) 60%, Dull (4) 45%, Invisibility (5) 60%, Lift (1) 30%, Perception (2) 45%.

G. LIVERY & BLACKSMITH

This is a massive two-story structure as wide as it is tall. Large pairs of double doors in the front and the rear allow a wagon to ride straight through the building. Out back is a large corral that can hold up to 100 cattle or horses, and next to that is a wide open plot used to park wagons for repair or stor-



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age. Mr. Jeremiah Kerns is the owner and operator of the livery, along with his son Levi who is also the blacksmith.

1. The large central area is held up by one-foot posts that reach from the dirt floor to the loft.

2. The storage room holds oats and grain, and doubles as an office for Mr. Kerns.

3. The stalls on each side are closeable, and each has its own water trough. The straw is changed every day, and horses are brushed daily. There is enough room to store each horse's tack and saddle in the stall as well.

4. A wooden ladder nailed to the wall leads up to the hayloft. At each end of the loft is another pair of doors, with post and a pulley at the top. Large bales of hay are hoisted up here for storage.

5. The smithy sits right next door to the livery (but not too close). It contains a large forge, an anvil, and counters that hold tools, iron, and plenty of horseshoes. In the back corner is a pile of coal, and opposite that is a grinding wheel. When Levi is working, the doors are left wide open to allow ventilation.

PERSONALITIES:

Jeremiah Kerns, Livery Owner

Jeremiah is a good and honest man who knows all there is to know about animals and taking care of them. His prices are fair, and he personally sees to each horse or mule in his care. Some in town think he's a little loco because they can see him talking to the animals, but they know if he asks a stubborn mule to do something, it will. There is nothing supernatural about this ability. It all comes from his tone and demeanor.

STR 16 CON 13 SIZ 12 INT 10 POW 11
DEX 11 APP 12

Move: 10

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: Winchester Rifle 45%, 2D6+4 (impaling)
Fist 55%, 1D3+db (crushing)

Skills: Animal Handling 90%, Brawl 55%, Climb 60%, Dodge 40%, Drive (Wagon) 55%, Insight 35%, Knowledge (Animals) 75%, Listen 40%, Ride (Horse) 85%, Sense 60%.

DEVIL'S GULCH



Jeremiah



Levi Kerns

Levi Kerns, Blacksmith

Levi was born right here in Devil's Gulch, but his mother died during his birth, so for the next twenty years it was just him and his dad. Levi has worked all his life with his father at the livery. Five years ago, when he suggested there should be a blacksmith in town, his father got him a book, a hammer, and an anvil, and said he'd better start reading. Since then Levi has become a very talented blacksmith who can make almost anything one might need.

STR 18 CON 16 SIZ 15 INT 11 POW 10
DEX 9 APP 12

Move: 10

Hit Points: 16

Damage Bonus: +1D6

Armor: 1-point heavy clothing

Attacks: Blacksmith Hammer 45%, 1D6+2+db (crushing)
Fist 30%, 1D3+db (crushing)

Skills: Animal Handling 55%, Brawl 30%, Climb 40%,
Craft (Blacksmith) 70%, Drive (Wagon) 50%, Literacy 50%, Repair (Iron Work) 70%, Throw 45%.

H. BANK

This one-story green building with black pillars on the front is one of the few stone buildings in town. Opened 10 years ago, the bank doubles as an assay office (because of the nearby gold mine) and will give a fairly good price to the miners (but see below). Mr. Peyton Hubbard and Mr. Gideon Crow are only two people who work at the bank, and they are not very popular in Devil's Gulch. Most folks wouldn't lift a finger to help them if the Bank was being robbed.

1. The entry and lobby of the bank is brightly lit by the large windows that allow the sunlight to pour in. In the far corner, a potbelly stove heats the bank, and a large wooden counter separates the customers from the tellers. There are two teller windows, one at the corner of the counter and one in front of the vault.

2. A waist-high gate at the far end of the counter separates the customer area from the office.

3. The teller area has several drawers for small amounts of cash (only \$50 is kept out of the vault), and shelves for ledgers that record deposits and withdrawals.

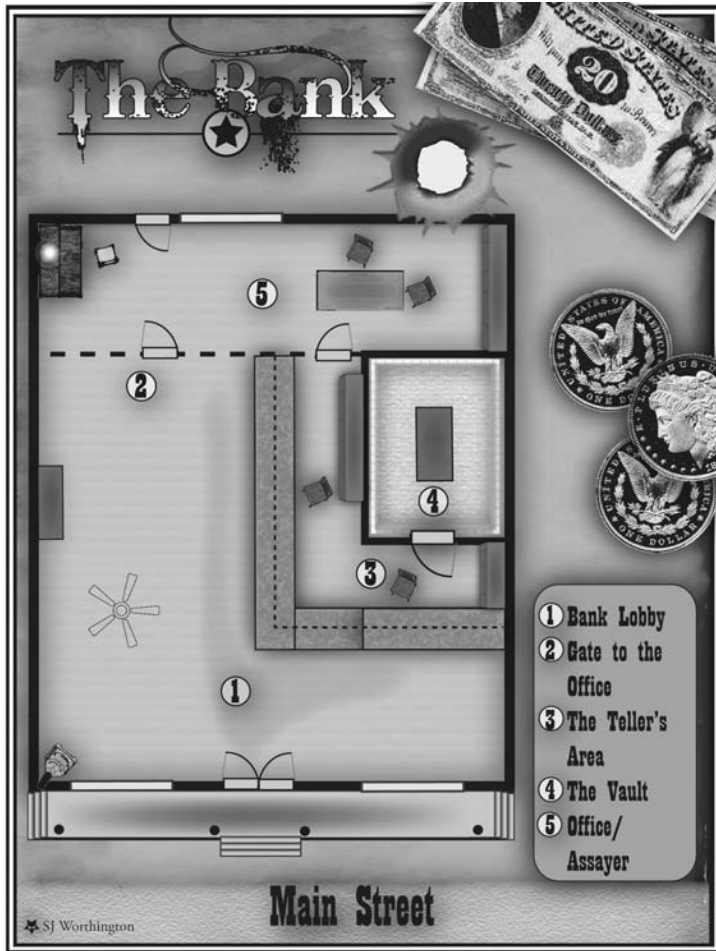
4. The vault is made from four-inch thick steel, with a combination lock on the front. If the bank is ever robbed, the tellers will lie and claim that the vault is on a timer and can only be opened later that day. The vault usually holds around \$5000 in cash, as well as another \$8000 in gold nuggets and gold dust.

5. The office holds two desks where the two bank employees do the accounting for the

Devil's Gulch



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termine that this equipment is rigged to payoff for the bank, cheating hard working miners out of much of their hard earned cash.

PERSONALITIES:

Peyton Hubbard, President and Owner of the Bank

Mr. Hubbard is originally from Mystic, Connecticut, where his family invested in international trading and shipping. He was only 22 years old when he decided to head west to open an assay office and make another fortune for his family. Now in his forties, Mr. Hubbard is a spindly and cruel little man who believes he owns the town. This is partially true, because nearly every house and shop in town owes his bank money.

STR 9 CON 10 SIZ 11 INT 18
POW 12 DEX 11 APP 11

Move: 10

Hit Points: 11

Damage Bonus: None

Armor: None

Attacks: Fist 25%, 1D3+db (crushing)

Skills: Appraise 70%, Bargain 80%, Fast Talk 85%, Knowledge (Accounting) 65%, Knowledge (Business) 65%, Persuade 65%, Research 70%, Status 90%, Sleight Of Hand 65%, Spot 55%.

Gideon Crow, Vice-President and Teller of the Bank

Gideon was born in Chicago, with a knack for numbers and greed. He originally came west to find his fortune in gold, but was no good at hard work. It only seemed natural that he should find a kindred spirit with Mr. Hubbard.

STR 10 CON 12 SIZ 13 INT 16 POW 8
DEX 13 APP 10

Move: 10

Hit Points: 13

Damage Bonus: None

bank and its customers. There is also weighing and measuring equipment for miners who want to trade in their gold for cash. Close inspection by a knowledgeable person may be able to de-



Peyton Hubbard

DEVIL'S GULCH



Gideon Crow

Armor: None

Attacks: .28 Colt Patterson 35%, 1D6 (impaling)
Fist 25%, 1D3+db (crushing)

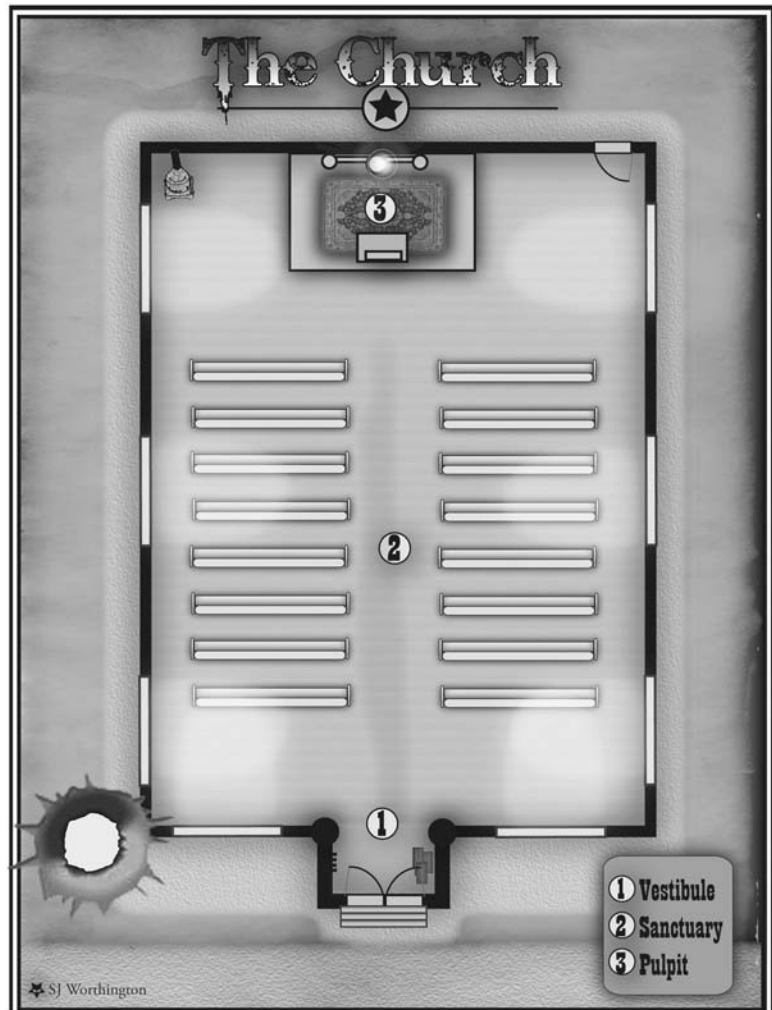
Skills: Appraise 70%, Bargain 70%, Fast Talk 65%, Knowledge (Accounting) 60%, Knowledge (Business) 60%, Listen 65%, Persuade 55%, Research 50%, Status 70%, Spot 55%.

Weird West: Peyton Hubbard has gotten his hands on an Aether Lantern, and so has the ability to find gold rather simply. He doesn't want to spend time doing the work himself and has set up a rather lucrative scheme: He advertises for miners interested in partnering, tells them that he has a device that will allow them to find the gold easily ("as easily as finding a stone on the ground"), goes into business with miners and helps them purchase various claims in the hills around town, and makes the miner sign a waiver of secrecy and a promise to split the profits 60/40 in favor of Mr. Hubbard. He can point out that with his device the claim will pay off nearly instantly and both parties will end up rich. Of course the fine print includes several fees

and deposits for use of the lantern and the fuel it consumes. There are plenty of people who would kill to get their hands on such an amazing device.

I. CHURCH

The white washed wooden church at the far end of town sports a gold leaf cross that was donated by Mr. Peyton Hubbard three years ago. The church is nondenominational, with a Baptist bent because Reverend Asher Mason is a former Baptist minister, and that is what he knows. Most of the respectable folks in town (and some of the less respectable) attend regular Sunday services. The Sunday meeting is as much as a social occasion as a religious service, and it is important for the town's elite to be seen at church on Sunday morning. The church doubles as a schoolhouse during the week, and





DEVIL'S GULCH

Reverend Asher Mason teaches grades one through six.

1. The vestibule has two double door leading in from outside. Hooks to hang up coats line the walls, and firewood is stacked along the wall in the winter.

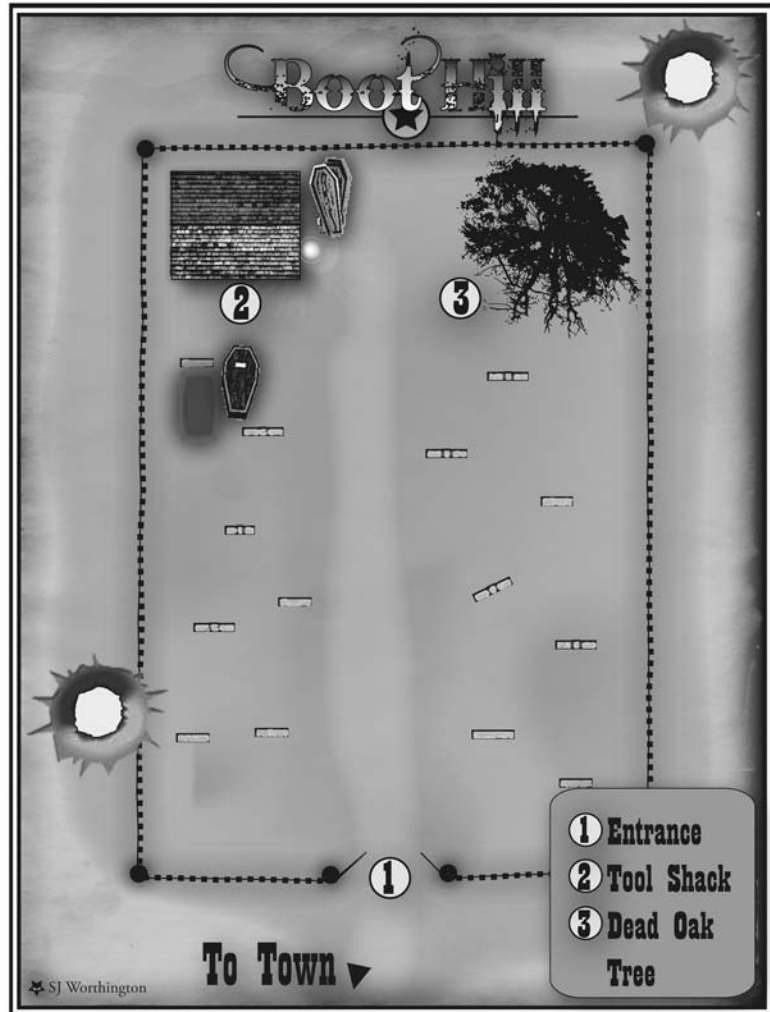
2. The main sanctuary is filled with 12 backless wooden benches. The back corner potbelly stove heats the room in cold weather. Tall thin frosted glass windows lining the walls bathe the room in light. The minister is hoping someone will make a donation for stained glass windows.

3. The pulpit sits on a short platform, allowing the minister to be seen over the crowd. There is a large Bible on the lectern, and a golden cross on the back wall. Under the rug on the pulpit, a trap door opens to a storage room under the church. A back door leads to an outhouse.

PERSONALITIES:

Reverend Asher Mason

Asher Mason was born in Georgia and raised in the strict Southern Baptist tradition. By the time he was 16, Asher knew that he wanted to be a preacher. He spent the next several years of his life traveling from town to town, holding tent revival meetings. Then quite suddenly, Reverend Mason moved west and established a church to call his own. However, Asher Mason has a very dark secret: he is an accomplished gunfighter. He didn't realize it until a man threatened him and, without even thinking, Asher grabbed a pistol and shot the man square in the heart. He didn't try to do it. It was pure reflex. Where some might see this ability as a blessing, the Reverend Mason sees it as the worse kind of curse, but he still has a pair of Colt Peacemakers hanging in the storage room.



Reverend Mason

DEVIL'S GULCH



STR 13 CON 15 SIZ 12 INT 14
POW 16 DEX 15 APP 15

Move: 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None

Attacks: .45 Colt Peacemaker Revolver
75%, 1D10+2 (impaling)
Fist 25%, 1D3+db (crushing)

Skills: Fast Talk 45%, Insight 45%,
Knowledge (Philosophy) 55%,
Knowledge (Religion) 70%, Language
(Latin) 50%, Literacy 40%, Perform
(Sermon) 65%, Persuade 45%, Quick
Draw 75%, Teach 50%.

Weird West: Reverend Mason is a monster hunter, just as members of his family have been for 500 years. In the store room under the church, Reverend Mason keeps ancient tomes of collected knowledge on ghosts, werewolves, vampires, and the rest of the undead. He also has a stash of silver bullets, crucifixes, holy water, garlic, and cold iron. If ever asked about this stash, Reverend Mason will only answer that he is waiting.

J. BOOT HILL

On a small hill just on the outskirts of town sits a small graveyard surrounded by a split-rail fence. A wooden sign naming it "Devil's Gulch Cemetery" hangs above the front gate, but everyone calls the place "Boot Hill." Wooden crosses and grave markers are sporadically placed throughout the graveyard, most with just names and dates but some with a more thorough explanation. Some examples are:

"Here lies Jake Laughton. Hanged as a horse thief."

"Frank Bowels b. Aug. 5 1828, d. Aug. 26 1880. Remember me as you pass by, as you are now so once was I, as I am now so you shall be, prepare for death and follow me."



Boot Hill

"Here lies Lester More, Four slugs from a 44, No Les, No More."

"Margarita, Stabbed by Gold Dollar."

"Old Pete" Stone, the gravedigger, is usually in the cemetery cleaning things up and making sure there are no grave robberies. He is always accompanied by his wolf companion, Sungmanitu Tanka (the Lakota word for wolf, but everyone just calls the dog "Tanka"). Whenever there is a funeral, Old Pete and Tanka are there to pay their respects. After every funeral it is customary to give Pete two silver dollars. Most folks know that this tradition goes back to the "ferry man on the river Styx," but now it's really used to pay Old Pete for his services.



DEVIL'S GULCH



Old Pete and Tanka

1. The entrance to the cemetery has two posts on which lanterns can be hung for a night funeral. Otherwise the gate is always left wide open.

2. A small shack holds digging tools as well as a small cot.

3. A large dead oak sits near the rear of Boot Hill. Rumor has it that it was used for hangings before the cemetery was put here.

PERSONALITIES:

“Old Pete” Stone, Grave Digger and former Prospector

Old Pete is kind of a mystery in Devil's Gulch. He came out of the mountains many years ago claiming that he had had his fill of prospecting and was looking for a new life. He only knew how to do one thing, digging in the ground, and thus he became the town's grave-digger. Old Pete never needs to be told about a funeral; he is always there with a freshly dug grave that no one sees him dig. Most people believe that he only digs at night because it is cooler, and also to keep an eye out of grave robbers.

STR 12 CON 12 SIZ 12 INT 11 POW 10
DEX 11 APP 9

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: None

Attacks: Winchester Rifle 45%, 2D6+4 (impaling)

Shovel 50%, 1D6+db (crushing)

Fist 45%, 1D3+db (crushing)

Skills: Appraise 40%, Brawl 45%, Climb 40%, Demolition 30%, Drive (Wagon) 40%, First Aid 40%, Gambling 65%, Grapple 50%, Insight 45%, Listen 35%, Sense 50%, Spot 45%, Stealth 50%, Track 40%.

Tanka, Loyal Companion

Tanka is a foundling wolf that was raised from a pup by Old Pete. He is very loyal and would gladly defend Old Pete to the death. Luckily, Tanka is terrifying enough on his own that most folks wouldn't ever think about hurting Old Pete.

STR 13 CON 11 SIZ 8 INT 5 POW 10
DEX 13

Move: 10

Hit Points: 10

Damage Bonus: None

Armor: 2-point fur

Attacks: Bite 30%, 1D8+1/2db (bleeding)

Skills: Dodge 35%, Listen 75%, Sense 90%, Spot 60%, Track 80%.

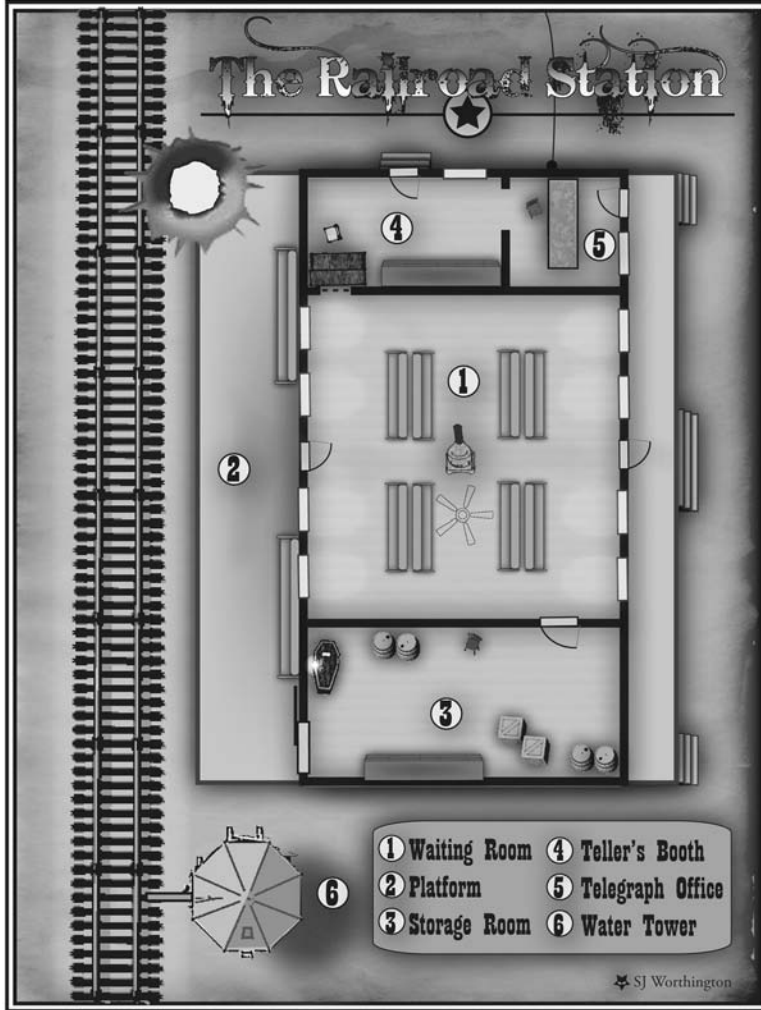
Weird West: Old Pete has a gift: he can hear the whispers of the dead and can whisper back to them. If there is a question about whether or not someone was murdered, Old Pete can ask the corpse and find out. There are some who think he is crazy, but most believe that Old Pete Stone has a spiritual gift.

K. THE TRAIN STATION

The train station on the far edge of town is a single story wooden building with an elevated walkway facing the tracks. On most days, one can find here a cross section of humanity: businessmen traveling to make deals, immigrants arriving to make a better life, and pickpockets and conmen out to make a fast buck, along with the station managers, porters, and other workers.



DEVIL'S GULCH



1. The waiting room is lined with several benches. A large cast iron stove in the middle of the room provides heat during colder months. At the far end is the teller's window, where one can buy train tickets.

2. This elevated wooden platform is on the level of the train doors. The depot roof cantilevers over it to keep the sun and the elements off of the passengers, and there are benches set against the wall. There is a set of doors leading into the station waiting room, and a sliding door leading into the storage room.

3. The storage room is locked at all times, and the station manager holds the only key. Supplies that come by rail are kept here until the receiving party can arrange pickup. Sometimes, payrolls are held here, to be delivered by the stagecoach to outlying towns beyond the reach of the railroad. This makes the depot a target for thieves; because of this, the station

manager keeps several loaded rifles in this room. It is also not uncommon for the Sheriff to keep prisoners in this room until they can be put aboard the train for transfer to other jurisdictions.

4. The teller's booth has a barred window that faces into the lobby and an exterior door. Here passengers can buy tickets for the daily trains (one going west and the other going east). In a lock box under the counter, the teller keeps \$50 in cash to make change for ticket purchases. Tickets cost between \$2 to \$150, depending on distance and whether or not the passenger requires a sleeper or other fancy service. A first class coast-to-coast trip costs \$150 and takes a full week.

5. The telegraph office is in a small room next to the teller's booth. Here messages can be sent or received. The cost for sending a message averages \$.50 per word, and around \$10 for an entire telegram. Because of the cost, only the truly wealthy or those in great urgency send telegrams. A messenger will deliver a message sent to this station. The telegraph



Old Zeke



DEVIL'S GULCH

can also be rather unreliable, and sometimes a **Luck** roll is needed to determine whether or not the poles have been cut down and used as fire wood, the Indians have cut the lines, or a storm has broken the service up.

6. The water tower holds thousands of gallons of water for use in the steam trains. It takes an incredibly long time to fill the tank, so all hands will be seen carting water from a nearby stream on a slow day. Many cords of wood, used as fuel by the steam trains, are piled nearby. (Coal will become the fuel of choice later.)

PERSONALITIES:

Tom Cogburn, Station Manager

Tom Cogburn is a tough old bird who runs the station like clockwork. He makes sure that all the parcels and crates are loaded and unloaded quickly, and that there is plenty of water and fuel for the trains. He used to work in the train shops in St. Louis, and he knows the ins and outs of locomotives enough to fix them in a pinch and perform as an engineer when needed.

STR 16 CON 14 SIZ 14 INT 11 POW 12
DEX 13 APP 11

Move: 10

Hit Points: 14

Damage Bonus: +1D4

Armor: None

Attacks: Monkey Wrench 45% 1D6+db (crushing)

Fist 45%, 1D3+db (crushing)

Skills: Dodge 26%, Heavy Machine (Locomotive) 55%,
Repair (Locomotive) 70%.

Ezekiel "Old Zeke" Pratt, Teller

Old Zeke Pratt is hard of hearing and slow as molasses, but he shows up to sell tickets every day. He is more than a little cantankerous and most folks think having an argument with the ashbin will get you farther than one with Old Zeke.

Special Skills: Bargain 60%, Etiquette 50%, Knowledge
(Train Schedules) 80%.



Tom Cogburn

Shamus O'Gara, Telegraph Operator

Shamus O'Gara is a young man who knows the telegraph inside and out. He can send or receive a Morse code message as easily and quickly as whistling Dixie. Shamus is a very high-energy person and no one really knows if he ever sleeps, as he always seems to be at the telegraph office or delivering a message to one of the wealthy residents of Devil's Gulch.

Special Skills: Dodge 35%, Fine Manipulation 75%,
Language (Morse Code) 95%, Listen 80%, Literacy 90%.



Shamus O'Gara

DEVIL'S GULCH



Earl and Frank

Earl and Frank Struthers, Porters

Earl and Frank Struthers, identical twins with bright red hair, are as strong as a pair of oxen and just as bright. The two don't speak much, but seem to share a silent form of communication. They will do anything that Mr. Cogburn asks as long as the two of them can be together. The Struthers brothers live in a small shack near the tracks. Their stats are also identical.

STR 17 CON 16 SIZ 17 INT 6 POW 8
DEX 10 APP 10

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: None

Attacks: Fist 45%, 1D3+db (crushing)

Skills: Climb 50%, Dodge 20%, Hide 45%, Insight 65%,
Throw 65%.

Historical: Buck Hatch has hired a few road agents to rob the train just a few miles after it has left Devil's Gulch. Buck knows that the bank's owner, Mr. Peyton Hubbard, is sending a load of gold back East to a more secure location. Unfortunately for Buck, one of the road agents has a loose tongue after he has had a bit of whiskey, and word of the plan is starting to spread.

Weird West: On two occasions, Tom Cogburn has been awakened by the sound of the morning train whistle in the middle of the night. Both times, Tom ran to the station to find a full passenger train idling on the tracks slowly releasing a jet of steam that sounded like a heartbeat. Tom climbed on board looking for the engineer or conductor, and both times the train was completely empty. After several minutes of searching the train, Tom heard a gruff voice whisper in his ear "We are coming." Then the whistle blew at full blast, screaming into the night as Tom jumped from the train to the platform, only to see the train disappear down the tracks and vanish in a cloud of its own steam and smoke. Who or what is on its way is up to the GM.

THE REST OF THE TOWN

Devil's Gulch is meant to be as big or as small as desired. The side streets can be filled with the homes of other townfolk, tents for the newly arrived, or a mixture of both. GMs may want to decide if there is a "China Town" or an Indian settlement somewhere. A list of other businesses that could be found in a Western town includes, but is not limited to: stockyards, drug store, dance hall, gambling den, theatre, Chinese laundry, whorehouse, restaurants and cafes, photographer, barbershop, law office, gunsmith, tinsmith, library, hardware store, and opium den.



DEVIL'S GULCH



Tom Cogburn and the ghost train!

OTHER DEVIL'S GULCH RESIDENTS

Mayor Levi Alexander

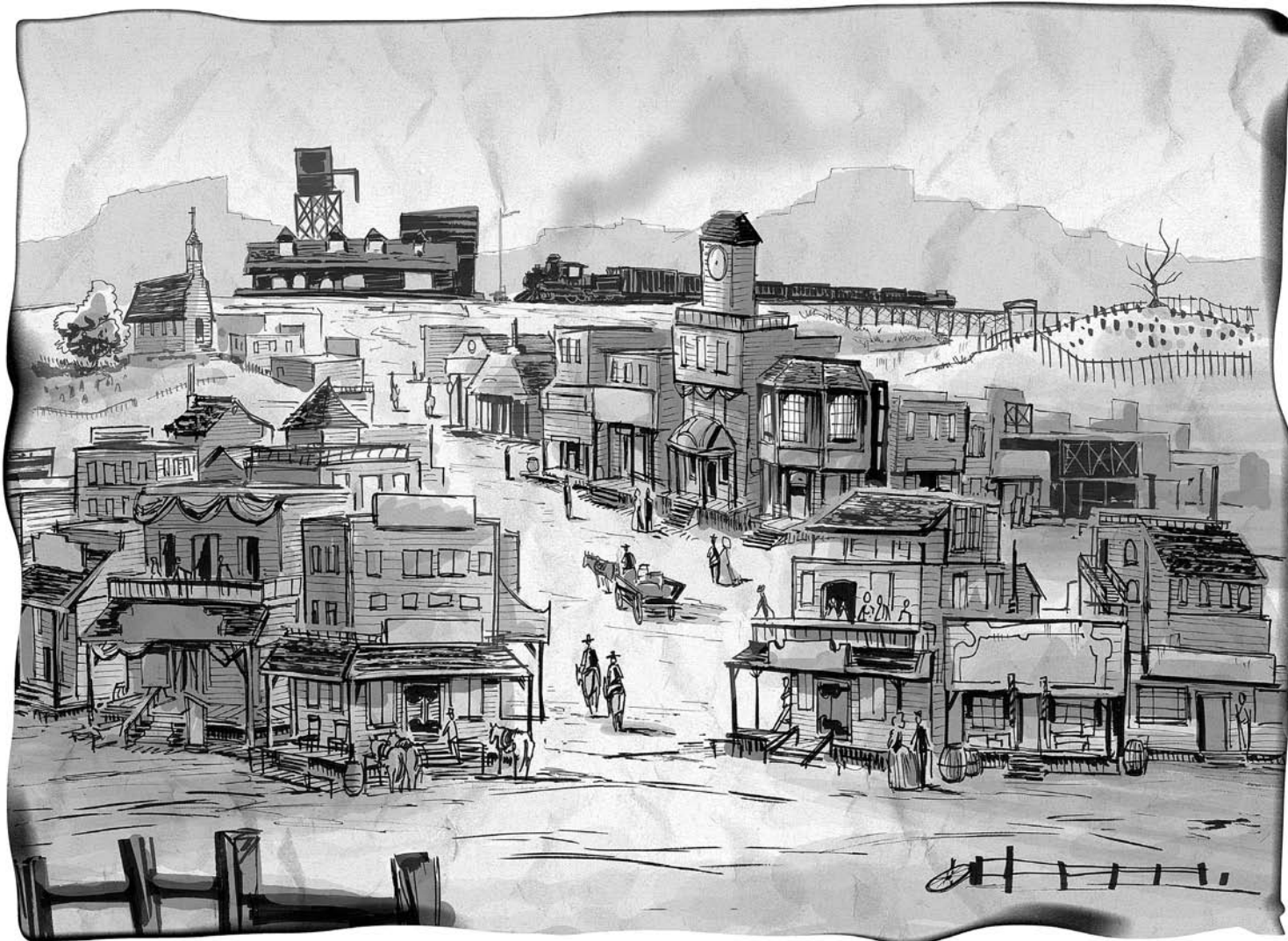
This dude from Boston was an alderman in the city's Beacon Hill district. His family was connected to another well-to-do New England family, the Hubbard's of Mystic, Connecticut (bank president Peyton Hubbard's family). In a pact to try to control the town, Peyton Hubbard and Charles Farnsworth imported Levi, and propped him up as the town mayor (after plying the hungry populace with whiskey, of course). Sheriff Bishop can see right through this charade, and he is always looking for a way to embarrass the mayor. The mayor lives in a small house just north of town with his wife Mary and two dogs.

Special Skills: Etiquette 75%, Persuade 60%, Status 80%.



Mayor Alexander





- | | |
|-----------------|--------------------------|
| 1 TRAIN STATION | 13 BANK |
| 2 STICKS RIVER | 14 DOCTOR |
| 3 BOOTHILL | 15 UNDERTAKER |
| 4 BLACKSMITH | 16 LAUNDRY AND OPIUM DEN |
| 5 LIVERY | 17 RESTURANTS / CAFES |
| 6 TIN SMITH | 18 DRUGSTORE / BARBER |
| 7 GUN SMITH | 19 BULLSHEAD SALOON |
| 8 GENERAL STORE | 20 EMPIRE SALOON |
| 9 SHERIFF | 21 THEATRE |
| 10 TOWN HALL | 22 HARDWARE |
| 11 LIBRARY | 23 PHOTOGRAPHER |
| 12 LAW OFFICE | 24 CHURCH |



DEVIL'S GULCH



“Hard Luck” Haley, Town Drunk

Hard Luck Haley has been around for many years, and has never had a job. Most often, folks feel sorry for him and will give him hand-outs and whiskey. Hard Luck will take an odd job every now and again, but that is the only way he makes any kind of hard cash, which he turns over to Buck Hatch for more booze. Most folks don't know that he has incredible hearing, and amazing recall of details of conversations he has overheard or scenes that he has witnessed. Sheriff Bishop knows this, and he pays Hard Luck for information with a warm place to sleep at night. **Special Skills:** Insight 55%, Listen 90%, Stealth 45%.

George Parsons, Stagecoach Driver

George Parsons has been a teamster for the past 30 years. With his large leathery hands, the man can hold the reigns of his six-horse team as easily as most folks hold a pony. He makes the stage run on time and gets a bit hotheaded when passengers make him late. George knows all the main roads between Devil's Gulch and any other town within 100 miles.

STR 16 CON 14 SIZ 15 INT 13 POW 12
DEX 16 APP 13

Move: 10

Hit Points: 15

Damage Bonus: +1D4

Armor: None

Attacks: .44 Colt Army Revolver 45%, 1D10+2 (impaling)

Fist 55%, 1D3+db (crushing)

Skills: Drive (Stagecoach) 75%, Navigate 65%, Ride 60%, Spot 45%.

“Shotgun” Pete, Stagecoach Guard

Shotgun Pete is a rather nervous fellow who always seems to be looking over his shoulder just waiting for someone to pop out from behind a rock and try to rob the stage. Pete has ridden shotgun with George for the past ten years and the two of them make quite a team. Though he may look nervous, Pete is cool as a cucumber when he comes under fire. He is also used to firing from the top of the stage, and thus can make such shooting rolls as normal.

STR 13 CON 8 SIZ 17 INT 11 POW 9
DEX 12 APP 9

Move: 10

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: Sawed-Off Double-Barrel Shotgun 45%, 4D6/2D6/1D6 (impaling)

Fist 55%, 1D3+db (crushing)

Skills: Dodge 40%, Ride 40%, Sense 35%, Spot 45%, Throw 55%.



Hardluck Harry



Shotgun Pete



George Parsons



DEVIL'S GULCH

Outside of Devil's Gulch

THE BAR-T RANCH

This massive cattle ranch owned by Melville Watts, a cattleman of very high standing and a conniving bully, covers thousands of acres. Mr. Watts has made his fortune by being a clever businessman, and in the process he has made very few friends, but these include Mr. Hubbard of the Bank and Mr. Farnsworth of the Empire Hotel. The Bar-T employs 20 hands throughout the year, and another 20 when it's time to drive the herd to town.

The Bar-T sits a full two days ride outside of town. It's a self-sufficient operation: it has its own water source, grows its own food, and acts as a stop for the stagecoach line. There are even times that the Bar-T has its own form of justice, especially when it comes to cattle rustling. If such has occurred, Mr. Watts sends out half of his men to hunt down the criminals and bring them back to the Bar-T, where they will be hanged in plain sight as a warning to other would-be thieves.

The pay at the Bar-T is good (better than any other ranch in the area), and the drovers who ride for the Bar-T are extremely loyal to the ranch. Many a fight has broken out in Devil's Gulch because someone dared speak ill of Mr. Watts or the Bar-T. In return, Mr. Watts looks out for his boys. If any of them are arrested for "hurrahin' the town," Mr. Watts will make sure they are released. He has even gotten a few trigger-happy drovers out of a murder conviction.

Every spring, the Bar-T hires extra hands to help drive the herd to town for sale. Anyone

who can ride and shoot, and who can provide his or her own horse and rifle, can get hired on for \$50 a day. Hands who can carry a tune get an extra \$5 a day. (Drovers sing to the cattle at night to keep them docile and prevent stampedes. Yes, the singing cowboy was real.)

1. Main House: Mr. Watts and his wife Elma live in the main house. It is a grand structure, beautifully decorated and with all the modern amenities. The Watts have six children (four girls and two boys; the oldest is 18-year-old Ephraim), all of whom are spoiled rotten and always impeccably dressed in the latest New York fashions (just like their parents).

2. Main Barn: This is where the Watts keep their buggies and horses. Mr. Watts has his horses brought in from Kentucky (where he is originally from), as he feels the breeds of the West to be mongrels.

3. Garden: This is a full vegetable garden, along with a small orchard of apple trees.

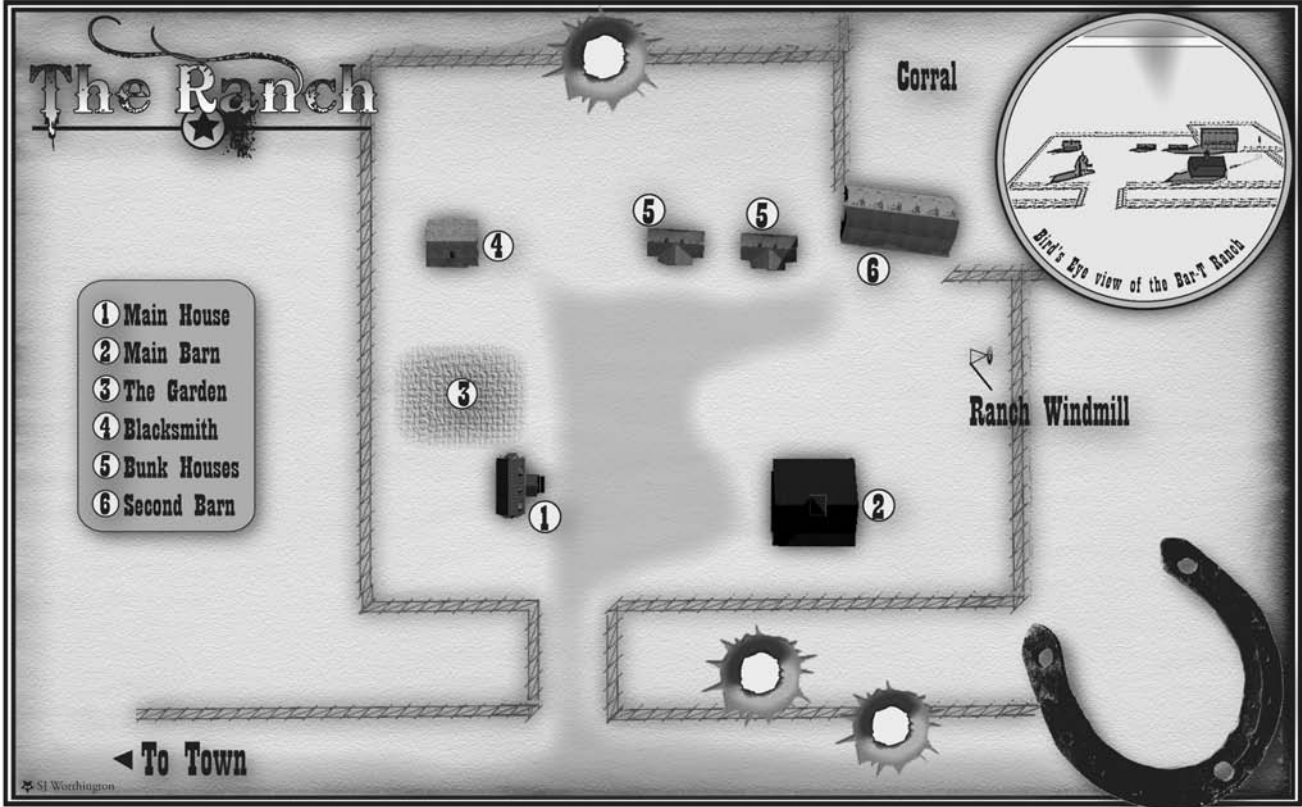
4. Smithy: The ranch smithy is kept far away from the houses and barns. Two blacksmiths work in tandem to keep the horses shod, and the buggies and wagons in good order.

5. Bunkhouses: The hands stay in these dormitories. Each building has space for 15 men. On each end of each building has a single private room, one for the trail boss and one for the cook.

6. Second Barn: This is where the drovers keep their horses. There are stabling here for 20 horses and all tack, with a hayloft above. Each stall has a water trough, and is cleaned out every morning.



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PERSONALITIES:

Mr. Melville Watts, Ranch owner and preacher

Hailing from Kentucky, Mr. Watts is a shrewd businessman who dotes on his family. He has a terrible temper and will not abide any kind of laziness. On Sundays, he performs the services as a full hellfire and damnation preacher. Anyone caught sleeping or not paying attention during his sermons will receive 10 lashes.

STR 10 CON 9 SIZ 12 INT 16 POW 17
DEX 14 APP 16

Move: 10

Hit Points: 11

Damage Bonus: None

Armor: None

Attacks: Whip 45% 1D3-1 (entangle)

Fist 35%, 1D3+db (crushing)

Skills: Bargain 85%, Command 70%, Etiquette 75%, Persuade 70%, Status 80%.

Gus Baylock, Trail Boss

Gus is a leathery old cowboy who has squinted against the sun so long that you can't see his eyes. He is a quiet man who's only concerned about the stock and his men. The only time he ever relaxes is when the herd is in town; then he will take his one shot of whiskey.

STR 13 CON 14 SIZ 12 INT 13 POW 11
DEX 9 APP 12

Move: 10

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: Winchester Rifle 55%, 2D6+4 (impaling)

Fist 75%, 1D3+db (crushing)

Skills: Command 60%, Dodge 30%, Navigate 70%, Perform (Sing) 65%, Ride 65%, Track 50%.

"Cookie," Chuck Wagon Cook

Cookie is a crazy old bird who is always the butt of jokes around the ranch, but everyone loves him like a grandfather. He makes good chow for the hands and can never accept a



DEVIL'S GULCH



Melville Watts

compliment. He responds better to such things as “Ugh, the biscuits were dry and the stew was thin...”

Special Skills: Craft (Cooking) 70%, Drive (Chuck Wagon) 45%, First Aid 60%, Repair (Wagon) 45%

Weird West: Things at the Bar-T are not as they appear to be. For the past 15 years, Mr. Watts has been hearing a voice in his mind, telling him secrets and telling him how to become more powerful. The people who live at the ranch are actually cultists who follow the “True Word” as preached by Mr. Watts, and they will gladly die to defend it. Living under the house is a strange amorphous demon that will someday erupt from the earth and claim what belongs to it. The stats for the Amorphous Demon are on p. 62.

PROVIDENCE MINE

Far from town in the hills and mountains, folks are finding gold, and no one has struck it better than Bill Graves and Matt Brady. These two have been mining since back in '49. Five years ago they started following a vein into the rock, and they are getting very close to the mother lode. So far, the two of them have made enough money to retire comfortably, but greed and curiosity can get the best of even the most lev-



Gus Baylock

elheaded person, and so the two of them have just kept on digging.

The Providence Mine goes deep into the side of a cliff, and has many branches leading further into the hill. Some of the shafts are safe, while others can be quite dangerous (cave-ins and such). Recently, the two miners broke into a large natural cavern with a deep crevasse in the middle that Matt thinks holds even more gold. In a short while they will begin exploring deeper.

1. Log Cabin: There is a bunk on each side, and a potbelly stove and a table with two chairs in the middle. On the side of the cabin is a lean-to that shelters the mule, Jezebel.

2. Creek: This fast flowing creek is the original part of the Providence claim. There is still panning equipment here, and every now and then a nugget or a few flakes can be pulled out. The two miners spend most of their time working underground now. The creek is cold enough that the men keep some perishables in a submerged wooden box.

3. Providence Mine: The shaft is only five feet tall, so most men need to duck as they walk through the passages. The two men excavate the mine using a wooden mine car that runs on some makeshift wooden tracks. If there is any kind of fight within the tunnels, everyone must make a Luck roll. If anyone critically fails the



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roll, the tunnel will begin to collapse in the next round. Four rounds later, the entire tunnel will be filled with rock.

4. Cavern: A large natural cavern is exposed here. Stalagmites and stalactites decorate this place. A large crevasse in the center of the chamber falls away into the darkness. At this time, the miners have no idea how deep it is or what is below.

PERSONALITIES:

“Old” Bill Graves & Matt Brady

Bill and Matt are the quintessential old miners. Both are grumpy unless they are in the dark with a pickaxe. When they come to town, they pay their way with gold and make a bee-line to the Bulls Head Saloon, where Buck treats them like kings. The two miners will often get into a drunken brawl with each other, but they are just blowing off steam; they are as close as brothers.

Special Skills: Bargain 45%, Demolition 45%, Fast Talk 30%, Technical Skill (Mining) 70%.

Jezebel

This mule's personality is as bad as her owners', but they treat her well. She is a smart animal, and knows to make plenty of noise when something approaches the cabin. Also, there have been a few times when she's protected the miners from road agents and bears with well-placed kicks.

STR 25 CON 10 SIZ 19 INT 8 POW 11
DEX 11

Move: 10

Hit Points: 15

Damage Bonus: +2D6

Armor: 1-point muscle and hide

Attacks: Kick 25%, 1D8+db (crushing)

Skills: Dodge 45%, Hide 25%, Insight 60%, Sense 50%.

Weird West: The crevasse in the middle of the cavern is a portal to Perdition itself. Old Bill and Matt have been around it a little too long and have begun to change. Bill's skin has started to take on a scaly appearance



Cookie

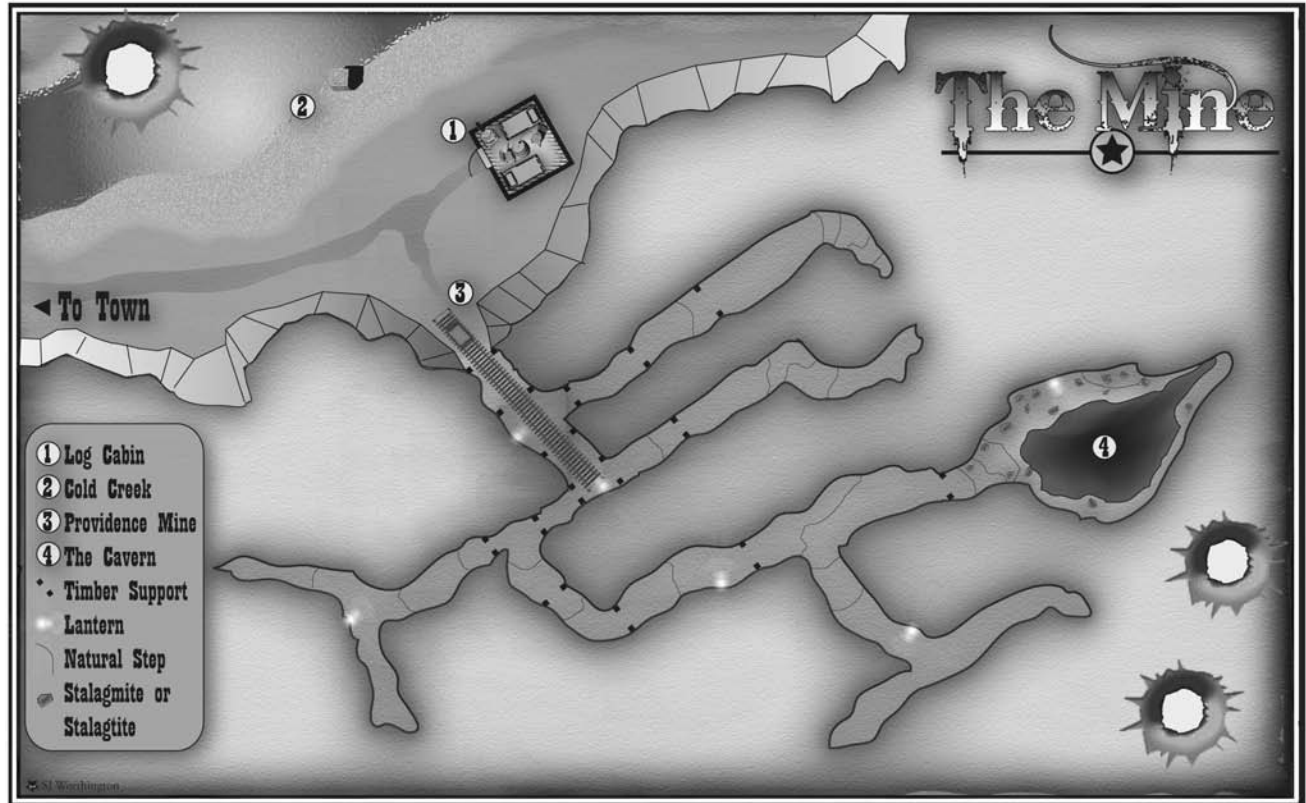


Bill and Matt

and Matt's teeth are noticeably more pointed. The chaotic nature of the hole will affect anyone who stays too close to it. Unfortunately, the power from below causes people to want to be near it. Anyone standing near the chasm will need to attempt a **POW vs. 13** resistance roll or feel the need to stay close to the pit. The victim can attempt another roll each day. A person who stays near the chasm for a week will gain a Chaotic Feature (p. BRP 353). Ev-



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ery month after that, the person will gain another feature.

ROAD AGENTS' HIDEOUT

A day's ride into the hills outside of town, there is a hidden box canyon used as a hideout for the road agents who sometimes plague the town. The only ways to find it are to follow someone who has been there before, or to make a difficult **Track** roll to find the faint trails to it.

A guard is always posted high up in the rocks at the mouth of the canyon to alert the gang to any intruders. At the far end of the canyon, there is a small pool of water fed by a natural spring. Above the pool is a large cave mouth with an old wooden ladder providing access from the canyon floor. The cave is only 50' deep, but it provides shelter from the elements and it creates a good defensive position.

The gang of cutthroats that uses the canyon as a base of operations is known locally as

the Coyotes, a group of killers and thieves who would rather shoot their own mothers than live within the law. Their leader is "Black" Jack McKinney, a coldhearted levelheaded murderer. This man is so uncaring that when the Coyotes were splitting up the spoils after a robbery a few years ago and they realized that it couldn't be split evenly, he pulled out his pistol and shot the man standing next to him, saying, "Now it will." The other members were shocked and reckoned that anyone of them could be next.

There are usually eight men in the gang at any one time (including Black Jack), and there are fringe members who feed them information or tip them off to a big score. Buck Hatch at the Bulls Head Saloon is one such fellow.

"Black" Jack McKinney, Leader of the Coyotes

Black Jack was born in Toronto, Ontario, Canada. Always a mean person, he stabbed a man to death at the age of 14 and ran off to escape the authorities. His path led him south

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Jezebel

into the United States, and eventually out West where he could ply the trade that he knows best: robbery and murder. His personality commands obedience, and those who try to stand up to him will often break down in fear just from the look in his eyes.

STR 13 CON 14 SIZ 16 INT 13 POW 18
DEX 10 APP 13

Move: 10

Hit Points: 15

Damage Bonus: +1D4

Armor: None

Attacks: .45 Peacemaker Revolver (Left Hand) 65%,
1D10+2 (impaling)

.45 Peacemaker Revolver (Right Hand) 45%,
1D10+2 (impaling)

Bowie Knife 45%, 1D6+db (impaling)

Fist 65%, 1D3+db (crushing)

Skills: Brawl 65%, Climb 50%, Dodge 50%, Gun
Spinnin' 35%, Listen 65%, Quick Draw 75%, Ride
(Horse) 65%, Spot 35%, Stealth 60%, Throw 55%,
Track 45%.

Typical Coyote Road Agent

STR 16 CON 14 SIZ 15 INT 10 POW 10
DEX 12 APP 10

Move: 10

Hit Points: 15

Damage Bonus: +1D4



Black-Jack McKinney

Armor: None

Attacks: .32 Smith & Wesson Model 2 35%, 1D8 (im-
paling)

Winchester Rifle 35%, 2D6+4 (impaling)

Bowie Knife 25%, 1D6+db (impaling)

Fist 35%, 1D3+db (crushing)

Skills: Climb 40%, Dodge 25%, Gaming 30%, Hide 25%,
Listen 35%, Spot 35%, Stealth 25%, Throw 35%.

Weird West: There is a good explanation why Black Jack is so strangely calm and unemotional: he has been dead for the past five years. When he was riding alone across the desert, he met a well-dressed gunfighter sitting on some rocks drinking from a bottle of whiskey. It wasn't long before the two commenced to talking, and the fella explained to Jack that he was the one they call "Old Scratch" and that he would make a deal with Jack because he liked the way he operated. One hour later, Black Jack McKinney road off without his soul. Now Jack waits for the day when a blessed and well-placed bullet will send him back to meet his master.

"Black" Jack McKinney, the Walking Dead

Use the stats for "Black" Jack McKinney, with the following changes and additions:

Armor: None, but impaling weapons do 1 point of damage, and all others do half damage. A bullet blessed



DEVIL'S GULCH



Indian Warrior

by a Preacher or a Medicine Man (using the Sorcery spell Sorcerer's Sharp Flame 4) will kill him instantly.

Super Powers: Regeneration 5

Sanity Loss: 1/1D8

INDIAN BURIAL GROUND

On a bare ridge in the hills are several wooden platforms, each holding the remains of a native warrior, along with his weapons and his medicine. This is a place of great medicine, a place held very sacred by the people who use it. If outsiders are caught wandering through this area or (worse) scavenging off of the dead, the natives will make sure they pay with their lives.

If characters are foolish enough to trespass on the burial ground, there is a 20% chance that they will encounter someone here. Roll 1D10 on the chart below to see what it is:

Roll	Result
1-2	An old warrior waiting to die
3-5	A Medicine Man communing with his ancestors
6-8	A group of warriors (2D4) paying their respects, and they are not happy to see trespassers.
9-10	A flock of ravens. Historical: Not deadly but they can scare superstitious folks. Weird West: Are these the spirits of the dead or are they Manitous?



Coyote Road Agents

Typical Indian Warrior

STR 16 CON 14 SIZ 15 INT 11 POW 13
DEX 16 APP 13

Move: 10

Hit Points: 15

Damage Bonus: +1D4

Armor: 2-point buckskin war shirt and breastplate

Attacks: Light Lance 45%, 1D6+1+db (impaling)

War Club 55%, 1D6+db (crushing)

Tomahawk 55%, 1D6+1+db (bleeding)

Short Bow 45%, 1D6+1/2db (impaling)

Shield 45%, 1D2+db (knockback)

Winchester Rifle 45%, 2D6+4 (impaling)*

* Rifles were hard to come by for the natives and many may not have any.

Skills: Climb 75%, Dodge 40%, Hide 45%, Jump 45%, Listen 55%, Sense 60%, Spot 65%, Stealth 60%, Swim 55%, Throw 65%, Track 70%.

Indian Medicine Man

STR 9 CON 11 SIZ 13 INT 19 POW 21
DEX 14 APP 15

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: 1-point buckskin clothing

Attacks: Coup Stick 65%, 1D6+db (crushing)

Skills: Climb 45%, Command 70%, Dodge 40%, First Aid 50%, Insight 60%, Listen 55%, Perform (Rituals) 85%, Ride (Horse) 75%, Sense 50%, Spot 60%, Status 75%, Track 45%.



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these creatures are not necessarily evil; nor are they necessarily good. Most often, they take the form of native animals with 1D4 Chaotic Features (p. BRP 353). Manitous also have the ability to speak, and will have a communication skill based on personality: **Command**, **Fast Talk**, or **Persuade**. They have the same INT range as humans.

SAMPLE MANITOU

Wolf Manitou

STR 13 CON 17 SIZ 8 INT 15 POW 11
DEX 13 APP 24

Move: 12

Hit Points: 13

Damage Bonus: None

Armor: 2-point fur

Attacks: Bite 30%, 1D8+1/2db (bleeding)

Mutations: Increased Characteristic (+6 CON, already included above), Increased Move (12, already included above)

Psychic Abilities: Emotion Control 100% (limited to causing loyalty)

Super Powers: Extra Energy 5

Other Powers:

Spell Reflection: Reflects 1-point Magic or Sorcery spells back at the caster.

Sanity Loss: 0/1D4

Skills: Command 50%, Dodge 35%, Listen 75%, Sense 90%, Spot 60%, Track 80%.

Raven Manitou

STR 2 CON 5 SIZ 3 INT 15 POW 35
DEX 29 APP 10

Move: 1 (12 flying)

Hit Points: 4

Damage Bonus: -1D6

Armor: None

Attacks: Claw 45%, 1D4+db (bleeding)

Bite 30% 1D3+1/2db (bleeding)

Super Powers: Defense 4 (disorienting appearance, -20% to be hit), Extra Energy 5, Invisibility 5

Other Powers: Never Surprised

Sanity Loss: 0/1D4

Skills: Dodge 75%, Fast Talk 65%, Spot 80%.



Weird West: Trespassers in the Indian burial grounds could face a much worse foe than native warriors. If a medicine man is present, he will be communing with a Manitou.

Use the above Indian Medicine Man stats, with the following additions:

Armor: 1-point buckskin or 4-point Medicine Armor (Sorcerer's Armor)

Sorcerer Spells: Eagle's Vision (Bird's Vision) (1), Fury (1), Heal (2), Medicine Armor (Sorcerer's Armor) (1-4), Medicine Arrow (Sorcerer's Sharp Flame) (1-4), Medicine Fog (Muddle) (1), Medicine Shield (Sorcerer's Bulwark) (1-4), Medicine Whisper (Sorcerer's Ear) (1), Summon Manitou (see below) (1)

NEW SORCERY SPELL: SUMMON MANITOU

The spell is functionally the same as Summon Demon, but the natives deal with nature spirits called Manitous. Unlike demons,



DEVIL'S GULCH

Wealth & Privilege

INTRODUCTION

It is another hot and dusty evening in the town of Devil's Gulch. As the golden sun sets in the west, the long shadows of the cactus and mesas fall across the wooden structures that make up the town. Kerosene lamps are lit, the piano at the Empire begins to play, and people begin to seek entertainment. Miners, drovers, and gentlemen are all looking for a big score, either at cards or with a beautiful lady. Most will have to be satisfied with whiskey and a cigar, because Lady Luck is always turning away.

Tonight is no different than any other night, except that some of the ranch hands from the Bar-T are in town, led by Ephraim Watts, the oldest son of the ranch owner Melville Watts and a high falutin' sonofagun who thinks the world belongs to him. Combine this boy with whiskey and poker, and you have a lethal combination.

GETTING THE CHARACTERS INVOLVED

For this adventure, it is important that the PCs are either officers of the law (sheriff, deputy, or marshal), or are very friendly to the law and would be willing to be deputized. Like many of the great Westerns of the silver screen or the pulp Western novels, the PCs will either be the ones in the white hats or the ones in the black hats.

This adventure also follows another time-tested storyline in the Old West: the rich and powerful get to have their way and (literally) get away with murder, while the good honest folks

of the town pay for these actions with blood and treasure.

There are several rumors going around Devil's Gulch. Some are true and some are false, as noted below. As the PCs finish up their day, they may overhear a bit of gossip with a successful **Listen** or **Knowledge** (Streetwise) roll, or find themselves having a conversation with a member of the community who may feed them one of the rumors found below:

Roll 1D6	Rumor
1	A group of 10 drovers are in town from the Bar-T ranch (true).
2	Ephraim Watts is leading the drovers into town at the order of his father (true).
3	Someone overheard that Melville Watts sent Ephraim to town on some kind of secret business (false).
4	Ephraim said that he plans on killing a man while he's in town (false).
5	Ephraim fancies himself a gunfighter (true but he's never shot his gun).
6	The drovers from the Bar-T will stick together no matter what happens to one of them (true).

The scenario begins at the Bull's Head Saloon on a hot summer night when folks are out just looking for a good time and a shot of whiskey. The PCs will need to be either just outside the saloon, or, better yet, in the saloon when the first scene begins.

A LOUDMOUTHED KID

As the characters wander the streets of Devil's Gulch or settle in for some whiskey



DEVIL'S GULCH



at the Bull's Head, read the following section aloud to the players:

The sound of a rinky-dink piano fills the air as the night comes alive in Devil's Gulch. The hard work of the day has been put aside and the dirt and grime washed away. It is time for folks to hike up their skirts and have a little fun. Whether that is a nice dinner and cigar over at the Empire Hotel or a quilting bee out at the church, people just need a little time to blow off some steam. For the majority of Devil's Gulch, that means whiskey and gambling at the Bull's Head.

THE BULLS HEAD SALOON

The saloon is crowded, even more so than usual, but that doesn't seem to stop anyone from coming in and taking a spot at the bar or one of the gambling tables. As the characters enter the saloon, ask them what they would like to do. If they want to go to the bar there is a spot for them, and if they want to gamble they will find a place at the poker table along with Haywood "Ace" Clancy who is running the game.

As the characters are looking around, a successful **Idea** roll allows them to recognize that many of the crowd are drovers from the Bar-T, and that most of them are wearing side-arms (not unusual but noted).

Let the characters relax a little, having a few drinks and gambling for a while. While this is going on, a successful **Listen** roll will allow the PCs to hear a loud-mouthed kid berating the faro dealer over in the corner. A successful **Insight** roll shows that this kid thinks he is the top dog in this town and that he owns the place. He treats everyone around him as inferior, and doesn't hold back from letting everyone know about it. A successful **Idea** roll recognizes this boy as 18-year-old Ephraim Watts.

After an hour of gambling and drinking, another successful **Listen** roll will allow the PCs to overhear Ephraim say, "What did you say to me? You can't talk that way to a Watts!" This is followed by a loud BANG! When the characters look over, they see the Faro dealer slumping over dead and Ephraim holding his Colt Navy



Bar Fight at the Bulls Head

and looking wide-eyed and pale. The saloon is silent and the characters will need to make the first move.

If the players don't do anything right away, someone from the crowd will yell out "He just shot old Tom! Let's string up that no good rattler!" A successful **Insight** roll reveals that the mob is really trying to get even with Melville Watts and the Bar-T, and Ephraim will fit the bill nicely. It is up to the characters to disarm and apprehend Ephraim Watts and bring him to justice, and to keep him safe from the mob that is forming.

There is another factor in this equation: the five drovers who came into this saloon with young Mr. Watts. If the characters go after Ephraim, the drovers will try to protect him from the mob and the law, and get him out of town. The drovers are drunk, and they aren't great gunfighters. The characters can try to scare them off with either a **Command** roll or a **POW vs. POW** resistance roll (an intimi-



DEVIL'S GULCH

dation roll). If the characters are successful, as the drovers leave, the lead drover will say, "This ain't over you know. E.W. will be free come tomorrow and if you get in the way, there'll be (insert number of PCs) new graves on Boot Hill come the Sabbath!"

If it comes down to a gunfight, remember the Point-Blank Range (p. BRP 229) and Gun Smoke (p. 17) spot rules. If one of the drovers falls, the others will flee for their lives. Ephraim will go willingly to the jail, as he is still shaken over what he has done.

Ephraim Watts, Cocky Rich Kid

STR 10 CON 12 SIZ 14 INT 16 POW 12
DEX 10 APP 15

Move: 10

Hit Points: 13

Damage Bonus: None

Armor: None

Attacks: .36 Colt Navy 30%, 1D8 (impaling)

Fist 75%, 1D3+db (crushing)

Skills: Dodge 20%, Fast Talk 35%, Gun Spinnin' 65%, Ride 50%.

Five Drovers

	STR	CON	SIZ	INT	POW	DEX	APP	HP
Al	13	12	12	9	10	11	8	12
Clell	12	14	14	11	11	10	10	14
Davy	12	11	15	11	11	11	11	13
Eli	13	15	15	11	12	16	9	15
Nate	14	12	12	13	15	8	10	12

Move: 10

Damage Bonus: +1D4

Armor: None

Attacks: Winchester Rifle 35%, 2D6+4 (impaling)

.36 Colt Navy 30%, 1D8 (impaling)

Lasso 55%, Special (entangling)

Fist 75%, 1D3+db (crushing)

Skills: Dodge 25%, Listen 40%, Ride 65%, Spot 50%, Throw 40%.

JAIL BREAK

If none of the characters is the sheriff, Henry Bishop will question them about what hap-



Bullshead Saloon Interior

pened and then warn the players that Mr. Watts, once he gets word, isn't going to stand for this. The sheriff will send out a telegram tomorrow morning to get the prosecution paperwork moving. Seeming uneasy, the sheriff will deputize the characters to stick around and help guard the prisoner. Everyone knows there are more drovers out there and they may get riled up again and come to break out their companion.

If one of the players is portraying the sheriff, a successful **Idea** roll will reveal this information (or the GM can just reveal it).

Once the characters have settled in to guard the jail for the night, things seem to quiet down in Devil's Gulch. The piano is still playing in the background, but one gunfight is enough for most folks, so they will go back to sipping their whisky and playing some cards. Ephraim will recover and demand to be freed, reminding everyone of his daddy's importance.



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Around midnight, there is a knock on the front door of the jail. The GM can play up the uncertainty, but the visitors who want to speak with the sheriff are Mr. Farnsworth of the Empire Hotel and Mr. Hubbard of the bank. They explain to the sheriff how important it is to set the Watts boy free. They remind him of Melville Watts' power in the town, and that he won't stand for anyone arresting any of his hands, let alone his own son. The two men are not threatening, but they are very concerned about what will happen to the town if Ephraim is kept behind bars. The GM should encourage this interchange to be roleplayed.

As the discussion is happening, a successful **Listen** roll will let the PCs hear a slight sound coming from one of the jail cells. As they investigate, a large section of the wall in Ephraim's cell is pulled away, leaving a large hole! Several mounted and masked men can be seen through the opening. As Ephraim quickly mounts his horse to ride off, he turns and yells, "I told ya I'd be free! I told ya!"

If the characters draw their guns, both Farnsworth and Hubbard will try to stop them from shooting. If the characters run outside, they will find four more drovers with aimed Winchester rifles ready to shoot. The drovers will fire a warning shots first (but will shoot to kill if necessary), and then ride off into the night.

Four Drovers

	STR	CON	SIZ	INT	POW	DEX	APP	HP
Burt	13	16	14	13	13	16	13	15
Gil	17	14	13	11	11	12	11	14
Heck	12	11	15	11	10	11	12	13
Russ	16	10	12	14	15	08	13	11

Move: 10

Damage Bonus: +1D4

Armor: None

Attacks: Winchester Rifle 35%, 2D6+4 (impaling)

.36 Colt Navy 30%, 1D8 (impaling)

Lasso 55%, Special (entangling)

Fist 75%, 1D3+db (crushing)

Skills: Dodge 25%, Listen 40%, Ride 65%, Spot 50%, Throw 40%.

If the characters confront Farnsworth and Hubbard about obstructing justice, they will claim that they did it to protect the town and again remind the players of how powerful Mr. Watts is.

At this time the players are going to have to decide their course of action. It is a two-day ride to the Bar-T ranch. Obviously, they need to go after the boy and catch him before he makes it back home.

It will take a little while to prepare to set out after the fugitives. A successful **Knowledge** (Devil's Gulch) roll reveals that the drovers will probably take the usual road, which takes a wide detour around some badlands to the west of town. A successful difficult **Knowledge** (Devil's Gulch) roll reveals a lesser known trail that winds through the same badlands, and that can take nearly a day off the ride. An **Idea** roll will reveal that that the badlands are sacred Indian burial grounds, and that it will be dangerous to go that way. If the players decide to take this dangerous shortcut, go on to OFF THE BEATEN PATH (next section); if they take the normal route, go to THE LONG ROAD (p. 61).

OFF THE BEATEN PATH

The badlands are a winding maze of sandstone buttes dotted with western pine trees and prairie grass. Many foolhardy explorers have gotten themselves lost in these hills, and several have never returned. As the characters approach the area, the GM should secretly make a **Sense** roll or **Sanity** roll (if that option is used) for each PC. On a failure, the PC feels uneasy, as if the characters are being watched.

The path is narrow, rocky, and sometimes steep. In many places, the characters will need to get off their horses and lead them. If the player refuses to do this, allow a difficult **Ride** roll. On a failure, the horse just won't budge. If the GM wants to introduce more complications, Navigate rolls may be required to avoid becoming lost and losing time.

As the characters progress, they will need a successful **Spot** roll to notice a native fetish made of wood and horsehair hanging from one of the



DEVIL'S GULCH



The Canyon

pine trees. A successful **Idea** roll will reveal that they have entered the sacred land of the native tribes. The path continues upward for another mile before the wooden burial platforms on the crest of the hill start to come into view.

THE BURIAL GROUND

Approaching the top of the hill, a successful **Spot** roll will reveal movement ahead in time for the PCs to avoid being seen by the native warriors ahead. Closer inspection will reveal five fully armed native warriors wandering between the burial platforms. A successful **Stealth** roll allows the players to sneak up and get a better look, or sneak away and avoid the warriors. Anyone failing this roll will alert the warriors; with a successful **Listen** roll, they will hear a twig snap under the foot of a clumsy character and they will come to investigate. If sneaking closer, a successful **Other Language** (native tongue) roll will allow the PCs to over-

hear the warriors discussing hunting and trading stories of their ancestors.

The characters may wish to talk to the natives and ask for passage through their land. Unfortunately, the characters are trespassing in a sacred place, and the native warriors will react very angrily: grabbing their weapons and posturing for a fight. All communication is limited by the speaking character's Other Language (native tongue). A difficult **Persuade**, **Fast-Talk**, **Bargain**, etc. roll will allow them to bargain with the warriors. If they can offer something the warriors want (weapons, for example), the warriors will calm down enough to let them go with a warning not to come back to this place. If these rolls fail, barring another clever plan to avoid conflict, the warriors suddenly attack.

Five Native Warriors

	STR	CON	SIZ	INT	POW	DEX	APP	HP
#1	14	16	14	13	12	12	14	15
#2	17	12	12	11	11	14	11	12
#3	12	16	16	10	10	14	9	16
#4	16	10	12	13	15	08	10	11
#5	13	13	12	12	10	14	13	13

Move: 10

Damage Bonus: +1D4

Armor: 2-point buckskin war shirt and breastplate

Attacks: Light Lance 45%, 1D6+1+db (impaling)

War Club 55%, 1D6+db (crushing)

Tomahawk 55%, 1D6+1+db (bleeding)

Short Bow 45%, 1D6+1/2db (impaling)

Shield 45%, 1D2+db (knockback)

Skills: Climb 75%, Dodge 40%, Hide 45%, Jump 45%,

Listen 55%, Sense 60%, Spot 65%, Stealth 60%,

Swim 55%, Throw 65%, Track 70%.

Weird West: The Warriors are also communing with Coyote (a Manitou). When they are disturbed, Coyote will attempt a Command roll to tell the warriors to attack.

Coyote Manitou

STR 5 CON 11 SIZ 5 INT 16 POW 17

DEX 13 APP 17

Move: 15

Hit Points: 8



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Damage Bonus: -1D6

Armor: 6-point enchanted skin

Attacks: Bite 50%, 1D6+1/2db (bleeding)

Super Powers: Armor (Kinetic) 6 (tough skin), Defense 8 (disorienting appearance, -40% to be hit), Extra Energy 5, Invisibility 5

Skills: Command 45%, Dodge 40%, Fast Talk 75%, Listen 50%, Sense 70%, Spot 70%, Stealth 65%.

How the characters deal with the natives will determine what the rest of their passage is like. If they manage to sneak by, they may get away or the warriors may track them. A successful difficult **Navigate** roll will allow the PCs to get out of the badlands before the warriors catch them. If the PCs flee after encountering the native warriors, the warriors will give chase.

If they kill the warriors, their passage is relatively easy (but they will be watched by a lone coyote). Emerging from the badlands, the PCs will be almost at the Bar-T ranch, and hard on the heels of the fleeing drovers.

THE LONG ROAD

Taking the more usual road will prove to be uneventful at first, though the signs of the drovers' passing will be obvious: wads of tobacco, dropped whiskey bottles, and shot up cactus. It is a two-day trip out to the Bar-T ranch, and once night falls the characters will need to decide if they would like to press on to try and gain some ground or if they want to make camp. A successful **Idea** roll will tell them that the horses need rest and water. If the players want to still press on, consult the chase rules.

At some point during the middle of the night, with a successful **Listen** roll, a character can hear the echo of a pistol shot far out in the distance. From the sound of it, the shot is miles away and no threat to the characters.

THE LOST COWBOY

The next day is uneventful until around noon. A successful **Spot** roll will reveal the body of a man, face down and unmoving, a short distance from the road. With a successful **Idea** roll, he is recognized as one of the drovers who helped Ephraim Watts escape. If they exam-

ine the man, they will see that he has been shot through the chest, and a successful **First Aid** roll will reveal that this man is still alive! A second successful **First Aid** roll to bind his wounds can stabilize the man enough to keep him from dying, and let the characters know that he is not well enough to move right away. The man still has his gun and no shots have been fired. An empty whiskey bottle is found nearby.

The characters are going to have to decide what to do with the man. They could leave him once they have bound his wounds, but his odds of survival by himself are slim. If they want to take him with to the Bar-T, they will have to wait, at least until the next morning so he can gain back enough strength to ride.

If the characters decide to wait, they can make camp and get comfortable. Later in the night the man awakens. He will say that his name is Russ Hickey. After a little water (or whiskey) and some food, he will be able to answer questions.

His story is as follows: As the drovers were riding back to the ranch, they were laughing and joking about Ephraim's stint in the jail, and teasing the boy that this time is old man wasn't there to bail him out. When Russ said, "I guess there are some things your Pa just ain't able to do," Ephraim Watts drew his pistol and shot him in the chest without even blinking. When the other drovers protested, Ephraim told them to keep riding back to the Bar-T or they could expect more of the same. When asked about what to do with Russ, all Ephraim said was, "Take his horse." Then they rode off, leaving Russ to die.

If pressed about wanting to get even, or if he'd be willing to help the characters get Ephraim, a successful easy **Persuade** roll will convince Russ to agree wholeheartedly. He will even tell them the easiest way to get into the main ranch house. By the next morning, Russ is strong enough to lead the characters to the Bar-T ranch.

THE RANCH

Approaching the Bar-T ranch, the characters may have made up time in the badlands in OFF

DEVIL'S GULCH



Bar-T Ranch

THE BEATEN PATH; go to HOT ON THE TRAIL (next section), arriving right on the heels of the fugitives. If they took the longer route in THE LONG ROAD, go to ARRIVING AT THE RANCH LATER (the section after next), they may be up to a day later than the fugitives, but they may have picked up an ally along the way.

HOT ON THE TRAIL

When the characters leave the hills, a successful **Spot** roll will reveal a cloud of dust on the road ahead; it's the group of drovers they're chasing. A successful **Navigate** roll will allow the PCs to realize that they are only a few miles from the Bar-T ranch. If they act fast, they may be able to catch up with the drovers and capture Ephraim Watts before he can reach his father's protection.

The characters will need to ride hard to catch up with the drovers. A successful **Ride** (Horse) roll will bring them within range. At that point, use the chase rules (p. BRP 215), with the characters and the drovers on opposite ends of the chase track. The chase will last 10

rounds before the drovers reach the compound of the Bar-T ranch. The characters may be able to stop the drovers completely or at least even the odds up a bit.

If the drovers reach the Bar-T compound, they ride to the stable barn, hole up there, and resume shooting. Ephraim will follow his normal lead and run to his father, riding directly to the main house. Mr. Watts will eventually come to the door brandishing a pistol and demanding satisfaction. He will Command the Drovers to fight the PCs and drive them off his property at all cost. This situation may play out as a massive gunfight. Non-combat skills are pretty useless, though Mr. Watts could be persuaded to pay off the PCs to leave and never return.

Weird West: Mr. Watts will not expose himself, but will instead act as detailed below under THE MAIN HOUSE (the section after next).

ARRIVING AT THE RANCH LATER

If the characters took the long road, they arrive at the Bar-T long after the drovers have.

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The ranch is expecting trouble, so the drovers have taken up defensive positions around the compound. When the characters are within sight, the drovers each attempt **Spot** rolls. The PCs can attempt to make **Hide** and **Stealth** rolls to counter the drovers' watchful eyes. (If the PCs try to attempt to sneak in under cover of night, these rolls are easy.) If the characters are spotted, the drovers will call out their positions and start shooting.

If the characters have Russ Hickey with them, he will tell them that there is a deep ravine near the back side of the main house. If the characters can sneak to that area unseen, they can enter the house through the root cellar without being noticed.

THE MAIN HOUSE

If the characters enter the main house, they will find the servants hiding in the kitchen. The servants will not attack, but they might yell out warnings. Successful **Listen** rolls will allow the characters to hear movement coming from the second floor. All of the doors along the second floor hallway are closed. A successful **Listen** roll will reveal some faint crying from the door to the master bedroom, and the sound of a dropped bullet from the door at the end of the hall.

The characters can find Mrs. Watts and the rest of the children huddled together and terrified in the master bedroom. They will pose no threat unless they are threatened. Mrs. Watts has a kitchen knife hidden under her chair and will use it to protect herself or her children.

The door at the end of the hall is locked from the inside. It has a STR of 9 and can be broken down or kicked in (or a successful **Fine Manipulation** roll can unlock it). Ephraim and Mr. Watts are inside with weapons ready. When the door opens, Ephraim immediately fires his pistol, while Mr. Watts tries to negotiate with the intruders by offering the characters money.



Amorphous Demon

Weird West: With a successful **Listen** roll outside the door at the end of the hall, the PCs can hear Mr. Watts leading Ephraim in a prayer of some kind. An **Idea** roll can reveal that the language is Latin. Just as the characters are about to open the door they hear the prayer come to a shouting end, and then the house begins to quake. All of the players must make a successful **Agility** roll to avoid being thrown to the ground as the floor begins to buck and shake. Cracks form in the walls and then the stairs collapse; anyone on them falls into the rubble for 2D6 damage. As the PCs look down, they see a terrifying amorphous demon crawling up out of its earthly prison, seeking to destroy those who would trespass here.

Amorphous Demon

STR 42 CON 70 SIZ 100 INT 19 POW 52
DEX 6

Move: 6

Hit Points: 85

Damage Bonus: +8D6

Armor: None, but normal weapons only cause 1 point of damage.

Attacks: Bite 30%, 1D6+1/2db (bleeding)

Tentacle 60%, 1D6+db (crushing)

The Amorphous Demon can attack up to four different targets simultaneously with its four tentacles and its bite. The first tentacle successfully striking a target will hold onto it, and when a second connects, the two constrict the target until the target can escape or cut free (each tentacle has 10 HP). Each tentacle remaining around a target will do normal damage each combat round. To escape from a tentacle, a character must make a successful **STR vs. STR** resistance roll opposed by the demon's STR, or must make a difficult **Effort** roll to get a hand free to attack. Attacks against the demon while being held by its tentacles are difficult.

Psychic Abilities: Telepathy 100%

Super Powers: Defense 8 (disorienting appearance, -40% to be hit), Drain (Power Points) 1



DEVIL'S GULCH



The Demon Erupts!

Other Powers:

Spell Reflection: Reflects 1-point Magic or Sorcery spells back at the caster.

Sanity loss: 1D10/1D20

Skills: None.

WRAPPING IT UP

If the smoke clears and the characters are still alive, they will still need to bring Ephraim to justice (unless he was killed in the gunfight). They will need to bring him back to Devil's Gulch and put him in jail until the circuit judge comes to town to officiate his trial.

The PCs can testify and influence the trial. For each PC who testifies against Ephraim, make a **Persuade** roll to succeed at influencing the trial. Ephraim will need a successful **Luck** roll, but the level of success required is determined by the number of successful **Persuade** rolls used against him. If no one is successful, Ephraim needs just an easy **Luck** roll success, but this is dropped one level for each success-

ful **Persuade** roll used against him (as shown on the table below). If Ephraim succeeds, his father has managed to get him off the hook. If he fails, it looks like Ephraim will be sent to Yuma for the next twenty years.

The table below shows the modified **Luck** roll required, depending on how many characters successfully testify against Ephraim (by succeeding on a **Persuade** roll), based on roll difficulty and level of success multipliers. (Of course, characters can also testify on Ephraim's behalf to nullify the testimony of another character.)



No. of PCs	Luck Roll Difficulty
0	Easy Luck Roll (120%)
1	Normal Roll (60%)
2	Difficult Roll (30%)
3	Special Success (12%)
4	Critical Success (3%)
5+	Impossible Success (no roll, or 1%)



DEVIL'S GULCH



The Medicine Show

GAME MASTER INFORMATION

Many years ago, a young preacher named Joshua Farnam came to Devil's Gulch to lead the flock of the faithful in the town. The new preacher was well liked, and everyone in town went out of their way to make him feel at home. Joshua was also interested in native and local remedies, and could often be found searching for local plants and herbs to be used in concoctions that he would give to his flock.

After a few years, one of his parishioners had a daughter who was prone to fits and seizures. At first many of the townsfolk assumed the girl was possessed, but Reverend Farnam assured them that this was a natural sickness called epilepsy. Joshua researched everything he could and, after speaking with some local natives, he concocted an elixir that was supposed to cure the problem for the girl, and for a while it did. As soon as it wore off, however, the fits came back and were even worse. The girl's parents were furious and declared the Reverend to be a charlatan. When Joshua told them that the native people use the same remedy with no problems, he was accused of consorting with the Devil and with savages! It wasn't long before a mob came for him and, after being tarred and feathered, Joshua was driven from Devil's Gulch.

Enraged and hungry for revenge, Joshua Farnam searched for a way to make the town pay for what they had done to him. He still made elixirs, and soon went into the snake oil business. Before long he assembled an entire medicine show.

While in San Francisco, Joshua found an ancient book of black magic containing several rituals that he could use to levy his revenge against the town. It wasn't long before Doctor Farnam's Wondrous Medicine Show was back on the road, headed straight for Devil's Gulch.

AN AVERAGE MORNING

It is an average morning in Devil's Gulch. Have the players describe what the characters are doing. Examples include: brushing down horses, eating breakfast at the Empire, getting some supplies from the general store, standing in front of the jail having a smoke, etc. This may be a good time to insert a scene of roleplaying with notable NPCs of the town. It is important to have the characters establish a sense of routine and the mundane.

After a short time, a chill wind begins to blow. With a successful **Sense** roll, the PCs notice an acrid smell that somehow doesn't seem natural. With a successful easy **Spot** roll, they see dozens of sheets of paper rolling into town. As one blows by, the PCs can grab it and see that it is an advertisement for "Dr. Farnam's Astounding Medicine Show!" There is a picture of Doctor Farnam on it and the date of the show is tomorrow. If any of the characters study the picture, they can attempt a difficult **Idea** roll to recognize Dr. Farnam from somewhere (but not specifically from where).

Besides the medicine pitch, the show promises music, dancing girls, feats of strength, and a real wild-man. Of course, the main attraction is Dr. Farnam's Astounding Restorative





DEVIL'S GULCH

Elixir that can cure anything from gout to small pox, mumps to consumption, and everything in between. All for only \$3!

As the news spreads, the citizen's of Devil's Gulch start to get very excited. A show like this is rare, so it is rapidly becoming the event of the season.

Over the rest of the day the PCs can hear the following rumors with a successful **Knowledge** (Streetwise) roll:

- Mrs. Allie Garrett plans to buy a crate of the elixir for her daughter Polly, who is prone to fits.
- Russ McGary plans to be in the front row and volunteer for any of the doctor's tasks so that he can impress his girl.
- Mr. Chang, the Chinese laundry owner, is saying that there is bad "chee" in the air (whatever that means). He plans to close shop and pray all day tomorrow.
- The Dalton boys (ages 9 and 7) are going to try to sneak a peek inside the medicine wagon during the show, and see what kinds of strange things are kept in there.

The rest of the day passes quietly.

STRANGERS IN TOWN

The next morning as the characters are getting ready for the day, a successful easy **Listen** roll will allow them to hear the sound of excited voices coming from the middle of town. If they look outside, they will see a crowd gathered around a vacant lot near the Bull's Head Saloon.

If the characters mosey on down to the site, they will find a large black horse hitched to a wagon with a sign that reads "Dr. Farnam's Astonishing Medicine Show!" Hammered into the ground is a post with a sign reading "The show will begin at 3 pm." There is no one around the wagon and no noise comes from within. There are doors in the front and back, but both have large padlocks. A successful **Track** roll shows that there are no wagon tracks leading into the lot (and a difficult **Track** roll confirms the complete absence of tracks). It looks as if the wagon just appeared on the spot.



Judd Luckey

ANXIOUS TROUBLE

Excitement builds through the day, and at noon the characters will notice old Judd Luckey, drunk on whiskey and carrying a crowbar, heading towards the wagon. If the characters are the Law in Devil's Gulch, they will need to step in and calm old Judd down a bit. Otherwise, the sheriff will do it. Either way, the PCs will overhear Judd exclaim that, "I ain't feeling right and just want some of the medicine to make the pain go away!" and, "Why should we have to wait any longer? Can't Doc Farnam see we're ready to hand over our greenbacks?" A successful **Persuade** roll will calm Judd down enough to hand over his crowbar and go back to the Bull's Head. (With a fumble, Judd will take a swing at the people trying to calm him.)

Judd Luckey

STR 12 CON 12 SIZ 14 INT 11 POW 8
DEX 13 APP 14

Move: 10

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: Crowbar 35%, 1D6+db (crushing)
Fist 35%, 1D3+db (crushing)

Skills: Brawl 35%, Listen 30%, Spot 45%.



DEVIL'S GULCH



ANCIENT MYSTICISM & MODERN SCIENCE

**DR. FARNAM'S
ASTOUNDING MEDICINE
SHOW**

LIQUID REJUVENATOR!
THE ELIXIS FARNUMIUM!

CURE ANY AILMENT IN UNDER 17 DAYS
RESTORES VITALITY, CONQUERS BALDNESS, BATTLES BLINDNESS

FREE DEMONSTRATION!

TIME FOR A SHOW

About a half hour before the show begins, the crowd once again begins to form around the medicine wagon. The crowd is very restless and excited for the big show, and then at precisely 3 pm, the side of the wagon falls open with a sudden THUD and a puff of smoke, and standing there is Dr. Farnam with his traveling medicine show! The music begins and the audience is encouraged to sing along! Then, after the first song is finished, Dr. Farnam begins his pitch:

Thank you one and all, and a glorious good afternoon to you, good people of Devil's Gulch! Why it's so nice here, I'd have thought I'd died and gone to heaven. My name is Doctor Gabriel Benjamin Farnam, and I have come to heal all wounds! And in the process, we hope to entertain

you for a bit, maybe bring a smile to that sour face right over there.

Yes sir, I'm here to tell you about the most miraculous thing to ever be sold to the masses. I can only be talking about Doctor Farnam's Astounding Restorative Elixir! The tonic that cures bunions, boils, burping, back pain, corns, creaks, croaks and diphtheria. Not only that but it sure does a number on gout, vapors, fits, shakes, rheumatism, flat feet, headaches, heartaches, hot flashes, and goiters of all shapes. Now before we talk anymore about this amazing elixir I'd like to give you some bad news. It seems that Little John, our strong man, pulled a muscle while setting this here wagon in place and won't be able to join us. But don't you worry, he's on a strict prescription of Doctor Farnam's Astounding Restorative Elixir and should be up and running in no time! So without further ado, let's start the show!

A STRANGE ACT

The music starts up again and the dancing girls come out. As the show progresses, the audience is treated to even more music, a dwarf, and the wild-man! Between these acts, Dr.

Farnam comes out to make his pitch. Again, the PCs may feel like they recognize Dr. Farnam, but they can't seem to remember where they have seen him before. Several folks are brought up on stage (including Russ McGary) and allowed to sample the tonic, after which all feel amazing and ready to jump to the moon! During the show a couple of strange things occur:

- The players can attempt a difficult **Spot** roll. If successful they notice an odd form move between two buildings. If pressed to describe it further, it is as if a man made of glass is walking in the darkness.
- During one of dancing girl routines, the GM should call for a **POW vs. POW 16**



DEVIL'S GULCH



The Show Begins!

resistance roll. The dancers are casting a Control spell and are charming the crowd to buy the tonic. Those who resist get a strange hazy feeling in their heads for a moment, while those who fail just want a bottle of tonic.

An hour later, the show is over and folks rush to the front to try to get a bottle of the tonic. Of course, there is plenty for all. After the sales are finished, Dr. Farnam orders his performers to get ready and pack up. At sunset the medicine wagon rolls out of town.

CHECKING THE AREA OF THE GLASS MAN

If the characters investigate the alley where they saw the glass man, a successful **Track** roll finds footprints of a rather large man. If followed, they lead to the back door of the Alton house (a residential home off of the main

street). A successful **Spot** roll reveals a strange mark on the corner of the house written in grease pencil. With a successful **Occult** roll, it is recognized as the alchemical symbol for mercury. If the characters try to find any more symbols drawn on various homes, a successful difficult **Luck** roll will reveal two more, one on the Garrett house (another residential home) and the other on the Empire Hotel.

If the PCs confront Dr. Farnam about seeing the glass man or the symbols on the buildings, he will deny any knowledge or connection. A successful **Insight** roll will confirm any suspicions that Farnam is not telling the whole truth. If he is further pressed about the matter, one of the dancing girls will come to his side and look deeply into the eyes of the characters, attempting to cast another Control spell (75%, POW 16) to cause the PCs to lose interest and go about their business. If the spell does not



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work, Dr. Farnam will go on packing up the wagon and ignoring the PCs. If the PCs push him, he will send someone for the sheriff or the mayor, and allow the authorities to deal with them.

AFTER SUNSET

Later that night after the medicine wagon has left the town, the citizens of Devil's Gulch are in very high spirits. People are drinking and laughing and talking about the show and the wonders of Dr. Farnam's tonic.

The PCs may want to speak with the townsfolk to find out if anyone else recognized Dr. Farnam. With a successful **Knowledge** (Streetwise) roll, Silas Abernathy tells them that he had the same feeling after seeing Farnam's poster. As he thinks about it, he has a hazy memory of Farnam singing a hymn. He doesn't know why, but that's all he can come up with.

The characters may also want to talk to with the residents of the Alton and Garrett homes, and Charles Farnsworth at the Empire Hotel.

THE ALTON HOUSE

As the PCs approach the house, they find Lester and Julia Alton sitting on the porch and enjoying the weather. The pair seems very happy and, if asked if they bought any of the tonic, they will reply that they have and they already feel in tiptop shape. If asked what was wrong before, Julia will say that she just felt worn down and Lester will talk of joint pain, all of which has disappeared in a matter of hours. If the characters ask if the Altons recognize Farnam, Lester will reply, "Now that I think about it, yeah. But the image is all hazy, and all I can remember is a pump organ and feathers." If pressed any further, they can remember nothing more.

THE GARRETT HOUSE

If the PCs knock on the door, it will be answered by Mrs. Allie Garret, who greets them



enthusiastically. She is then joined at the door by Mr. Kirk Garret, her husband. The two of them invite the characters inside for coffee, or even a drink of whiskey. They seem very happy, and they tell the PCs that this is a day for celebration because little Polly is as fit as a fiddle. If asked, they say that their daughter generally falls to the ground in fits several times a day. However, nothing of the sort has happened since she drank some of Dr. Farnam's elixir.

If the Garretts are asked if they have ever seen Dr. Farnam before, Kirk will say, "You know, as I watched the medicine show, that was gnawing at the back of my brain. I could have sworn that I had seen the Doc before, but the only thing I could envision was Farnam reciting the Lord's Prayer. In fact, during the show as he was talking about the wonders of the elixir, he proclaimed, 'Halleluiah' and I could have sworn I'd heard him say that before. Either way, his medicine works and we couldn't be happier." That is all they know, but before the PCs leave, the Garretts show them Polly and her little brother Matthew playing in the back yard.

THE EMPIRE HOTEL

Inside, the proprietor, Charles Farnsworth, greets the characters. If asked about the strange mark on the building, or if he remembers Mr. Farnam, he knows nothing. The same is true for the rest of the staff and Miss Lily. If the PCs ask about any of the guests, Mr. Farnsworth won't divulge any information about his customers without a successful **Persuade** roll. With a success, in this instance, he will mention that just after the medicine show, Mr. Horus Brown, while walking up to his room, mentioned that Dr. Farnam reminded him of the old preacher at the church.

If the PCs want to speak with Mr. Brown, they will be directed to room 3. A knock at the door will arouse Horus, who will gladly invite the PCs into his small cramped room. On a successful **Spot** roll, there is a noticeable empty



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Polly Garrett

filled with pews, a potbelly stove, and a small stage with a pulpit. With a successful **Spot** roll, they can find the church Bible in the dark at the pulpit. A successful **Idea** roll will remind the PCs that important church events are often recorded in the back of these books. With a successful **Literacy** roll and an hour of reading, the PCs can find a relevant entry:

May 24th, 1864

The town has acted. Reverend Farnam has been run out of town. It was Lester's idea to tar and feather him. Many wanted to kill him for what he did to Polly, but we came to the conclusion that it would bring bad luck on our town to kill the preacher. His last words were "I have done nothing wrong! You will pay for this blasphemy! Curse you all! I will get my revenge on all of you!" He's gone now and maybe Polly's fits will stop.

*H. Brown
Deacon*

There is nothing more that relates to the case at hand to be found in the church.

THE NEXT MORNING

As the sun is rising and the town is starting to wake up, the characters can go about their normal routine. When they decide to go outside, call for **Spot** rolls. If successful, they will notice little Polly Garrett walking down the center of the road in her nightgown, covered in blood. If the PCs run up and ask her what happened, she will stare at them with glassy eyes. A successful **Insight** roll will snap her out of the trance long enough to say, "There is something wrong at my house." After that she just stares into the distance. At this point the PCs may want to either go over to the Garrett house, or bring Polly to Doc Gibbs' office.

If they take the girl to Doc Gibbs, he immediately takes her into his office and starts

bottle of Dr. Farnam's elixir on the side table, and another full bottle on the dresser. If asked about it, Horus will say that this medicine is the best he's ever had and it has helped his aching back.

If the PCs ask about the comments he made about the Dr. Farnam, Horus will respond, "I don't know why, but the Doc just reminded me of the preacher we had many years ago around here. I can't quite recall what happened to the fella; I think he just left. Anyway, the way Dr. Farnam talked just reminded me of the way that guy talked. I think?" That is all that Mr. Brown knows on the subject and he will show the PCs to the door with great gratitude for stopping by.

After all of this information the characters may want to investigate the church, or they could call it a night (as it is getting late). If the PCs turn in, proceed to THE NEXT MORNING (the section after next).

THE CHURCH

The small church is closed up for the night. If the PCs want to enter by honest means, they should awaken the preacher (Reverend Asher Mason) and convince him to unlock the church. Otherwise a successful **Fine Manipulation** roll will make short work of the lock. Inside there really isn't much to see; it's a one room church



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examining her. He will ask the PCs what happened, and how they found her. As he looks her over, the PCs can attempt a **Spot** roll; if successful, they notice that Polly's tongue is a greenish-black color. Doc Gibbs will say that she seems unharmed, and has no visible injuries. He then suggests they get over to the Garrett house and see what is going on, while he continues examining the Polly.

TROUBLE AT THE GARRETT HOUSE

As the characters approach the house, they can see that the door is wide open and most of the windows are shattered. With a successful **Idea** roll, they notice that the glass is on the ground outside, suggesting that the windows were broken from the inside.

The inside of the house is a scene out of a nightmare. Gore covers the floor, walls, and ceiling, as if someone sprayed blood and meat everywhere. This horrible scene will force all who witness it to make a **Sanity** roll (0/1D4+1). There are no remains large enough to positively identify. On a successful **Spot** roll, there is a large clawed handprint four feet above the floor. A successful **Idea** roll indicates that the owner of the hand was probably hunched over or short. Looking through the rest of the house, the PCs find that only Polly's bed is untouched and free of any gore. There is a bottle of Dr. Farnam's Wondrous Elixir on her nightstand.

If the characters search the back of the house, with a successful **Spot** roll, they can find some footprints near the back door. The footprints are like those of a small bear with large claws. A successful **Track** roll can be used to follow them toward the center of town, to the back door of the Alton house.

At this point the PCs have several options: they can go back to speak with Polly about what happened at the house, they can follow the tracks, or they can speak with Lester Alton or Horus Brown and see if the elixir had any effect on them.

SPEAKING WITH POLLY

If the characters head back to Doc Gibbs' home, they will find him examining Polly in his office. He explains that there are no visible wounds, but strangely there is some bruising on her fingertips and her gums. Her eyes are also bloodshot. If the PCs wish to speak with Polly, they will be able to get her to talk with a successful **Persuade** roll. All she will tell them is that she only remembers saying her prayers with her mommy, then she had two big spoonfuls of the medicine, and then she went to sleep. When she woke up, she was in her bed and outside of her room there was blood everywhere. After that her eyes glaze over, and she doesn't talk anymore.

THE ALTON HOUSE

The tracks lead to the back door of the Alton house. With a successful **Track** roll, they can be seen to enter here, but also to leave and go to the Empire Hotel (just a few buildings down).

Inside the house everything seems fine, but it is strangely quiet. With a successful **Listen** roll, PCs can hear a distinct buzzing noise coming from what is probably the Alton bedroom. The door is unlocked; when it is opened the characters are faced with another gory scene that will require a **Sanity** roll (0/1D4+1). The mangled corpses of the Altons lie in their bed as if sleeping, their faces torn from their heads and thrown against the walls. Flies fill the air and maggots crawl in the cooling flesh. A **Spot** roll can be used to find a bloody handprint on the wall. It is small in size and there are obvious claws on the ends of the fingers. If the PCs search the house, they do not find anything else of interest except for the half-full bottle of Dr Farnam's Wondrous Elixir.

THE EMPIRE HOTEL

The characters are greeted by Mr. Farnsworth as they enter the hotel. If he is asked if he heard or saw anything unusual last night, he will answer truthfully that he did not. He will



DEVIL'S GULCH



Hiding Horus

also say that no one else in the hotel has mentioned anything strange.

If the characters head up to see Horus Brown, they find that his door is open a crack. Looking inside, they see that his window is broken from the outside. There is no blood and all of Horus' possessions are still here. With a successful **Idea** roll, they notice that his bottle of Elixir is missing, as are his boots. With a successful **Spot** roll, they find a bloody handprint on the windowsill, similar to the one found in the Alton house. There is nothing else of interest here.

FINDING HORUS

If the characters start searching around town for Horus Brown, with a successful **Idea** roll they know that he usually can be found either in the dining room of the Empire Hotel or playing cards in the Bulls Head Saloon. Since no one has seen him in the hotel, the next likely place is the saloon. Un-

fortunately, no one has seen him at the Bull's Head either. Allow the PCs to ask around some more, but no one has seen Horus since last night.

Just when the PCs are starting to get frustrated, have them make a **Spot** roll followed by an **Insight** roll. If both rolls are successful, the PCs see the Struthers brothers coming out of the general store carrying some bread, preserves, and a bottle of whiskey. While this is not

unusual, they are being so obvious about trying to hide the items that they are overwhelmingly suspicious. They both begin to walk with their heads down back toward the train station. If the PCs speak with the two brothers, they will need to make a successful difficult **Persuade** roll to get them to say what they are doing. In this case, the two brothers look at each other as if they have done something terrible and then both say, in unison, "Horus made us do it!"



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If asked, they will immediately lead the PCs to Horus Brown, who is hiding in the train station storage room.

AT THE TRAIN STATION

When the Struthers brothers lead the PCs to the station, they proceed directly to the storage room and slide open the door. The shaking voice of Horus Brown calls out, “Did you get what I asked ya too?” As the PCs walk in, they see Horus sitting between a couple of crates rocking back and forth. A successful **Insight** roll will tell the characters that he has been through quite a shock. A successful **Persuade** roll (and the bottle of whiskey) will get Horus to tell his story:

“Last night, I was sitting on my bed reading the good book and thanking the Lord for bringing Dr. Farnam to Devil’s Gulch. I hadn’t felt that good in a very long time. I must have fallen asleep while reading or something, be-

cause I woke up when I heard a tap on the window! Looking up, I saw this horrible creature that looked like a blasphemous mix of human and bear! Worse yet, I recognized the human part; it was little Polly Garrett and she had the Devil in her eyes. Suddenly she put one of her horrible claws through the window and started to climb in. When she was halfway through she spoke, but it wasn’t her voice! It was the voice of Dr. Farnam saying that he was back to fulfill his curse that he had put on this miserable town. That was when I remembered who Doc Farnam used to be. He was Reverend Farnam, who we had run out of town for causing Polly’s fits. Oh, we hurt that man. We beat him, and tarred and feathered him, and made him suffer all kinds of humiliations. But even though he was gone Polly still had them fits. It wasn’t his fault at all, and now he’s back to get his revenge! Not just on the Garretts or the Altons or me, but on the whole damned town! Somehow we



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got to stop him before it's too late, or the streets will be filled with blood."

If asked what exactly Farnam did to Polly, Horus will answer that Farnam tried to perform some kind of exorcism on the girl to cure her fits, but it only seemed to make the problem worse. That's when Farnam was accused of being a charlatan and an agent of the Devil. If the PCs ask why no one seemed to remember this incident, Horus will say that when he heard the voice of Farnam, it was as if a veil was pulled back from his eyes. Thinking about it, Horus remembers one more thing:

"Come to think of it, I do remember seeing Farnam on one occasion after we ran him off. I was awake early one morning drinking some coffee on the balcony of my room at the Hotel, and no one was around. I looked up the street and there I seen Farnam, all scarred from the tar burns we gave him, holding open an old book and reading aloud some strange words. He looked up at me, staring right into my eyes with a terrible anger, and that is the last thing I remember about him. After that, it's as if he was erased from my mind, our minds."

Horus doesn't know much else, but is willing to help in any way he can.

WHAT TO DO NEXT?

The characters may want to immediately track down Farnam and get to the bottom of what's going on. If so, they need to get their horses ready and head out of town in the direction the wagon went.

TIME TO SADDLE UP

Dr. Farnam and the Medicine Wagon left at sundown last evening. A successful **Idea** roll will allow the PCs to know the general direction they took. A successful **Track** roll will be needed to pick up the trail. As the PCs ride, they can attempt a **Spot** roll. If successful, they notice a small doll by the side of the road. If examined, they will see the letters "P.G." embroidered into the doll's dress.

Several miles pass by on the same road that is heading through several buttes. With a successful **Track** roll, the PCs see the wagon tracks leave the trail and head into the badlands toward a low rise. With a successful **Listen** roll, they hear people talking on the other side of the ridge. If the players wish to sneak up on the speakers, they will need to dismount and make a successful **Stealth** roll.

THE CAVE HIDEOUT

On the other side of the rise, the PCs can see the medicine wagon parked in front of a cave. There is a campfire burning, and the wild-man from the show is cooking stew over it. All around the camp the performers are busy. The dancing girls are washing clothes, the dwarf is counting the money and applying labels to the bottles of elixir, and the strong man is repairing the wagon and making sure the wheels are greased. However, there is no sign of Dr. Farnam. After a few minutes the wild-man ladles some of the stew into a bowl and hands it to one of the dancing girls. With a successful **Listen** roll, he can be heard to say, "Take this to our guest, and make sure she eats all of it." The dancing girl then walks into the cave.

If the characters keep watch long enough, they will see that the dwarf and the dancing girls go into the cave (presumably to sleep), while the strong man and the wild-man sit at the fire outside, each with a Winchester rifle within reach.

A. The Fire: The wild-man and the strong man are sitting at the fire, drinking coffee, and acting as sentries. If the characters want to sneak past or try to get the drop on them, they can attempt a **Stealth** roll. If successful, the two guards will not notice the PCs moving. If the PCs fail the roll, a successful **Listen** roll by the sentries will give away the PCs' position. The two men will grab their rifles and demand that the PCs show themselves. They will fight to the death if they need to. If the two men are searched, the PCs will find a set of keys in the satchel of the wild-man (these will unlock the shackles in the cave).

DEVIL'S GULCH



The Strong Man

Strong Man

STR 19 CON 13 SIZ 17 INT 9 POW 10
DEX 12 APP 16

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: None

Attacks: Winchester Rifle 35%, 2D6+4 (impaling)
Fist 35%, 1D3+db (crushing)

Skills: Brawl 35%, Listen 40%, Spot 35%.

Wild-Man

STR 13 CON 13 SIZ 12 INT 12 POW 10
DEX 15 APP 7

Move: 10

Hit Points: 13

Damage Bonus: +1D4

Armor: None

Attacks: Winchester Rifle 35%, 2D6+4 (impaling)
Fist 25%, 1D3+db (crushing)

Skills: Brawl 35%, Listen 30%, Spot 45%.

B. The Cave Camp: Inside the cave the PCs will find several bedrolls laid out, as well as crates of supplies and a large alchemy lab. Unless awakened by gunfire, the dancing girls and the dwarf are sleeping here. If they have been awoken by the gunfire, each of them will have



Wild-Man

imbibed an Elixir of Camouflage, causing all attacks against them to be difficult.

Dancing Girls (2)

STR 12 CON 11 SIZ 11 INT 11 POW 16
DEX 14 APP 16

Move: 10

Hit Points: 11

Damage Bonus: None

Armor: None

Attacks: Knife 25%, 1D3+1+db (impaling)
Fist 25%, 1D3+db (crushing)

Magic Spells: Control (4) 75%

Skills: Listen 30%, Spot 35%.

Dwarf

STR 16 CON 13 SIZ 7 INT 11 POW 8
DEX 12 APP 12

Move: 10

Hit Points: 10

Damage Bonus: None

Armor: None

Attacks: Derringer 40%, 1D6 (impaling)
Fist 45%, 1D3+db (crushing)

Skills: Brawl 45%, Listen 30%, Spot 25%.

If anyone rolls a fumble on an attack near the lab table, they will break a random beaker, sending strange vapors into the air. Anyone



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within 10 feet of the table must make a **POW vs. POT 12** resistance roll or be affected randomly from the chart below (roll 1D6). The effects will last for 1D20 minutes.

Roll	Effect
1	The vapors burn your eyes, causing blindness.
2	The vapors turn your skin bright red.
3	The vapors cause your skin to glow brightly. All attacks against you are easy.
4	The vapors cause you to start coughing violently. All actions are difficult.
5	The vapors heighten your reactions. All actions you take are easy.
6	The vapors have no effect.



The Dwarf

On closer inspection, she is Polly Garrett! Of course this can only mean that the little girl in town is an imposter. A successful **Fine Manipulation** roll is needed to pick the lock on the

After the fight is over, the characters can search the area. With a successful **Spot** roll, they discover the journal of Dr. Farnam on the laboratory table. With a successful **Literacy** roll, they can read the last entry:

“I have finally perfected my plan. I have managed to create an elixir that will allow me to take on the form of another. This is unlike anything I have ever done before; a combination of Alchemy and Black Magic. This concoction will allow me to take on the form of an innocent and yet be able to produce the necessary features to bring terror down upon the town that inflicted such humiliation upon me. Now I will get my revenge, and what better way than to become the very child that I originally tried to help. I will have three nights before it really sets in. As with the earlier experiments, on the third night the real show will begin, when the effects double in scale and I become a living nightmare!” At the bottom of the page is written the word “LAUDANUM” with an X through it.

Also on the table is a large ancient book. A successful **Literacy** (Latin) roll will enable a PC to read a few pages, enough to figure out that this is a medieval occult text that holds several black magic rituals, including one to veil a memory from an entire city or town.

C. The Prisoner: A young girl in a tattered gingham dress is chained to the wall of the cave.



Choking on Vapors



DEVIL'S GULCH



...The Townsfolk Await Their Fate!

shackles unless the PCs have acquired the key from the wild-man.

A RACE AGAINST TIME

At this point, it should be clear that the characters need to get back to Devil's Gulch as soon as they can to stop the monster that Dr. Farnam will become. The excitement and tension should build as they ride back to town at breakneck speed. Have the PCs make a few random **Ride** (Horse) rolls just to heighten the ten-

sion. If any of the rolls fumble, perhaps the horse rears up because of a snake, or it stumbles and breaks its leg. Try not to make the event overly long; these are simply plot devices to add tension to an already tense situation.

GETTING BACK INTO TOWN

The characters will arrive back in town just as the sun is setting. The streets are empty and no sounds come from any of the saloons. The only distinctive feature the PCs can see is light shining from inside the church.

If the PCs approach the church, they see Polly Garrett come from around the other side. She is once again covered in blood and if asked about where the rest of the townsfolk are she will tell the PCs with a smile on her face that, "They are all at church." With a successful **Spot** roll, they see that the church doors are chained shut. Inside the church, the majority of the townsfolk are awaiting their fate, trapped there by Dr. Farnam.

If the PCs confront Polly as Dr. Farnam, she will smile and agree saying, "You're too late. The sun has gone down." Suddenly she will start to convulse as she begins to grow into a monster. She will triple in size as her fingers transform into talons and her teeth become monstrous fangs. Massive boils will cover her skin and pop with a revolting spray of pus only to reveal eyes beneath them. Anyone witnessing this will need to make a successful **Sanity** roll (1D4/1D10).



DEVIL'S GULCH

Once the transformation is complete, the Polly Monster will attack! If the creature feels that it is going to be destroyed, it will leap through the stained glass window to kill as many of the trapped townsfolk as possible.

Dr. Farnam as the Polly-Monster

STR 21 CON 13 SIZ 21 INT 17 POW 13
DEX 11 APP 3

Move: 14

Hit Points: 17

Damage Bonus: +2D6

Armor: 3-point tough skin

Attacks: Bite 25%, 1D10+1/2db (bleeding)

Claw 40%, 1D6+db (bleeding)

Tentacle 40%, 1D3+db (crushing)

The Polly-Monster can attack up to four different targets simultaneously with its tentacles, its claws, and its bite. The first tentacle successfully striking a target will hold onto it, and when a second connects, the two constrict the target until the target can escape or cut free (each tentacle has 4 HP). Each tentacle remaining around a target will do normal damage

each combat round. To escape from a tentacle, a character must make a successful **STR vs. STR** resistance roll opposed by the monster's STR, or must make a difficult **Effort** roll to get a hand free to attack. Attacks against the monster while being held by its tentacles are difficult.

Mutations: Allergy (Major, Laudanum. 1D6 damage that bypasses armor if splashed; 2D6 damage if injected or ingested.), Hands (Major, Special, Tentacles. 1D4 Tentacles erupt from skin or retract at will. Each has a 3-meter reach. There are never more than four tentacles at one time.), Keen Sense (Major, Special, 360-degree Vision),

Skills: Climb 40%, Grapple 40%, Listen 75%, Sense 75%, Spot 95%.

PICKING UP THE PIECES

Once the creature is destroyed, it reverts back into its original form, Dr. Farnam. Suddenly, the townsfolk will all remember what happened with Polly and the old Reverend Farnam. A great remorse falls over the town as funerals are prepared for the Garretts, the Altons, and anyone else who died. In the end, there is a sense that revenge is not always the best answer.



Polly Monster

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DEVIL'S GULCH

Afterword

Well Partner, now that you've had a glimpse into the town of Devil's Gulch you're either gonna want to saddle up and skedaddle out of town (which ain't a bad idea) or you're gonna skin that hogleg and force this town to play by your rules.

It ain't necessarily the safest city to visit, what with all the strangeness lurkin' behind every shadow and hidin' in every corner, but the good folks of this camp need a few heroes to keep the peace. So strap on your six guns, load up that Winchester and keep your back to the wall because hell is comin' to Devil's Gulch and there is gonna be a reckoning.

It's in your hands now Partner. So until the next time our paths cross, Adios Amigos!

Yeehaw!

~Troy "The Mad Mayor" Wilhelmson



DEVIL'S GULCH



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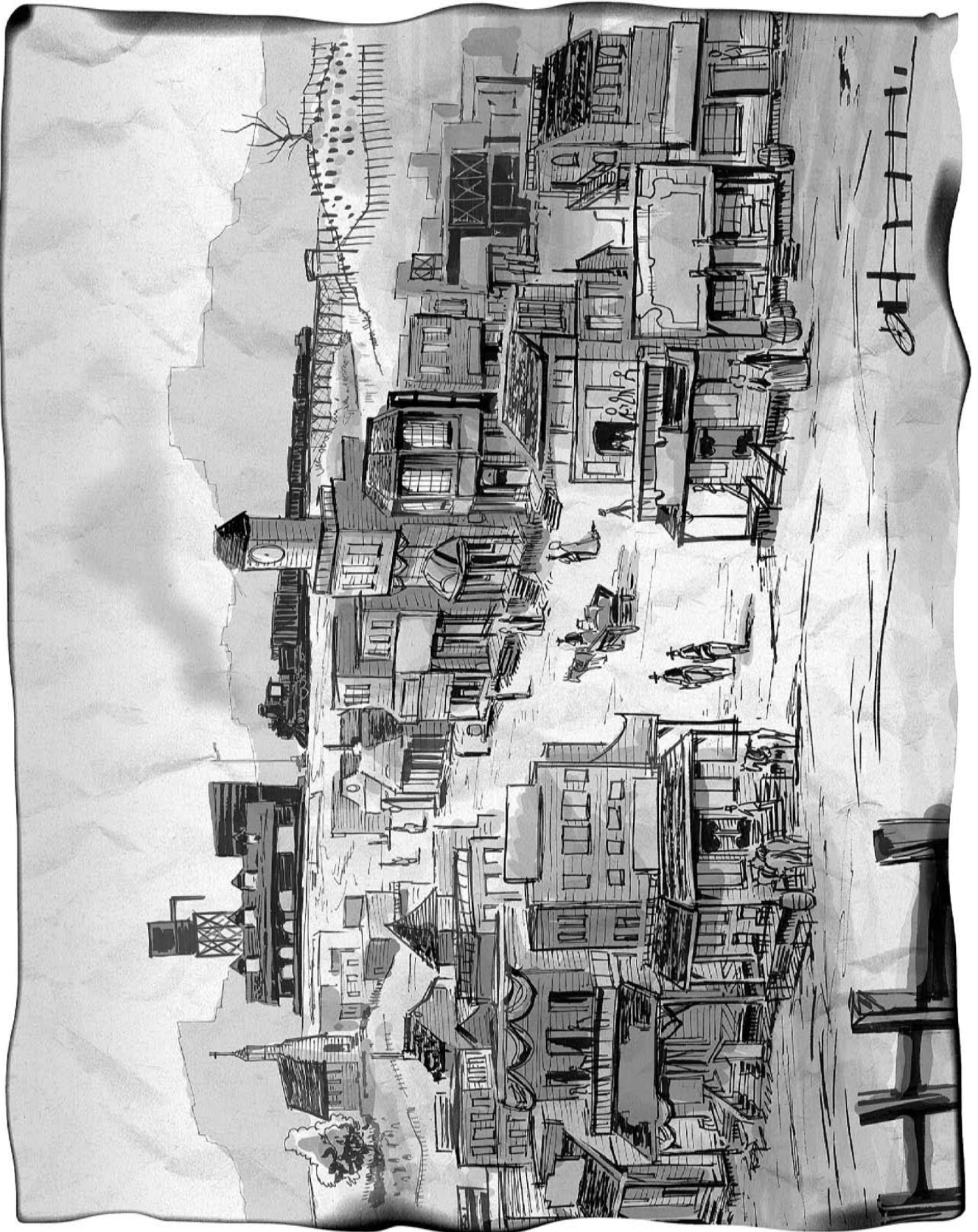
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