

THE GATLING DECISION

An adventure for SAVAGE WORLDS



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ABOUT THE ADVENTURE

This adventure is designed for 4 novice player characters. 4 pre rolled characters are provided at the end of the adventure.

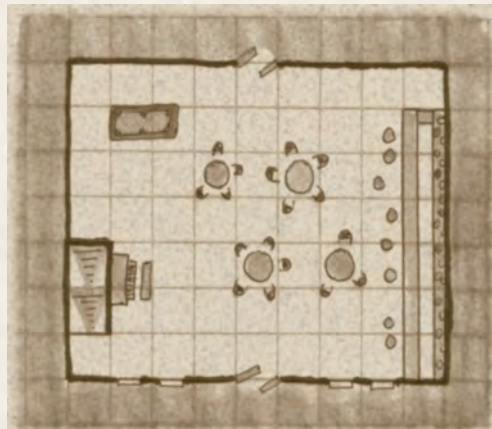
It is placed in the Wild West in Texas around the year 1881. It is a pulp adventure and doesn't try to simulate realism. The village of Privilegio is totally fictitious.

PART ONE: THE SALOON

INTRODUCTION:

Your adventures have brought you to the town of Sweetwater south of the Texas panhandle. Still dusty from the road you have headed for the saloon. The whisky is rough and the crowd rougher! Your luck seems to be changing though. You've fallen into a poker game with a rowdy looking crew (the other player characters and Mr. Logan) and are winning. In fact everyone seems to be winning at the expense of the well dressed man with the thin mustache .

MAP OF THE SALOON:



Each \square =5ft.(or 2 meters). There are four windows at the front of the building. The bar is on the east side while the piano and a stair up to the office are on the west. A lone pool table is nestled in the back corner.

GAME OF CHANCE:

Each player has won 1d10 dollars (rolled separately). The only one that has been losing is Mr. Logan, a well dressed cattle baron with a thin mustache and a short temper...and he's about to loose it!

Deal all the PC's, and the GM as Logan, a hand of 5 card stud. Play the hand out for real except make sure Logan bids high and loses big.

As the winning PC celebrates, Logan throws his cards down and waves over his "boys", there are 2 of them for each PC. They move around the table and behind the PC's. When they are in position Logan speaks:

This has been fun gentlemen, but I believe I've been cheated. I'll take my money back now, thank you!

Let the PC's try anything they want, but Logan is pissed and arrogant. He may banter a while but won't settle for anything less than his money back. If he becomes impatient he signals for his men to take the money, this will most likely break out into a fist fight. When this happens he will step back and let the boys handle it. If/when the fight starts to go bad he will draw his pistol and take a shot at the nearest PC, then run for it.



MR. LOGAN:

Attributes: Agility D6, Smarts D8, Spirit D4, Strength D6, Vigor D6

Skills: Gambling D4, Knowledge (Cattle Baron) D12, Riding D8, Shooting D6

Pace: 6 **Parry:** 2 **Toughness:** 5

Hindrances: Vengeful

Edges: Rich, Marksman

Gear: Pistol (2D6) 12/24/48, Deck of Cards, \$35

LOGANS BOYS (8):

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Gambling D4, Knowledge (cow poke) D8, Riding D8, Shooting D6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Pistol (2D6) 12/24/48

Special Abilities: Will only use fists unless the PC's fire first. Fists (STR non lethal).

JOB OFFER:

After the fight is over there is a second of silence and then the piano player starts in again. The patrons pick up the tables and chairs and get back to their drinking, gambling and socializing. Logan and any of his men that may be unconscious or dead are hauled out into the back alley.

A few moments later one of the barmaids

approaches the PC's with 4 shot glasses and a bottle of the bars finest Whisky. She pours them each a shot and says, "*Complements of Mr. Grainger, the proprietor of this fine establishment. He'd like to see you upstairs* " She points over her shoulder to the stair that leads up to the door with a sign on it saying "OFFICE".

The office is finely furnished. Behind a large mahogany desk stands a short, balding, fat man dressed all in white who motions you to take a seat. He is sweating profusely in the humidity and wipes the drops from his brow with a white handkerchief. After you take a seat he extends his hand to each of you and shakes it chuckling all the while.

"I never did like that asshole Logan, it's about time someone put him in his place. I'm Baily Grainger, owner of this here fine saloon. I was impressed with your handiwork down there and was wondering if you'd be interested in a job? It's really quite simple, I have a package, a present, that I need delivered to my Brother, Wyatt, in a little town south of Odessa."

The PC's can ask any questions they like.

The job will pay \$25 in advance, and \$25 by his brother upon delivery.

The PC's will travel by train to Odessa (train fare will be provided by Baily Grainger), and from there will have to acquire a wagon or coach to get them south some 20 miles to the village of Privilegio (pronounced exactly as it's spelled). Baily will telegraph ahead and Wyatt will meet them in the center of the village 3 days hence at high noon.

The item to be delivered is a crate about 5 ft. long 3 ft. wide and deep. It weighs about 100 lbs and is locked with a good quality padlock (TN -2 to open).

THE CRATE:

The crate contains the latest incarnation of the Gatling Gun and 500 rounds of .45 ammunition.

The Gatling gun is an automatic gun with 10 barrels which are loaded and fired for each revolution. It is heavy and must be mounted on

something to fire it. It takes at least 2 to use the gun, one to operate the hand-driven crank and aim and another to load (1 round)..

Gatling Gun (.45): Shots 45, RoF 3, Damage 2D8+1, Range 24/48/96, Price \$1,500, Notes AP 2; May not move

PART TWO: THE TRAIN

Assuming the PC's take Mr. Grainger up on his job opportunity, they will leave the following day at high noon. They will board the train to Odessa via the Southern Pacific Railroad Line. The crate has already been loaded.

The train will be traveling about 40-45 mph on the straightway and drop down to 20-25 on curves and turns with no stopovers. The entire trip will take about 9 hours.

The ride is uneventful except for the Robbery detailed later in this part of the adventure. Give the PC's a chance to walk the train and get the layout. Allow them to meet and mingle with some of the trains passengers if it makes for some interesting role playing, otherwise fast forward to The Robbery

THE PASSENGERS:

There are 24 people on the train including the PC's. Below is a brief list. Only the 8 Guards have statistics as they are the only ones that will be involved in any fighting. When the Robbery takes place give 1 guards to each PC to control.

Crew:

-**Greasy Joe Higgins**, the gruff Engineer.

-**John Smith (Smitty)**, the naïve young brake/switchman.

-**Dirty Pete**, the simple fireman (keeps the firebox on the steam engine stoked).

-**William Twain** (Smiley), the happy go lucky Conductor.

Passengers:

-**Sir Arthur Charles**, the snotty British businessman.

-**Petunia Krump**, The mother hen school teacher.

-**Zeke**, the annoying bratty little boy.

-3 unremarkable men, 1 unremarkable woman, and 1 baby who mercifully sleeps the entire trip.

Guards:

The train line has hired 4 guards to protect the train. Along with the cargo, mail, and the PCs Crate, the train is also carrying a bank transfer of \$100,000, locked and stowed in a large safe.

RAIL GUARDS (4):

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Knowledge (Trains) D8, Shooting D6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Rifle (2D8) 24/48/96

Special Abilities: Steady Hands (no unstable platform penalty)

ACTIONS ON THE TRAIN:

Moving about the train:

The PC's are allowed to move about the train freely if they wish. When moving in or between cars the PC's suffer no adverse effects. Moving on the outside of the train cars, or on top requires an Agility check per car. If this check is failed the character falls from the train and takes 2D6+5 points of damage as he bounces to a halt. The train will stop to pick up any fallen passengers (except during *the Robbery*), but if this happens the character will be restricted to the passenger car for the remainder of the trip.

Jumping from car to car:

If the PC's end up on top of the cars and want to jump from one to another. The gap is roughly 5 feet so doesn't require a Strength roll. However, it does require an Agility roll (TN -1) to land

properly or else be *shaken*. A *snake eyes* on this roll indicates a fall from the train. A fall from this height does 2D6+15 points of damage.

Shooting on the train:

Shooting while in the train at a target in the train is unmodified. All other shots (in the train to a target outside the train, or from on or outside the train) count as an Unstable Platform (-2 to all rolls). The Rail Guard will almost always Aim (+2).

Cover:

The train offers medium cover (-2) to anyone firing from a window. The seats in the passenger car offer medium cover (-2) when hiding behind them. Other cover must be determined depending on the situation.

MAP KEY TO THE TRAIN:

Car 1) Engine

This is the steam engine that powers the train. It also has the firebox that keeps the engine running. This is where Greasy Joe and Dirty Pete will be found doing their jobs.

Car 2) Tender

This car is loaded with wood and water, the fuel used to keep the steam engine powered.

Car 3) Mail Car

This car is where the valuables are stored. It currently has the mail for Odessa, the PC's crate, the safe with the \$100,000, some boxes of legal papers, and several barrels of coffee (it smells real good in here). There are 2 Rail Guards here. They will not let anyone enter the car while the train is in transition. There is a window in the door that they will use to answer any inquiries the PC's might have.

Car 4) Passenger Car

This is a car with 2 rows of backed seats, wooden with padding. This is where all the passengers and 1 Rail Guards can be found. During the robbery (described later) most of the passengers will hide behind the seats. Ms. Krump, Zeke, and Sir Arthur will move about making themselves annoying in their own special ways.

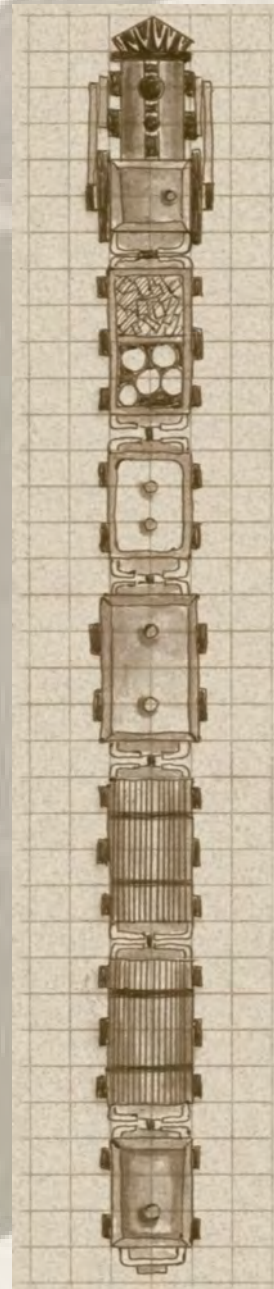
Car 5 & 6) Freight

These two cars are loaded with cut and treated boards. These are for a delivery to a construction company in Odessa.

Car 7) Caboose

This is where the Railroad workers ride and monitor the track condition. Smitty, Smiley, and 1 of the Rail Guards can be found here most of the time.

MAP OF THE TRAIN:



THE ROBBERY:

About half way through the trip there is a robbery attempt on the train. One Eyed Bobby, his Indian sidekick Sparrow hawk, and his band of outlaws are waiting in ambush to steal the Bank Transfer.

The first thing to do (as GM) is determine where the PC's are at the time you want to run the robbery. Next assign them each 2 of the Rail Guard to run.

Suddenly you hear a shot fired, quickly followed by more. The Passengers begin to scream and duck for cover under the seats while the Rail Guard run to the windows and level their Rifles.

"It's a robbery! It's a robbery!" shouts one of the Rail Guard as he lets lead fly at the outlaws that have ridden up alongside the train.

Windows shatter as bullets fly through the car you are in, and all the while you hear the outlaws yelling, "YEEEEHAW!"

When the ambush is sprung One Eyed Bobby, Sparrow Hawk, and 4 outlaws ride up and board the train by the mail car. They break in and attempt to kill or incapacitate the Rail Guard (and any PC's that might be there). Then they grab the loot. *Unfortunately, they mistake the crate carrying the PC's cargo as the bank transfer.* After this they plan on making their way through the train to the caboose and detaching the caboose from the rest of the train and rolling away with the goods. Carrying the crate requires two persons and reduces their movement by half (Pace 3).

The other 12 outlaws will ride alongside the train shooting at anyone inside who raises a gun or tries to stop their boss. They are generally trying to keep the train crew, passengers, and rail guard busy.

The Engineer has orders to keep the train running at full speed at all times no matter what. Unfortunately this is a rough part of the track, so he can only muster about 25 mph. *To keep things simple just move the mounted outlaws back, forward, or side to side a few random squares on the battle map (to give the illusion of everything moving).* Keep it fast.

Anyone shooting at the mounted outlaws that misses hit's the horse on a 1 as per the Innocent Bystander rule. Aiming at the horses on purpose is just plain wrong.



ONE EYED BOBBY:

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigor D6

Skills: Gambling D6, Fighting D8, Guts D6, Knowledge (Outlaw Boss) D12, Riding D10, Shooting D10,

Pace: 6 **Parry:** 6 **Toughness:** 5

Hindrances: One Eye (-2 trait rolls requiring depth perception)

Edges: Improved Nerves of Steel (ignores 2 points of wound penalties), Steady Hands (Ignores moving platform penalties)

Gear: Pistol (2D6) 12/24/48



SPARROW HAWK:

Attributes: Agility D8, Smarts D4, Spirit D8, Strength D6, Vigor D6

Skills: Fighting D8, Guts D6, Knowledge (Indian ways) D12, Riding D8, Shooting D4

Pace: 6 **Parry:** 6 **Toughness:** 5

Hindrances: Outsider, Bloodthirsty

Edges: Berserk (P. 22 SW rulebook)

Gear: Pistol (2D6) 12/24/48, Tomahawk (STR+2)

OUTLAWS (16):

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D6, Knowledge (outlaw) D8, Riding D8, Shooting D6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Pistol (2D6) 12/24/48

Special Abilities: Steady Hands, Loyal to One Eyed Bobby, will not run unless he runs first.

HORSE:

Attributes: Agility D8, Smarts D4(A), Spirit D6, Strength D12, Vigor D8

Skills: Fighting D4, Guts D6, Notice D6

Pace: 10 **Parry:** 4 **Toughness:** 8

Special Abilities: Fleet Footed (+D8 when running), Kick (STR), Size +2

PART THREE: PRIVILEGIO

This part of the adventure ends in the climax of the story. The PC's arrive in the small village of Privilegio and find out that it is being oppressed by Wyatt Grainger. They must decide whether to deliver their package, collect their money, and leave...or help liberate the village and the surrounding countryside from this tyrant.

It is about 9:00 pm when you arrive exhausted in Odessa. The other passengers quickly depart the train, their boots crunching the glass of the bullet shattered windows as they go. The crew take care of the dead and wounded while Dirty Pete runs to get the sheriff.

Across from the railway station is the Saloon. On either side of it are the Hotel and a stable.

The Saloon:

This is a well kept saloon. There is an armed bouncer manning the door (Use the Rail Guard stats from Part 2 if needed). The PC's won't find any trouble here unless they start it.

The Hotel:

This hotel is run by Mr. White, and his mom, Mammy White. Mammy White is a dear old

lady but doesn't stand for any trouble making. Even the toughest Roughnecks treat her like their grandma. Rooms are \$1 per night and include a hearty supper of stew and bread.

The Stable:

The PC's won't have to look far the next morning to find transportation to Privilegio. Here they can charter a wagon from the owner for \$10 a day (the PC,s will need it for at least 2 days. Stealing a wagon and 2 horses is a 3 times hanging offense.

The Trip To Privilegio:

The trip to Privelegio is uneventful. It takes about 3 hours to ride the 20 miles. There is a dirt path to the village through dry desert filled with sagebrush.

The time they arrive depends, or course, on when they left Odessa, but most likely they will get there around mid day. They are scheduled to meet Wyatt Grainger in the center of the village at high noon on the following day. They have one day to relax, explore, and make the big decision.

PRIVILEGIO:

Through the heat waves you see the small village to the south. As you approach you hear the bells of a small adobe church begin to ring. Just outside town you see emaciated cattle trying to feed on the dry grasses of the desert. Ahead of you a few chickens scatter, and in the distance you see a mother rushing her two children indoors as she steals fearful glances toward you.

You pass through a rickety gate where a sign swings gently in the wind declaring the village as Privilegio, which is Spanish for Privilege.

Straight ahead you can see the small church, it's bells now silent, in front of it a well. To the left you see a stone wall fencing in some pigs. Among several empty buildings you see the saloon. To the right you see the general store and a hotel. Surrounding these buildings are several rough shanties. Everything is dilapidated and if it wasn't for quick glances of movement inside some windows, you would think it was a ghost town.

MAP OF PRIVILEGIO:



Each \square =10 ft. (or 4 meters). Just outside the village and off the map are a few fenced off areas holding cattle, some shacks, and a few adobe hovels.

THE VILLAGERS:

There are 12 men, 15 women, and 10 children in the Village. Most of them are of Mexican descent and most do not speak English well, if at all. They assume the PC's are Wyatt's men come to cause more trouble, so try to stay out of the way until they leave (the sooner the better).

The Store, Saloon, and Hotel owners will be obliging enough, hoping the PC's leave with a minimum amount of trouble if pacified.

The Store is scantily supplied with farming and mining goods. This is one of the few places in town that Wyatt actually pays, although only wholesale. The owner speaks a little broken English, but is gruff and to the point. He also owns the Hotel. Rooms are \$1 a night.

The church is operated by Father Montgomery, a missionary from the east coast. Wyatt's men seldom come to the church so he will be surprised if the PC's come around. He will, however, demand that they leave their weapons outside.

A LITTLE TROUBLE IN THE SALOON:

The PC's will undoubtedly hit the saloon while attempting to pass some time till noon the next day. The building is a dirty affair void of any furniture but a single table and several stools. While they are there the owner silently pours them moonshine whisky (the only alcohol he has) and never asks for any payment. If the PC's do leave payment he will look delighted and nod up and down laughing. After a few drinks read the following passage:

As you sit at the bar the doors suddenly fly inward. By the door a boy of no more than 12 with bandoliers hanging loosely about his shoulders holding a rusty shotgun pointed at you. He is obviously scared but speaks boldly.

"Everyone may be afraid of you but I'm not! I'm not going to let you take any more from us or hurt anyone! I'm here to settle the score!"

As he levels the shotgun it is quickly ripped out of his grasp by an older man who yells something in Spanish at the boy as he cuffs him upside the head a few times. The boy runs off holding his ear. The old man sets the shotgun against the wall and comes up to you with his head bowed.

"Please don't hurt him, he is only a boy. He doesn't know any better. You know we never give you - or your boss any trouble".

The mans name is Eduardo and the PC's now have the chance to ask someone some questions. When Eduardo finds out the PC's aren't part of Wyatt Graingers motley crew he will be more than willing to talk. Read or Paraphrase the following:

Things were good before Wyatt Grainger came. He claimed most of the grazing land, including the watering hole. He put up fences around this land, most of which he had no claim to. Those of us who cut the fences and tried to herd our cattle to the watering hole were shot, and our cattle stolen.

Most of the Villagers left, some of the troublemakers even joined his men. The rest of us have no where to go.

Now Wyatt and his banditos come and go and take what they please, our money, our food, and sometimes our women. All of the surrounding villages suffer. Anyone who stands up to his is shot dead in cold blood! But, what can we do? He is to powerful with to many men and guns.

THE GATLING DECISION:

Now the PC's must decide what they are going to do. There are really only two choices.

First, they do nothing. The PC's wait till the following day and meet Wyatt Grainger in the center of town at high noon.

Second, and the heroic thing to do, the Player Characters decide to help the Villagers make a stand. This will take some convincing to get the villagers to agree. Using the Persuasion skill (TN: 7) and some fancy gun tricks to show their skill will help. The real selling point is if the PC's reveal the Gatling Gun. Of course, this is assuming the PC's *know* about Gatling Gun.

If the PC's decide to help The villagers make a stand let them come up with any fiendish plots they want. There are enough riffles to arm the 12 men in the village. The PC's should consider where the women and children should go to avoid any stray bullets. Windows and the pig pen walls or shooting from a rooftop provide medium (-2) cover.

VILLAGERS (12):

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D4, Guts D4, Knowledge (villager) D8, Shooting D4

Pace: 6 **Parry:** 4 **Toughness:** 5

Gear: Rifle (2D8) 24/48/96

Special Abilities: Morale. Every time a villager is incapacitated, all other villagers within 6" must immediately make a Spirit roll (TN: -1) or turn tail and run (pace + 1D6) immediately. At the beginning of every turn they must make another morale roll or keep running. If they make the roll they can rejoin the fight on their next turn. If they exit the battle mat they are gone from the fight for good.

Villagers within 6" of one of the PC's get a +2 to the roll.

HIGH NOON:

At high noon the following day Wyatt Grainger and 20 of his desperados will come riding into the village in a pyramid formation with Wyatt at the head.

If left alone, they will ride straight into the center of the village stopping when Wyatt gets to the well. If no one is there to meet him he will be particularly irritated and start yelling for "My gol durn package!". If he doesn't get any response he will send his boys out to start checking the surrounding buildings and drag anyone they find before him. If he doesn't get the answers he wants he will start to shoot people.

Wyatt plans on collecting his Gatling Gun, dealing with the PC's and showing the villagers just what the gun can do by slaughtering the pigs in the pig pen. He figures this will squash any chance of them ever revolting against him.

Wyatt has no intentions of paying the PC's if they choose to deal with him. He will collect his gun and give them a chance to leave. If they persist, he will have his men gun them down.

If the PC's have organized the villagers, let them spring the trap any time and way they like. The Player Characters and the villagers have *The Drop* as per the Savage Worlds rulebook (page 64, Attacker on hold, and +4 to hit and damage).



WYATT GRAINGER:

Attributes: Agility D6, Smarts D8, Spirit D8, Strength D6, Vigor D8
Skills: Driving D6, Fighting D8, Guts D8, Intimidation D8, Knowledge (Cattle Baron) D12, Riding D12, Shooting D10
Pace: 6 **Parry:** 6 **Toughness:** 6
Hindrances: Greedy, Habit (chew), Mean
Edges: Level Headed (Draws 2 cards for init. And acts on best one), Fervor (Adds +1 to fighting and damage rolls of his desperados)
Gear: Pistol (2D6) 12/24/48, Rope, \$55.00

WYATT'S DESPERADOS (20):

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6
Skills: Fighting D6, Gambling D4, Knowledge (hired thug) D8, Riding D8, Shooting D6
Pace: 6 **Parry:** 5 **Toughness:** 5
Gear: Pistol (2D6) 12/24/48
Special Abilities: Loyal to Wyatt, will not run unless he runs first.

HORSE:

Attributes: Agility D8, Smarts D4(A), Spirit D6, Strength D12, Vigor D8
Skills: Fighting D4, Guts D6, Notice D6
Pace: 10 **Parry:** 4 **Toughness:** 8
Special Abilities: Fleet Footed (+D8 when running), Kick (STR), Size +2

CONCLUSION:

If the Player Characters Lose:

Well, who cares? Remind them who paid for the soda and chips they ate all night and get them psyched up for the next Savage Worlds adventure you are going to run!

If the Player Characters Win:

The villagers let them keep the \$55 that Wyatt had on his person. They ask to keep the Gatling gun to defend their village, but let the PC's take it if they demand.

After burying and mourning for the dead, the villagers throw a modest fiesta in honor of the PC's. They are invited to stay in Privilegio as long as they like.

Award experience points as per the Savage Worlds rulebook Page 57.

THE END

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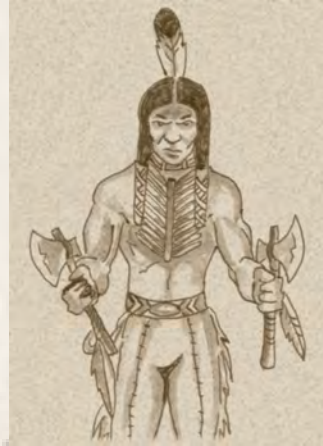
WANTED DEAD OR ALIVE

David Bezio (alias "grubman")
This Bonduel Wisconsin resident was born in 1968, and has been gaming since 1981. The Gatling Decision is his first Western and his first Savage Worlds adventure.



BRASH YOUNG GUNSLINGER:

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D4, Vigor D6
Skills: Fighting D6, Guts D6, Intimidation D6, Persuasion D6, Riding D4, Shooting D10
Pace: 6 **Parry:** 5 **Toughness:** 5
Hindrances: Overconfident (Major)
Edges: Quick, Quick Draw
Gear: Pistol (2D6) 12/24/48, Bedroll, Bible, Cooking Pan, Matches, Rope 30'



OUTCAST INDIAN:

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D6, Vigor D6
Skills: Climbing D4, Fighting D8, Guts D6, Riding D6, Survival D6, Throwing D6, Track D6
Pace: 6 **Parry:** 6 **Toughness:** 5 (6 Armor)
Hindrances: Outsider, Illiterate
Edges: 2 fisted, Fleet-Footed
Gear: 2 x Tomahawk (Str+2), 6 Throwing Knives (3/6/12 Str+1), Blanket, Armor (breast Plate +1)



REFORMED OUTLAW:

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D6, Vigor D6
Skills: Fighting D6, Gambling D4, Guts D4, Lock picking D6, Riding D6, Shooting D8, Stealth D6
Pace: 6 **Parry:** 5 **Toughness:** 5 **Charisma:** -2
Hindrances: Wanted (Major), Illiterate, Mean
Edges: Luck, Great Luck, 2 Fisted
Gear: Pistol (2D6) 12/24/48, Deck of Cards, Bedroll, Cigarettes, matches, 3 sticks dynamite (4/8/16 2D6 Medium Burst)



ECCENTRIC INVENTOR:

Attributes: Agility D6, Smarts D8, Spirit D6, Strength D4, Vigor D6
Skills: Fighting D4, Guts D4, Investigation D6, Notice D6, Riding D6, Shooting D6, Weird Science D10
Pace: 6 **Parry:** 4 **Toughness:** 5
Hindrances: Yellow (major)
Edges: Arcane Background (Weird Science), New Power {**Powers:** Dr. Bills Wonder Tonic (Healing), Dr. Bills Flaming Death Gun (Burst)}
Gear: Tools, Chemicals, Bedroll, Notebook, pen