

WOODLAND WARRIORS



OUT WEST

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WOODLAND WARRIORS

OUT WEST

A SANDBOX CAMPAIGN SETTING FOR THE WOODLAND WARRIORS RPG

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INTRODUCTION

“OUT WEST” is an alternate setting for the WOODLAND WARRIORS RPG, a copy of which will be needed to play this game. It requires a number of rule changes, mainly to better evoke the flavor of the Wild West, but otherwise uses the rules from the WOODLAND WARRIORS RPG rulebook. The Greyrock Isle setting book also contains information that you would find useful.

Drifters

All characters in WOODLAND WARRIORS OUT WEST are referred to as Drifters; characters who make their home wherever they roam. Whether they are preachers “bringing faith to the lawless”, gamblers seeking a fast buck, marshals looking for riotous towns to tame or scouts blazing new trails through the mountains, they are all wanderers and adventurers. The term Drifters has become synonymous with these types of character in the West.

Armour

Armour is less relevant OUT WEST, as bullets pierce armour relatively easily. Here are the various types of armour and their ACs vs. guns:

Table 1: Armour Type

<i>Armour Type</i>	<i>AC</i>	<i>AC vs. Guns</i>	<i>Things</i>	<i>Cost</i>
None	2	2	-	-
Padded Wizard’s Robes	3	2	1	50 gp
Quilted Cloth	3	2	1	25 gp
Chain	4	3	2	100 gp
Plate	5	4	4	300 gp
Hedgehog Spines*	4	3	-	-
Shield	+1	-	1	20 gp

*Hedgehogs use the best AC of their spines or by their class

However, characters choosing not to wear armour receive a bonus to their AC depending on their character class and level; see Table 3: Base unarmoured AC by class and level

EQUIPMENT

Characters can choose any equipment and weapons from the main WOODLAND WARRIORS RPG rulebook, subject to weapons allowed by class. In addition, the following firearms are available.

Table 2: Guns

<i>Weapon</i>	<i>Damage</i>	<i>Things</i>	<i>Short Range</i>	<i>Medium Range (-1 to hit)</i>	<i>Long Range (-2 to hit)</i>	<i>Cost</i>
Pocket Pistol	1D6-1	½	20paws	40paws	80paws	20gp
Pistol	1D6	1	30paws	60paws	120paws	40gp
Heavy Pistol	1D6+1	1 ½	40paws	80paws	160paws	60gp
Musket ¹	1D6+1	2	50paws	100paws	200paws	25gp
Carbine	1D6	1 ½	75paws	150paws	300paws	80gp
Lever-Action	1D6+1	2	125paws	250paws	500paws	100gp
Sharpshooter	1D6+2	2 ½	200paws	400paws	800paws	200gp
Scattergun*	1D6+2	2	20paws	40paws	80paws	70gp
¹ <i>Weapon cannot be fired at multiple targets in a round, due to reloading time</i>						
* <i>A scattergun causes 1D6+2 damage at close range, 1D6 at medium and 1D3 at long range.</i>						

Table 3: General Goods

<i>Item</i>	<i>Cost</i>
Banjo (or Fiddle)	4 gp
Camera & tripod	15 gp
Compass	2 gp
Coat, fancy	8 gp
Boots, pair	12 gp
Bullets, box of 50	5 gp
Cards, deck	2 sp
Duster coat	12 gp
Dynamite, stick	1 gp
Gunbelt & holster	2 gp
Saddle & saddlebags	25 gp
Stetson Hat	1 gp
Telescope	10 gp

CHANGES TO CHARACTER CLASSES

Mavericks

Mavericks are no-good cheats, thieves, gamblers, con artists and backstabbers. Use the rogue class from the main rulebook to represent these Drifters. They may use melee weapons useable by a rogue and any pistol or scattergun. AC modifier: +1 at levels 1 and 2, +2 at levels 3 and 4 and +3 at levels 5 and 6.

Preachers

Preachers tote the word of God the way others tote their shootin' irons. Many are friars, from Abbeys "back East" but others haven't seen the inside of an Abbey in their lives; they just "have the callin'", as they say. Use the friar class from the main



rulebook, although their choice of weapons now includes scatterguns too, "just for self defence". AC modifier: +1 at levels 1 and 2, +2 at levels 3 and 4 and +3 at levels 5 and 6.



Rowdies

Rowdies are rough, tough fightin' types who can fight with just about anything they can get their paws on. Use the warrior class from the main rulebook to represent these Drifters – their favoured weapon must be a melee weapon (or unarmed). Alternatively, they can take their favoured weapon as "resilience" giving them a bonus Hit Die to roll **for Hit Points only**. Rowdies can use

all guns. Rowdy Stunts must be connected with melee or brawlin', and often involve dirty fightin' techniques. AC modifier: +2 at levels 1, +3 at levels 2, 3 and 4 and +4 at levels 5 and 6.

Scouts

Trackers, trailblazers, pathfinders, mountain-beasts and prospectors are all scouts. Use the scout class from the main rulebook to represent these Drifters. They may use scout melee and missile weapons and any pistol, rifle, carbine or scattergun.

AC modifier: +1 at level 1, +2 at levels 2 and 3, +3 at levels 4 and 5, and +4 at level 6.

Shootists

Any beast who lives by the law of the gun is a shootist. He might be a town marshal, a gun-totin' desperado or an ex-soldier sharpshooter – if he primarily makes use of a gun of some sort, he is a shootist. Use the warrior class from the main rulebook to represent these Drifters – although they can use only 1-pawed melee weapons and their favoured weapon must be a gun of some sort. Shootist Stunts must be connected with guns too ("fast draw" is a shootist stunt, as is gun-twirling and shooting spinning coins out of the air). Shootists use DEX instead of STR as their prime requisite.

AC modifier: +2 at levels 1, +3 at levels 2, 3 and 4 and +4 at levels 5 and 6.



Talespinners

Talespinners are not much different in OUT WEST to those found in the main rulebook. Some have developed their talents for creating stories into the written word; they travel the west writing stories about the exploits of legendary Drifters and sell their stories to the newspapers back east. Others go the more traditional route of the spoken word, spreading news and tittle-

tattle in the process. Use the Talespinner class from the main rulebook plus they can use pistols to defend themselves.

AC modifier: +1 at levels 1 and 2, +2 at levels 3 and 4 and +3 at levels 5 and 6.

Wayfarers

Wayfarers are found OUT WEST just as they are found footloose and free anywhere else. They usually have something that marks them out as outsiders; even more than the usual drifters, outlaws and ne'er-do-wells that roam about in the untamed badlands between the townships. They don't use any firearms.

AC modifier +2 at all levels.

Warlocks

Magic is becoming as outmoded as wearing armour in this day-and-age of advances in technology, what with steam engines and gunpowder an' all. However, wizards still exist; only they're called warlocks nowadays. They can still pack a mean punch if needs be, but nuthin' a stick of dynamite can't do. Use the wizard class from the main rulebook, although they can now use pistols too. Most warlocks put their spells into their gun, rather than into a wand.

AC modifier: +1 at levels 1, 2 and 3, +2 at levels 4, 5 and 6.

Table 4: Base unarmoured AC by class and level

<i>Class</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>
Maverick	3	3	4	4	5	5
Preacher	3	3	4	4	5	5
Rowdy	4	5	5	5	6	6
Scout	3	4	4	5	5	6
Shootist	4	5	5	5	6	6
Talespinner	3	3	4	4	5	5
Warlock	3	3	3	4	4	4
Wayfarer	5	5	6	6	7	7

NEW CHARACTER KIND

In this tough and lawless frontier, the boundaries between Kind, Vermin and Wild are somewhat blurred. Some Kind even kill and steal; “gold-fever” they call it and, the further West they go away from the peaceful influence of the Abbeys, the meaner everyone seems to get in their greed for gold and land. Therefore the Referee may allow player-characters from virtually any of the beasts in his game. However, here are a couple of the more common ones ready for your use:

Prairie Dog (Gopher)

A large number of prairie dogs live in their tribes; some in tented settlements dotted around the plains, some in wooden buildings in the forests and others in stone buildings or cave dwellings in the arid deserts and mesas. Many have now mingled with the newcomers in their rough mining towns and grass-lizard ranches.

Prairie dogs are superb lizard-riders and they know the plains well. When on the open plain, a prairie dog can put his ear to the ground and learn about any large-scale beast movement up to several furlongs away or smaller movements correspondingly closer by making a notice roll.

In combat, prairie dog braves and scouts can use trick riding techniques (as warrior stunts); hanging from the side of a fast-moving lizard, picking things up on the move, standing on the lizard’s back, leaping from one fast-moving lizard to another etc. Generally these tricks don’t need a roll but in some circumstances the Referee may require a reflex roll.

Although many prairie dogs have completely integrated with the settlers and go by the class titles above, they can be of any class. They tend to be rowdies (sometimes called warriors or braves) or scouts. They call their preachers and warlocks “shaman” (not specifically distinguishing between them).

Raccoon

The player-character Raccoon receives +1 to INT but -1 to WIS.

Raccoons were made for the Wild West; sometimes a bit mean, often a bit ornery and most times up to no good.

Raccoons are intelligent and very good at manipulating things, which combined with their love of shiny objects makes them excellent pick pockets

and card-sharps. Player-character raccoons receive sleight and locks & traps as mavericks or, if they are mavericks, receive +1 to their rolls for these abilities.

They are good liars and also very good at spotting when lies are told to them; receiving +1 to their persuade rolls when telling a lie and +1 to their notice rolls to spot when they are being lied to.



Table 5: Player character Kind

<i>Kind</i>	<i>Size (paws)*</i>	<i>Attribute Modifiers</i>	<i>Available Classes</i>	<i>Special Abilities</i>
Badgers	5 ½ - 6 ½	+2 STR -1 DEX -1 CHA	Rowdy, Rowdy-Preacher, Rowdy-Warlock Wayfarer	Rage (+2 STR, +2 CON, +2 Will saves)
Hares ¹	4 - 5	+1 CHA -1 WIS	Maverick, Rowdy, Shootist, Scout, Talespinner, Wayfarer	Jump, persuade
Hedgehogs	3 ½ - 4 ½	+1 CON -1 INT	Rowdy, Preacher, Warlock, Wayfarer	Natural AC4, +1HD when attacking serpents, +1 save vs. poison
Mice	2 ½ - 3	+1 DEX -1 STR	Any, except Rowdy	Stealth, sleight, +1HD attacking with slings
Moles	3 – 3 ½	+1 STR -1 WIS	Rowdy, Preacher, Rowdy-Preacher, Scout, Shootist, Wayfarer	Stone/Earthwork, Tunneling
Otters ¹	5 - 6	None	Any	Boating, river-sense
Prairie Dogs	3 ½ - 4 ½	None	Any	Trick riding, prairie-sense
Raccoons	4 - 5	+1 INT -1 WIS	Any	Sleight, locks & traps, lies
Squirrels	3 ½ - 4 ½	None	Any	Climb/jump, immune to sleep & charm spells, persuade
*see Table 17: Distances & Measurements in the main rulebook				
¹ Otters and hares are detailed in the Greyrock Isle setting book				

NEW SPELLS

PREACHER SPELL LIST

Level 1

Armour of Good
Heat Metal

Level 2

Aid
Remove Paralysis

Level 3

Searing Light
Speak with Insects

Level 4

Commune
Restoration

WARLOCK SPELL LIST

Level 1

Feather Fall
Floating Disc
Silent Illusion

Level 2

Flaming Sphere
Levitate
Minor Illusion

Level 3

Freeze
Major Illusion
Stoneskin

Level 4

Cloudkill
Greater Illusion
Polymorph

SPELL DESCRIPTIONS

Contained herein are all of the new Preacher (Friar) and Warlock (Wizard) spells presented in alphabetical order.

Armour of Good

Spell Level: Preacher, 1st Level
Range: Touch
Duration: 1 round per level

The spell creates an aura surrounding the preacher or whoever he touches granting +2 AC for the duration.

Aid

Spell Level: Preacher, 2nd Level
Range: Touch
Duration: 2 rounds per level

An ally gains +1 on attack rolls, AC, ability rolls and saving throws. He also receives 1D6 +1/level temporary HP.

Cloudkill

Spell Level: Warlock, 4th Level

Range: 100 paws, +10 paws per level

Duration: 1 minute per level

A poison cloud of 20 paws radius that kills creatures of 2HD or less automatically. Others receive a fortitude save or suffer 1D6 points of damage per turn whilst within the cloud. Undead are unaffected.

Commune

Spell Level: Preacher, 4th Level

Range: Self

Duration: 1 round per level

You receive the answer to one question per level from the subject of your faith. The spell, at best, provides information to aid character decisions.

Feather Fall

Spell Level: Warlock, 1st Level

Range: 25 paws + 5 paws per level

Duration: Until landing or 1 round per level

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. The spell can be cast instantly.

Flaming Sphere

Spell Level: Warlock, 2nd Level

Range: 100 paws + 10 paws per level

Duration: 1 round per level

This spell creates a 5 paw diameter sphere that rolls in whichever direction the caster points and burns those it strikes. It moves 30 paws per round. As part of this movement, it can ascend or jump up to 30 paws to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2D6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 paws tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

Floating Disc

Spell Level: Warlock, 1st Level

Range: 25 paws + 5 paws per level

Duration: 1 hour per level

The caster creates a slightly concave, circular plane of force that follows him about at normal walking speed and carries loads for him. The disk is 3 feet in diameter. It can hold 1000 gps of weight per caster level. The disk floats approximately 3 feet above the ground at all times and remains level.

Freeze

Spell Level: Warlock, 3rd Level

Range: 100 paws + 10 paws per level

Duration: Instant

This spell projects a blast of extreme cold from the Warlock's hands at a single target. He must succeed at a ranged attack to hit. The blast deals 1D3 points of cold damage per level and forces the target to make a Fortitude save or be frozen solid for 2 rounds. A frozen creature cannot move or speak, or take any physical action. Such a character is considered helpless. A successful save means the target is only frozen for 1 round.

Greater Illusion

Spell Level: Warlock, 3rd Level

Range: 400 paws + 40 paws per level

Duration: Concentration or 1 minute per level

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The figment includes visual, auditory, olfactory, and thermal components, and the figment can follow a script determined by you (in which case concentration is not necessary). The illusion can include intelligible speech if you wish. You can move the image within the limits of the size of the effect.

Heat Metal

Spell Level: Preacher, 1st Level

Range: 25 paws + 5 paws per level

Duration: 7 rounds

Heat metal makes metal start to get hotter and hotter. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no

damage. The same effect also occurs on the last round of the spell's duration. A creature will need to make a Will save to continue to hold onto a hot item. During the second (and also the next-to-last) round, intense heat causes pain and damage (D3). Another Will save is needed to continue to hold onto an item. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage (2D3+1). Another will save (-1) is needed if a creature still wishes to hold onto a metal item that is this hot.

Levitate

Spell Level: Warlock, 2nd Level

Range: 20 paws per level

Duration: 1 turn per level

This spell allows the Warlock to levitate, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 claws per minute (60 paws per turn), and the caster cannot levitate more than 20 paws per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Major Illusion

Spell Level: Warlock, 3rd Level

Range: 400 paws + 40 paws per level

Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by you. While concentrating, you can move the image within the range. Sound, smell, and thermal illusions are included in the spell effect.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Minor Illusion

Spell Level: Warlock, 2nd Level

Range: 400 paws + 40 paws per level

Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create smell, texture, or temperature. Minor image includes sounds but not understandable speech. You can move the image within the limits of the size of the effect.

Polymorph

Spell Level: Warlock, 4th Level

Range: Touch

Duration: 1 hour or Referee's discretion

The caster can change a willing subject into another form of living creature.

The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points, except that the subject also regains lost hit points as if it had rested for a night.

Remove Paralysis

Spell Level: Preacher, 2nd Level

Range: 25 paws + 5 paws per level

Duration: Instant

The spell affects up to 4 targets that must be no more than 2 paws apart. It removes the effects of temporary paralysis or similar spell effects.

Restoration

Spell Level: Preacher, 4th Level

Range: Touch

Duration: Instant

This spell restores an XP level lost from the special abilities of Undead.

Searing Light

Spell Level: Preacher, 3rd Level

Range: 100 paws + 10 paws per level

Duration: Instant

The caster can project a blast of light from his open palm, causing 1D6 points of damage per 2 levels. Undead suffer 1D6 damage per level.

Silent Illusion

Spell Level: Warlock, 1st Level

Range: 400 paws + 40 paws per level

Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The illusion does not create sound, smell, texture, or temperature. The caster can move the image within the limits of the size of the effect.

Speak With Insects

Spell Level: Warlock, 3rd Level

Range: 25 paws + 5 paws per level

Duration: 1 minute per level

The caster can comprehend and communicate with insects. He is able to ask questions of and receive answers from insects, although the spell doesn't make them any more friendly or cooperative than normal. If an insect is friendly toward you, it may do some favor or service for you.

Stoneskin

Spell Level: Warlock, 3rd Level

Range: Touch

Duration: 10 minutes per level

The warded creature gains resistance to blows, cuts, stabs, and slashes. Each time the creature is hit for damage, it ignores the first 6 points of such damage. Once the spell has prevented a total of 6 points of damage per caster level, it is discharged.

NEW BEASTS

KIND

Beaver

Size: 5 - 7

Dex: 9

Armor Class: 2 (or by armour type)

Hit Dice: 2 (+2)

Damage: By weapon

Saving Throws: Fort 4+, Reflex 6, Will 5+

Special: Wood working

Move: 6/12 (when swimming)

Challenge Level/XP: 2/9

Beaver are large fat river-side dwellers with large front teeth – making them look a bit stupid, which they aren't (well not much). Like otters, they are excellent swimmers and boat-builders. In fact they love working with wood generally; they have a similar ability with wooden constructions that moles have with stonework. You rarely find a beaver without a wood axe or a saw in his paw.

Cottontails (Rabbits)

Size: 3 ½ - 5

Dex: 11

Armor Class: 3 (or by armour type)

Hit Dice: 1

Damage: By weapon

Saving Throws: Fort 6, Reflex 3+, Will 6

Special: Jump

Move: 12

Challenge Level/XP: 1/4

Cottontails look a little like hares, so they can be mistaken from a distance. However, when you are talking to cottontails, the difference becomes apparent. They are a bit cuter, for a start. Also, where hares are impulsively chatty, cottontails are slow and deliberate. They rarely start a conversation and even when a conversation starts, it tends to be one-sided. Cottontails are a little nervous and tend to stay away from fighting as much as possible.

VERMIN/VARMINTS

Vermin are often called “Varmints” OUT WEST. Whilst it wouldn't be unusual to see them in a town going about their business, more often than not, the presence of Varmints spells trouble.

Coyote

Size: 6 ½ - 8

Dex: 10

Armor Class: 4 (or by armour type)

Hit Dice: 2 (+5)

Damage: By weapon type

Saving Throws: Fort 4+, Reflex 4+, Will 4+

Special: Persuasive

Move: 12

Challenge Level/XP: 3/14

Coyotes are very similar (though slightly larger, greyer and meaner) to foxes. Like foxes, they are liars, cheaters and swindlers. More than ever, they use their cunning and guile to outwit the gullible, cheat the stupid and trick Kind everywhere. They prey on the greed of others to gamble, steal and swindle. Nearly all coyotes have rogue abilities and most, like foxes, are also magicians or tricksters – able to perform sleight of hand tricks, or illusory magic.

Ferret/Polecat

Simply use stats for weasels or stoats to represent these critters

WILD

Grizzly

Size: 10 - 14

Dex: 8

Armor Class: 6

Hit Dice: 6 (+25)

Damage D6+1 claws

Saving Throws: Fort 2+, Reflex 4+, Will 3+

Special: Can pick up (and throw)

Move: 12

Challenge Level/XP: 13/180

Grizzlies are bears – only much bigger and more ferocious. Thick fur covers their bodies and massive paws contain horrible sharp claws. They tend to live alone or in small family units in mountains and deep forests. Like bears, grizzlies can speak haltingly but none are known to read. If at least half of their attack dice hit a single target, the grizzly has picked it up. He will possibly throw it or carry it off.

Prairie Lizard

Size: 4 - 8

Dex: 10

Armor Class: 3

Hit Dice: 1(+3) to 1(+10)

Damage: Bite 1D3

Saving Throws: Fort 4+, Reflex 5+, Will 6

Special:

Move: 14

Challenge Level/XP: 1/4 to 3/14

Prairie lizards are very similar to common lizards. They generally travel in herds across the plains out west, eating grass and small insects. Simple and eager to please; they are very hardy and can be trained as mounts or to pull wagons. They don't use weapons, tools or armour and always move on all fours. They are strong and dependable and would be Kind but for their minimal intelligence.

Sidewinder (Serpent)

Size: 5-7

Dex: 12

Armor Class: 4

Hit Dice: 2(+5)

Damage: Bite D3 + poison

Saving Throw: Fort 5+, Reflex 5+, Will 4+

Special: Hypnotize/intimidate, poison

Move: 12

Challenge Level/XP: 5/32

Sidewinders are a particular type of fast moving serpent found Out West. Sometimes called rattlers, these wicked critters use their strange sideways movement to hypnotize their prey before they strike and their tail rattles as a warning to intimidate their enemies. When using their ability to hypnotize, the victim receives a Will save or is otherwise paralyzed with fear for 2 rounds. When using their rattles, again the victim receives a Will save or must back away directly for half his movement rate for 2 consecutive rounds, unable to do anything else. Their poison causes 1D3 poison damage per hour (after being bitten), but the victim receives a Fort save each hour to avoid further damage. Strangely, there are sidewinders who become Talespinners, using their rattles to elaborate their stories.

Vulture

Size: 6-8

Dex: 9

Armor Class: 3

Hit Dice: 3(+5)

Damage: Peck D3+1

Saving Throw: Fort 4+, Reflex 5+, Will 5+

Special: Fly, sense death

Move: 6/24 (when flying)

Challenge Level/XP: 5/32

Vultures are evil birds whose presence usually signifies the proximity of a dying or dead critter because they only eat what is already dead or critters that are injured and close to death. If PCs with significant injuries are outdoors, there is a good chance (1 in 6) that any wandering beast that turns up will be one or more Vultures. Preachers are aware that the presence of Vultures may also signify the presence of Undead, which Vultures can detect

(almost magically) at up to 2 furlongs away. Undead versions of Vultures are also quite common.

Changes to the ACs of Beasts

Because there is little or no armour on “Out West”, many of the beasts in the main rulebook may need to have their unarmoured ACs increased a little to ensure they remain a challenge. This represents the fact that the cleverer beasts (many of the Vermin and several of the Wild) are now more wary of firearms and, like the PCs can dodge, duck, evade or use defensive maneuvers rather than rely on shields and other older forms of protection. Simply increase the AC of Rats Weasels, Shrews and so on by 1 or 2, depending on how much of a challenge you want these critters to be. You don’t need to adjust the AC of Insects or Undead that never relied on armour.



OUT WEST

What has gone before

250 or so years ago, the Water Vole Explorer, Carmello, found a new land out across the western seas in his ship The Mayfly. A settlement called Carmelport sprang up from where his ship landed and, once approved by their Abbeyes, the newcomers came in their hundreds.

Although they knew nothing of Abbeyes, the natives were clearly all Kind and many were just the same as the newcomers. It wasn't long before the prairie dogs, gophers and raccoons and other "critters" of this New World had settled down with the newcomers. Trade and technology developed rapidly as they learned new things from each other. They had common enemies too, as this New World wasn't free of Vermin (often called Varmints, in this new land) and fighting these together helped cement the friendship of the two cultures. Abbeyes continued to be built along the coast and further inland and settlements sprang up around them, pretty much as they always had back home.

Trouble brewing

Whilst the two cultures got along famously, trouble was rising up from the South. At the same time or shortly after Carmello founded Carmelport, the female stoat known as "Bloodyclaw the Conqueror" also landed in the New World, at the prairie dog city of Long Horn, somewhere a long way south of Carmello's landing. As her name suggests, Bloodyclaw the Conqueror was a rather different sort of character to Carmello and, the minute she saw what the city of Long Horn offered in plunder, she and her ragged band of pirates, raiders and marauders fell upon the city destroying it and taking everything of value.

News spread fast in the Vermin community and pretty soon every freebooter, cutthroat, killer and bandit wanted a piece of the action. Vermin ships from all corners descended upon Long Horn and the nearby cities and carnage was wrought. Long Horn became a Vermin pirate port, where they lived in their thousands raiding up the coast, descending upon unsuspecting towns and villages, looting, slaying and destroying everything in their path.

It was inevitable that sooner or later the Kind and The Vermin would meet and the Battle of Thunder Peak was the result. This was the start of a long and bloody war that eventually saw the Kind victorious and sent the Vermin scuttling off back to their lairs down south, licking their wounds.

The push West

As more newcomers came over to the New World, the push west started to outstrip the speed at which new Abbeys could be built. This rapid expansion left behind the focus of Good that had always bound the Kind with a sense of community and spirit. Yes, friars could travel with the trailblazers but the further away from their Abbeys the settlers roamed, the more like their Wild and Vermin cousins they became. Soon the differences between them became almost indistinguishable. Lawlessness soon set in across the West especially when gold and other precious metals were discovered.

Technology Level

As WOODLAND WARRIORS has a time-period roughly approximating Medieval Europe (c.1200-c.1600), OUT WEST is intended to approximate the Wild West period of North America (roughly the mid 1800's to the end of the century).

Weapons

Things have moved on, and bows and crossbows have been replaced by six-shooters and rifles for the most part. In a departure from the real Wild West though, many beasts still use swords and battle axes for fightin' – this is a fantasy-west, after all! Almost all beasts OUT WEST own some sort of a weapon out of necessity. Armour is also worn by some critters, but others prefer the freedom that being unencumbered provides. Besides, bullets tend to pass through most forms of armour relatively easily.

Travel

Most travel is mounted on prairie-lizards. Prairie schooners, chuck wagons and stagecoaches are all pulled by prairie lizards, so these simple beasts have become a valuable asset in this wild frontier. Back East, there are paddle steamers on the wide rivers, but otherwise canoes and rafts are the order of the day. Also back East, steam trains are all the rage – but the railroads haven't reached Golden Valley quite yet. The nearest rail station (Milestone) is some furlongs north of the Blueberry Trail leading into the Golden Valley.

Communication

The Abbeys control telegraphic communication – many missions also have their own telegraph office where they can keep up communication with the big Abbeys back east. This gives Abbeys control over the news; many newspapers and printing services are also provided by the Abbeys and the missions.

THE GOLDEN VALLEY SETTING

Golden Valley was discovered by the legendary hare scout, Blueberry and his companion, a mole prospector called Diggery. They were seeking a western route (later to become the Blueberry Trail) through the Cloudridge Mountains and, following a gorge trail high above the Honeywine River, they suddenly came upon a wide valley through which the Honeywine meandered like a honey-coloured rattler. Almost immediately, Diggery knew this valley was something special and he put his talent for these things to the test.

It wasn't long before Diggery struck gold and, as is usual in these parts, the news travelled fast. Pretty soon gold miners descended on the valley from everywhere, forming the first permanent township, called Goldville. Others followed and now the valley boasts 7 townships of any significant size and a larger number of small mining camps dotted around the mountainsides.

Of course, where there is gold there is trouble, and the Golden Valley sees more than its share of violence and bloodshed. Tensions went up a notch or two recently when it was reported that Dog Lightnin' and his gang of outlaws had taken an interest in the region.

Bitter Creek Mission

Run by Father Owlhoot; the Mission looks after the spiritual needs of the inhabitants of the Valley and its preachers try to calm the simmering tensions that bubble to the surface from time to time. The Mission has its own telegraph office and printing press.

Important NPCs

Father Owlhoot: Hedgehog Preacher, Level 4, HD 2(+1), HP 10, AC 4. He doesn't carry any weapons normally, but he does keep a scattergun in his office.

Caution

No longer on any map, Caution is now a ghost town, remembered by some old Kind as the last town before the Badlands; placing it somewhere south of Yellowrock. All that is left is a collection of empty and dilapidated clapboard buildings lining a dusty main street.

Adventure seed #1

There is rumoured to be a cache of gold hidden in Caution; the proceeds of a bank robbery in Goldville several years ago, buried by the robbers during their escape. The robbers ventured across the Badlands and were never seen again.

Badlands

The Badlands are furlongs and furlongs of barren rock and parched desert to the south of Yellowrock. Nothing lives out there except snakes and the ghosts of the dead; so the prairie dogs say.

Driftwood (Ferry)

The small town of Driftwood built up around the ferry station that took the original prospectors across the river to the western side of the valley. The ferry itself was built out of driftwood by a beaver that became known by the miners as Driftwood. The beaver constructed many of the buildings in the town too. His son, also named Driftwood, still ferries travellers back and forth across the river to this day.

Important NPCs in Driftwood

Driftwood Junior: Beaver, HD 2(+2), HP 11, AC 4/3 vs. guns – (he wears chain armour). Driftwood has a scattergun (D6+2/D6/D3) on his ferry and keeps a wood axe by his side (D6).

Fort Weaver

The fort was built 20 years ago to protect the valley against the Varmint raiders that come up causing trouble from the south from time to time. It is large enough for up to 100 soldiers, but currently there are only 20 (of all Kind) stationed at the fort. They are all mounted troops, so there are also 20 prairie lizards stabled here too.

Important NPCs in Fort Weaver

Captain Sand: Hare Shootist Level 5, HD 3(+2), HP18, AC6, Lever action rifle D6+1 (favoured weapon +1HD), Shootist stunt 3+, sabre D6, heavy pistol D6+1
Sergeant Bramble: Badger rowdy, Level 5, HD 3(+2), HP26, AC6, Lever action rifle D6+1, battle axe D6+1, favoured weapon - resilience, Rowdy stunt 3+
Eaglepaw: Prairie Dog Shaman/Scout, Level 4, HD 2(+1), HP 12, AC5
Foggy: Mole blacksmith/gunsmith, HD 1(+1), HP7, AC5/3 vs. guns (he wears chain armour and has a shield), warhammer D6+1 (STR 16), carbine D6

Adventure seed #2

There has been an eerie yowling and howling at night around the vicinity of Mosey's Mine, up in the mountains to the east of Bitter Creek Mission. Mosey has come down to the fort to seek help as it is causing sleepless nights and his miners are scared and leaving one by one. Eaglepaw says it is a "Catawampous" – an evil spirit probably awoken by the mining. Captain Sand won't help, as it isn't army business. Mosey then seeks the aid of the PCs. Exactly what the Catawampous is is up to the Referee. It could be a grizzly. It could be a ghost. Or something else.

Goldville

The first real settlement in Golden Valley, Goldville is now a boom town, boasting, amongst other establishments, several saloons, a hotel, general goods store, lizard stables, blacksmith, assaying office, a bank, its own newspaper, "The Golden Valley Gazette" and a telegraph office. The squirrel, Amber Honeytail, runs the popular Stray Saloon; she and her "strays" (female critters of all kinds) provide special services for the miners, prospectors and soldiers in the Valley.

Important NPCs in Goldville

Sheriff Maybelle: Female Mouse Shootist, Level 4, HD 3, HP12, AC7 (DEX 16), pistol D6 (favoured weapon +1HD), shortsword D6-1, shootist stunt 4+

Amber Honeytail: Female Squirrel Talespinner, Level 6, HD 3, HP11, AC5, pocket pistol D6-1, dagger D3

Doc Barleycorn: Gopher Maverick, Level 3, HD 2, HP8, AC5 (DEX 14), 2 pocket pistols D6-1 (one hidden inside his coat). Barleycorn actually trained as a healer "back east" and has some skill in first aid and surgery. If he succeeds a Lore roll (3+) he can heal a point of damage (only once per day per character). Having said that, he spends most of his time in the Stray Saloon, so whether he is of use when needed is another matter.

Adventure seed #3

Shale Belvidere, the wildcat bounty hunter has come into Goldville looking for one of the PCs (pick the most likely one – a Shootist or similar). He has a wanted poster that has a picture resembling the PC. It may or may not be a mistake. (Make Shale's stats to be a reasonable challenge for the PC, if it comes to a gunfight).

Lost Mission

The Lost Mission was founded by Father Beetlebrow when the first wave of miners came to the valley, after being discovered by Blueberry. However, it didn't last long and was raided and looted by a horde of varmints that swooped down into the valley a few years after building was completed. For a while, the vermin held the valley, but it wasn't long before they were driven away. Fort Weaver was built along with the nearby Bitter Creek Mission as a defence against future raids. The location of the first mission was forgotten. However, Dog Lightnin', the mean-as-nails Coyote gunslinger and his outlaw gang of about two dozen no-good gun-totin' varmints are hiding out in these ruins, having discovered them whilst scouting the surrounding hillsides. Dog occasionally comes down into the valley with a few of his gang, to while away the hours in the saloon. He avoids going into Goldville too often, as the sheriff's office has a wanted poster with his picture on it.

Important NPCs at Lost Mission

Dog Lightnin': Coyote Shootist/Warlock Level 4, HD 3, HP16, AC6, Lever action rifle D6+1, 2 pistols D6 (favoured weapon +1HD), Shootist stunt 4+, dagger D3+1 (STR 15), Bonus 1st level spell in mind due to INT 15, Spells:

In gun (3+ to cast): Detect Magic, Sleep, Light, Phantasmal Force, Flaming Sphere

In mind: Sleep, Magic Missile, Charm Beast, Feather Fall, Minor Illusion, Mirror Image

Muzzle: Wolverine, HD 2(+5), HP15, AC4, Lever action rifle D6+1, battle axe D6+1, Enraged 5+ +1 attacks & damage in melee

Shirk: Ferret, Scout, Level 3, HD 2(+1), HP9, AC5 (DEX 13), Sharpshooter Rifle D6+2, wood axe D6-1, pocket pistol D6-1

Maple Bend

Sedge Cactuspaw, a raccoon cardsharp runs the Valley Saloon & Gaming House, here in Maple Bend. He established the place after he was run out of town, accused of cheating at cards in the Prospect Saloon, Goldville. He is now the town marshal, having been elected recently (in a rigged election).

Important NPCs in Maple Bend

Sedge Cactuspaw: Raccoon Maverick/Shootist, Level 3, HD 2(+2), HP12, AC5, Scattergun D6+2/D6/D3, pistol D6, shortsword D6-1, Shootist stunt 4+, favoured weapon: pistol +1HD

Vermillion: Polecat Rowdy, Level 4 HD 3, HP 15, AC5, Lever action rifle D6+1, heavy pistol D6+1, longsword D6, Rowdy stunt 4+, favoured weapon: longsword+1HD

Adventure seed #4

Vermillion is certain the election was rigged but needs evidence. This is tricky though – do the PCs believe a polecat over a raccoon? What sort of trouble will they bring on themselves if they side with a polecat (even though the inhabitants of Maple Bend trust him)? Sedge is certainly a liar and a card cheat – is there evidence of the rigged election in his office and how do the PCs get hold of it? If Sedge gets any inkling his affairs are being looked into, he will deputize some mean Varmints to oppose Vermillion and the PCs. This could lead to a showdown at high noon – or, more likely, Sedge will run if things start to go badly.

Lone Gulch

Lone Gulch is a small settlement on the side of a small lake to the west of Goldville. The town is predominantly inhabited by prairie dogs and gophers that are suspicious of other Kind coming to their town.

Important NPCs in Lone Gulch

Sheriff Featherfur: Prairie dog Shootist, Level 3, HD 2(+2), HP 14, AC5, carbine D6, pistol D6, wood axe d6, shootist stunt 4+, favoured weapon pistol +1HD
Starbright: Gopher Shaman/Talespinner, Level 3, HD 2, HP 8, AC4, spear D6, bow D6, dagger D3

Vulture Pines

Being the settlement nearest to the Lost Mission gives Vulture Pines the dubious honour of receiving regular visits from members of Dog Lightnin' and his outlaw gang, when they need something (to gamble and drink in the two saloons, or when they need supplies). Unfortunately, this often leads to trouble for the townsfolk, who want Marshall Huckleberry to do something about it.

Important NPCs in Vulture Pines

Marshal Huckleberry: Otter Shootist, Level 3, HD 2(+2), HP10, AC5, pistol D6 (favoured weapon +1HD), Longsword D6, shootist stunt 4+

Adventure seed #5

Recently, the outlaws have started asking for "protection tax" to stop them shooting up the town when they come in. Marshal Huckleberry's deputy Clum was killed by one of Dog's varmints when he stood up to them. Huckleberry has had enough and has ridden to Goldville to seek help from Sheriff Maybelle, who immediately puts out a call for some hired guns to be sworn in as deputies and to go up to Vulture Pines with Huckleberry to help protect the settlement.

Yellowrock

The town of Yellowrock is built in the lee of a large rock outcropping that has a yellowish hue in the sunlight. Some early settlers thought the whole rock was gold and there are several places where the rock has been hewn or dynamited. Even now, some drunken folks have been known to hack pieces off, believing it to be gold.

Important NPCs in Yellowrock

Marshal Tumbleweed: Gopher HD 1, HP 6, AC4, pistol D6, shortsword D6-1

Adventure seed #6

Several prairie-lizard ranchers near Yellowrock have been having trouble; their lizards are disappearing at night time and they suspect there are rustlers in the area. Marshal Tumbleweed has said he'll look out for them, but the ranchers have decided to pool their money to hire some Drifters to deal with the problem.

Golden Valley

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Lost
Mission

Vulture
Pines

Maple
Bend

Driftwood

Lone
Gulch

Bitter Creek
Mission

Goldville

Fort
Weaver

Honeywine River

Yellowrock



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