

SUNDOWN

A Call of Cthulhu Adventure of the Old West

It's easy to feel alone as the shadows gather and the pale moon rises over the High Plains. The Apache say that on nights like this, the cold wind from the prairie has a mind of its own – a malignant chill, born of the darkness, which eats at your warmth, and steals all compassion.

It was a night like that when Barton Duvall rode into Tombstone. A night like that when they found what was left of little Alina Hundle –the few sad remains, barely recognizable, that Barton had left for her family to bury. And, it was a night like that when you realized that justice was more than a word bandied around by fearful shopkeepers – it was a necessity.

The year is 1880, and the posse is forming...

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A Call of Cthulhu Adventure of the Old West

By Dale Elvy

Sundown is a short Call of Cthulhu adventure set in the Old West and intended to be run in a single night of play, or in a three-hour convention round. The scenario features eight pre-generated characters so you have a few options for your players.

Credits

My thanks to Andrew Smith for his help editing this scenario.

Playtesters –The Sullivan Agency

Glenn Bellam, Igor Divjak, Brady Hammond, Liam Jones and Douglas Royson.

Playtesters – Fright Night V

Stephanie Cybart, Anthony Doornebosch, Bryn Jones, Scott Kelly, Hannah McKie and Mike Sands.

Introduction

Sundown is a tribute adventure, written to celebrate the 30th Anniversary of Call of Cthulhu. It features two to terrible monsters, fearsome creatures whose mere presence ought to make any sane Investigator quake in their boots. However, these are not benign monsters lurking in a dusty basement. They are travelling the High Plains of Arizona, drawn together, to enact the latest chapter in a cosmic struggle that has raged across time and space.

The investigators rapidly go from being hunters, to being hunted – but this scenario is not intended to simply be an exercise in observation or helplessness. The investigators must choose whether to dispense justice richly deserved, or whether to escape with their lives. Ultimately they are about to witness a titanic clash far beyond the scope of normal mortals, yet their actions may decide the outcome.

The pre-generated characters also form a major element of the story. They have been written to allow for a high level of characterisation, and even a degree of inter-party conflict. Ultimately, like the characters

in a movie, their humanity and relationships with one another may prove their undoing – or their salvation.

Keepers Information

Barton Duvall is a prospector, just one of the thousands who passed through Tombstone, Arizona seeing their fortunes after the discovery of Silver in 1877. Barton is not a man of means, a veteran of the Civil War he had failed to find a place in post-war America, resorting to taking odd jobs where he could and the comfort of a bottle at night. Reunited with two old comrades from the War, Lewis and Hubert, the trio decided to travel to Tombstone to try and strike it lucky on the High Plains of Arizona.

After stocking up with supplies at Tombstone, the prospectors ventured out into the wilderness. Like many of those lured into the West by the promise of quick wealth, they found it a much harder life than they'd imagined. But all of that changed one Wednesday in 1880. The friends stumbled upon a massive network of caverns, rich with dazzling quartz – a natural wonder that had lain beneath the High Plains, undisturbed for centuries...

In one vast chamber, amidst the forest of blue tinged stalagmites they found a scattering of bones. In their centre was a single crystal – a worked piece, carefully inscribed with symbols that none of the men could decipher.

Little did the prospectors realise they had found the final resting place of a degenerate sect of Native Americans who venerated the Lords of Tindalos, believing them to be a dark aspect of Coyote, the mythological character of Native American folklore. In their final devotion, the sect had created a magical crystal that allowed them to commune with their gods. The fate of the cultists was sealed when, during the ceremony of empowerment, they were seen by a Hound of Tindalos. The cult was killed to a man as the Hound stalked between the dark angles of the cavern.

On the fateful day when Lewis and Hubert accidentally activated the magic crystal, and gazed upon the Hound of Tindalos, Barton Duvall was in Tombstone trying to sell some of the quartz they had found. When he returned he found his friends torn to pieces in the cavern. Horrified by the grisly scene, he inadvertently came into contact with the blue ichor which lingered on the corpses – the unwholesome,

infectious, saliva of the Hound of Tindalos. This began his transformation into a Hybrid of Tindalos.

Meanwhile, elsewhere in Cochise country, the temporal wake caused by the Hound of Tindalos was sensed by others...

Two sly brothers - sorcerers, and worshippers of Yog-Sothoth, working for the Pinkerton Detective Agency were drawn toward the time disturbance like moths to a flame. In their black coach they carry a terrible cargo, for the third half-brother - a monstrous Son of Yog Sothoth - had received the full measure of the blessings of his father, stalking the plain, hunting and feeding when his brothers allow him.

Now the brothers pick up the scent of Barton Duvall, the prospector who is slowly transforming into a Hybrid of Tindalos, and set out to wage the next chapter in the great, eternal, struggle between Tindalos and Yog-Sothoth.

Meanwhile, Barton flees the cavern in a blind panic and rides into Tombstone. As the transformation begins to take hold, strange angles begin to protrude beneath his skin. Barton seeks out a doctor, but finds little help. Unwilling to risk revealing either the caverns, or the deaths of his comrades, for fear of

being accused of murder, Barton lurks in Tombstone, until one terrible morning he encounters Alina Hundle, a local girl. Possessed with an unearthly hunger he feeds on the girl, attacking with shocking ferocity -killing her, and partially dismembering her body.

But Barton is seen, and horrified by what he has done he flees the town with a posse of outraged townsfolk hard on his heels. Enter the Investigators; townsfolk who seek justice for a little girl, butchered in despicable fashion, and who are about to ride into a confrontation between fearsome monsters...

The Posse Forms

The purpose of this scene is to set the tone for the adventure and to explore a little local colour. Investigators should be asked to describe their characters, and how they are responding to the angry mob.

It has been fifteen years since the Civil War which tore the nation apart. Brother fought brother in a bitter conflict that divided households and saw atrocities committed against civilians.

After the war, there were a lot of men who had seen and done terrible things, and not a lot of work. So when gold was found out west, then silver, people flooded out to the frontier and the wide open sky.

Today, Tombstone is in uproar. A little girl – Alina Hundle – the eight year old daughter of the town blacksmith has been found torn into pieces. The murderer, Barton Duvall, a prospector who occasionally visits the town, has fled.

The town has been whipped into a frenzy. People throng the main street. Shopkeepers peer from their grimy store windows, ladies of the evening lean from verandas shaded by flimsy parasols while children rush around excitedly.

The throng has converged on the jailhouse, where what little remained of Alina Hundle’s body was brought earlier. The Doctor has just finished his examination and Preacher is grim faced, clutching his bible, knuckles white. Everywhere there are angry, upset, faces.

SUNDOWN Overview		
Scene	Summary	Timing
The Posse Forms (p.3)	Setup and Investigator Descriptions	Mid-Morning
Unole Dayai - The Coming Storm (p.4)	Meeting the Pinkerton’s	Noon
The Trading Post (p.6)	Supplies and Information (optional)	Early Afternoon
High Plains Massacre (p.7)	Information about the nature of the enemy.	Late Afternoon
Making Camp (p.8)	Investigator Downtime	Sundown
Wolves in the Night (p.9)	Action	Midnight
Daybreak (p.10)	A tense offer	First Light
Kunh – Camp (p.10)	Information and Aid (optional)	Early Morning
The Caverns (p.11)	Confronting Barton Duvall	Late Morning
The Final; Showdown (p.14)	A battle between two monsters	Noon

The Sheriff, a powerfully built man motions for silence and the crowd – which has now swelled to nearly one hundred – grudgingly quiets.

“Now we got us a situation here. Someone has done gone and killed little Alina Hundle, that sweet little girl. We need to get ourselves some justice – ‘cos what was done to her, the way she was torn up... it just ‘aint right!

Wade said he saw the Barton Duvall, a prospector with a claim not too far from here, bending over the girl at first light this morning. Now, I don’t know this Barton too well myself, but when I went to speak with him, he up and fled - rode out of here like his tail was on fire.

Well, it seems clear as day that he’s guilty, but we need to round him up and bring him back just the same. I’m hereby deputising all the folks who want to ride out today, to bring Barton Duvall to justice, dead or alive.

We’ll split into three groups. I’ll ride on to Bisbee and make sure he ‘aint jumped a train. Deputy Fox, you lead some folks on to where Barton’s claim is – that’s about two days ride away. There should be some other prospectors up that way can confirm if they’ve seen him. Deputy Hardy will ride on to Huachuka and make sure he ‘aint doubled back.”

The Investigators now have a chance to act. If you’re using the pre-generated characters the Doctor or Preacher might want to make a speech. This should also be an opportunity to add a little characterisation for all the characters – how are they dressed? Do they speak with others in the crowd or remain solitary? Are they visibly armed?

As if it were a movie, we’d want the camera to linger on the Investigators for a moment, so an audience can sense their importance. Ultimately, however, the characters need to mount up and join the posse.

Equipment has been provided for the pre-generated characters at the conclusion of the scenario, and there will be a subsequent opportunity for the Investigators to buy supplies – but you may wish to allow the players to add some items they believe are essential

to the list – although perhaps emphasise the frantic haste with which the posse forms.

Unole Dayai - The Coming Storm

The purpose of this scene is to foreshadow the threat of the Pinkerton’s and their monstrous cargo.

The Investigators have been riding for hours. The High Plains are a rocky mottled grey, interspersed with low ridges, and littered with occasional hardy tussock. The day has been fine, but now, beyond the comforting streets of Tombstone and the anger of the crowd, the prospect of hunting a man down and bringing him to justice seems a lot less straightforward and simple than it did a few hours earlier.

All of the Investigators have joined the group led by Deputy Fox – indeed they comprise the entirety of this third of the posse. The Sheriff has tasked them with heading out to where Barton’s claim is thought to be, a ride of two days, and there to either confront him – or question the other prospectors as to his whereabouts. Although he hasn’t said as much, Deputy Fox believes that it’s unlikely that Barton has returned to his claim, so he’s less tense than might otherwise be the case.

Deputy Fox was a muscular man, but at some point in his middle years, muscle turned to fat, and now his shirt can barely contain his girth. He wears his hat pulled low, fixing troublemakers with a stern watery glare. His moustache is threaded with silver, and often the repository of scraps of dried food.

They’ve been travelling since this morning, and around noon they see something strange -a distant brown haze, a faint shimmer that fills the sky. Characters making a successful Idea roll deduce this is a dust storm – a sudden and ferocious phenomenon common to this part of Arizona.

Within moments the sun is gone, replaced by an ominous near-darkness.

Then the wind hits. Hats fly off. Horses whinny in fright. Call for Ride rolls. Those who succeed can calm their horses. Failure requires a successful Luck in order to dismount rapidly. Failures on both Ride and

the Luck roll are thrown from the saddle (1D6 damage, negated by a successful Jump roll).

As the wind tugs at the investigators clothing, the air suddenly is filled with grit, stinging eyes, forcing its way into mouths and noses, rasping against skin like sandpaper.

Visibility is reduced to a few feet, and unless they are close together, the investigators can barely see each other amidst the dust storm.

Suddenly a huge dark shape looms out of the dust. A massive black ellipse shrouded by the flying dust. As it draws nearer the Investigators can see that it is huge iron sphere, on a wagon pulled by a team of weary horses. Two men ride at the front of the wagon, their faces obscured by bandana neckerchiefs. As the wagon materialises from the gloom the horses suddenly panic (a second Ride roll may be required for those still in the saddle).

As they get closer the investigators see that the men driving the wagon are dressed in dark three-piece suits, they have wide brimmed hats pulled low, but even through the flying dust they can tell that one man is rakishly skinny, while the other appears to be broad and sallow.

These are Llewellyn and Elroy Jackson, brothers, sorcerers, and worshippers of Yog-Sothoth. Their cargo - the huge iron sphere, is a shape sacred to Yog-Sothoth - contains their half-brother, a twisted monstrous Son of Yog Sothoth – mercifully invisible to mortal eyes. The brothers also work as agents for the Pinkerton Detective Agency hunting (and disposing of) fugitives– giving new meaning to the catch-phrase ‘Pinkerton’s never sleep’ and ‘a Pinkerton always catches his man’.



We Never Sleep

The brothers are ill-tempered and discourteous. They believe their quarry is near and have little patience for investigator questions. The dust storm is a magical manifestation, intended to hide their passage and disguise their tracks.

Curious investigators might make a Spot Hidden to note the large hinged doors in the back of the iron sphere. Closer examination (and a second Spot Hidden) also reveals strange symbols engraved in the iron of the sphere – if your investigators have Occult (the pre-generated character don't) it may be deduced that the regular repetition of the glyphs is reminiscent of a prayer, while a successful Cthulhu Mythos roll identifies this as a magical invocation to Yog-Sothoth.

Llewellyn Jackson has a skinny moustache and piercing stare, while his brother Elroy is overweight, pale and has sunken eyes. They wear tailored three-piece-suits of the latest fashion, with wide brimmed hats, and have both rifles and pistols within easy reach. If questioned they reveal that they are employed by the Pinkerton Agency hunting fugitives. They are currently looking for one individual – although they can't reveal any further details (in truth they don't know anything more than he is aligned with Tindalos in some way). Learning of the purpose of the posse, Llewellyn is dismissive:

"Could be our fugitive and your man are one-in-the-same. You folks had best leave this to us. Pinkerton's are experts at catching fugitives. We always get our man. You should ride on home now."

If asked, the brothers might explain that the sphere is a prototype prison wagon – although neither brother particularly feels the need to explain themselves.

Regardless of the investigators response, the brothers drive off. A few minutes later, the dust storm abates. Statistics for the Jackson Brothers can be found at the conclusion of this scenario.

The Trading Post (optional)

This is an optional encounter – the investigators have the option to buy supplies, and learn some information about their quarry – but they might also choose to ride past.

The trading post stands in a flat grassy plain next to the Fairbank River. There is a simple wooden bridge crossing the river and a muddy trail runs past the trading post, the packed earth ground up by countless passing horses and wagons. A large board outside the trading post is covered in dozens of yellowed posters which flutter gently in the breeze.

Trader Rick (Ricardo Sanchez) moved here from across the border more than a decade ago. Rick sells everything that a prospector might want, and a whole lot more besides.

The trading post is made from long lengths of felled timber, and is partially covered in moss. Inside it is dark and dusty, filled from floor to ceiling with a bewildering array of objects.

Outside the Trading Post

Outside there are horse troughs, so the investigators can water their horses (or they could always use the river). Anyone investigating the board of yellowed posters, soon realises they are wanted posters - with the likeness and names of fugitives, bandits and thieves.

If you're using the pre-generated characters, a Spot Hidden roll will reveal wanted posters for Steve Clanton – head of the infamous Clanton gang who committed hold-ups and murders all along the Mexico/Arizona border. Those passing a Know roll will remember that the gang were hunted by the law, many of them slain, and the rest scattered. They haven't been heard of for more than a decade.

The picture on the poster of Steve Clanton is the spitting image of Preacher Allan Dewey! He is wanted dead or alive for murder, rustling and thievery. A second Spot Hidden reveals a more recent poster bearing the pictures of Hal and Charlotte Dalcher, who are wanted for larceny, trickery and general dishonesty. A small reward is listed for their capture.

What's in a Name?

Steve Clanton and the Clanton gang are loosely based on the Clanton brothers who were reputed to be among a group of outlaw Cowboys who crossed the border into Mexico where they stole cattle and re-sold them to the hungry miners in Cochise County. Ike and Billy Clanton participated in the infamous 1881 shootout at the O.K. Corral in Tombstone.

Anyone examining the mud, and passing a Track roll can determine that both the heavy wagon of the Pinkerton's, and a single horse, riding at speed, have passed this way recently. Anyone succeeding by the Track roll by rolling less than a fifth of their chance can tell that the horse (ridden by Duvall) has been ridden hard, and is tiring - and by following the tracks for a short distance, they can also determine that Duvall appears to be heading in the same direction as where his claim is thought to be.

Inside the Trading Post

Inside the dingy interior of the trading post Rick eagerly welcomes his new customers. The place is filled with all manner of commodities and miscellany. Cart wheels and horseshoes compete with a large stuffed bear for space. Lamps and axes are mixed with bonnets and shoes from East Coast stores. Rick barter as a preference, so has collected all manner of things from people who have passed through.

The investigators may want to barter for supplies. A successful Bargain roll, combined with a reasonable offer, or promise of goods and services, will allow the investigators to secure what they desire. Ammunition, firearms and even dynamite are readily available. The Keeper should use his or her own judgement when dealing with player requests – but keep in mind the terrible nature of the enemies the investigators will soon face.

If nobody looked at the board outside, and you're using the pre-generated characters, Rick recognises the Preacher – but can't remember where from. He's not a church-going man, but he's sure that he's seen the preacher before – Rick never forgets a face.

In addition Rick will happily tell the investigators the following:

1. Barton Duvall passed through several hours ago. He tried to trade for a new horse, but Rick wasn't interested, so Barton rode on. He looked dishevelled and was stooping strangely. Rick didn't get a good look at his face, but recognised Duvall's voice.
2. Barton and two other prospectors Lewis and Hubert - friends from the war they said -often stopped here for supplies in recent months. They were not having much luck and Rick believed they were close to throwing it in.
3. Then, last week, Barton came in with an array of strange quartz rocks which had an unusual colouring. Barton wouldn't say where he had found the quartz, but he seemed excited. Rick traded them for more prospecting supplies.
4. The entire collection of stones was taken by the Pinkerton's just a few hours ago. They questioned Rick thoroughly and told him he had to hand them over (a Psychology check reveals that Rick is still shaken by the encounter).
5. There have been sightings of an Apache war party in the last week. So far as Rick knows there have been no attacks, but people are a little nervous.

If the Investigators have been circumspect in their play to this point, the Keeper may elect to have Rick 'trade' the above information for news of the town, or stories from the trail. Rick is curious about the posse, and when he learns of its purpose, he will be surprised as Barton had always seemed like a reasonable man.

High Plains Massacre

The purpose of this scene is to demonstrate unnatural power of the Son of Yog-Sothoth and emphasise the evil nature of the Pinkerton's, who seek to frame the local Apache for the murderous feeding habits of their brother.

After several hours more travel, the investigators catch sight a small, white shape, moving rapidly across the ground. Then another. Then another. The breeze seems to be filling the air with small, oblong white shapes.

As the investigators get closer they see that the shapes are letters, carefully addressed in the flowing script of many different hands. Some lie in the dirt, the careful print smeared. Others are impaled on cacti or trapped under rocks.

The source soon becomes apparent. Ahead is a scene of destruction. A small coach lies upside down, its wheels pointing skyward. The entire side seems to have been demolished, timbers are broken and snapped, and from within, letters and documents have spilled out onto the tussock of the plains. Several arrows jut from the coach. The Pony Express has been ambushed!

Even from a distance the investigators can make out the bodies of two men, a glisten of bloody flesh where their hair should be, revealing the telltale evidence of scalping. The corpses of the horses are still tethered to the wagon, twisted and broken in death.

A successful Idea roll immediately reveals something strange about the scene. Although the bodies are less than a day old, there are no flies (indeed nothing living has entered the vicinity).

This is because the ambush was carried out by the monstrous Dwayne Jackson, a son of Yog-Sothoth while his brothers watched on, and then staged the carnage as an Apache attack. His foul taint lingers – imperceptible to humans, but enough to deter the flies, and alarm the investigators horses, who whinny nervously if forced to approach.

Closer examination reveals more facts that seem to contradict the idea that Apache carried out the attack.

The Bodies

A successful First Aid roll reveals that the bodies, both human and horse, have been drained of blood. In addition a Spot Hidden reveals that there are hundreds of small wounds on the bodies. Each is no more than a couple of inches in diameter – as though a small mouth had torn the flesh away. An Idea roll will reveal that the scalping of the men was done crudely, in a way that tore away much of the flesh around the forehead and neck (indeed the Pinkerton's used a small hatchet) and the practise of scalping is not known among the Apache of this area.

Revealing the disturbing and unnatural nature of the killing causes a 0/1D3 San loss.

The Coach

The Coach has suffered a massive impact to the side, which caused it to flip over, crippling the horses, and throwing the men to the ground. It seems that the coach was travelling at speed, when it was impacted by something heavy from the side (the son of Yog-Sothoth). Examining the surrounding terrain reveals no natural features likely to have caused such damage.

Nothing appears to have been taken from the coach. The bulk of the cargo was mail, but there may also be a small quantity of money (silver dollars in a sack) which is untouched. An Idea roll suggests that, judging by the upward angle of the arrows that now jut from the side of the overturned coach, they look to have been fired from horseback after the coach had flipped, rather than during a pursuit (the Pinkerton's have a small supply of arrows they use to incriminate native Americans for the work of their monstrous brother).

Anyone making a Track roll also notices some strange, wave-like, imprints around the coach, horses and dead men, as though a number of snakes had passed by (these are the tracks of the hideous son of Yog-Sothoth).

The Surrounding Area

Anyone examining the surrounding area, and passing a Track Roll, notices the deep indentations of a heavy coach or wagon that passed nearby (The Pinkerton wagon with the iron sphere).

A half-chance Spot Hidden reveals a distant rider. The investigators are being watched by an Apache warrior who promptly gallops away if spotted. This foreshadows the later encounter with the Apache who are disturbed by the presence of the monsters on the Plains, although it may also seem to reinforce the idea that the Apache were responsible.

While the scene is disturbing, and possibly unsettling, the purpose of the group – bringing Barton Duvall to justice – should remain undiminished. If necessary Deputy Fox will say as much, and remind the group

that they will likely be passing back this way the next day, and news of the ambush can wait until then.

Deputy Fox may also suggest that the bodies be buried, and if you are using the pre-generated Preacher character, he will be invited to say a few words as they are laid to rest. Deputy Fox is entirely convinced by the Pinkerton subterfuge and will blame the attack on the local Apache, reminding the group that a Trader Rick told them a war-party had been seen in this area.

Making Camp

The purpose of this scene is to allow the investigators a little downtime, and to give them an opportunity to reveal their back-stories and interact. In both playtests, it was during this scene that Jerry the Kid confronted Preacher Allan Dewey about his resemblance to Steve Clanton. In both cases, this encounter led to the Preacher being shackled until the final scene, where he was offered a chance for redemption.

The investigators travel on until sundown. The sky is a brilliant, blazing, orange - the spectacular by-product of the large quantity of dust still in the air. The Posse are now closing in on their quarry. A successful Track roll reveals that Barton is not far ahead, and his horse is tiring. Deputy Fox (who will make this observation if the investigators do not think to check) is now confident that the posse will catch up to Barton the next day and suggests that the group make camp, in order to be well rested for the encounter.

Each character now has the opportunity to narrate what they do as the posse makes camp. As it gets dark, Deputy Fox starts a campfire, and begins to cook some beans.

Anyone wishing to test their skill with a firearm in the dying light may wish to target the whitetail jackrabbits which can be located with successful Spot hidden rolls. Skinned and cooked by a proficient trail-hand these are good eating.

Deputy Fox will suggest that the group mount a watch for the night, but leave the details to the

investigators. Soon enough he is asleep, his loud snores punctuating the otherwise quiet night air.

Player vs Player

The pre-generated characters have a major imbedded conflict – Allan Dewey, the Preacher, was formerly known as Steve Clanton, the criminal, who is responsible for the death of Jerry's father and the unravelling of Wade's life as a lawman.

If you don't enjoy this kind of conflict in your games then it is suggested that you omit the board of wanted posters at the trading post, and Trader Rick's recollection of Dewey's features. This should be sufficient to ensure these background elements do not emerge unless the players choose to reveal them.

If you are okay with investigator conflict, it is important to play out this conflict fairly. An ideal outcome is that Allan Dewey surrenders and is kept as a prisoner until the final scene (this is consistent with both Allan and Wade's written motivations) with the view that he will eventually face justice in Tombstone.

However, as all of the characters are armed, things may not turn out that well. One suggestion, if violence seems imminent, is to bring forward the wolf attack, and (at least temporarily) unite the characters against a common enemy.

If Allan Dewey manages to flee into the night, he may be captured by the Apache and reunited with the others during the encounter the next day.

Using the hit locations, it is unlikely that an investigator will die outright in a shootout- however if Allan, or another character is killed, you may want to allow the unlucky player to play Deputy Fox for the rest of the scenario.

Wolves in the Night

The purpose of this scene is to add a little action to proceedings, and continue to underline the disturbing and powerful nature of their foes. The wolves are intended to be manageable foes, which the investigators can dispatch with relative ease – however the wolves may also cause serious injury, and using the hit-locations, this may make for an interesting narrative element. This encounter also should serve to unify the group to an extent, and compel them to seek the help of the Apache.

Elroy and Llewellyn Jackson now realise that the investigators are travelling in the same direction as their quarry. Rather than confront a band of armed

townsfolk, they remain in their campsite several miles distant and cast the spell Command Animal that night, and possess a pack of wolves – instructing them to attack and kill the investigators.

Those who are on watch must pass a CON x5 in order to not fall asleep, after a hard day in the saddle. The Keeper should select an appropriate moment to have the wolves attack.

The first warning comes from the horses. They whinny nervously, smelling the wolves in the night air. Their panic grows as the pack approaches, which allows sleeping characters to be afforded a Listen roll in order to wake up. A successful Ride roll from anyone awake may keep them calm enough not to bolt, but as soon as the wolves attack the horses will blindly flee into the night, most likely tearing free of any tether in their panic.

Seconds after the horses begin to panic, the sleek grey shapes of wolves can be made out in the dim glow of the camp fire. In this strange light it seems their eyes are almost an unnatural black in colour. They move swiftly moving to attack the posse.

Anyone who is awake, may make a Spot Hidden in order to see the wolves in time to snap off a quick shot before they attack.

There should be at least one wolf for every investigator, and several others who attack Deputy Fox, or lurk at the edge of the campsite. The statistics for the wolves can be found at the conclusion of this scenario. Once more than half of the wolves have been killed, they will shake off the magical compulsion and flee across the plains.

Deputy Fox should be mortally wounded in the attack, having his throat torn out by a wolf, he can only manage a plaintive bloody gurgle before collapsing and dying. However, if you wish to allocate Deputy Fox to player whose character has been killed, he should be spared.

If the investigators are in danger of being overwhelmed by the wolves, the Keeper may choose to have the Apache war party intervene to save them.

The statistics for the wolves can be found at the conclusion of the adventure.

Daybreak

As the first grey light of dawn breaks over the High Plains things should be looking grim for the investigators. They have likely lost their horses, may be carrying serious injuries, and Deputy Fox is dead. At this juncture they may be seriously contemplating a return to Tombstone.

During the early hours of morning an Apache War Party have crept up on the investigators. Now they wait a short distance away, rifles trained on the posse.

The Apache do not want to fight the investigators – instead they hope to use them to fight the Hybrid, who they believe is being consumed by the spirit of Coyote. To that end they are willing to provide what assistance they can to see this threat eradicated.

They have been shadowing the posse since it left Tombstone, to determine the investigators intent. The magic which forced the wolves to attack during the night has angered the Apache and motivated them to take action.

While the Apache warriors watch the investigators impassively, their weapons not wavering, an old white man with the heavy tan of someone who lives outdoors, wearing the remains of a Confederate uniform gets up and makes his way over to the investigators slowly, shooting them a toothless grin.

“Mornin to ya. My friends here want you to know they don’t mean you no harm. But they also want you to know, they really ‘aint too fussed if they have to spill some blood before sunup - so take my advice and jest take it easy.

Name’s Clem, I joined up with this Apache band after the war. So I been living with them for a number of years – and I can tell you that they’re pretty het up by them wolves that attacked you last night.

They tell me that it’s a part of some bad things that have been happening out here on the plains. Your enemies are their enemies, they say - so they’d be obliged, if you’d be willing to come back to their camp and speak with the Medicine Man? Up to you o’ course.”

Clem’s presence and his uniform might be a catalyst to have those investigators with military backgrounds to discuss this aspect of their past. If you’re using the pre-generated characters this is likely to lead to a conflict between Doctor Stafford, Marion Swenson and Bruce Coulon.

As Clem has explained he has been travelling with an Apache band since the war ended. He often acts as interpreter and negotiator for the band when they barter with white men – although most of the Apache also speak English, they find it convenient to have Clem negotiate on their behalf. Clem hasn’t spent a lot of time in white society for a long time, so will dredge up what he can remember of the manners and customs of his youth – which will likely be quaintly formal, particularly toward any female investigators.

Decisions

If the Investigators agree to accompany Clem, the Apache melt away and return on horseback, then escort the group for a hike of about an hour to reach the band’s camp. There they are reunited with their horses, and offered medical attention and food.

If the Investigators reject the offer, Clem will nod amicably and offer to return their horses. While the Apache depart to bring the horses back, he will tell them that the man they are seeking is not far away, indeed no more than two hours ride, and now on foot.

If the investigators elect to return to Tombstone instead of pursuing Duvall, they see a dust storm rapidly bearing down on them. The Pinkerton’s are closing in on their quarry, and they will not hesitate to attack the investigators to remove all witnesses to their passage. If the investigators manage to hide, and evade the brothers, they may return to Tombstone and tell their story.

Kunh – Camp (optional)

This encounter is intended to bolster the investigators resolve, furnish them with information about the nature of their enemy, and provide them with a weapon which might tip the struggle in their favour.

Following the Apache the investigators arrive at the camp site. There are two dozen temporary huts and

tents clustered low against the plain, near a small natural spring. Women and children are in evidence, but the warriors make it clear that the investigators are to maintain their distance from the rest of the camp.

Tethered outside the camp are the investigators horses which bolted the night before. Clem tells the investigators that their horses have been cared for, and will be returned when they leave. He also offers any who are hungry, some food. During the entire time they are in the camp the warriors shadow them silently, weapons at the ready. They will only attack if the investigators make a hostile action. The Apache warrior statistics can be found at the conclusion of the scenario.

Clem then suggests that the investigators see the Medicine Man, who resides in a large tent in the centre of the camp. Inside the tent, Dah-Keya, an ancient, stooping Apache man looks them over. As he runs his hands lightly over their features they soon realise that Dah-Keya has been rendered blind by severe cataracts.

Clem will translate, but before they begin Dah-Keya insists on cleaning and dressing any injuries the investigators have (First Aid 70%).

Then Dah-Keya will settle down in the corner of the tent and speak with the slow care of great age. Clem will translate as best he can – see the nearby text.

Dah-Keya then gives the investigators a plain looking knife with a bone handle. This is an enchanted blade which deals 1D6 magical damage if the wielder successfully hits the target. The Hybrid cannot regenerate this damage.

Dah-Keya cannot offer much more information. The Apache have not approached Barton, and will not do so. They will also not travel near the ‘sacred place’ where Barton and the other prospectors made camp. The Apache will, however, guide the investigators to the edge of this area if they wish it, or give them directions to reach the area.

Dah-Keya knows little about ‘The Darkness’ besides what he has said. His scouts have told him that it travels in a black hut, on a wagon driven by two white

“White Men dug in a sacred place. A place sacred to Coyote. A place where Coyote battled the Darkness in the First Time. A place that the Apache will not go.

Because the white men were greedy, Coyote ate them. But one was not hunted by Coyote at first. Coyote is tricky – rather than kill the man it found a way to climb into his body. But Coyote’s spirit is too big for a white man- so now the spirit is tearing the man apart. He must be killed because in this form Coyote is too dangerous to walk the plains. He kills without thought and steps between the angles of the world.

Coyote’s old enemy the Darkness is hunting for him too. They sent the wolves against you, pouring their darkness into the minds of the animals, and forcing them to attack. They also have a dark and terrible thing with them. A creature of the oldest sort. It cannot be seen in the daylight, but it leaves tracks like a snake and all living things fear it.

Dah-Keya would like you to take this knife, which has powerful magic in it. Use it to cut Coyote from the white man so both can be at peace again.”

men. The Apache will not approach it, as it is futile to fight against the darkness.

The Caverns

This is the penultimate encounter of the scenario. At last the investigators come face to face with Barton Duvall, but can they really bring themselves to execute a man mired in the misery of a horrific transformation?

Three hours ride from the Apache camp, the investigators find what remains of Barton’s horse. It has been dismembered messily, and there are large chunks missing, as though a mountain lion, or similar, had been feeding on it.

If the Apache have been guiding the investigators, they now depart, as they have now reached the edge of the sacred place. Barton must now be only a short distance away. Clem will wish the investigators well, and then ride after the warriors.

Alone again, the investigators find themselves in an unremarkable part of the High Plains. The actual entrance to the cavern network found by Duvall and the other prospectors is well hidden. A successful Track will lead the investigators in the right direction, and a subsequent Spot Hidden will reveal a narrow crevasse nearly covered by low scrub. If not specifically looking for it, you'd never find it.

The second option is that the investigators might find their way into the cavern quite by accident. The ground suddenly gives way swallowing horse and rider. Have the investigators make a Luck roll. The character who fails by the greatest amount finds themselves plummeting into the darkness.

The Kartchner Caverns

The caverns in Sundown are loosely based on the Kartchner Caverns, which are roughly 38 miles from Tombstone. The Kartchner Caverns were first discovered in 1974, although only revealed to the public in 1988. Now an Arizona State Park the caverns are "host to a wide variety of unique minerals and formations. Water percolates from the surface and calcite formations continue to grow, including stalactites dripping down like icicles and giant stalagmites reaching up from the ground."

<http://azstateparks.com/parks/kaca/>

A successful Ride roll allows the falling investigator to free themselves from the saddle before they hit the ground, and entitles them to a Jump roll to reduce the damage from the fall (1D6 damage to either left or right leg). Failure to escape the saddle results in the investigator taking 2D6 damage with no Jump roll permitted to reduce the damage. This may be done to a random body location (roll on the melee table), as it represents the horse rolling over the rider as it hits the ground.

Whichever way they arrive, the investigators soon discover the huge main cavern. This is a colossal underground space, easily larger than a football field. The interior is a kaleidoscope of colour with multi-hued stalactites creating disturbing shadows, while the uneven rocky ground is littered with matching

stalagmites. Giant white columns form where the two meet.

The cavern feels like an other-worldly place. The natural formations jut out at bizarre, unsettling, angles and the rich crystal and quartz reflects any light the investigators have, creating shimmering, dazzling patterns.

What strikes the investigators first, however, is the overwhelming stench. The entire cavern is rife with a Charnel Odour, a smell so overpowering that the Investigators must make a CON x5 roll or be sick immediately. Even passing the test causes the investigators to gag and instinctively cover their noses. This stench is a by-product of both the Hound and Hybrid of Tindalos (more details can be found on p.93 of the Malleus Monstrorum).

Spread around the centre of the main cavern are the remains of two bodies (the prospectors Lewis and Hubert) although at first the exact number of victims will be difficult to deduce as no single piece of the remains is larger than 8 inches in diameter. The remains cover a wide area, and arterial spatter, and congealed blood are visible on the surrounding stalagmites. Amidst the remains are the twisted remains of several firearms, and spent shells.

The thoroughness and brutality of the killings requires a check for O/1D2 SAN.

Investigators whose companion fell through the void in the roof, may wish to lower ropes to descend into the cavern. Use of a rope doubles the Climb check necessary to arrive safely into the depths. Failure leads to a sudden fall – as described previously.

Investigating the Cavern

After overcoming their initial awe at the natural grandeur of the cavern, the investigators may wish to explore further. It is immediately apparent that there is a tunnel which leads deeper into the cavern complex. In addition the Investigators may discover the following:

1. A successful First Aid roll reveals that the human remains were killed 1-2 weeks ago, and while they are definitely not fragrant, they are not responsible for the overwhelming charnel odour.
2. An Idea roll suggests that before they died the men were firing directly into solid rock of the cavern walls.
3. A Spot Hidden reveals traces of a blue pus-like substance on some of the remains. This is ichor from the Hound of Tindalos. Contact with this living substance is treated like a poison with POT 2D6, and may trigger a gradual transformation into a Hybrid of Tindalos (which the Keeper may wish to explore in a subsequent scenario). More information on this substance can be found on p.94 of the Malleus Monstrorum.
4. A Track roll reveals that a man has passed through the cavern recently, heading deeper into the earth.
5. A Spot Hidden roll reveals a case of dynamite amongst a collection of supplies (picks, shovels, canned food, lamps and oil etc.) in the far reaches of the cavern.

If the investigators have not already found it, they can also discover the narrow crevasse which marks the hidden entrance of the cavern, which Barton and the other prospectors first discovered.

Having explored the cavern the investigators should now delve deeper into the depths of the cavern complex. A successful Listen roll will reveal faint sobs coming from ahead, the sound echoing strangely around the rock walls

Confronting Barton

The passage onward is narrow, and descends into the earth at a sharp angle. The walls glisten with moisture and the investigators are aware of the weight of rock pressing in all around them. Without a light navigating the passage is dangerous, and a failed luck roll may see an investigator taking 1D3 points of damage from the razor sharp outcroppings.

The tunnel bends in an L-shape and eventually emerges into a second large cavern. This cavern is festooned with thin stalactites, called soda straw,

which descend some 20 feet from the high, rocky ceiling. The floor and walls are lined with rare quartz needles. A lantern stands in the centre of the cavern, casting strange shadows around the gleaming interior, which seem to move of their own volition, twisting to form disturbing angles. As they approach the charnel odour grows even stronger – prompting a second CON x5 test.

Barton Duvall stands near one of the cavern walls, only just visible through the soda-straw stalactites. He sobs and snuffles piteously, his back to the investigators, face not visible. Strange, jagged shapes press against the fabric of his heavy coat from underneath. Barton is not armed.

As Duvall is entirely consumed by his own misery, an investigator who passes a Sneak roll might be able to silently approach him, and even attack before Duvall responds.

Duvall's face is not a pretty sight. Odd, angular protrusions cause his skin to distend, forcing their way through his cheeks, neck and brow. These sometimes seem to move, flowing and rippling like a living mass. Here and there a dark shape has actually punctured the skin from beneath and a thin blue ooze leaches from the rent. Duvall's eyes gleam like crystal, and even when he sees the investigators, he looks past them, gazing in wonder all around him as though he can see things the investigators cannot.

Strange dark growths have erupted from Duvall's hands, resembling angular, jagged, claws that seem to pulse with a faint greenish glow.

The SAN loss for seeing Duvall in this partially transformed state is 1D2/1D8.

Once he is aware of the investigators, and even if first attacked, Duvall first tries to plead for his life.

"I didn't mean to do it – you gotta believe me. I was just so hungry. Then, there she was and all I could smell was the blood in her - the life. I jes get so hungry these days. I know I done wrong, but I 'aint a bad man. I'm just sick is all. Please help me – I don't feel right..."

Duvall doesn't know what's happening to him. A Psychology roll will reveal that he is genuinely

confused and remorseful, although the hideous transformation that he's undergoing has long since snapped his grasp on sanity, and Duvall is clearly both inhuman and psychotic, so his assurances and promises are likely meaningless.

If the investigators attack Duvall after he has plead for his life, or if he is stabbed with the enchanted blade, he will attack them without mercy – stepping between the angles of the cave to emerge beside any would be attacker and dismembering them with his wicked claws. If he kills or cripples an investigator, he will pause to consume them, licking his lips with hunger and using his tongue attack. The stats for Duvall can be found at the end of this scenario.

If the investigators promise Duvall fair treatment, or agree to get him medical help, he will reluctantly agree to accompany them back to Tombstone. He will even consent to being shackled, although this is unlikely to actually prove a great restraint.

Meanwhile...

As the investigators within the caverns encounter the creature that was Barton Duvall, outside the Pinkerton's arrive. Having finally determined the location of their quarry, they are eager to end the taint of Tindalos and unleash the Son of Yogsothoth into the caverns.

Investigators remaining outside see the telltale signs of an approaching dust storm. They must rapidly choose whether they will flee, hide, or confront the Pinkerton's. If they choose the latter option, they will have to act quickly as the Pinkerton's first action is to free the Son of Yog-Sothoth from its iron prison. Although the Son is invisible, enough of its hideous rope-like tentacles can be made out as the dust storm swirls around it to cause a 1/1D8 SAN loss.

The Son will feed on anything that gets in its way, while the Pinkerton's laugh and hoot. The stats for the Son of Yog-Sothoth can be found at the end of this scenario.

The Final Showdown

This is the final act of the scenario. Two monsters battle and the investigators must decide just how deep their commitment to justice runs.

If the investigators have taken Barton Duvall into custody then, as they are making their way out, and are crossing the large cavern, they see the Pinkerton's walking toward them determinedly. Llewellyn will sneer at them, his eyes never leaving Duvall:

"We're obliged to you for flushing this varmint out, we couldn't find him hiding here in this place. Now you'd better just leave 'cos we've a mind to settle the business between us. If you stay, then our brother might just take a liking to you too."

The Son of Yog-Sothoth doesn't wait for a response, it rushes forward, invisible, and attacks Barton Duvall. Barton lets out an anguished scream and begs the investigators for help. Then the two monsters are locked together, in brutal combat.

Llewellyn and Elroy watch on, shouting support and cussing the Hybrid of Tindalos. If the investigators look like they might interfere the brothers do not hesitate to turn their guns on them.

The investigators must decide whether they will intervene, and if so, whose side they will take. It is entirely possible that they will simply take this opportunity to leave, and abandon Duvall to his fate.

They may also elect to help Duvall and attack the brothers. In this case, they are up against stiff opposition. The enchanted dagger will deal 1D6 damage to the Son of Yog-Sothoth for each successful strike, but the Son will defend itself with all its might.

If the investigators decided to fight Duvall when they first encountered him, then the brothers interrupt their conflict, sending the Son of Yog-Sothoth into the melee. Barton howls his defiance and fights to the bitter end, turning his attention to the Son of Yog-Sothoth. Of course, when Barton is dead, the brothers don't plan on leaving any witnesses behind...

Conclusion

The scenario could conclude in any number of ways. The most satisfactory way, and the way that was used in both playtests, was for the investigators to retrieve the dynamite, detonate it, and seal both the monsters and the Pinkerton's inside the cavern - entombing them together. This provides a nice cinematic conclusion to the scenario - although obviously if

Barton still lives, the physical properties of rockfall are hardly likely to vex him for long...

The scenario also has the possibility of a high investigator bodycount – although as written most character deaths should come as a result of player choices. The use of hit locations should keep much of the damage cinematic, but there is a clear potential for massive damage when fighting against either monster. This is part of the horror/western genre in which few characters should expect to ride away into the sunset. Another interesting question is what story the investigators tell when they return to Tombstone to explain the deaths of the other members of the posse, and what evidence they can offer to support that story.

In the unlikely event that Barton survives and remains in the investigators custody, he may well reconsider whether he really wants to return to Tombstone to face the noose, especially when he starts to get awfully hungry...

Rewards

If you decide to run this scenario as part of a campaign, you may wish to give some rewards to the investigators. It is suggested the following SAN awards be given:

Destroying the Hybrid Barton Duvall – 1D12

Returning the Hybrid Barton Duvall to Tombstone to face justice– 1D20

Destroying the Son of Yog-Sothoth – 1D20

Killing Llewelyn Jackson – 1D6

Killing Elroy Jackson – 1D6

Scenario Seeds

If you're interested in exploring this setting a little further, here are some brief suggestions for adventure you could link with this scenario:

1. If Barton Duvall, or the brothers of Yog-Sothoth survive, then they will want to seek refuge somewhere. A trail of cattle mutilations put the investigators on their trail, but the monster(s) are offered refuge by a

wealthy degenerate rancher Mark Williamson, who seeks their power to fuel his own dark ambitions. Can the investigators defeat his plans for a great summoning before he has extracted the necessary material from the monster?

2. Hanson Lovelock III, a powerful sorcerer and worshipper of Nyarlathotep, enters Tombstone and with the help of his Chinese retainer Yang-Hu he plans to turn the town to the worship of the Bloated Woman aspect of Nyarlathotep. He begins to purchase brothels, and conduct unwholesome rites at night – the confrontation with Lovelock might culminate in him summoning a Fire Vampire – which begins the great Tombstone fire of 1882, which is believed to have started in a Chinese laundry.
3. The residents of Tombstone have been having dark dreams. The children of the town have been succumbing, one by one to a deep coma which leave their parents mad with grief. To make matters worse, there have been unwholesome excavations at the Boot hill cemetery. The investigators must brave a Ghoul warren and enter dreamlands Tombstone to confront the Devourer of Bright Memories, but must trade memories of their happiest moments to secure its banishment.

Statistics

Clarence Fox, 52, Deputy Sherriff

STR 12 CON 8 SIZ 14 INT 9 POW 11
DEX 7 APP 8 EDU 8 SAN 55 HP 12

Damage Bonus: +1D4

Weapons: Brawl 70%, 1D3+1D4; Revolver 65%, 1D10; Rifle 55%, 2D6+4, Shotgun 60%, 4D6/2D6/1D6

Skills: Belch 45%, Fast Talk: 45%, First Aid: 40%, Gamble 35%, Navigate: 60%, Persuade: 40%, Ride 50%, Spot Hidden 40%, Track 60%

Llewellyn Jackson, 30, Sorcerer, Pinkerton and Cultist of Yog-Sothoth

STR 14 CON 15 SIZ 16 INT 11 POW 17
DEX 14 APP 13 EDU 12 SAN 0 HP 15

Damage Bonus: +1D4

Weapons: Brawl 60%, 1D3+1D4; Revolver 70%, 1D10; Rifle 35%, 2D6+4, Shotgun 40%, 4D6/2D6/1D6

Skills: Dodge 40%, Drive Cart 60%, Fast Talk: 65%, Jump 40%, Navigate: 30%, Persuade: 50%, Psychology 35%, Ride 60%, Spot Hidden 50%, Torture 70%, Track 40%

Spells: Call Yog-Sothoth, Cause/Cure Blindness, Command Animal (Wolf), Cloud Memory, Dread Curse of Azathoth, Fists of Yog-Sothoth, Implant Fear, Stop Heart.

Elroy Jackson, 28, Sorcerer, Pinkerton and Cultist of Yog-Sothoth

STR 16 CON 12 SIZ 14 INT 11 POW 15
DEX 10 APP 7 EDU 9 SAN 0 HP 13

Damage Bonus: +1D4

Weapons: Brawl 80%, 1D3+1D4; Revolver 40%, 1D10; Rifle 45%, 2D6+4, Shotgun 50%, 4D6/2D6/1D6

Skills: Dodge 30%, Drive Cart 65%, Fast Talk 45%, Hoot and Holla 55%, Jump 50%, Listen 50%, Navigate: 40%, %, Ride 55%, Spot Hidden 35%, Track 40%

Spells: Call Yog-Sothoth, Command Animal (Wolf), Fists of Yog-Sothoth, Implant Fear.

Dwayne Jackson, 18, Monstrous Son of Yog-Sothoth

STR 22 CON 34 SIZ 14 INT 17 POW 20
DEX 10 APP 5 EDU 10 SAN 0 HP 24

Damage Bonus: +4D6

Weapons: Grasp and Suck 100%, damage 1D6 crushing every round + 1D10 blood drain (HP) every round after the first.

Armour: None, but immune to physical damage. Enchanted weapons do minimum damage, they remain invisible except when feeding.

Spells: Call Yog-Sothoth

San Loss: 1/1D8, When visible 1D8/3D10

For more detail about Sons of Yog-Sothoth see Malleus Monstorum, p.117.

Barton Duvall, 43, Hybrid of Tindalos in flux

STR 22 CON 22 SIZ 13 INT 12 POW 14
DEX 14 APP 10 EDU 9 SAN 0 HP 17

Damage Bonus: +1D6

Weapons: Claw 45%, 1D3+1D6, Bite 38% 2D6 + Special*, Tongue 70%, 1D2 POW and 1D6 CON drain.

Armour: 2-Point Skin, Regenerates at 3pts per round. Mundane weapons do minimum damage.

Skills: Dodge: 35%, Hide 60%, Jump 70%, % Navigate 30%, Ride 70%, Sneak 70%, Spot Hidden 55, Sob 72%

Spells: None, but can move between any two angles within 280 feet for 4 magic points per round.

San Loss: 1D2/1D8

*If the tongue attacks impales, and the investigator fails to Dodge the character is swallowed whole as their body is shrunk, and the Hybrids mouth expands.

For more detail about Hybrids of Tindalos see Malleus Monstorum, p.95

Eight Possessed Wolves

	1	2	3	4	5	6	7	8
STR	12	14	15	10	9	13	12	11
CON	10	8	11	9	14	11	9	8
SIZ	8	7	9	12	8	7	6	7
DEX	14	15	12	11	10	11	13	9
HP	9	7	10	10	11	9	6	7
DB	-	-	-	-	-	-	+1D4	-

Weapons: Bite 30%, 1D8 damage

Armour: 1-point fur

Skills: Spot Hidden 60%, Slather 70%, Track by Smell 80%

Six Apache Warriors

	1	2	3	4	5	6
STR	14	16	12	11	14	13
CON	12	9	11	14	13	9
SIZ	11	12	14	9	15	12
DEX	16	13	15	12	10	11
HP	11	10	12	11	14	10
DB	-	+1D4	+1D4	-	+1D4	+1D4

Weapons: Rifle 65%, 2D6+4, Knife 70%, 1D6, Hatchet 65% 1D8

Armour: None

Skills: Climb 50%, Dodge 45%, Hide 70%, Listen 55%, Ride 72%, Sneak 80%, Spot Hidden 70%, Scorn 55%, Track 60%

Notes on the Pre-Generated Characters

Sundown features 8 pre-generated characters to allow the Keeper a degree of flexibility in the characters he or she would like to use.

The characters have been created using the optional hit location mechanic found in Basic Roleplaying (2nd Edition p.29) to allow for cinematic action which enables characters to suffer serious injuries to limbs without killing the character outright (the mechanic of a total hit point total has been removed).

Therefore, once the location in question has suffered damage equal to the listed amount, it is useless. If it has suffered damage equal to or more than twice the listed total the location has been severed or crushed.

Because this adventure is intended to be highly cinematic (like a movie) it is suggested that even with a severed limb the character may be permitted to take limited actions (perhaps facing a CON x5 which decreases to CON x4 next round etc.) before they pass out.

I've also added an Agility Roll (DEX x5) which I use to determine whether a character can make slightly more athletic use of their action during combat (i.e. light dynamite and hurl themselves away from the brunt of the blast, get within knife strike distance in a single round etc.)

The Gamble roll is based on an average of POW and INT and is intended to be used as an opposed

test should the investigators choose to gamble during their downtime.

The hit location table can be found on p.190 of Basic Roleplaying (2nd Ed.) and is summarised nearby for your convenience:

Melee Hit Location

D20 Roll	Result
1-4	Right leg
5-8	Left Leg
9-11	Abdomen
12	Chest
13-15	Right Arm
16-18	Left Arm
19-20	Head

Missile Hit Location

D20 Roll	Result
1-3	Right leg
4-6	Left Leg
7-10	Abdomen
11-15	Chest
16-17	Right Arm
18-19	Left Arm
20	Head

Staging SUNDOWN

If you're planning on running Sundown at a convention, you might want to go all out to promote the game. The blurb on the cover page is intended to be the scenario teaser – but you might also want to put up wanted posters for Barton Duvall (there are a range of free poster generators on the web), use a western soundtrack, or even dress the part. Having a wind sound effect for the Pinkerton's might also be a neat touch to foreshadow their arrival.

Feel free to drop me a line and tell me how the game went. My gaming blog is:

<http://total-party-kill.blogspot.com/>

You are **Allan Dewey** a preacher who has lived in Tombstone these 5 years past. You conduct regular services in the chapel, and are trusted member of the community, performing marriages, last rites and giving regular sermons.

Ten years ago you were an outlaw known as Steve Clanton. You were head of the infamous Clanton Gang, and led raids along the Mexican border, murdering teamsters and holding up stage coaches. You lost track of your victims, but as the years wore on, your gang dwindled as the outlaws were killed and captured. In Globe, Arizona a sheriff gunned down four of the gang in cold blood. Few of those you rode with ever got to spend the money they stole. After the botched robbery of the stagecoach between Florence and Globe, the gang broke up; you were wounded and fled across the border, seeking refuge at a Mexican monastery.

The monks took you in, tended your wounds and you spent several years in peaceful tranquillity before you got word that the Mexican Federales were on your trail, so you travelled back across the border to Tombstone and reinvented yourself as Allan Dewey. To your surprise the town accepted you without question, buying your story about being a travelling preacher from out east, in search of a flock.

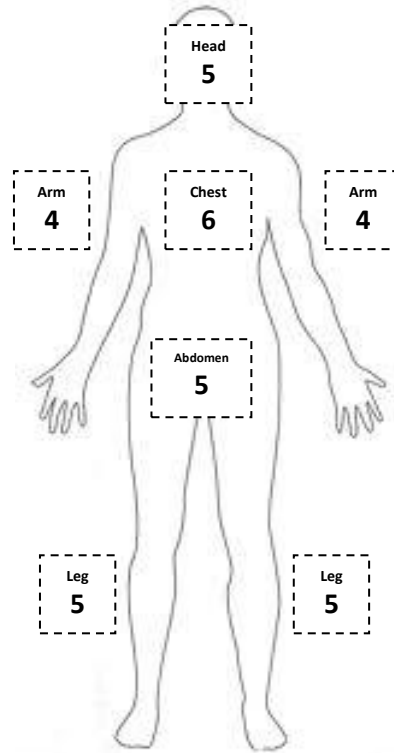
For the last decade you have lived a quiet life, dipping into your stash of stolen money from time to time to fund repairs to the church, or help individual parishioners. You have come to think that the good deeds you have done might, in some way, balance out the evil of your youth.

The Hundle family have been a part of your flock for years. You watched little Alina grow, and even taught her in Sunday School. You were shocked to hear that she had been killed and sickened when you were asked to perform last rites. Her body had been torn into pieces, pulverised and eviscerated in places. An act of unspeakable evil. You swore to her distraught parents that her killer would face justice. Barton Duvall has never set foot in your church – you heard he was a prospector, just one of thousands who pass through Tombstone all the time.

Other Useful Skills

Accounting	10%	Locksmith	40%
Bargain	05%	Navigate	20%
Climb	40%	Persuade	40%
Conceal	35%	Psychology	35%
Dodge	40%	Ride	55%
Drive Coach	30%	Sneak	40%
Fast Talk	35%	Spot Hidden	36%
First Aid	30%	Swim	25%
Gamble	60%	Throw	25%
Hide	30%	Track	45%
Jump	25%	Preach	62%
Listen	25%		

HIT POINTS



Idea

55%

Luck

70%

Know

50%

Agility

70%

SAN

66

Townfolk of Note

Wade Hutchison – Drifter

Does odd jobs around town. He always sets you on edge, although you don't know why

Jerry Willis – A Kid

Works at the general store and attends your Sunday School classes. His father died years back.

Bruce Coulon – Old Timer

Keeps to himself. Has the bearing of a military man.

Hal and Charlotte Dalcher – Married Couple

A married couple recently arrived. Hal sells tonics and his wife is the school mistress. Hal is a little too smooth.

Marion Swenson – Madame

Owns and runs the famous Bird Cage theatre.

Dr. Stafford – Medical Doctor

By all accounts a skilled doctor.

Fightin'

Brawl

1D3 + 1D4

70%



Knife

1D6 + 1D4

55%



Revolver

1D10

60%



Shotgun

4D6/3D6/2D6

50%



Rifle

2D6+4

55%



STR

16

DEX

14

INT

11

CON

12

APP

13

POW

14

SIZ

14

EDU

10

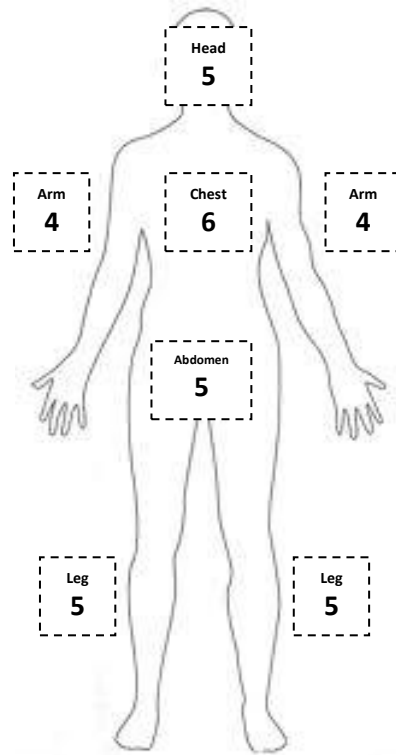
You are **Wade Hutchison** a drifter who travels from town to town in search of work. Over the last decade you've worked as a cattle hand, store-man and done all manner of odd jobs to get by. But you never stay long. You work hard, but prefer to move on before folks get used to the sight of your face.

Ten years ago you were a lawman – a sheriff in Globe, Arizona. You worked hard to prevent violence, and make sure that potential trouble makers were moved on. It was your life. A band of outlaws, known as the Clanton Gang had been murdering teamsters and holding up stage coaches along the Mexican border. After they murdered a local man, you tracked some of them and found several camped not far from town. You killed one who drew on you, and took the rest back to town, locked them up and went home. However, your deputy got drunk and killed them all in cold blood.

In the public outcry that followed the Deputy was hanged for murder and you lost your job and the respect of the people of Globe. Your wife left you, and you decided it was time to move on. Since then you've not been able to hold down a job. The story of the murder spread and people associated you with the murders. So, you try and avoid staying anyplace for too long taking odd jobs where you can, and keeping to yourself.

You saw Alina Hundle around the town from time to time with her parents – she seemed like a happy, carefree, girl. Her murder has left you burning to extract vengeance on her killer. You feel like you haven't done for years, like you have a purpose that's right and just. You never spoke with Barton Duvall but you vaguely remember him, and a couple of other men, buying mining supplies from the store a month ago and talking about a claim they had staked.

HIT POINTS



Idea

50%

Luck

65%

Know

50%

Agility

60%

SAN

62

Townfolk of Note

Allan Dewey – Preacher

He always sets you on edge, although you don't know why

Jerry Willis – A Kid

Works at the general store and often shoots off his mouth.

Bruce Coulon – Old Timer

Keeps to himself. Has the bearing of a military man.

Hal and Charlotte Dalcher – Married Couple

A married couple recently arrived. Hal sells tonics and his wife is the school mistress.

Marion Swenson – Madame

Owens and runs the famous Bird Cage theatre.

Dr. Stafford – Medical Doctor

By all accounts a skilled doctor.

Other Useful Skills

Accounting	10%	Locksmith	45%
Bargain	05%	Navigate	50%
Climb	50%	Persuade	60%
Conceal	40%	Psychology	55%
Dodge	50%	Ride	45%
Drive Coach	30%	Sneak	10%
Fast Talk	45%	Spot Hidden	45%
First Aid	40%	Swim	25%
Gamble	55%	Throw	25%
Hide	10%	Track	60%
Jump	42%	Sweep Porch	36%
Listen	55%		

Fightin'

Brawl

1D3 + 1D4

70%



Knife

1D6 + 1D4

25%



Revolver

1D10

70%



Shotgun

4D6/3D6/2D6

60%



Rifle

2D6+4

55%



STR

17

DEX

12

INT

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CON

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APP

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POW

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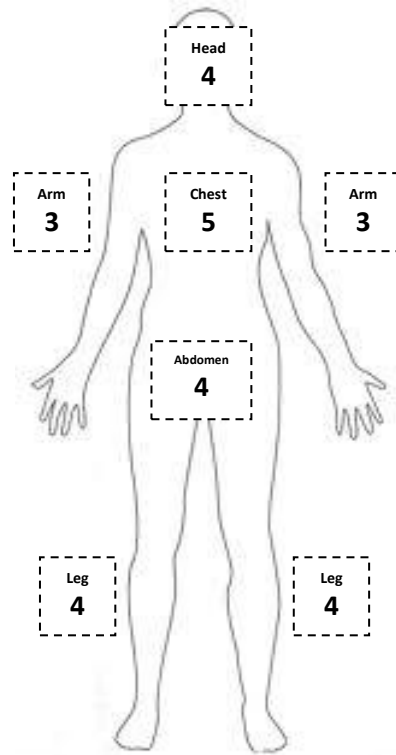
You are **Jerry Willis**, a kid – well hardly a kid anymore you’re almost seventeen! You’ve lived all your life in Tombstone, helping your Ma raise your brothers and sisters. You work in the General Store and do other odd jobs around town to help put food on the table, but what you really crave is adventure.

Ever since you were little you’ve wanted to be a gunslinger. You spent hours practising your quick-draw and imagining life in the saddle – confronting outlaws and saving the innocent. You just can’t wait until you leave home – but your ma has been hard on you, and forbade you from pursuing your dreams to help her raise your brothers and sisters.

Your father rode shotgun on the stage coach between Florence and Globe, and you idolised him. He was killed by the Clanton Gang ten years ago during a hold-up. His death was hard on your Ma, and since then you’ve had to be the man of the house, taking odd jobs around Tombstone and working in the general store.

You knew Alina Hundle well and are shocked that she’s dead. People were talking about how badly her body had been torn up, it made you sick. She plays all the time with your sisters, and you are shocked to think how easily they could have wound up like she did. Even though your Ma forbade you to go, you took your daddy’s gun and joined the posse.

HIT POINTS



Idea

45%

Luck

60%

Know

40%

Agility

75%

SAN

60

Townfolk of Note

Allan Dewey – Preacher

You attend his Sunday School services from time to time. He’s always going on about peace and forgiveness like some kind of coward!

Wade Hutchison – Drifter

Does odd jobs around town.

Bruce Coulon – Old Timer

He used to visit your mother quite often but she doesn’t want him around any more.

Hal and Charlotte Dalcher – Married Couple

A married couple recently arrived. Hal sells tonics and his wife is the school mistress. Charlotte is very pretty.

Marion Swenson – Madame

Owens and runs the famous Bird Cage theatre.

Dr. Stafford – Medical Doctor

You’ve heard he’s in love with Marion Swenson.

Other Useful Skills

Accounting	10%	Locksmith	01%
Bargain	05%	Navigate	10%
Climb	40%	Persuade	15%
Conceal	15%	Psychology	05%
Dodge		Ride	05%
Drive Coach	20%	Sneak	10%
Fast Talk	05%	Spot Hidden	25%
First Aid	30%	Swim	25%
Gamble		Throw	25%
Hide	10%	Track	10%
Jump	25%	Quick Draw	55%
Listen	25%		

Fightin’

Brawl 50%

1D3



Knife 25%

1D6



Revolver 20%

1D10



Shotgun 30%

4D6/3D6/2D6



Rifle 25%

2D6+4



STR

10

DEX

15

INT

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CON

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APP

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POW

12

SIZ

12

EDU

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You are **Bruce Coulon**, an old man – well perhaps not quite as old as you make out – but old enough that the passing years wear heavily on you. You are retired, and live a frugal life on a small piece of land, tending a few cattle and attending the endless chores and repairs necessary to keep things around your house orderly.

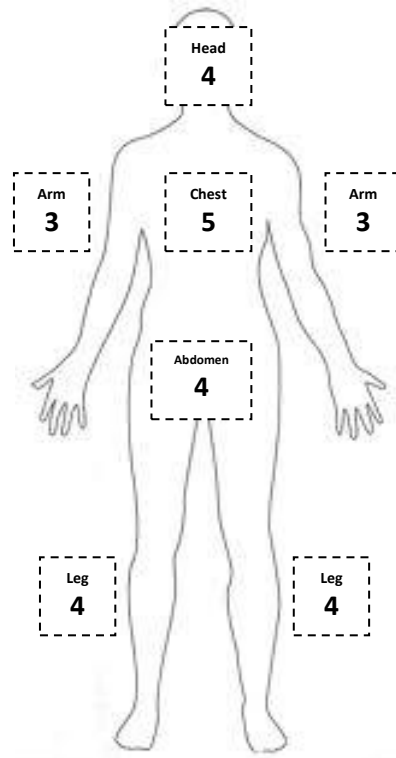
Most of your life you were a soldier. You first served in the Indian Wars as a young officer, then, sixteen years ago you were made a colonel in the Confederate Army during the Civil War. You won a series of victories against the Union, but paid a high price for victory. Every death under your command was a burden, and when the war ended in defeat for the South, you resolved to leave the army and live a simple life, away from blood and death.

You've lived in Tombstone these last fifteen years, minding your own business and tending your land. One of the men who served under your command, Marc Willis, also settled in Tombstone with his wife and started a family. You would often sit with him, and talk of the old days. He was killed ten years ago by the Clanton Gang while riding shotgun on the stage coach between Florence and Globe.

You've looked out for his family over the years, particularly his eldest son Jerry who reminds you so much of his father. Marc's widow didn't want you around after her husband was buried, as she knew of your military background and wanted her children to know a better life. So you kept your distance and just helped out with a little money from time to time when times were tough.

You never really knew Alina Hundle, but are sad to hear that a young girl was murdered – although not really surprised. You've seen plenty of evil in your time. You would have stayed out of it – you don't really like posse justice, but you saw that Jerry had joined the posse, and decided you'd best ride along and make sure the boy doesn't get himself into trouble.

HIT POINTS



Idea

75%

Luck

80%

Know

75%

Agility

70%

SAN

80

Townfolk of Note

Allan Dewey – Preacher

Seems to be well liked by the people of Tombstone.

Wade Hutchison – Drifter

Does odd jobs around town.

Jerry Willis – A Kid

The son of your old friend. Works at the general store.

Hal and Charlotte Dalcher – Married Couple

A married couple recently arrived. Hal sells tonics and his wife is the school mistress.

Marion Swenson – Madame

Owens and runs the famous Bird Cage theatre.

Dr. Stafford – Medical Doctor

A doctor who carries the scars of war in his soul.

Other Useful Skills

Accounting	10%	Locksmith	01%
Bargain	35%	Navigate	50%
Climb	52%	Persuade	55%
Conceal	15%	Psychology	53%
Dodge	35%	Ride	60%
Drive Coach	20%	Sneak	58%
Fast Talk	05%	Spot Hidden	45%
First Aid	60%	Swim	35%
Gamble	75%	Throw	25%
Hide	20%	Track	40%
Jump	35%	Battlefield	65%
		Strategy	

Fightin'

Brawl 50%

1D3 + 1D4



Knife 57%

1D6 + 1D4



Revolver 70%

1D10



Shotgun 45%

4D6/3D6/2D6



Rifle 75%

2D6+4



STR

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DEX

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CON

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POW

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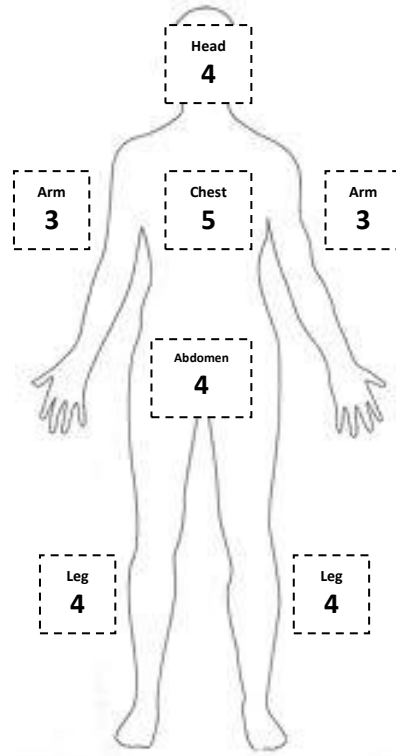
You are **Hal Dalcher**, a gambler and travelling salesman. You travel from town to town with your wife Charlotte, spending a few months in each place before moving on. You sell a variety of tonics and potions which are guaranteed to ease pains and cure ailments.

In reality you are a confidence man and thief. Charlotte is actually your sister, and you pose as man and wife to infiltrate small towns and farming communities, as a respectable married couple – you selling your tonics and she acting as schoolmistress for the children. At night you gamble at the saloon or hotel, being careful not to win too much, and she visits the homes of prominent citizens. In this manner you construct a picture of the wealthiest people in the town, then, once you know their routines and secrets, you rob them blind.

Sometimes you blackmail leading merchants or businessmen, M6 seducing them, then threatening to reveal the affair in order to extort as much as possible. Sometimes you take them for all their worth in a high stakes poker game with Charlotte helping you to profile likely victims. In either event, you don't stay in one place for very long. It's a life of high risk, and you've almost been strung up several times, but somehow you always manage to talk your way out of it, using your natural charm and Charlottes' s tears to melt even the hardest heats, while taking them for as much as you can.

You don't know Alina Hundle, nor do you particularly care that she's dead. However, taking part in the posse is likely to endear you to the townsfolk, and you never know what you might learn that you can later turn to your advantage. You never heard of Barton Duvall before today, but apparently he's one of the thousands of of prospectors that pass through Tombstone all the time.

HIT POINTS



Idea

70%

Luck

55%

Know

60%

Agility

60%

SAN

55

Townsfolk of Note

Allan Dewey – Preacher

You suspect this man of God has lived a full life before joining the clergy.

Wade Hutchison – Drifter

Does odd jobs around town.

Jerry Willis – A Kid

Works at the general store.

Bruce Coulon – Old Timer

Keeps to himself.

Marion Swenson – Madame

A wealthy business owner, who owns many Tombstone establishments.

Dr. Stafford – Medical Doctor

By all accounts a skilled doctor.

Other Useful Skills

Accounting	40%	Locksmith	35%
Bargain	65%	Navigate	10%
Climb	40%	Persuade	55%
Conceal	75%	Psychology	50%
Dodge	24%	Ride	25%
Drive Coach	20%	Sneak	40%
Fast Talk	75%	Spot Hidden	42%
First Aid	30%	Swim	25%
Gamble	80%	Throw	25%
Hide	40%	Track	10%
Jump	55%	Sell Tonic	62%
Listen	35%		

Fightin'

Brawl 50%

1D3



Knife 25%

1D6



Derringer 50%

1D6



Shotgun 30%

4D6/3D6/2D6



Rifle 25%

2D6+4



STR

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DEX

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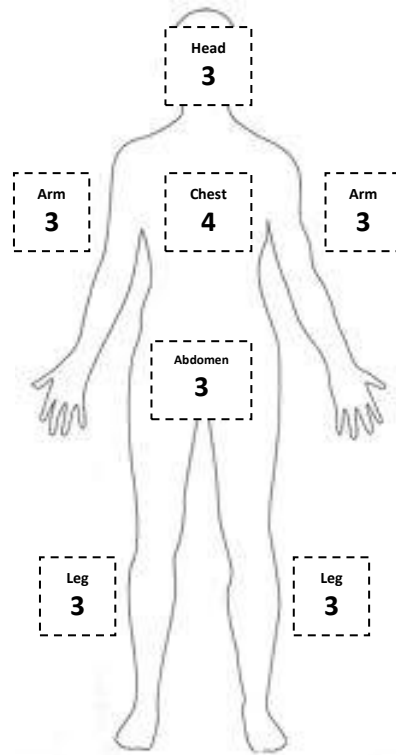
You are **Charlotte Dalcher**, a schoolteacher. You travel from town to town with your husband Hal, spending a few months in each place before moving on - teaching the children of cattle hands and farmers. Most places are eager to have a school mistress, so you often find your services in high demand.

In reality you are a confidence woman and thief. Hal is actually your brother, and you pose as man and wife to infiltrate small towns and farming communities, as a respectable married couple – you getting a job as schoolmistress and he selling tonics and gambling. At night you visit the homes of prominent citizens, while he gambles at the saloon or hotel, being careful not to win too much. In this manner you construct a picture of the wealthiest people in the town, then, once you know their routines and secrets, you rob them blind.

Sometimes you blackmail leading merchants or businessmen, you seduce the lonely or foolish, then threaten to reveal the affair in order to extort as much as possible. Sometimes Hal takes them for all they're worth in a high stakes poker game after you've helped him profile likely victims. In either event, you don't stay in one place for very long. It's a life of high risk, and you've almost been strung up several times, but somehow you always manage to talk your way out of it, using your natural charm and torrents of tears to melt even the hardest hearts - while taking them for as much as you can.

Alina Hundle was in your schoolroom, a bright happy girl who always had a smile and a question. You are shocked that she is dead, and from what you've heard she met a grisly end, which seems too terrible to contemplate. You haven't let on to Hal how deeply the girl's death has affected you, but inside, beneath your carefully composed exterior you are seething with rage. You never heard of Barton Duvall before today, but apparently he's one of the thousands of prospectors that pass through Tombstone all the time.

HIT POINTS



Idea

75%

Luck

70%

Know

60%

Agility

65%

SAN

70

Townfolk of Note

Allan Dewey – Preacher

You suspect this man of God has lived a full life before joining the clergy.

Wade Hutchison – Drifter

Does odd jobs around town.

Jerry Willis – A Kid

Works at the general store. His father died a few years back and he sometimes attends your class.

Bruce Coulon – Old Timer

Keeps to himself.

Marion Swenson – Madame

A wealthy business owner, who owns many Tombstone establishments.

Dr. Stafford – Medical Doctor

By all accounts a skilled doctor.

Other Useful Skills

Accounting	10%	Locksmith	43%
Bargain	65%	Navigate	10%
Climb	70%	Persuade	55%
Conceal	75%	Psychology	68%
Dodge	40%	Ride	35%
Drive Coach	20%	Sneak	60%
Fast Talk	65%	Spot Hidden	40%
First Aid	38%	Swim	45%
Gamble	75%	Throw	35%
Hide	36%	Track	10%
Jump	25%	Seduce	67%
Listen	35%		

Fightin'

Brawl 60%

1D3



Knife 35%

1D6



Derringer 60%

1D6



Shotgun 30%

4D6/3D6/2D6



Rifle 25%

2D6+4



STR

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DEX

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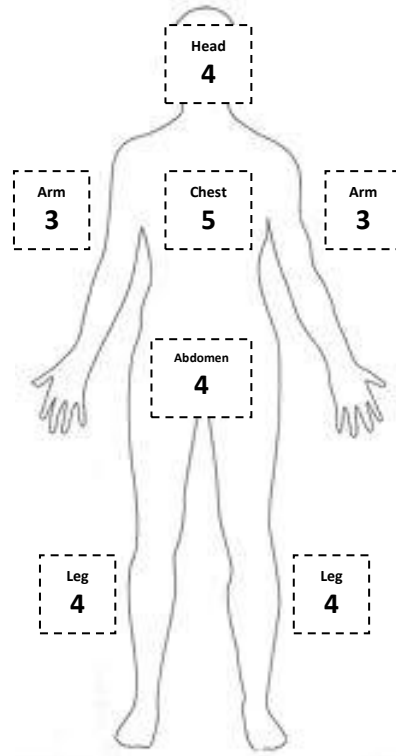
You are **Marion Swenson**, a Madame. You own and operate the Bird Cage theatre, a saloon, gambling den and brothel in Tombstone and have been in business these ten years past, although you recently sold your old hotel and opened the bigger Bird Cage theatre. You maintain a clean establishment, and look after your girls, making sure that they are in good health, are well paid, and not forced to do anything against their will. This business has made you wealthy and wise to the secrets of the town. You are one of the most powerful and influential business owners in Tombstone.

You were married young, and to your great sorrow, your husband William was killed eighteen years ago while fighting for the Union in the Civil War. So you took what money he left you, and moved out West. Gambling, drinking and prostitution were the clear growth industries as Tombstone grew rich from the silver boom. You worked hard, and have been rewarded with a considerable personal fortune.

As part of your business arrangements you have recently brought interests in several other saloons in Tombstone and have grand plans for rejuvenating the town to attract even more business. You have also recently found yourself working closely with Dr. Stafford, who is a respected doctor in the town, and whose services you frequently need to employ in your establishments. You're not sure how you feel about him exactly... you've been on your own for so long.

You saw Alina Hundle around the town from time to time with her parents – she seemed like a happy, carefree, girl. Her death has shocked you, and you immediately knew that the man responsible must be found and put down, like the rabid animal he is. Barton Duvall visited your premises several times, usually in the company of several other prospectors. They came down from their mine for supplies and some female company, talking about how they'll strike it rich one of these days. Barton was, by all accounts, an unremarkable client. He wasn't violent and the girls can't recall him acting strangely or doing anything creepy. He paid in full and was fairly polite, for a prospector. Nevertheless, justice must be done or the damage to Tombstone's reputation might be irreparable.

HIT POINTS



Idea

80%

Luck

80%

Know

70%

Agility

55%

SAN

80

Townfolk of Note

Allan Dewey – Preacher

You suspect this man of God has lived a full life before joining the clergy.

Wade Hutchison – Drifter

Does odd jobs around town. Looks like he lost his reason to live years back.

Bruce Coulon – Old Timer

Keeps to himself, but always has an eye on Jerry.

Jerry Willis – A Kid

Works at the general store.

Hal and Charlotte Dalcher – Married Couple

A married couple recently arrived. Hal sells tonics and his wife is the school mistress. She's been seeing many of your regular customers on the quiet.

Dr. Stafford – Medical Doctor

A good man, who spends his time helping others.

Other Useful Skills

Accounting	60%	Locksmith	01%
Bargain	65%	Navigate	10%
Climb	40%	Persuade	45%
Conceal	55%	Psychology	55%
Dodge	30%	Ride	35%
Drive Coach	20%	Sneak	20%
Fast Talk	55%	Spot Hidden	65%
First Aid	40%	Swim	25%
Gamble	80%	Throw	25%
Hide	10%	Track	10%
Jump	25%	Intimidate	55%
Listen	45%		

Fightin'

Brawl 70%

1D3 + 1D4 +2



Knife 35%

1D6 + 1D4



Revolver 50%

1D10



Shotgun 50%

4D6/3D6/2D6



Rifle 25%

2D6+4



STR

14

DEX

11

INT

16

CON

13

APP

14

POW

16

SIZ

12

EDU

14

You are **Sandy Stafford**, a Doctor. You operate a small practice in Tombstone and tend everything from infections to gunshot wounds. You are a well respected member of the community and have personally delivered dozens of children, and are frequently called out to emergencies in and around the town.

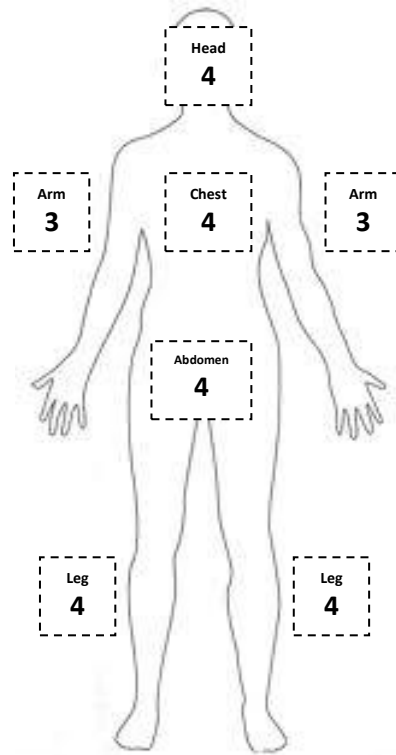
You graduated from medical college in New York, and volunteered to fight for the Union almost immediately. The horrors of the Civil War left a deep impression on you as you amputated limbs night and day to save the men from the ravages of gangrene. It left you with an abiding hatred of the Confederacy and their belligerence which led to so much suffering and misery.

After the war you struggled to return to polite society in the East, and instead decided to head out West where there was a need for trained doctors. You settled in Tombstone and found a community that was grateful for your skills. In particular Marion Swenson, a Madame who owns the Bird Cage theatre, a saloon, gambling den, and brothel. She genuinely cares for the health of her employees and as the years have gone by you realise you've come to care about her a great deal – perhaps even enough to propose marriage, although she is fiercely independent so you don't know how she'll react.

You delivered Alina Hundle into the world. You knew her parents well, and visited them from time to time when Alina was sick with the usual range of childhood ailments. Her death has left you numb with shock. Her body had been torn into pieces, pulverised and eviscerated in places. An act of brutality that was far worse than the terrible wounds of the battlefield for its malice and deliberateness. You initially joined the posse to try and keep people calm, but increasingly you feel that mob justice might be a reasonable response to such inhumanity.

Barton Duvall came to see you the day before the murder, complaining of pain in his hand. You wish you'd paid more attention, but he was one of a dozen patients you saw that day. His hand seemed fine at first, but there were some strange bone protrusions beneath the skin of his hand which were unusual, although not debilitating. When you asked Barton about why he had only now sought out a doctor, as the bone protrusions must have developed over years, he went quiet and you couldn't get anything more out of him.

HIT POINTS



Idea

85%

Luck

60%

Know

95%

Agility

60%

SAN

55

Townfolk of Note

Allan Dewey – Preacher
Seems to be well liked by the people of Tombstone.

Bruce Coulon – Old Timer
Keeps to himself.

Wade Hutchison – Drifter
Does odd jobs around town.

Jerry Willis – A Kid
Works at the general store.

Hal and Charlotte Dalcher – Married Couple
A married couple recently arrived. Hal sells tonics and his wife is the school mistress.

Marion Swenson – Madame
Owns and runs the famous Bird Cage theatre. A good woman just trying to get by in a man's world.

Other Useful Skills

Accounting	40%	Locksmith	01%
Bargain	45%	Navigate	10%
Climb	40%	Persuade	60%
Conceal	15%	Psychology	55%
Dodge	30%	Ride	25%
Drive Coach	20%	Sneak	10%
Fast Talk	55%	Spot Hidden	75%
First Aid	80%	Swim	25%
Gamble	60%	Throw	25%
Hide	10%	Track	10%
Jump	25%	Sew	56%
Listen	25%		

Fightin'

Brawl 50%
1D3



Knife 65%
1D6



Revolver 30%
1D10



Shotgun 30%
4D6/3D6/2D6



Rifle 25%
2D6+4



STR

DEX

INT

CON

APP

POW

SIZ

EDU

12

12

17

11

13

12

10

19

Equipment – Allan Dewey

1. Holy Bible (large)
2. Colt pistol (inside Bible)
3. Black Robes
4. Wide Brimmed Hat
5. Wad of Dollar Bills
6. Canteen
7. Matches, Tobacco and Papers

Horse – **Claude** HP: 19

(borrowed from parishioners)

Equipment – Wade Hutchison

1. Colt Pistol and holster (in saddle bags)
2. Winchester Rifle
3. Bowie Knife
4. Harmonica
5. Shackles and key
6. Canteen
7. Matches, Tobacco and Papers

Horse – **Lewis** HP: 19

Equipment – Jerry Willis

1. Old Colt Pistol and holster (fathers)
2. Bowie Knife
3. Hat (a little too big)
4. Dad's old chewing tobacco
5. Grandpa's lucky glass eye

Horse – **Emerald** HP: 19

(borrowed from neighbours)

Equipment – Bruce Coulon

1. Colt Pistol and holster
2. Winchester Rifle
3. Shotgun
4. Bowie Knife
5. Large Grey Duster (coat)
6. Eye Patch
7. Matches, Tobacco and Pipe
8. Hip flask of Whiskey

Horse – **Ironside** HP: 19

Equipment – Hal Dalcher

1. Derringer Pistol (concealed in pocket)
2. Suitcase full of Tonic bottles
3. Small amount of Opium
4. Deck of Cards and Dice
5. Fine Pocket Watch
6. Hip flask of Whiskey
7. Matches, Tobacco and Pipe
8. Canteen

Horse: **Princess of India** HP: 19

Equipment – Charlotte Dalcher

1. Derringer Pistol (concealed in bodice)
2. Fighting Knife (concealed in thigh sheath)
3. Small amount of Opium
4. Text Book and Chalk
5. Chalk
6. Make-up and mirror and other effects
7. Canteen

Horse – **Maharajah** HP: 19

Equipment – Marion Swenson

1. Derringer Pistol (concealed in bodice)
2. Fighting Knife (concealed in thigh sheath)
3. Shotgun
4. Matches, Tobacco and Papers
5. Wad of Dollar Bills
6. Syphilis Needle

Horse – **Templeton** HP: 19

Equipment – Sandy Stafford

1. Doctors Bag containing medical equipment
2. Colt Pistol and holster (in saddle bags)
3. Bowie Knife
4. Small amount of Opium
5. Hip flask of Whiskey
6. Canteen
7. Matches, Tobacco and Pipe

Horse – **Graves** HP: 19