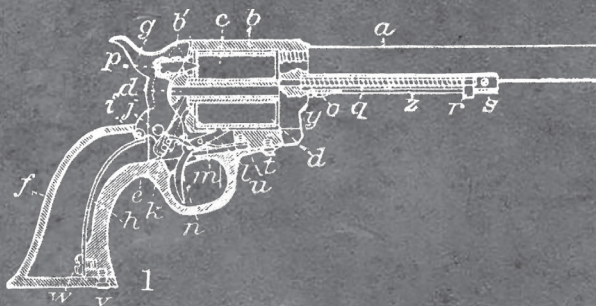


PDF EDITION
WITH OSR STATS

Riders of the Black Sage



A Dark Western Adventure
for

The Hateful Place

Including Stats for OSR Fantasy Games

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OSR stats for this module

This adventure was originally written for *The Hateful Place*. It was a print-only release. This PDF version is different in that it includes the addition of this page and the next one. They contain generic OSR fantasy game stats that may prove helpful if you choose to use your favorite old-school fantasy system to play this adventure. Adapt them to whatever version or edition you play - you should be pretty good at that kinda thing by now. Just ignore the stats in the body of the text.

I realize there's some page-flipping required here, but it wasn't feasible to substantially re-adjust the original layout to accomodate in-text OSR stats. The table of contents and internal page references have been updated.

MORE MONSTERS (PP 12-13)

Giant Armadillo. HD12, AC22, Move 18, attacks twice with claws (2d8). If it hits with both claw attacks, it holds and bites for 3d6.

Jackalope. HD3, AC18, Move 24, attacks with overlarge incisors for 2d4 damage.

Zombie Mavericks. HD5, AC12, Move 24, attack twice with stomps (d8+5) or one bite (2d6). They obey your game's rules for undead.

Worse. HD6, AC16, Move 18, attacks twice with razor-sharp claws (d6+2), or with ranged quills (2d4+1). Has illusory powers (p. 13).

FLESH TRAIN (PP 17-18)

Black Mask. HD6, AC14, Move 12, attacks and saves as a 6th level fighter with Revolver of Adding Insult to Injury (2d6, does damage again the next round) or bullwhip (d6+2, entangles or snares weapon on a natural attack roll of 16+.

Train Guards. HD3, AC12, Move 12, attack and save as 3rd level fighters with rifles (2d8) or knives (d4+1).

PLL MAKE YOU FAMOUS (PP 18-19)

Apache Warriors. HD4, AC13, Move 12, attack and save as 4th level fighters (some may be thieves) with rifles (2d8) and war clubs (d6+2).

THE TOWN OF BELLIGERENCE (PP 20-21)

Black Sheriff. HD6, AC12, Move 12, attacks and saves as a 6th level fighter with revolvers (2d6) or knife (d4+2).

Flesh Collector. HD5, AC14, Move 12, attacks and saves as a 5th level thief with machete (d6+1) or revolver (2d6).

Land Agent. HD4, AC12, Move 12, attacks and saves as a 4th level cleric (knows no spells) with small revolver (2d4).

NOOSES WILD (P 21)

Exalted Grand Dragon Demon. HD18, AC20, Move 18, attacks and saves as 18th level thief with knife (d4+4) or revolver (2d6). Casts spells as a 12th level magic-user. It obeys your game's rules for demons.

Klansmen. HD2, AC12, Move 12, attack and save as 2nd level fighters with knives or clubs (d4+1) or rifles (2d8).

SOMEBODY'S COMIN', PA! (P 24)

Cool Stranger. HD7, AC14, Move 12, attacks and saves as a 7th level fighter with dagger (d4+2) or revolvers (2d6).

FAILURE TO COMMUNICATE (P 20)

Badass Apache. HD8, AC14, Move 12, attacks and saves with revolver (2d6) and war club (d6+4).

TRIBULATIONS IN THE WILDERNESS (P 25)

Polygamous Believer. HD5, AC12, Move 12, attacks, saves and casts spells as a 5th level cleric with stout club (d6+2) or shotgun (2d8+2).

BUGLES IN THE DARK (P 26)

Bright Eyes. HD5, AC14, Move 12, attacks and saves as a 5th level fighter with revolvers (2d6) or dagger (d4+2).

Wicked Men. HD2, AC12, Move 12, attack and save as 2nd level fighters with rifles (2d8). Many also have revolvers (2d6) and knives (1d4).

DEMON CHIEF (P 28)

Demon Chief. HD16, AC21, Move 24, attacks twice with powerful blows for 3d4. Casts spells as a 14th level magic-user. It obeys your game's rules for demons.

Corrupted Apache. HD3, AC13, Move 12, attack and save as 3rd level fighters (some may be thieves) with rifles (2d8) or war clubs (d6+1).

WOLF WOMAN (P 30)

Wolf Woman. HD10, AC12, Move 12, attacks, saves and casts spells as a 10th level cleric (or druid) with dagger (d4+1).

GRIM FORTRESS (P 30-31)

Grim Trooper. HD8, AC13, Move 12, attacks and saves as an 8th level fighter with revolver (2d6) and cavalry saber (d6+3).

Uniformed Goons. HD4, AC12, Move 12, attack and save as 4th level fighters with

The Good, The Bad, and The Darkness

FOR PLAYERS AND REFEREES

Arizona, 1889. The town of Belligerence was a growing dream. Sprawled along a great rail spur, rich from nearby mountain mines, it was a thriving market hub for surrounding miners. This jewel of the desert represented the best of what was possible in the vast spaces of the American west.

Then came the Darkness. Demons infested the land. Monsters emerged from their lairs. The purple sage turned black. The scrub turned to desert and the desert turned to ash. Twenty-three hours a day, literal darkness reigns beneath blasted ash-clouds that semi-obscure twisted and obscene starscapes. For one precious hour each day, the brass-colored sun rises long enough to bake the wastes and evaporate whatever water has gathered during the long night.

Those who remain in this hell eke out some sad semblance of a life. Most inhabit what remains of Belligerence. Some barricade themselves in isolated, fortified enclaves. Apache survive in the deep hidden scars of a vast canyon. The region's resources scarcely support the population, and cannibalism has become commonplace if not openly discussed.

Government is ragged, ineffective, and distant. The Confederacy, having won the Civil War, further splintered into a half-dozen in-fighting petty kingdoms. The United States, centered in the grim industrial northeast, has abandoned the Arizona territory to its own devices.

Wicked men in Phoenix have claimed power, but they are far away, and subject to constant coups and infighting. Their local military force is little more than a collection of thugs.

Today the lone rail carries only one train - that of the Flesh Peddlers, whose markets in distant Phoenix pay well for red, black and white flesh, the fresher the better. Currency is a mishmash of coins from various sources, mostly the Confederacy and Mexico. There's no shortage of money but there's little to buy. Folk seek it and hoard it out of habit.

The real wealth of the land is in horses. It takes the strongest sort of man to do more than merely survive here, and the strongest of those are mounted. Many horses were eaten in the years following the Darkness, and only the stringy, tough mavericks of the black sage survive. Those who can ride them are a breed apart, less likely than their fellows to be sold to the flesh merchants, fall victim to the depredations of the Apache, or the dark machinations of their neighbors. There are good and bad (and ugly) sorts among them, and these riders of the black sage have the power that only might brings. Most abuse it, but a slim few are still heroes.

Indeed, there is no hope in this western hellscape, or almost no hope. Rumors persist of an underground promised land, a place an elect group of Mormons fled to when the Darkness fell. Could they have found some habitable enclave, perhaps the fabled Quivira or El Dorado? Probably not. But one never knows. People need some hope to cling to. Even false hope.

Note: In playtesting this adventure, there were seven PCs and they still had a rough go of it. Smaller groups could survive with caution, but it's recommended your group add NPCs for a posse-sized party of six.

FOR REFEREES ONLY

This module does not follow a linear format, and leaves the PCs free to wander and pursue their own ends. They can discover the missions as they interact with the populace. The Western Plot Generator/Mercenary Work table on p28-29 of tHp Book B is directly suitable for use with this module, as are any of the generators in the three rulebooks.

This adventure is framed as a dark spaghetti western, but only the presence of the train and guns make it much different from most grim fantasy settings. The train could be a caravan, the guns crossbows or flintlocks. Most Referees are adept at making such changes. Proper names are left out of the main text to keep a semi-generic tone, but the name generator on page x has plenty of suitable NPC names.

The bulk of this module consists of 26 encounters keyed to the wilderness map (see page 16). They may be experienced in any order. There is no overarching plot as such, although several encounters are tied together in ways that only become evident through exploration. The rest of the module contains a few rules ideas (see below) and generators suitable for this or any other tHp adventure (though with a horror-western flavor).

To introduce needless complexity to a purposely simple game such as *The Hateful Place* would be to miss the point of playing it. Nevertheless, most Referees have a handful of house rules. Here are some that our group used while playing this game. They're not so much house rules as codified versions of the stuff we came up with on the fly using standard tHp as the base. Feel free to ignore them.

HELL IS FOR HORSES

The horses of this grim land are used to gunshots and violence, but they are not warhorses. They'll carry you into battle, but don't fight on command.

Unless the Referee decides otherwise, horses have 40 hp. When horses need to make rolls, they have +1 AR/DR. The Referee may rule that some breeds have one more AR than DR or vice versa, just to give them a little variety. Horses are always expensive - even more so in this setting than in a traditional western.

In a chase situation, the Referee may allow the PC to add the horse's AR to his or her own. Both parties roll, and whoever exceeds a standard success (15) by the most opens or closes range as desired.

The scale of the map is not very large - PCs on horses can storm across it in a day or so. However, the near-constant darkness, lack of abundant standing water, and similar considerations all complicate travel. Assume for simplicity's sake that characters on foot can move a hex an hour, characters on horses 3 hexes an hour (or 6 at a gallop).

Horses at a full gallop have a 1 in 6 chance per hex of a leg injury that does 4-40 damage. Damage in excess of 30 indicates the horse must be put down. Otherwise, they heal at the same rate as characters (see p13, tHp).

GOD IS A GUN

As in the core rules, guns cost 400CUR. In this module, that's a standard sixgun revolver.

Rifles have better range. The Referee must adjudicate range as he or she sees fit, but in the wide open spaces of this land it could be a distinct advantage, particularly during the one hour of sunlight. At the very least, a rifleman will get off a shot or two against a pistoleer if they first encounter one another at long range. Rifles of this period also hold more ammunition (15). They cost 800CUR.

Shotguns have +1 AR at short range only (generally, several paces - the Referee must decide when this bonus is appropriate).

A gatling gun (which, like dynamite, is inevitable at some point) can hit multiple targets - essentially, everyone not in cover - automatically (anyone who fails DR is hit).

Dynamite does 8d20 damage to anything it hits directly. Those nearby take 5-50 damage from flying debris. The cost of a gatling gun is really a moot point - there aren't any for sale - but there are several in the module the PCs could steal. The best place to get dynamite is at the mine (area K).

It takes a full round of combat to reload any gun likely to be encountered in this setting.

MORE MONSTERS

With the Darkness came the monsters, though many say they were always here. Striking seemingly at random and without warning, they are what keep prudent folk behind closed doors 23 hours a day. Monsters are encountered in a 1 in 6 chance per hex during travel. At rest - that is, any day not spent moving - they are encountered on a 1 in 6 chance every 12 hours. They appear anywhere, even in populated areas. In general, they don't bother people who are securely indoors...in general.

When a monster is encountered, roll on the Random Monster Encounter Table on pages 54-56 of the tHp core rules book. Monsters that are particularly fitted for this setting are the Serpent of Eyes, Moonwolf, Hell Birds, Plague Wolves and Sand Gorgons (and the Squid is appropriate everywhere). In addition, some others are presented here. If the Referee wishes, the following sub-table can be used for random monster encounters for this module (throw in a few from the core rules every now and then as a nasty surprise).

| <i>D6</i> | <i>Monster Encountered</i> |
|-----------|------------------------------|
| 1 | Serpent of Eyes (p54, tHp) |
| 2 | Moonwolf (p54, tHp) |
| 3 | Hell Birds (p55, tHp) |
| 4 | Plague Wolves (p56, tHp) |
| 5 | Sand Gorgons (p56, tHp) |
| 6 | Squid (p56, tHp) |
| 7 | Giant Armadillo (see below) |
| 8 | Jackalope (see below) |
| 9 | Zombie Mavericks (see below) |
| 10 | Worse (see below) |

Giant Armadillo: This rhino-sized beast has bulletproof armor and a terrible disposition. It seeks to hold prey down (DR to avoid) and then eat it (+4 AR vs. held victims).

Jackalope: A dog-sized, lean black hare with miniature antelope horns. In combat, it always leaps straight for the throat and tears at it with overlarge incisors, ignoring any armor.

Zombie Mavericks: Unlike their living counterparts, these undead horses of the black sage eat people and each other. If encountered there is a 5 in 6 chance they stampede (DR or take 8d20 damage).

Worse: The allegorical name for this monster developed because whatever you can think of, it's worse. A worse manifests itself differently for each person each time they see it. Multiple viewers will see the worse differently. The Referee is encouraged to be creative, or use the following table for inspiration. Whatever the worse appears to be, it is actually a 4' tall humanoid, caked with mud, with an over-large head bristling with quills. Its hands end in two fingers with razor sharp claws. It can shoot the quill at about the range of a shotgun.

Worse Generator

1. A bloated but swift razorback warthog with mangy green fur, emitting a cloud of noxious fumes from all orifices.
2. A cluster of severed infant heads and torsos, clotted together with viscera, levitating 4-6' off the ground, singing nursery rhymes in unison. It appears to vomit stinging acid.
3. The PC's father or mother, saying terrible things and miming vile acts, possibly heaping recriminations and emotional abuse upon the PC's head, causing actual damage in anguish.
4. A great lizard, something like a giant gila monster, but bipedal, with a huge feathered fringe similar in appearance to a war bonnet.
5. A knot of a dozen screaming human bodies, bent, twisted and fashioned in a tumbleweed-like ball that rolls about, trailing blood and curses. If it touches you, roll DR or go insane for d6 hours.
6. A great black buffalo, 8' high at the shoulder, with coal-red glowing eyes and a third central horn.

THE FOLLOWING TABLES may be used in conjunction with those in the three tHp volumes, and are not intended to replace them. The ones here are directly related to encounters in this volume, although characters must explore the map to make sense of most of these entries (skimming the module will reveal much to the Referee).

- RUMORS -

1. A stagecoach will be travelling the canyon road over the next few days, full of cash and a rich man's daughter.
2. A prostitute was taken from Belligerence a few hours ago by some Klansmen. She didn't look happy about it.
3. A wise woman who talks to wolves lives in the southeast, dispensing good advice and healing magic.
4. Stay away from the religious fanatic in the northeast, unless you can quote scripture from the Book of Mormon.
5. Folk were expecting a family coming up from the south several months ago but they never came. Pity, they were rich!
6. No one has seen the rancher who lives north of Belligerence in a few weeks. Maybe someone ought to check on him.

- MISSIONS -

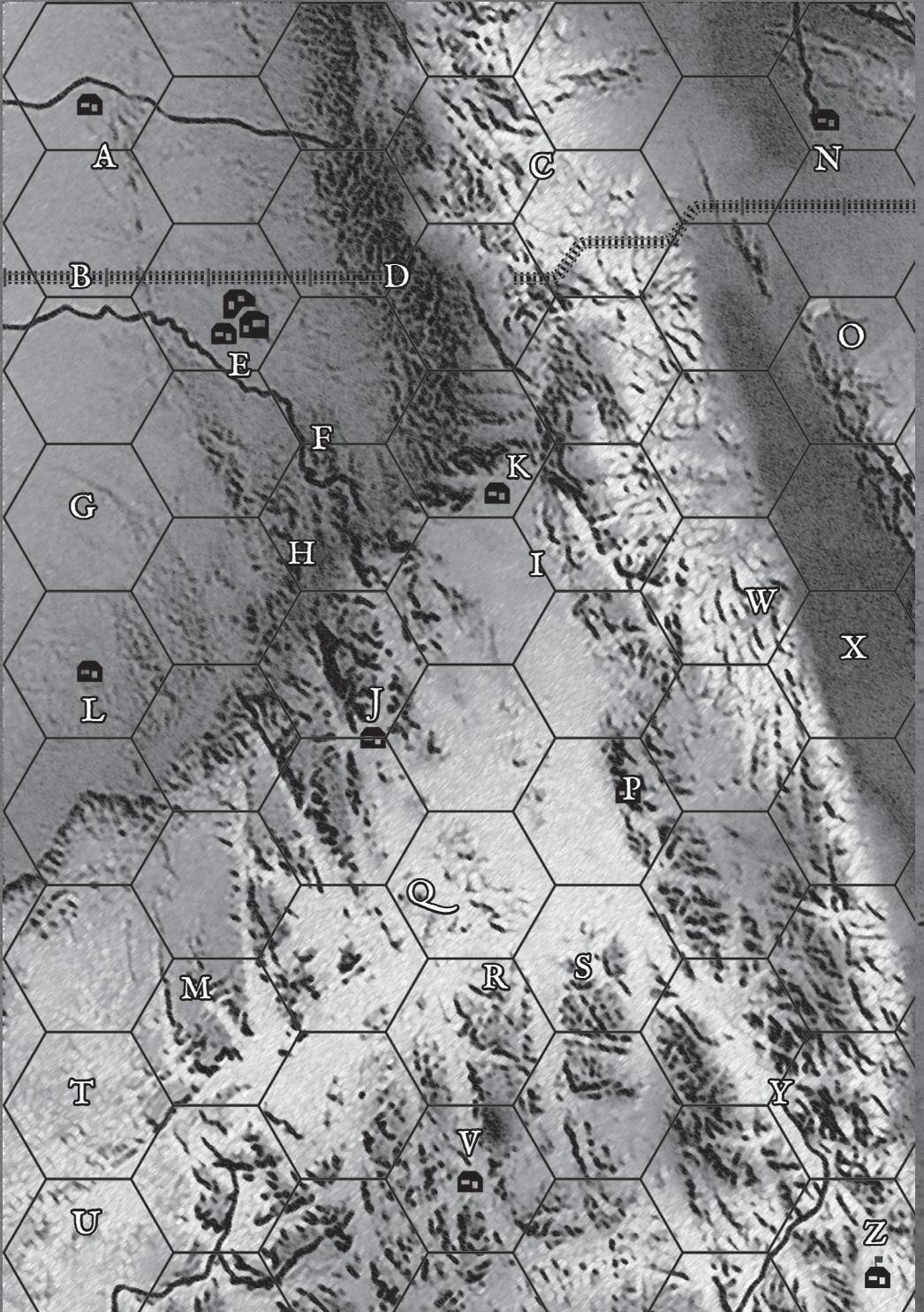
1. The notorious Red Mexican has absconded into the Sea of Ash. Track him down and bring him back for 10,000CUR.
2. A Badass Apache shot up Belligerence. Track him down and return him (dead) for 5,000CUR.
3. A neo-Puritan Boston newspaper seeks a lost (or tardy) photographer, and will pay 5,000CUR for his return.
4. Mexicans from south of the map offer 10,000CUR to anyone who kills the commander of the cavalry fort.
5. The KKK stole a gatling gun from the cavalry fort. The embarrassed commander will pay 20,000CUR for its return.
6. A merchant's sister is in the "soon-to-be-dead" car on the Flesh Train, and he will pay 25,000CUR for her safe return.

- MERCENARY WORK -

1. The Land Agent has been pressuring a family to move off the land they've claimed, but a Cool Stranger who stays with them has emboldened and protected them. 50,000CUR to kill the Cool Stranger.
2. A bright-eyed bandit leader has amassed a fortune in cash and horses in a cave in the southern canyons. Locate the lair and eliminate the bandits; split the loot 50/50 with the commander of the Grim Fortress.
- 3 The KKK has been a blight on this land for too long. Now that the Darkness has come, we all have to work together. Locate the Klan's clubhouse and kill as many as you can for 2,000CUR per hooded head.
4. A vast pit under the railroad tracks where they enter the mountain is full of zombies and possibly other nastiness, but there could be mineral wealth or even food down there. Clean out the pit of whatever's down there for 100,000CUR.
5. The Apache have always been a pain and now that they serve a Demon Chief they can no longer be tolerated. For 150,000CUR, kill the Demon Chief and wipe out the Apache unless they agree to settle peaceably on a reservation.
6. The powers-that-be in Phoenix have decided Belligerence has got to go. All of it. Burn it down, kill everyone, and collect the flesh for the next appearance of the Flesh Train.

- MAPPING COMMISSIONS -

1. Record the number of individual structures in the pueblo near the Sea of Ash, and make note of their overall condition.
2. The mines at Big Lode have defied mappers in the past. Trace the extent of the mines and locate the fabled Quivira Stone.
3. Determine the exact troop count, number of arms, and security procedures at the cavalry fort in the southeast.
4. Locate and record the routes to and from the Apache village in the southern reaches of the canyon.
5. Locate the source of the river near the Believer's ranch.
6. Locate any usable wells in the Sea of Ash.



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Map Key & Encounter Descriptions

A. BURNING RANCH

A ranch house and low barn are smoldering ruins, their resinous embers glowing balefully in the darkness. Six bodies are impaled on 10' pikes across the property. Close inspection reveals they are the charred remnants of the rancher, his wife, and several cowboys. The third cowboy, who happens to be missing a head, still wears a working revolver. It contains 6 silver bullets that will slay moonwolves. Tracks show the attackers were mounted on unshod horses, suggesting Apache. They rode off to the southeast (see area V). The ruins may contain useable remnants of things like kettles, handaxes, rope, lengths of chain, or similar items. There is a 3 in 6 chance that a monster, drawn to the impaled bodies, is there, hiding behind a charred half-wall of the ranch house. At the Referee's option, a dying woman is hidden in the ruins of the salt house. She is half-crazed and minutes from death, but with her dying words blames the attack on godless Apache who follow a Demon Chief.

B. FLESH TRAIN

The Flesh Train appears at any point on the rails on a 1 in 6 chance per day or when the Referee wishes. It travels either east to west or west to east, obviously, switching directions each time it is encountered. Its normal run is from the flesh markets in Phoenix to a cluster of concentration camps in Albuquerque (far outside the scope of this module). It stops regularly at Belligerence, and will stop at any point if someone with obvious flesh to sell flags it down.

The heavy locomotive engine pulls six cattle cars stocked with corpses or soon-to-be-corpse, the soon-to-be-dead ones always crammed into the last car. There is no caboose. Such pleasantries are behind us.

The Flesh Train carries 6x10,000CUR to conduct its grisly trade, and it is well-guarded. There are usually two highly paid fighters with daggers and shotguns per car. The locomotive and final car have gatling guns mounted in turrets. The captain of this rolling flesh market

wears a duster and a metal facemask under a huge black hat. He carries a Revolver of Adding Insult to Injury, which does damage a second time the round after it hits (a new damage roll, but no further attack roll is necessary). He also carries a bullwhip, with which he seeks to disarm foes.

The point of all this armament is to discourage train robbers. But the flesh train is such a fat, obvious, cash-laden target that temptation may get the better of the PCs. The Referee should encourage any steps in this direction, because it's likely to end up as a glorious mess. Trickery is probably the best option here. Dynamite will certainly destroy a section of track. Bold robbers could drop down on the train as it enters the mouth of the tunnel (see D). The possibilities are endless. Of course, anyone who successfully robs the train will invoke the wrath of both the flesh dealers in Phoenix and the local populace, whose slim economy is dependent on the flesh trade.

- *Black Mask*: +3AR / +2DR. 35hp. 4-40 damage/attack (Revolver of Adding Insult to Injury (does damage again the round after a successful hit), bullwhip (DR or whip entangles weapon).
- *Train Guards*: +2AR / +1DR. 1-20hp. 4-40 damage/attack (rifles).

C. I'LL MAKE YOU FAMOUS

A photographer waits here in this picturesque spot for a brief hour of daylight. Thinking ahead and cognizant of danger, he has fortified himself in a cave mouth he imagines is easily defended. The photographer is from faraway Boston, which has been the capital of the United States since the Civil War. He has come to capture the essence of the American West before it disintegrates into Darkness.

Unfortunately, he's not alone. Hidden outside the cave, waiting to strike from ambush, are 2d6 Apache fighters. Anyone passing the spot could notice this, but it's not possible for the photographer to realize his danger from his current vantage point. Obviously, if anyone tries to warn him, the Apache will attack, except in the unlikely event that they are outnumbered by the PCs. In that case, they slink off into the dark as soon as they can.

If he is extracted from this situation, the grateful photographer may offer to take the PCs' portrait, possibly for publication in newspapers back East, possibly making them minor celebrities.

At the Referee's discretion, the Apache belief that the camera steals souls is true. Anyone whose picture is taken must roll DR or lose their soul immediately, continuing on until death as a soulless person. The soul can only be retrieved by breaking the glass negative of the photograph, but it takes an occult-ish NPC (such as the old woman in area Y, or possibly the fanatic in area N) to tell the PCs this.

- *Apache Warriors*: +1AR / +2DR. 1-20hp. 4-40 damage/attack (rifles, war clubs). Will not attack PCs unless they outnumber the party.

D. MURDER IN THE HOLE

The railroad enters a tunnel in an inconvenient ridge of hills, their tops scoured into twisted and obscene shapes. The tunnel is extremely tight - anyone inside it when the flesh train is running through must roll DR or be sucked under the wheels to die horrifically. Kind-hearted Referees may arrange some bonus here, given clever avoidance techniques by the PCs. Since the flesh train travels more or less randomly (see B), exploring the tunnel is a risky affair. Even worse, the chance of encountering a random monster here is increased by 1 to a 2 in 6 chance.

About two-thirds of the way through tunnel (from the west) is a pit under the tracks, with enough room to drop things into it on either side. Anyone walking along the edge has a chance of falling in if they don't already know about the pit, or if they do not have a light source. Anyone who falls into the cavity lands in shallow cold water far below, taking 4-40 hp in damage. The round after landing they are attacked by 3-18 zombies (see tHp core rules, p55).

Occasionally, noxious gasses build up in the cavity, releasing into the tunnel and causing hellish hallucinations to anyone inside who fails a DR (-5 Mind for 1d6 days).

Obviously, this tunnel is a ready-made entrance to a "dungeon" or cave system of the Referee's own design, if such is desired.

E. THE TOWN OF BELLIGERENCE

Belligerence is a living ghost town, a shell of what it was before the Darkness. It is the closest equivalent to civilization within hundreds of miles. A few dozen buildings line the streets, but many are empty, and PCs can probably get away with squatting in various half-ruined empty buildings. No map is provided for the town, as it's essentially a bunch of squares and rectangles stretched along a line (the railroad track).

Life in Belligerence, as everywhere, is precarious. The inhabited dwellings have all been fortified with barred windows and doors against the Darkness, but the townsfolk are often obliged to move between buildings and conduct business outside of the scant hour of daylight. A strong hand is needed to keep the peace. The current law of the town is a Black Sheriff who has managed to stand against both men and monsters. After initial mistrust due to his race, he is generally well thought of by the citizens. PCs who get up to any skullduggery or cock-strutting in town will have to deal with the sheriff sooner or later. He operates out of a stout jail with two cells.

Flesh Market: The flesh market by the railroad tracks is meagre in comparison to the one in Phoenix, but it is the chief source of income for the town. Murderous hunters and scavengers come here from across the badlands to sell to the Flesh Collector, who in turn sells to the merchants of the Flesh Train from Phoenix (see B).

Saloon: A rickety two-story building houses a saloon and "hotel" with drafty, vermin-ridden rooms. The Blind Proprietor makes constant wisecracks at the expense of the PCs. A player piano runs constantly, but it's a little off so the music is disjointed and lurching. There are as many or as few opportunities here as the Referee wants - card games (rigged), prostitutes (diseased), barfights (started at the slightest provocation). Room rates are 100CUR per night, with low-quality "don't ask" food breakfast and dinner included.

Land Office: The Land Office is a well-fortified, squat building along the rails. A Land Agent, representing the government in distant Phoenix, can offer the PCs mercenary work or mapping missions, as she hopes to clear the land of monsters and make it profitable. She may offer the PCs, singly or collectively, title granting ownership to

a “hextare” of land if they clear it of monsters, bandits, and Apache, and improve and maintain it. PCs with a sufficient Mind score (15+) will realize the Land Agent retains mineral and grazing rights to the land, and negotiate accordingly.

Stables: The Livery Stable is on the south edge of town, protected by a stout wall. Its spacious interior is somewhat underserved. A Sour Groom will let space in a stall to a person for 20CUR or a horse for 50CUR, the latter including meager feed for the animal. The Sour Groom is always grumbling about the sad state of the world, but he’s not a bad sort and he’s a good ally. If the PCs are wounded, for example, a spot in his loft is probably a more restful place to heal up than the tavern. Unbeknownst to anyone, a Serpent of Eyes (see core book, p54) lies hidden in a pile of scrap in the yard. Eventually it will work its way into the stables, searching for horse or man-flesh.

To flesh out the rest of the town, the Referee may use the Location and Townsfolk Generators on page 33.

- *Black Sheriff:* +3AR / +2DR. 35hp. 4-40 damage/attack (revolver).
- *Flesh Collector:* +2 AR/DR. 30hp. 4-40 damage/attack (machete).
- *Land Agent:* +1AR / +2DR. 25hp. 4-40 damage/attack (revolver).

F. NOOSES WILD

The Ku Klux Klan is in the process of lynching a prostitute from Belligerence due to her dalliance with the black sheriff, who they are too cowardly to confront. If she is rescued, she can put in a word with the sheriff on behalf of the PCs. The Klansmen wear blood-red robes and carry daggers and revolvers. Only the leader is mounted. He is actually a demon, who, if combat starts, will use his demonic abilities to cause discord and confusion, ultimately trying to escape undetected to the Klan’s nearby clubhouse (see area J).

- *Exalted Grand Dragon Demon.* 100hp. 5-50 damage/attack.
Demonic Abilities: Possession, Command, Switch Bodies (p25, tHp).
- *Klansmen (6).* 1d20hp. 4-40 damage/attack (revolvers and knives).

G. RATTLE ME THIS

A shocking pink rattlesnake, some 18' long, encircles a lone boulder that rises above the black sage. The snake's sinister rattle can be heard from great distances, and the thing has become a legend. Few are actually killed by it, because it usually sounds its rattle if it is feeling threatened - usually. There is a 2 in 6 chance it won't, striking anyone who comes near by complete surprise. In addition to normal monster damage, its venom causes partial paralysis from the waist down, forcing victims to drag themselves along with their arms. The effect lasts 2d6 days. A successful DR avoids this.

H. SKELETON FAMILY

The remains of a wagon are rotting away, half-hidden in the black sage. Bones that used to be the skeletons of a large family are strewn about nearby. The wagon has a false floor, under which is a cash box containing 250,000CUR and a random Cursed Item (see tHp p45-46 or Book B p30-35).

I. DIE LAUGHING

A dying soldier lies next to his dead horse on a desolate spot in the mountain crags. He is riddled with bullet holes and has been scalped. Begging for a small taste of water, he tells of a buried treasure, hidden somewhere deep in the canyons to the south (see P). Unfortunately, unless the Heal spell is used, nothing can stop the soldier's death. Before he goes, he reveals the location of his treasure, which he says he and fellow soldiers extorted from locals over the years. As the PCs may discover, the soldier has a rather wicked sense of humor.

At the Referee's discretion, it wasn't Apache but a random monster that killed the soldier, and it is still lurking nearby. Adjust details accordingly.

J. RACIST ROADHOUSE

The Ku Klux Klan maintains a remote clubhouse of sorts, where they sharpen their knives and get themselves all worked up. The blockhouse style building is a fortress in miniature, well-defended with a rooftop

gating gun emplacement. Four slaves maintain mushroom gardens in a nearby stockade. There are only six Klansmen here at present, wondering where their fellows are (see F). In a monster-infested wasteland, this place is prime real estate. Any plans to assassinate these bubbas and take over their property should be encouraged. It is as good a base as any for whatever the PC's may accomplish in their (probably brief) careers. The main problem in assaulting this place is the gating gun, which is a horrific weapon. It will run out of bullets in 5 rounds.

At the Referee's discretion, the Klansmen live with a demented witch, but this definitely increases the difficulty of the scenario.

In case of combat (is there any real doubt?) see the stats for Klansmen on the bottom of page 17.

K. BIG LODGE

The remains of the mining town of Big Lode huddle on the mountainside. A tiny remnant of bold miners linger here, continuing to pull silver out of the earth. It's mostly out of habit at this point. Three buildings here are inhabited, all with multiple occupants and securely boarded against the Darkness. The Mine Boss, such as he is, is enthusiastic in offering mercenary work and other mine-related missions, as well as sell dynamite for as much as he thinks he can get away with.

The Referee can provide a map of the mines if desired.

Big Lode Mine Encounters

1. Soul Stealer (tHp p54)
2. Cave-In. Make DR or take 4-40 damage.
3. Mouths of Charm (tHp p54-55)
4. Sinkhole. DR or fall into undermined area for 5-50 damage.
5. Parasite (tHp p55)
6. A rich vein of silver, as yet untapped (the Mine Boss knows of it).
7. A Chinese man gives directions to the lair of a random monster.
8. Brainbugs (tHp p55)
9. Argent Demon. A demon with random abilities sleeps in silver.
10. Claimhoppers. Three very quiet Mexicans who are secretly mining an undiscovered vein of a gold. One is a wizard.

L. SOMEBODY'S COMIN', PA!

Against all odds, a family makes its homestead in this spot, living on fungus and scavenged carcasses. They are also raising a half-dozen horses but are hard-pressed to defend them. Apache (see V) and Wick-ed Men (see R) are plotting raids, but are holding off only because a Cool Stranger lives with the family and defends them. However, there is little chance that the family can withstand a serious attack. Nevertheless, they are the model of hospitality, feeding gruel and providing room in the stables for travellers who need shelter.

At the Referee's discretion, the Cool Stranger may actually be a demon, just waiting for the perfect time to strike. Another option is that the PCs are the bad guys, hired by the Land Agent to kill the Cool Stranger and pressure the family to leave their land and horses.

- *Cool Stranger*: +2 AR/DR. 40hp. 4-40 damage/attack (revolver).

M. FAILURE TO COMMUNICATE

A posse of men from Belligerence are hot on the trail of a Badass Apache. The warrior came to Belligerence with his wife to escape the Demon Chief who has corrupted his tribe (see V), but before he could communicate with anyone the townsfolk panicked and a firefight erupted. The Apache's wife was killed and he killed two townsfolk before fleeing. The posse is unenthusiastic about continuing the pursuit, however, and will gladly let the PCs know of a reward (see Missions).

The Badass Apache is a fine fellow, which is obvious if anyone actually talks to him. He could help the PCs, perhaps during a fight with a monster, or warning them of loose rock or some other hazard. The PCs could turn him in for the reward, or help him escape the posse. At the Referee's discretion, he may have a random single-session reward item to thank the PCs with (see tHp, p47).

- *Badass Apache*: +2 AR / +3DR. 40hp. 4-40 damage/attack (with revolver - when using war club it's 5-50. He's that badass).

N. TRIBULATIONS IN THE WILDERNESS

A well-armed Believer shelters here with 13 wives. They are all inbred and have some minor deformity, as noted below. The Believer has five random spells but prefers to rely on four rifles and two pistols, all of which are strapped to him (he doesn't need to run fast, because he's not running from anything or anyone). The fanatic just wants to be left alone, and the majority of wives are perfectly happy here. At the Referee's discretion one or more of the wives may beg to accompany the PCs. Anyone professing the Mormon faith who can demonstrate it by quoting scripture more-or-less accurately will meet with the Believer's probationary approval. He will grudgingly offer hospitality to such people, and absolutely no one else.

The family lives in a cluster of houses within a well-fortified stockade. A slim but sturdy observation tower, some 30' tall, gives the fanatic a commanding view of all approaches to the homestead, and he tends to fire at anyone movement in the darkness. Under no circumstances will he open the gate at night, or at all for gentiles.

• *Polygamous Believer.* +1AR/+2DR. 35hp. 4-40 damage/attack (four rifles, two revolvers). Five random spells (see tHp, p21).

O. IS THAT A CRYING BABY?

The ultra-rare (perhaps unique) Desert Octopus lurks here in the black sage. Bloated and covered with malignant growths, it prefers not to move much, drawing its prey via telepathic suggestion (anyone within a miles the impression they hear a baby crying). The octopus is a diabolical genius who attacks by implanting suggestions (DR to avoid).

Suggestions From the Desert Octopus

1. Your closest ally is actually the octopus in disguise! Kill it!
2. The octopus is a human baby cursed to look like an octopus.
3. Your hands have caused you to sin. You must cut them off.
4. You are worthless. Open your throat to the octopus.
5. You can fly. Climb the tall crag nearby and jump - you'll see!
6. Your allies long to be set aflame so their souls can be free.

P. POP! GOES THE POISON

Rumors speak of a treasure buried in these hills by a ruthless cabal of soldiers. The PCs may know the location if they've encountered the dying soldier (see I). Buried under loose sand in a shallow cave it is relatively easy to find if one knows where to look. Unfortunately, the treasure is actually a jack-in-the-box, that when wound up and released sprays a debilitating poison that hits anyone in about 6'. Victims must make a DR or be paralyzed for 24 hours. So funny.

Q. BUGLES IN THE DARK

A dozen cavalry troopers from the debased army fort (see Z) sweep this area looking for a hideout of Wicked Men. The troopers will assume the PCs are those men, unless they can prove otherwise. No paragons of virtue, the troopers are likely to harass or rob the PCs no matter what they say or do, or what they can or can't prove.

- *Cavalry Troopers:* +1AR/DR. 20hp. 4-40 damage/attack (carbines, sabers). Their morale breaks and they flee if reduced to half strength.

R. TURN AROUND BRIGHT EYES

A vicious gang of Wicked Men lairs here in a large, well-watered and airy cave hidden in the crags of the canyon. The leader, a tall bright-eyed youth, is a ruthless killer despite his tender years. Bright Eyes has bent more than a dozen vile gangsters to his will. The gang has piled up about 1,000,000CUR here, and has about 16 tough horses. The bandits are stealthy and cautious, and hard ground shows little sign of their passing, but they're not impossible to track. Anyone who plans to assault the Wicked Men in their lair will find it tough going, but there is a secret exit/entrance known only to Bright Eyes and one other person who is dying nearby (see S).

- *Bright Eyes:* +3AR/+2DR. 35hp. 4-40 damage/attack (twin revolvers, throwing daggers, and a stick of dynamite if all else fails).
- *Wicked Men:* +1AR/DR. 1-20hp. 4-40 damage/attack (rifles).

S. LAST CALL FOR VENGEANCE

A wicked man is slowly dying from a gunshot wound to the stomach. His pitiful cries may attract the attention of anyone within a considerable distance, as the eerie acoustics of the cavern system carry the sound a long way. They also bounce it around, making the man hard to find. Persistence in doing so is rewarded. With his last breaths, the wicked man calls for vengeance against his erstwhile fellows, whose bright-eyed bandit chief shot him down and left him to die. He says the gang has a secret hideout nearby where they have accumulated a staggering amount of loot. PCs may be skeptical of such tales, especially if they've already encountered the jackass at location I. However, everything this dying bandit says is true. So hopeful is he that the PCs murder every last one of his former friends, he gives them an ace in the hole: the location of a hidden secret exit, known only to the leader who runs the gang (or so he thinks).

At the Referee's discretion, the cavalry troopers from area Q may arrive during this encounter, having also been drawn to the wicked man's death-cries.

T. ROAD KILL

A stagecoach is passing through, coming from Phoenix and ultimately heading to Albuquerque. Rumors tell of a strongbox with 500,000CUR hidden on board, as well as the daughter and wife of a prominent New Mexico flesh merchant. The stage is extremely well-guarded, more against monsters than robbers, with four burly shotgun-men who each carry four unstable Brazilian grenades. But the prize may be well worth the risk. The money is one thing, but the flesh merchant's daughter and wife could be ransomed for 10 or 20 times that amount.

The PCs could be involved in this situation in any number of ways. Hearing rumors of it, they are likely to concoct their own plans. A good complication is that they are not the only ones - another rival group of would-be stage robbers is also out to get their hands on the money and the girls. One way or the other, this stagecoach is essentially a big fat piece of Western adventure bait.

U. RIDE FOR HELL

A nightmare runs wild on the black sage. She kicks for 4-40 damage and breathes fire, hitting anyone in front of her for 5-50 damage. Obviously, such a steed is the dream of every bad man who has ever stormed across the black sage, and many have tried to tame her. Their bones are littered across the landscape. It is up to the Referee if it's even possible to tame the nightmare. If the Referee wants to make the Demon Chief of the Apaches (see V) an even more fearsome opponent, assume he has already tamed the nightmare and calls it to his service whenever he needs it.

V. DEMON CHIEF

An Apache warband has been corrupted by a Demon Chief, a tall man with jet-black skin whose war bonnet is made of the feathers of Hell Birds. The tribe is currently living in this area, but they move from time to time. At the demon's instigation, the band has destroyed a ranch and murdered the inhabitants (see A). If the demon who leads them is slain, the remaining Apache could possibly befriend the PCs, but until that happens, they exemplify the worst savage behavior ever depicted in a politically incorrect Hollywood Western. Their main emphasis is on stealing horses and finding captives for sacrifice and food.

The Apache have plenty of rifles, but they jam on a roll of natural 1 on AR (no one among them is skilled in gunsmithing, so these just become totemistic clubs). The apache are also short of ammunition, and will prefer to enter melee with war clubs if they outnumber their opponents. Because it amuses him, the Demon Chief has influenced the tribe into worshipping a fat black rooster that will return the light and drive away the white man at long last (this is all hocus off the top of the demon's head). Captives are sacrificed and eaten by the tribe.

- *Demon Chief*: +5 AR/DR. 100hp. 5-50 damage/attack. Abilities: Death by Fire, The Screaming, Consume in One Mouthful.
- *Corrupted Apache*: +2 AR/+1 DR. 1-20hp. 4-40 damage/attack (rifles, war clubs).

W. CASTLE IN THE CLIFFS

An ancient pueblo is in the cliff face looking out over the Sea of Ash (see X). The pueblo was constructed by some long-forgotten tribe, and is now thought to be uninhabited. The ruin is the abode of one or more soul stealers, or an incongruous band of crazed apes (see tHp, p54), or any other monster the Referee sees fit to introduce.

Rumor has it there is gold from the lost city of Quivira hidden away in the pueblo. The default condition is that there isn't any gold, only death. However, the Referee who relishes the thought of a western dungeon is encouraged to map out and populate the pueblo.

If the rumored underground promised land spoken of in the player's introduction is real, the access point is probably here somewhere.

X. SEA OF ASH

The Sea of Ash is a desolate waste in which nothing can live for long. Towering geysers of acid randomly (1 in 6 chance per 10 minute turn) erupt, causing anyone nearby to roll DR or take 5-50 damage. There is little to no reason for venturing here, except that the notorious Red Mexican, wanted by the flesh pedlars (see Missions, p 14) is hiding somewhere within. How can he survive here?

1. He is hiding in the pueblo (see W).
2. There is a hidden hot spring in a tiny stand of petrified woods.
3. The Red Mexican is a demon who has lured people here on purpose to watch them die.
4. The Red Mexican gets water from the outside from a helper at the fort (see Z).
5. The Red Mexican was killed and eaten by hell birds (tHp p55), who are still here.
6. There is no Red Mexican.

The soldiers of the fort (Z) occasionally enjoy riding out into the middle of the Sea of Ash and leaving someone to die (usually with a broken leg or legs), so soldiers or their victims could be encountered here.

Y. WOLF WOMAN

An isolated adobe hut is the home of an ancient voodoo woman who lives here alone. Some say she is the friend of a pack of plague wolves who will come to her aid if she is in danger.

The so-called Wolf Woman is here to serve as a good witch or a bad witch, as the Referee desires. The default condition is that she is a potential healer and dispenser of useful clues and information, preferably couched in cryptic and ambiguous phrases. She hates the soldiers (Z) and the corrupt Apache (V) and will not aid anyone who is openly allied with them.

At the Referee's discretion, the old woman can see through the eyes of hell birds, speak to the PCs telepathically, or any other such thing.

- *Wolf Woman*: +1 AR / +3DR. 30hp. 4-40 damage/attack (dagger); Spells: Storm, Give, Bleed, Heal, Protect.

Z. GRIM FORTRESS

The remains of a fortified trading post are the base of a cavalry force, theoretically loyal to the distant Phoenix government. They operate on a might-makes-right principal and do not feel particularly answerable to the government that put them here. Their uniforms, resembling those of the U.S. Cavalry, are cut from black cotton, and the so-called Blackcoats are generally hated and feared. They're a quasi-legal gang of debased mercenaries and thieves, held together under the brutal rule of their leader, a Grim Trooper, who is allied with the Land Agent (see E). There are some four dozen men at the fort, but some are out on missions at the moment (see Q). There are two dozen good horses maintained here, and a dozen mules.

The Grim Trooper is willing to offer temporary shelter and may be a source of mercenary work. The fort is defended with two field artillery pieces that do 8d20 hp damage in a 30' burst, but it is difficult to target individuals with them (-4 AR vs. a lone PC). The only real defense against the guns is to spread out while approaching the fort, or to avoid them in the first place by sneaking in. The fort is also defend-

ed by two gatling gun emplacements, but one is missing, having been stolen by the KKK for their clubhouse (not surprisingly, there is some overlap in membership between the Klan and the soldiers).

It may become clear to visiting PCs that there are numerous prisoners kept here for the soldier's pleasure and, when they're bored with that, food. The victims are mostly from Mexican families south of the map. The troopers frequently raid this region for horses, people, and whatever other resources they can scratch together. People from there would like to see the Grim Trooper dead (see Missions, p10).

At the Referee's discretion, the Grim Trooper is actually a demon with random abilities. So far, even the troopers don't realize it, but few would care if they knew.

- *Grim Trooper*: +3AR / +2DR. 35hp. 4-40 damage/attack (revolver, cavalry saber).
- *Uniformed Goons*: +1 AR/DR. 1-20hp. 4-40 damage/attack (carbines, cavalry sabers).

‡. BONUS HIDDEN ENCOUNTER

A recently dead body is semi-obscured by the purple sage. Closer examination reveals the garb of a gunfighter, though the corpse is missing all weapons, armor, boots, and hat.

However, one interesting item is still here, overlooked by the possibly illiterate murderer. A commission from the Provisional Government in Phoenix authorizes the bearer to take up duties as Sheriff in Belligerence for the salary of 300CUR/month. Obviously, this fellow is not going to show up for work. Almost as obviously, Belligerence already has a sheriff, if not an officially sanctioned one, and he's well thought-of. But no one lives forever. Even if the PC's don't put the current office holder underground, he could die from a million causes. One of the PCs may them find themselves in the job, as long as they're willing to impersonate the dead man found here.

What could go wrong?

NAME GENERATOR

Jesse Loveless
Jethro Mulligan
Dynamite Larsen
Quick Gun Cobb
Phoebe Tollison
Bushwacker Boyer
Spider White
Bullseye Clyne
Charlie Pain
Slate McCoy
Grim Jim Updike
Dorothy Helms
Hard Case Blackwell
Noose Roberts
Bright Eyes Ramirez
Zeke Saxton
Bad Eye Patterson
Black Jax Adams
Wiley Myers
Zee Newcombe
Wolf Powers
Butch Price
Johnny Fairweather
Moritmer Simms
Nick Flannigan
Tyrone McCain
Ciril Bishop
Mary Dryer
Ezekiel Crebbs
Ennis Scavener
Hiram Bigsby
Leana Connelly
Duff Schuman
Guy Ingram
Sid McIntyre
Eugene Matheson
Hoss Darnell
Olaf Svenson
Winifred Jeffries
Phineas Kemper

Grover Sinclair
Wilber Defoe
Leonard Wheatley
Henry Tapp
Ebony Martinez
Preston Kidder
Bill Claridge
Buster Briggs
Roy Koester
Fate Mattern
Melton Bannester
Feanto Ostenberg
Jeptha Ladhoff
Emily Janney
Norton Monfort
Perley Hostetter
Sereno Mathox
Ebony Martinez
Lilburn Stevens
Jones Hammons
Nathaniel Gakley
Loma Sterns
Alphonsus Gennug
Carlton Tripp
Eathan Wince
Shotgun Hannah
Cabal Steiber
Angus Stoelting
Eddie Sturgis
Danica Pyke
Leonidas Meridith
Ophelia Vanteburg
Bertie Paddock
Jack Leet
Osborne Hoopper
Terrence Toole
Ward Cuming
Bea Sullans
Glory Malone
Napoleon Studley

Morris Persons
Plummer Wilde
Ralleffe McManus
Merrick Hober
Zylphia Larue
Faith Harvey
Sampson Tilson
Wilfred Lichte
Alpha Scheeberger
Earl Etery
Glover Rosencranz
Emit Mathewson
Karen McKnight
Woodson Rockel
Rex Polen
Bryant Crary
Liberty Lopez
Domingo Espiga
Angel de la Cruz
Javier Alvarado
Benito Moruga
Jose del Pozo
Tomas Magrina
Dante Andino
Santiago Galan
Ana Romero
Nora Fraga
Rubi Torres
Maya Barrios
Black Hoof
Falling Eagle
Hard Bear
Honey Moon
Son of Lightning
Star Dancer
Red Cloud
Little Smoke
Coyote Brother
Rainbow Kiss
Laughing Water

LOCATION GENERATOR

| | | |
|------------------|---------------------|------------------------|
| Schoolhouse | Feed Store | Field of Crops |
| Train Station | Saddle/tack Shop | Pueblo Ruins |
| Doctor's Office | Undertaker's Office | Isolated Cantina |
| General Store | Railroad Stockyard | Pathetic Adobe Hovels |
| Barber | Smokehouse | Iconic Rock Formations |
| Cafe | Freight Office | Mining Camp |
| Telegraph Office | Wood Shed | Upland Pine Forest |
| Boarding House | Water Tower | Traveler's Camp |
| Church | Leatherworks | Roadside Tavern |
| Cemetery | Hangman's Scaffold | Stagecoach Stop |
| Gunsmith | Telegraph Tower | Telegraph Line |
| Animal Corrals | Well or Cistern | Old Spanish Mission |
| Courthouse | Chicken Shed | Rolling Scrublands |
| Chinese Laundry | Hog Pen | White Sandy Desert |
| Lawyer's Office | Barn | Ash Desert |
| Blacksmith | Windmill | Black Sage |
| Sheriff's Office | Bunk House | Towering Mountain |
| Jailhouse | Open Range Land | Lost Mine |

TOWNSFOLK GENERATOR

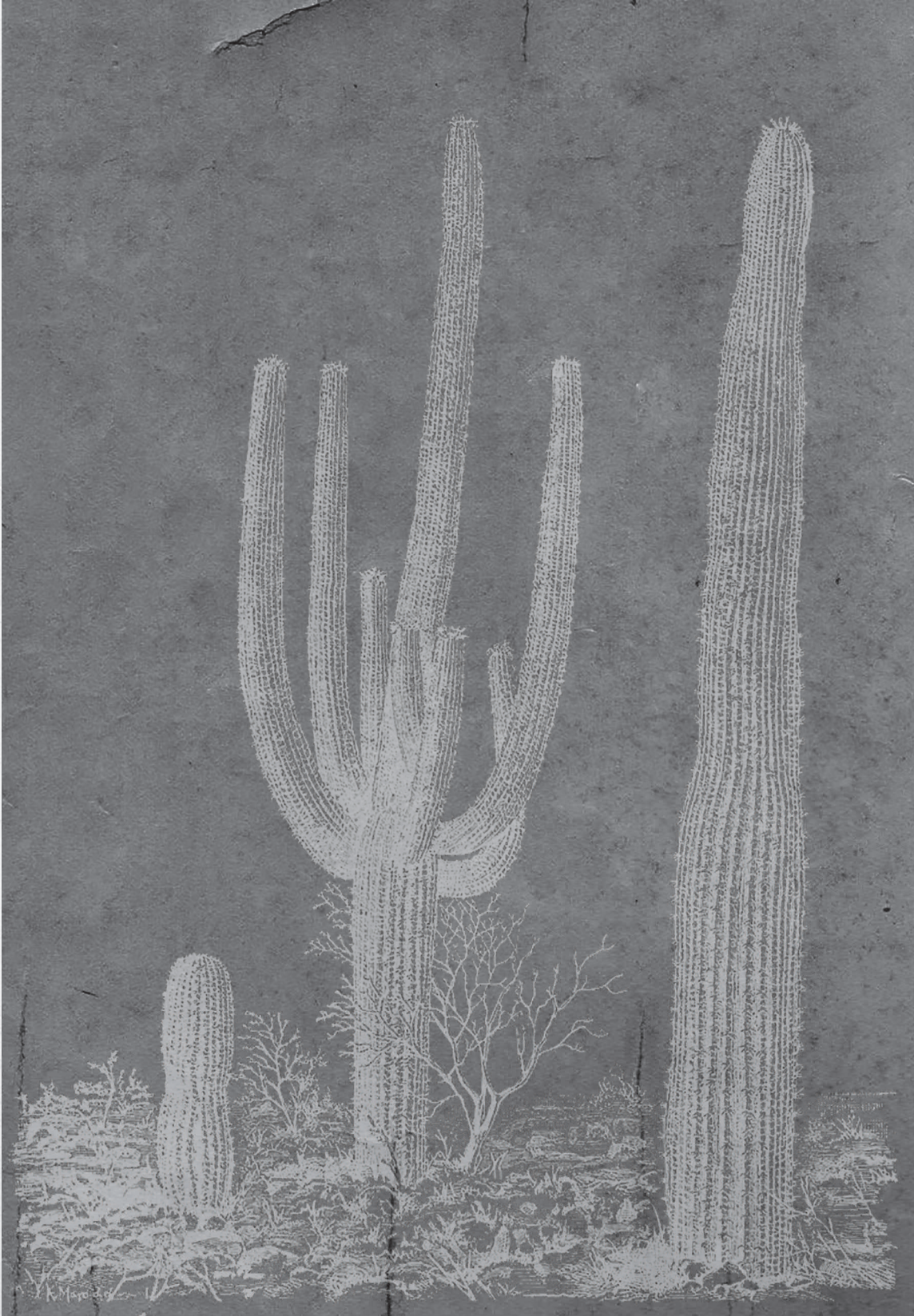
1. Leopold Ambercrombie runs a feed store, but hasn't had a sale in months.
2. Marsha Blaine is a prostitute with a heart (and a tooth) of gold.
3. Dipsy McGee is the village idiot, but occasionally dispenses the odd bit of wisdom.
4. Michael Fount styles himself the mayor of the town, even though he isn't.
5. Sylvia Grimm writes (and sings) obvious, on-the-nose, sad cowboy ballads.
6. Paddy Mulrooney is a leader of a small gang called the Black Shamrocks.
7. Brandon Sully is out to prove he's the fastest gun alive - by fighting your PC.
8. Maximilian Bell is trying to get the local newspaper started back up.
9. Sidewinder Jerry wants to sell a map to a monster-free paradise of a silver mine.
10. Livula Pride looks down her nose at the PCs and refuses to associate with them.
11. Henry Donahue is raising money to feed the widows and orphans of the town.
12. Pastor Jones wants to convert the Apache, then kill them all before they backslide.
13. Bill Davis is trying to invent an internal combustion engine that runs on fungus.
14. Sarah Proudbody is the most eligible bachelorette in town, and she's rich.
15. Sour Mash Colby can outdrink any man alive and is willing to prove it.
16. Victoria Simmons is both repulsed by and attracted to gunfighters.
17. Tommy One-Gun Tullins is banned from the saloon because of his attitude.
18. Gimcrack Iddings has a variety of roughly used but useful items for sale.
19. Bella Mars is the prettiest lady, the hardest drinker, and the fastest gun in town.
20. Nicolas Corso claims to be a lost traveler from another dimension.

MAGIC ITEM GENERATOR

1. A compass that points to the nearest silver.
2. An Apache war club that provides +1 AR vs. white people.
3. A noose that instantly kills anyone lassoed with it (-2 AR to hit).
4. A whistle that calls (but does not tame) mavericks of the black sage.
5. A buffalo robe that provides +1 DR vs. bullets (and only bullets).
6. A pair of moccasins that double the wearer's jumping distance.
7. A pair of spurs that give +1 AR during a horse chase.
8. A magical spyglass that gives +2 AR on attempts to notice/track, etc.
9. A ring that gives one the ability to speak fluent Apache.
10. A black feather that makes the wearer invisible to moonwolves.

CURSED ITEM GENERATOR

1. A gold bar that looks like gold to the finder, but to everyone else it is clearly the turd of a giant armadillo.
2. Six silver bullets, purportedly for use against moonwolves and other monsters, that turn around in mid-air and strike their shooter.
3. Apache war paint that is supposed to render the wearer invisible; it is actually Day-Glo orange and shows up in the Darkness as if under a blacklight.
4. A chainmail vest that is magnetized to draw metal towards it. Anyone who attacks the wearer gets +2 AR if using a metal weapon (or bullet). The wearer nevertheless believes it is helpful (DR to remove).
5. A saddle that throws the rider off the horse on a 1 in 6 chance every 10-minute turn (or at random, if the Referee isn't keeping track).
6. A wallet that eats currency.
7. A divining rod that is supposed to lead to fresh water, but instead leads to the closest monster's lair.
8. A pair of boots that, when put on, begin to rise into the air, taking the wearer with them. There is no way to control them. Someone will have to act fast with a lasso, or the wearer floats up into space.
9. A stick of dynamite that goes off if anyone says the word "if." This is in no way apparent until it's too late. Referee, keep an ear out!
10. A lasso that, when cast, entangles the caster and pulls him to the ground. Caster is helpless until he/she makes DR.



nerd glows on