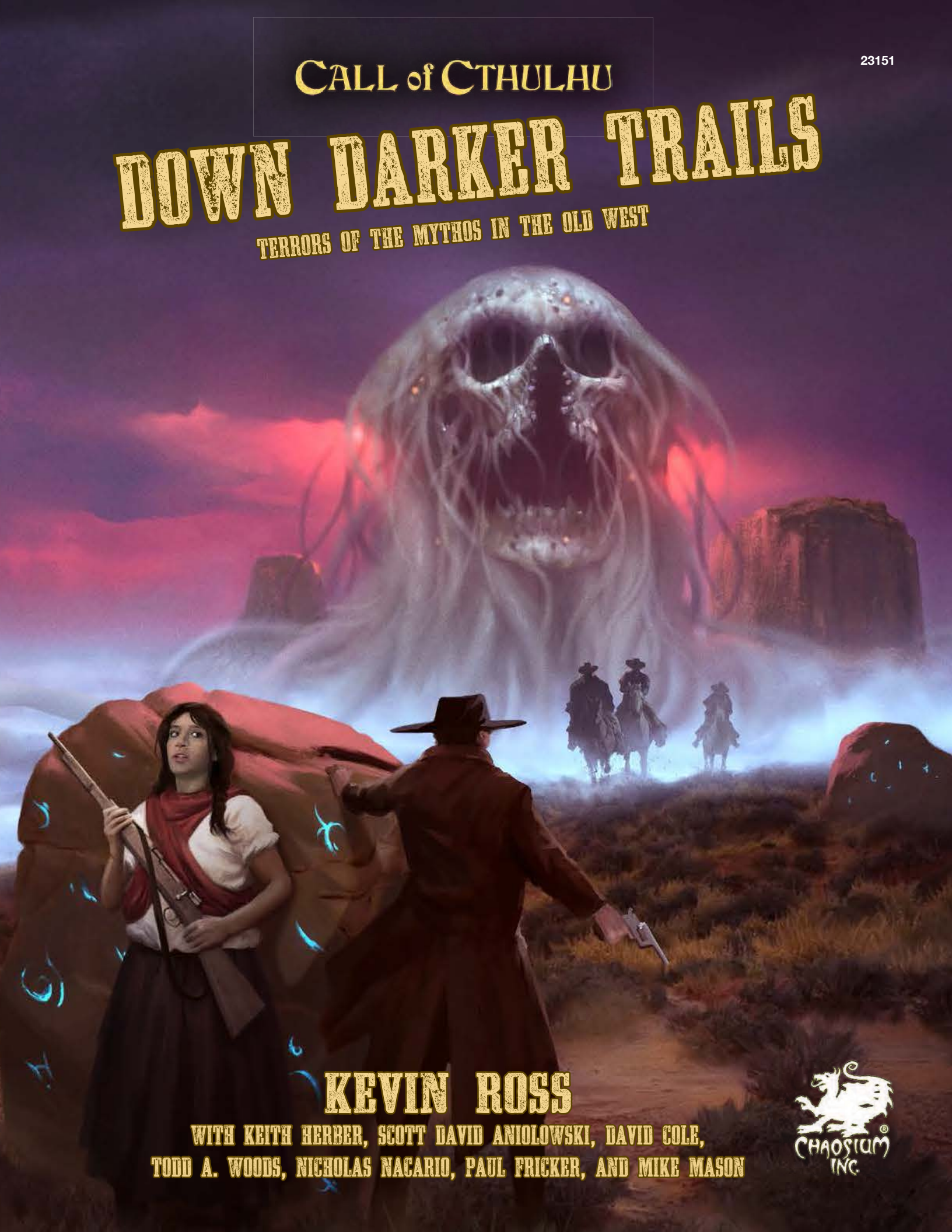
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CALL of CTHULHU

DOWN DARKER TRAILS

TERRORS OF THE MYTHOS IN THE OLD WEST



KEVIN ROSS

WITH KEITH HERBER, SCOTT DAVID ANIOLOWSKI, DAVID COLE,
TODD A. WOODS, NICHOLAS NACARIO, PAUL FRICKER, AND MIKE MASON

CHAOSIUM® INC.

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This supplement is best used with the *Call of Cthulhu* (7th Edition) Roleplaying Game, and may also be used with *Pulp Cthulhu,* available separately from www.chaosium.com and your friendly local game store.

This is a work of fiction. This book includes descriptions of real places, real events, and real people. These may not be presented accurately and with conformity to the real world nature of these places, people, and events, and are reinterpreted through the lens of the Cthulhu Mythos and the *Call of Cthulhu* game in general. No offence to anyone living or dead, or to the inhabitants of any of these places is intended. Material is fictionalized and used here as the basis for tales inspired from the imagination of H. P. Lovecraft and other writers of weird horror fiction, as well as from the tradition of pulp comics and stories.

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CREDITS

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Dedication

This one's for Scott, for being my best friend for so long, and for finally kicking my ass into getting this thing done.
Muchas gracias, mi hermano.



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INTRODUCTION

Make no mistake: Oklahoma is a lot more than a mere pioneer's and promoter's frontier. There are old, old tribes with old, old memories there; and when the tom-toms beat ceaselessly over brooding plains in the autumn the spirits of men are brought dangerously close to primal, whispered things.

—H. P. Lovecraft and Zealia Bishop, The Mound

Why had the Indians named it the Valley of the Lost, which white men shortened to Lost Valley? Why had the red men shunned it? Once in the memory of white men, a band of Kiowas, fleeing the vengeance of Bigfoot Wallace and his rangers, had taken up their abode there and fallen on evil times. The survivors of the tribe had fled, telling wild tales in which murder, fratricide, insanity, vampirism, slaughter, and cannibalism had played grim parts. Then six white men, brothers, Stark by name, had settled in Lost Valley. They had reopened the cave which the Kiowas had blocked up. Horror had fallen on them and in one night five died by one anothers' hands. The survivor had walled up the cave mouth again and departed, where none knew, though word had drifted through the settlements of a man named Stark who had come among the remnants of those Kiowas who had once lived in Lost Valley and, after a long talk with them, had cut his own throat with his bowie knife.

—Robert E. Howard, *The Valley of the Lost*

Down Darker Trails describes a new setting for *Call of Cthulhu* roleplaying, the American West of the late 19th century. It's the era of gold rushes, outlaws and lawmen, discovery, war, and expansion. It's the time of Wild Bill Hickok, Crazy Horse, the Battle of the Little Bighorn, the OK Corral, the James-Younger gang, Geronimo and the Apache, Deadwood and Dodge City, Billy the Kid and the Lincoln County War, and a host of other names and places that have transcended mere history to become legend.

This book seeks to combine the "real" West with supernatural elements, notably the alien races and cosmic horrors of the Cthulhu Mythos. The wildernesses here are inhabited by all manner of unearthly creatures, from mi-go miners to furtive sand dwellers, chakotas and other horrors created or worshipped by indigenous tribes, various creatures from the underground world of K'n-yan, and even more potent entities—many-masked Nyarlathotep and temperamental Yig for instance. There are other creatures of myth and legend here as well: ghosts, werewolves, sasquatch, and thunderbirds. This is a West of hidden worlds, of lost treasures and cities, with a history going back thousands of years, from ancient humans to native peoples to Spanish explorers. It's a half-continent filled with beauty, mystery, terror—and adventure.

The tone of *Down Darker Trails* is intended to be markedly different from other *Call of Cthulhu* settings in a number of ways. Foremost among these differences is the deliberate choice to emphasize the pulp soul of the Western genre, gritty adventure rather than pure nihilistic horror. The horror element is still here, but these Western heroes are much more likely to face it with guns drawn and teeth bared. Thus, *Down Darker Trails* works equally well with *Pulp Cthulhu* as standard *Call of Cthulhu*. Indeed, Pulp Talents have been, optionally, included in the investigator creation chapter. This change in tone was inspired by the fiction of Texas author Robert E. Howard, the creator of Conan, Kull, and Solomon Kane. Howard was also a friend and correspondent of H. P. Lovecraft and an important early contributor to the Cthulhu Mythos. Interested Keepers and players are strongly encouraged to seek out the collection *The Horror Stories of Robert E. Howard* (Del Rey Books) to see where this book's mindset was born.

Down Darker Trails features era specific rules for character creation, as well as for life in the Old West. Also included are period weapons and price lists, setting-specific discussions of chases, and the treatment of insanity. There is also a brief historical overview of the West, including an article on the Civil War, and a timeline of important events and Forteana. Native American tribes of the West are discussed, and a gazetteer provides brief descriptions of notable historical places and people, from New Orleans to Tombstone, from Wyatt Earp to Calamity Jane.

Upon this historical foundation *Down Darker Trails* builds its supernatural background, starting with a discussion of Cthulhu Mythos entities, books, and cults that might be encountered in the West. Two sample town settings are described: the rough gold-mining camp of Pawheton, and the Texas border town of San Rafael, each with a complete description, history, important personalities, and Cthulhu Mythos or other supernatural elements. Four different Lost Worlds are outlined, from the weird subterranean world of K'n-yan to the eerie Shadow Desert. You will also find an article on creating campaigns and adventures for the Western setting, and two complete introductory-level adventures: "Scanlon's Daughter" is a murder mystery set on two feuding Texas ranches, while "Something From Down There" involves a journey to find missing miners. Finally, a bibliography lists sources from fiction, non-fiction, film, TV, and comics that inspired the writing of this book, and which might be of interest to prospective Keepers and players.

With a copy of this book and the *Call of Cthulhu Rulebook*, a Keeper has all he or she really needs to run a campaign set in the Old West.

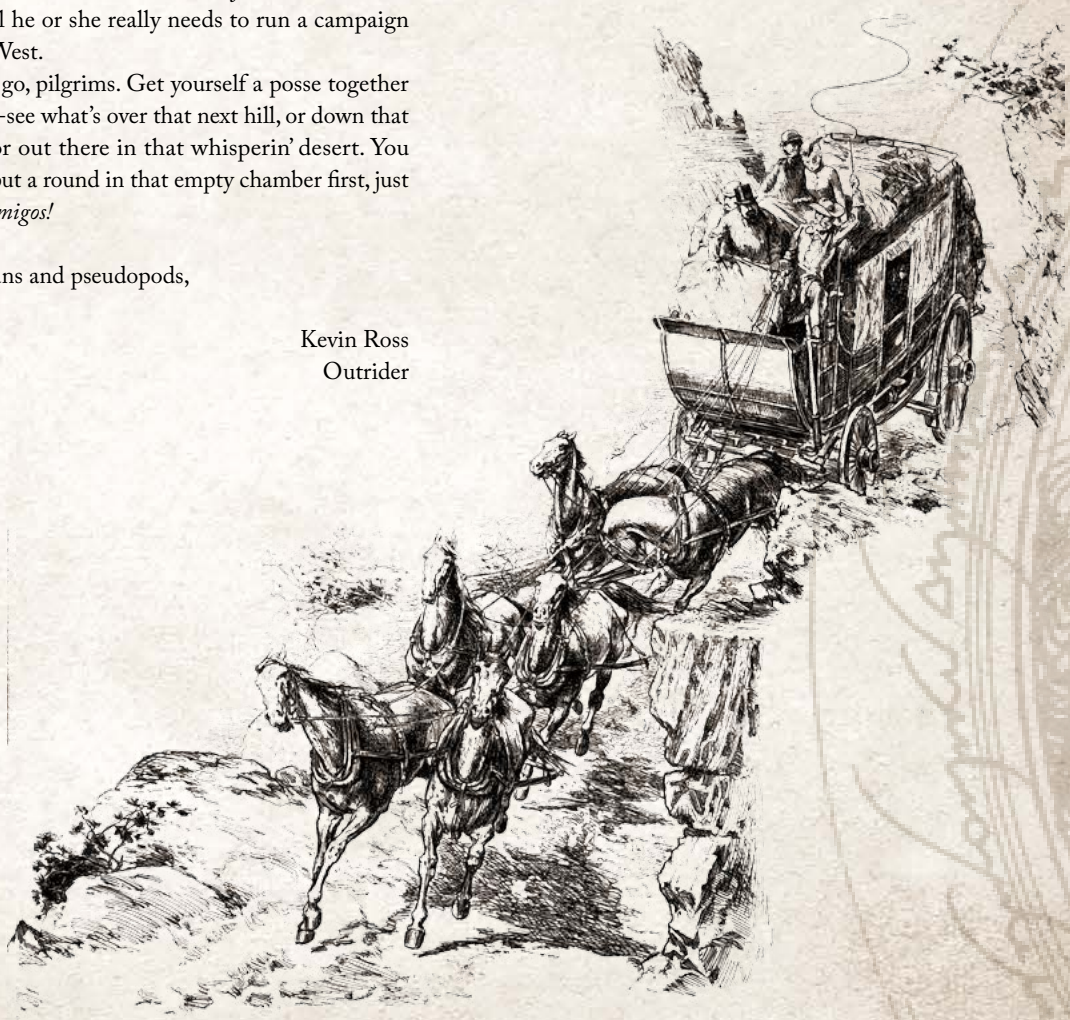
So there you go, pilgrims. Get yourself a posse together and have a look-see what's over that next hill, or down that ol' mineshaft, or out there in that whisperin' desert. You might want to put a round in that empty chamber first, just in case. *Adios, amigos!*

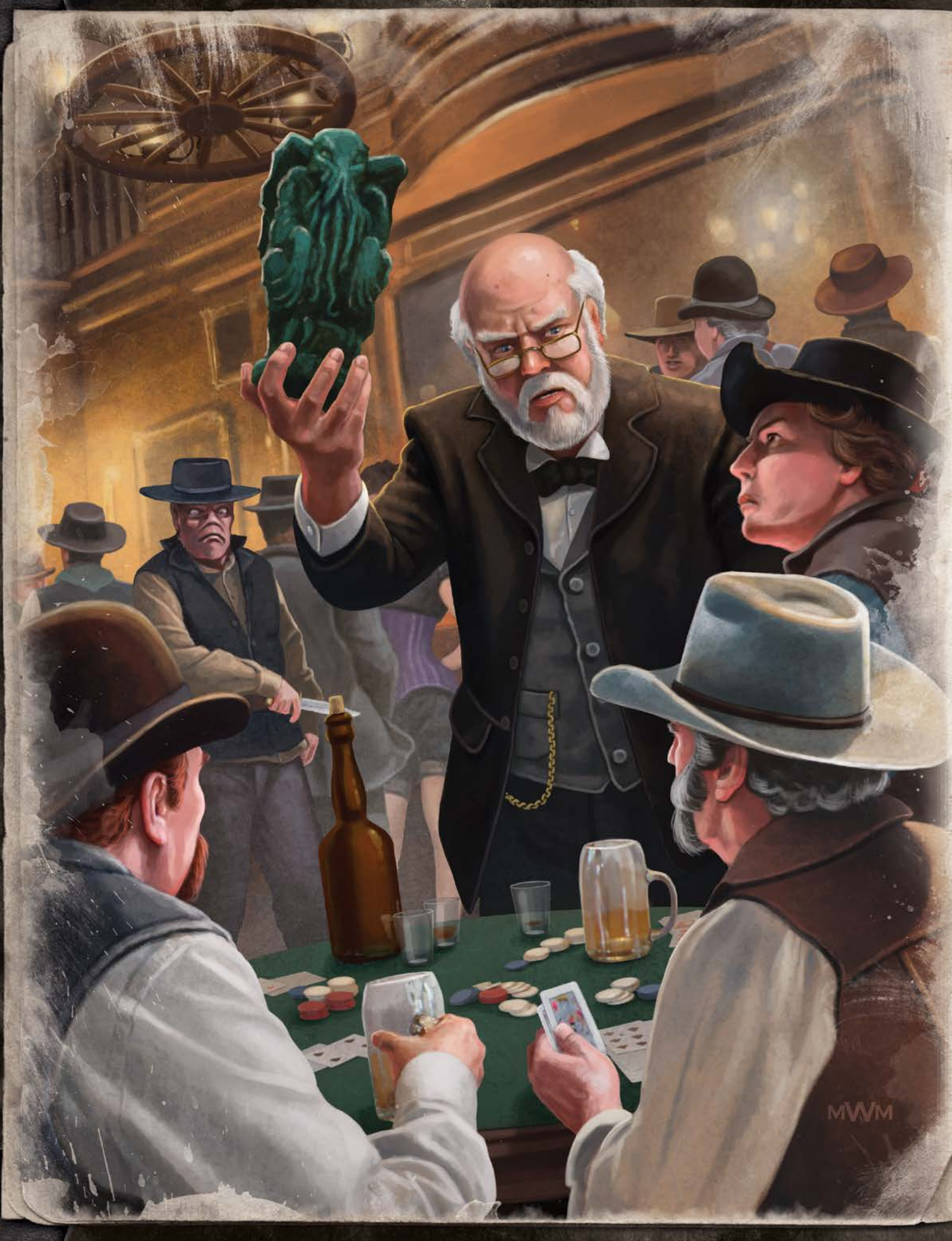
Yours for six-guns and pseudopods,

Kevin Ross
Outrider

AMERICAN INDIANS

Throughout *Down Darker Trails*, the term American Indian has been used for the indigenous peoples of North America. There continues to be debate on the usage of terms like Native American, which many do not feel adequately represents indigenous peoples. In truth, many people prefer to be referred to by their specific nation or tribe. The authors wish to be culturally sensitive and, where appropriate, we have used specific nation or tribe names, with American Indian being used to encompass the many differing tribes and nations. No offense is intended.




MWM

CHAPTER 1

OLD WEST INVESTIGATORS

"That's Latin, darlin'. Evidently Mr. Ringo is an educated man. Now I really hate him."

— Doc Holliday, Tombstone

CREATING CHARACTERS FOR THE OLD WEST

This chapter details the creation of *Call of Cthulhu* characters specifically suited for use in the Old West setting of *Down Darker Trails*. The standard rules for generating Western-flavored investigators are presented initially and then followed by a quick-generation system for those in a hurry.

For those wishing to use *Down Darker Trails* with *Pulp Cthulhu*, apply the standard pulp hero creation rules (applying pulp characteristics and archetypes) found in *Pulp Cthulhu* but choose from the selection of pulp talents found on pages 30-31, as well as the occupations and skills from within this book.

Character creation follows the steps listed below. These steps are then discussed in greater detail.

1. Decide character's occupation (see **Old West Occupations**, page 18).
2. Roll for characteristics and place these in desired order.
3. Determine age and age effects.
4. Determine derived attributes (hit points, Damage Bonus, movement, etc.).
5. Determine and allocate skill points (see **Skills**, page 25).
6. Decide upon a backstory (see **Decide Upon a Backstory**, page 11).
7. Finalize character details.

Step 1 to 2: Decide Occupation and Characteristics

It is assumed the player has some conception of what kind of character he or she wants to create, so the dice rolls are made and distributed as the player wishes. Look over the occupations (starting on page 18) and choose the one that best suits your character concept.

STR, CON, POW, DEX, and APP are all rolled using 3D6 × 5, while INT, EDU, and SIZ are determined by rolling 2D6+6 × 5. Finally, roll 3D6 × 5 to determine Luck.

Regardless of whether the player knows exactly what type of character he or she wishes to create, they can either choose an occupation and then distribute the rolls, or distribute the rolls and then choose an occupation.

Step 3: Determine Age

Decide what age the character will be:

- **15 to 19:** deduct 5 points amongst STR and SIZ. Deduct 5 points from EDU. Roll twice to generate a Luck score (see **Luck**, above) and use the higher value.
- **20s or 30s:** make an improvement check for EDU.
- **40s:** make 2 improvement checks for EDU and deduct 5 points among STR, CON, or DEX, and reduce APP by 5.
- **50s:** make 3 improvement checks for EDU and deduct 10 points among STR, CON, or DEX, and reduce APP by 10.
- **60s:** make 4 improvement checks for EDU and deduct 20 points among STR, CON, or DEX, and reduce APP by 15.
- **70s:** make 4 improvement checks for EDU and deduct 40 points among STR, CON, or DEX, and reduce APP by 20.
- **80s:** make 4 improvement checks for EDU and deduct 80 points among STR, CON, or DEX, and reduce APP by 25.

To make an EDU improvement check, simply roll percentage dice. If the result is greater than your present EDU, add 1D10 percentage points to your EDU characteristic (note that EDU cannot go above 99).

Opposite: Old Man with the Idol by M. Wayne Miller

TABLE 1: DAMAGE BONUS AND BUILD

STR+SIZ	Damage Bonus	Build
2-64	-2	-2
65-84	-1	-1
85-124	None	
125-164	+1D4	+1
165-204	+1D6	+2
205-284	+2D6	+3
285-364	+3D6	+4
365-444	+4D6	+5
445-524*	+5D6	+6*

**Add an additional 1D6 to Damage Bonus and +1 to Build for each additional 80 points or fraction thereof.*

TABLE 2: MOVEMENT RATES

STR+SIZ	MOV Rate
If both DEX and STR are each less than SIZ	MOV 7
If either STR or DEX is equal to or greater than SIZ, or if all three are equal	MOV 8
If both STR and DEX are each greater than SIZ	MOV 9



Step 4: Determine Other Attributes

- **Sanity Points (SAN):** equal to POW.
- **Hit Points (HP):** add CON and SIZ together then divide the total by 10 (round down).
- **Magic Points (MP):** equal to one-fifth of POW.
- **Damage Bonus (DB) and Build:** add STR to SIZ and look up the total on Table 1: Damage Bonus and Build.
- **Movement Rate (MOV):** compare DEX, STR, and SIZ as per **Table 2: Movement Rates**.

Step 5: Determine Skill Points

Calculate your occupation skill points using the characteristics specified alongside the chosen occupation. Allocate the resulting total as percentage points amongst those skills listed for the chosen occupation—your character's professional skills. Points must also be allocated to Credit Rating (see following); each occupation has a suggested range for Credit Rating. Further information about the differing skills can be found on page 25.

Not all the skills need to have points allotted to them; points left undistributed, however, are lost. Note that each skill has a number in brackets next to it on the investigator sheet: this is the base chance of success in that skill, and any points allocated to that skill are added to this base number.

Write down the total points for each skill on the investigator sheet (the points you've allocated plus the base chance printed on the sheet). The sheet also has space to write in the half and fifth values for each skill, allowing you to reference them quickly in the middle of a game.

Calculate your personal interest skill points by multiplying INT × 2 and allot the result as points to any skills (which can include adding further points to occupation skills). Note that points cannot be allocated to the Cthulhu Mythos skill unless otherwise agreed with the Keeper.

Write down the total points for each skill on the investigator sheet (the points you've allocated plus the base chance printed on the sheet next to each skill).

Credit Rating: an investigator's starting Credit Rating is determined during character creation, based upon the chosen occupation. In play, Credit Rating determines the amount of money a character has available on hand, as well as their assets and general living conditions.

An investigator's Credit Rating skill begins at zero. The range of starting levels for each occupation can be broad, and the level chosen should reflect the investigator's rank in that occupation. For example, a hobo is likely to be poor (Credit Rating 9 or less), while a gang boss could be very wealthy (Credit Rating 90). Any number of skill points can be invested in Credit Rating within the recommended limits for that occupation. See **Cash and Assets**, page 15.

Step 6: Decide Upon a Backstory

Name the investigator, and describe his or her backstory (home, family, appearance, and so forth). Think about your character's personal history, friends, enemies, and achievements.

There are ten categories listed on the back of the investigator sheet. Focus on the first six: Personal Description, Ideology/Beliefs, Significant People, Meaningful Locations, and Traits. Try to write down something for at least three of these. It's not essential to have an entry for each category, but the more you are able to define, the more your character comes to life. Further entries may be added or existing ones altered during play.

The categories of Injuries & Scars, Phobias & Manias, Arcane Tomes, Spells & Artifacts, and Encounters with Strange Entities are normally left blank when creating a character. These may be filled in during play. Of course, if you want your character to start the game with a significant injury or scar that's fine—write it in! Likewise, if you have a great idea as to why your character might start the game having already had some encounter with a strange entity, talk it over with the Keeper—if it fits his or her premise for the scenario then they will probably go with it, otherwise they may suggest an alternative. Work with your Keeper to ensure your character concept is going to fit in well with the planned game.

You can simply come up with your own backstory entries as you see fit; however, the following tables provide a quick way to decide some details. Either roll on the tables or just pick ones that best suit your character concept.

Above all, be clear that the random tables are there as a springboard for your imagination. Each dice roll will give you something to react to: embrace it or reject it, but be sure to react to it and use it to help fuel your imagination.

Personal Description: think of a distinct "look" that sums up your investigator's appearance (APP). Whether your appearance and your personality match is another question; a person may look stuffy but actually be very personable and open.

Here are some possibilities: Roll 2D10 and read across, picking one of the options. Do this three times. Use these words in your description or use them to inspire you.

Roll	Male	Female	Unisex
2	Rugged	Alluring	Elegant
3	Weathered	Reedy	Youthful
4	Hunched	Mousy	Withered
5	Baby-faced	Graceful	Bookish

ETHNICITY

People of many different ethnic backgrounds were drawn to the new frontier, whether immigrants like Anglos (white Americans), African-Americans, and Chinese, or indigenous folk, such as American Indians and Mexicans.

Free African-American persons found work there, many as cowhands. Indigenous people, such as Mexican and American Indians, who might already be living in the area, found work too. Chinese immigrants were used as a source of cheap labor, especially on the Transcontinental Railroad, and within the mining industry.

As a player, your choice of ethnicity and gender are two factors that go in to making your character's backstory. The game does not dictate any advantages or disadvantages to a particular ethnicity or gender, so the choice is entirely up to you.

Your choice of ethnicity may well imply a skill in more than one language. If the character's chosen occupation does not include additional languages as a skill, the skill points for such additional languages should come out of personal interest skill points.

Playing an American Indian

By the late 1800s most of the American Indians had been pushed westward. Those who had lived in the plains were almost gone, vanished along with the buffalo herds which gave them meat, shelter, and clothing. Eastern tribes were also long gone, or relocated to territories in Oklahoma and other points west. Many tribes hung onto their lands in Texas, New Mexico, Arizona, Nevada, and California.

When choosing an American Indian investigator the player should specify the tribe, and whether (or not) the character has spent most of his or her life in tribal society. Some American Indians sought education in schools, traveled the world, and took their places among the new society. Others clung desperately to their traditions and actively fought the spread of so-called "civilization" across their land. Still others tried to accommodate both cultures, serving as scouts and interpreters for the army. There are many examples in fiction and film, notably the many film biographies of Geronimo, *Into the West*, *Dances With Wolves* (in which a white man adopts the Indian culture over his own), and Lou Diamond Phillips' character in the *Young Guns* films (see **American Indians**, page 90).

Roll	Male	Female	Unisex
6	Beefy	Petite	Ruddy
7	Brawny	Exquisite	Pallid
8	Robust	Pretty	Rosy
9	Wolfish	Homely	Craggy
10	Scrawny	Ravishing	Frail
11	Weedy	Buxom	Leathery
12	Flashy	Dainty	Odious
13	Spindly	Chubby	Mutton Chops
14	Dashing	Waspish	Stubble
15	Bald	Beautiful	Whiskers
16	Hairy	Haggard	Gap-Toothed
17	Scruffy	Trim	Angular
18	Lanky	Sinewy	Square Jaw
19	Flabby	Hook-Nosed	Chubby
20	Stocky	Slender	Barrel-Chested

Ideology/Beliefs

Roll 1D10 or pick one of the following; take the result and make it specific and personal to your hero.

Roll	Ideology
1	Nothing is more important than family.
2	He who runs away lives to fight another day.
3	Deeply religious (choose an appropriate religion).
4	This life is all there is; enjoy it while you can.
5	Fatalistic. What's meant to be will be and everything happens for a reason.
6	There is an evil in society that should be rooted out. (Decide on what that thing is; it could be alcohol, slavery, liberalism, etc.)
7	The occult. Spirits and demons move among us. Beware!
8	Loyalty is the most important trait.
9	Only through reason can humanity advance.
10	I'm out for all I can get.

Significant People

Roll 1D10 or pick one from each of the two lists below. Take the result and make it specific and personal to your hero. Think of a name for these people.

Roll 1D10	Significant People
1	Parent (e.g. mother, father, stepmother).
2	Grandparent (e.g. maternal grandmother, paternal grandfather).
3	Sibling (e.g. brother, half-brother, stepsister).
4	Child (son or daughter).
5	Partner (e.g. business, spouse, fiancé, lover).
6	Person who taught you your highest occupational skill. Identify the skill and consider who taught you (e.g. a schoolteacher, the person you apprenticed with, your father).
7	A friend (e.g. classmate, neighbor, imaginary friend, business associate).
8	A famous person, your idol or hero. You may never have even met (e.g. music hall star, criminal, politician).
9	A fellow investigator in your game. Pick one or choose randomly.
10	An enemy: discuss and choose someone appropriate with the Keeper.

Next, determine why that person is so significant to you. Not all of these options will mesh with every person, so you may have to roll more than once or simply pick something that feels appropriate.

Roll	Why are they significant?
1	You are indebted to them. How did they help you? (e.g. financially, they protected you through hard times, got you your first job).
2	They taught you something. What? (e.g. a skill, to love, to be a man).
3	They give your life meaning. How? (e.g. you aspire to be like them, you seek to be with them, you seek to make them happy).
4	You wronged them and seek reconciliation. What did you do? (e.g. stole money from them, informed the police about them, refused to help when they were desperate).
5	Shared experience. What? (e.g. you lived through hard times together, you grew up together, you served in the war together).
6	You seek to prove yourself to them. How? (e.g. by getting a good job, by finding a good spouse, by getting an education).
7	You idolize them (e.g. for their fame, their beauty, their work).
8	A feeling of regret (e.g. you should have died in their place, you fell out over something you said, you didn't step up and help them when you had the chance).
9	You wish to prove yourself better than them. What was their flaw? (e.g. lazy, drunk, unloving).
10	They have crossed you and you seek revenge. For what do you blame them? (e.g. death of a loved one, your financial ruin, marital breakup).

Meaningful Location

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your character. Think of names for these places.

Roll	Meaningful Location
1	A place of learning.
2	Your birthplace.
3	The place you met the love of your life.
4	A place for quiet contemplation.
5	A place for socializing.
6	A spiritual place.
7	A place that reminds you of a significant person. Who?
8	Your family home.
9	The place you were happiest.
10	The place where the worst event of your life happened.

Treasured Possessions

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your hero.

Roll	Treasured Possessions
1	An item connected with your highest skill.
2	An essential item for your occupation.
3	A memento from your childhood.
4	A memento of a departed person.
5	Something given to you by a Significant Person.
6	A family heirloom.
7	Something you found but you don't know what it is—you seek answers.
8	An item of equipment.
9	A weapon.
10	An animal or pet.

LIVING STANDARDS

Credit Rating 0: Penniless

- A person that cannot even afford the level of 'poor' is considered penniless.
- Accommodation: such a person would be living rough.
- Travel: walking, or stowing away on a train or ship.

Credit Rating 1-9: Poor

- Able to afford the bare minimum of a roof over their head and at least one meager meal each day.
- Accommodation: restricted to the cheapest rental housing or fleabag hotel.
- Travel: limited to public transport of the cheapest sort.

Credit Rating 10-49: Average

- A reasonable level of comfort, three meals a day and an occasional treat.
- Accommodation: an average home, either rented or privately owned. Expect to stay in moderately priced hotels.
- Travel: standard forms of travel can be used, but not first class. Able to afford a horse, and perhaps a wagon of some kind.

Credit Rating 50-89: Wealthy

- This level of wealth affords luxury and comfort.
- Accommodation: a substantial residence, perhaps with some domestic help (housekeeper, cleaner, gardener, etc.) Possibly a second home or a ranch. Able to stay in expensive hotels.
- Travel: first class.

Credit Rating 90+: Rich

- This level of wealth affords great luxury and comfort.
- Accommodation: a plush residence or estate with abundant domestic help (servants, cleaners, gardener, etc.). Second homes in other states. Stay in top hotels.
- Travel: first class.

Credit Rating 99+: Super Rich

- As Rich, but money is really no object. Individuals in this category are among the richest in the world.

Traits

Each archetype provides a selection of possible traits to draw upon; alternatively, pick one of the following, or roll 1D10 (there are three choices per roll). Take the result and make it specific and personal to your hero.

Roll	Trait		
1	Generous	Dreamer	Loyal
2	Fearless	Aggressive	Impulsive
3	Trusting	Honorable	Gullible
4	Greedy	Unreliable	Cautious
5	Idealistic	Truthful	Vicious
6	Restless	Skeptical	Affable
7	Arrogant	Impatient	Polite
8	Honest	Easygoing	Cowardly
9	Bossy	Stubborn	Evangelical
10	Dishonest	Risk-taker	Rowdy

Key Backstory Connection

Consider your character's backstory, and pick the one entry that you feel is most important to them. This is their "key connection": the one thing above all else that gives meaning to their life. Mark it with a star or underline it on the investigator sheet. This connection can aid your investigator in regaining Sanity points (see **Chapter 9: Sanity**, *Call of Cthulhu Rulebook*).

Step 7: Finalize the Investigator

Determine cash and assets, fill-out the half and fifth values for characteristics and skills, and equip your character.

Cash and Assets

The following amounts, in US dollars, denote the wealth of the investigator. Cash is readily available on hand, whereas wealth that is tied up in assets can only be spent if time is taken to realize the capital. Cross-reference the character's Credit Rating to determine the available cash, assets, and spending level.

There is no requirement to make any account for accommodation, food, or incidental travel expenses so long as an investigator's spending falls within the bounds of his or her living standard (such day-to-day ongoing expenditures are already taken into account in the investigator's cash). Refer to the spending levels below if the investigator wishes to make more significant purchases.

TABLE 7: CASH AND ASSETS

1930's Credit Rating	Cash	Assets	Spending Level
Penniless (CR 0 or less)	$0.25	None	$0.25
Poor (CR 1-9)	CR × 1/2 ($0.50 – $4.50)	CR × 5 ($5 – $45)	$1
Average (CR 10-49)	CR × 1 ($10 – $49)	CR × 25 ($250 – $1,225)	$5
Wealthy (CR 50-89)	CR × 3 ($150 – $267)	CR × 250 ($12,500 – $22,250)	$25
Rich (CR 90-98)	CR × 10 ($900 – $980)	CR × 1,000 ($90,000 – $98,000)	$125
Super Rich (CR 99)	$25,000	$2.5M+	$2,500

Key

Cash: not necessarily carried on the person. The Keeper may ask where it is being kept.

Spending Level: this is an arbitrary amount below which, for ease of play, no record keeping is required. A character can spend up to his or her spending level with no expenditure of cash. In theory, a hero could spend any amount just below their spending level every day, but in practice it should be used only occasionally—if the Keeper feels a player is exploiting this financial abstraction, a use of assets may be called for.

Assets: assets are the things that your hero owns at the start of play and the dollar amount on the chart is the total value of those things. The player should note down the dollar amount and decide what form it takes, usually property or investments, or perhaps shares in a business. The standard list of possessions is included within the various brackets of living standards. If your living standard includes a house and car, those things constitute a part of your asset value.

Half and Fifth Characteristic Values

Once the percentage values for each characteristic and skill have been determined, the next step is to write down the half and fifth values for each of these on the investigator sheet. If you are using Chaosium's *Down Darker Trails PDF Investigator or Hero Sheets,* these half and fifth numbers are automatically filled in for you. If you are doing it the old-fashioned way:

- Divide the percentage value by two, rounding down, and enter after the "half" percentage value.
- Divide the percentage value by five, rounding down, and enter the "fifth" value after the half value.

While writing in these numbers in advance does speed up things in play, you can simply fill in these numbers during the game, as and when you need them. A **Quick Reference Chart for Half and Fifth Values** can be found on page 17.

Equipment: select appropriate gear and weapons (see pages 33–35). Note down any important items, weapons or equipment your investigator possesses. There's no need to write a detailed list of everything your character owns—just list the useful items.

Items that fit the profile of your investigator's living standard and occupation do not need to be paid for—you simply own those. Thus, a cowboy can reasonably be expected to own a rope, a knife, a gun, and a horse. If there are any equipment questions, the Keeper can advise on what your character is likely to have at their disposal.

Now you're ready to play!

CREATING AN OLD WEST INVESTIGATOR

Step 1: Scott is ready to create an investigator for his Keeper's Old West campaign. Scott wants his character to be a sheriff's deputy (Lawman), an occupation that gives his character a good excuse to go poking around in Cthulhoid mysteries.

Step 2: Scott rolls 3D6 × 5 five times for the bulk of his statistics, and 2D6+6 × 5 three times to be used for SIZ, EDU, and INT. His results are 40, 70, 70, 60, and 55, plus 75, 60, and 55 for SIZ, INT, and EDU. Finally he rolls 3D6 × 5 to determine Luck, getting 60.

Since his character is a lawman, Scott needs to strike a balance between physical and mental prowess. He distributes the rolls as follows: STR 55, CON 70, SIZ 60, INT 75, POW 60, DEX 70, APP 40, EDU 55, and Luck 60. He chose these figures for decent physical attributes, a good Sanity level, and a good enough EDU to get a fair amount of skill points.

Step 3: Scott decides his lawman is 33 years old. Since the deputy is younger than 40 he does not have to adjust his statistics, but he is allowed an improvement check for EDU, which is successful, resulting in an EDU of 61.

Step 4: Scott now determines his character's hit points (13), Damage Bonus (0), Build (0), Move (8), Sanity points (60), and magic points (12).

Step 5: Scott now calculates skill points. The Lawman occupation states that "EDU × 2 + (STR × 2 or DEX × 2)" determines skill points. As his DEX is higher than STR, he chooses to use DEX, netting him 250 points (110 + 140) for occupational skills. INT (75) × 2 equals 150 points for any personal interest skills.

Scott now allocates his skill points. We'll skip the number-crunching details here.

Step 6: Scott chooses to roll randomly to help decide his deputy's backstory, rephrasing each one in his own way. With a little thought, he comes up with:

- **Personal Description:** Rugged and robust, with a grim, determined look about him.
- **Ideology/Beliefs:** Strong sense of loyalty to those in his care.
- **Significant People:** Robert, his half-brother, who wronged him.
- **Meaningful Locations:** Black Tree Creek, where his brother betrayed him.
- **Treasured Possessions:** His deputy's badge.
- **Traits:** Loyal, honorable, and stubborn.

Scott underlines "His deputy's badge" to show that it's his key backstory connection.

Step 7: again, we'll skip most of the details here, but Scott names his deputy Ervin "Erv" Howard. Having put 25 points into Credit Rating, Scott figures his Cash ($25), Assets ($525), and Spending Level ($5). He uses the **Quick Reference Chart** (nearby) to fill out the half and fifth numbers for Erv's characteristics and skills, and then discusses equipment with the Keeper, making a note that Erv begins play with a horse, a gun, a good knife, and lives in a small rented house. Erv's horse and tack and weapons represent a good proportion of his assets. Scott's investigator, deputy Ervin Howard, is ready to play.







QUICK REFERENCE CHART FOR HALF AND FIFTH VALUES

Find the characteristic or skill value under the Base Number column, and read across to determine the half (Hard) and fifth (Extreme) values.

Base Number	Half Value (½)	Fifth Value (⅕)	Base Number	Half Value (½)	Fifth Value (⅕)	Base Number	Half Value (½)	Fifth Value (⅕)	Base Number	Half Value (½)	Fifth Value (⅕)
1	0		26	13		51	25		76	38	
2	1	0	27		5	52	26	10	77		15
3			28	14		53			78	39	
4	2		29			54	27		79		
5			30	15		55			80	40	
6	3		31			56	28		81		
7		1	32	16	6	57		11	82	41	16
8	4		33			58	29		83		
9			34	17		59			84	42	
10	5		35			60	30		85		
11			36	18		61			86	43	
12	6	2	37		7	62	31	12	87		17
13			38	19		63			88	44	
14	7		39			64	32		89		
15			40	20		65			90	45	
16	8		41			66	33		91		
17		3	42	21	8	67		13	92	46	18
18	9		43			68	34		93		
19			44	22		69			94	47	
20	10		45			70	35		95		
21			46	23		71			96	48	
22	11	4	47		9	72	36	14	97		19
23			48	24		73			98	49	
24	12		49			74	37		99		
25		5	50	25	10	75		15	100	50	20

OLD WEST OCCUPATIONS

Artist

The Old West attracted notable artists, such as Charles Russell and Frederick Remington, who captured not only the harsh beauty of the landscapes, but the brutality and banality of the people as well. Remington sketched and painted, and even worked in bronze sculpture. Others had more prurient tastes; well, someone had to paint those pretty ladies' portraits hanging in virtually every saloon and casino from New Orleans to San Francisco. Photographers might also be included in this occupation: Matthew Brady's celebrated photographical studies of the Civil War are an excellent example, and many Western towns had photographers' studios where cowboys, lawmen, and outlaws alike sat for portraits.

- **Occupation Skill Points:** EDU × 2 + (DEX × 2 or POW × 2).
- **Credit Rating:** 6–60.
- **Skills:** Art/Craft (any), History, Library Use, Psychology, Spot Hidden, Sleight of Hand, any two other skills as personal or era specialties.

Confidence Trickster

The Old West was full of crafty characters who traveled from town to town bilking the unwary out of their money. Medicine showmen put on shows of music, magic, and humor as an excuse to hawk their amazing cure-all tonics (often cough syrup or sarsaparilla spiked with whiskey). Sellers of questionable goods and confidence scammers are other possibilities. Many of the shenanigans of television's Maverick brothers dealt with land and mine swindles, and a good number of those tricksters were female.

- **Occupation Skill Points:** EDU × 2 + APP × 2.
- **Credit Rating:** 10–80.
- **Skills:** Disguise, Dodge, Listen, Psychology, Sleight of Hand, Spot Hidden, and two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade).

Cowboy/Cowgirl

Perhaps the archetypal Western character, cowboys and cowgirls drove herds of cattle to market and tended them on ranches from Texas to Montana. Theirs was a hard life, from endless drudgery to backbreaking work in the sun, wind, rain, and snow. Cowpunchers were provided with room and board, and perhaps a dollar a day for



"The Cow Boy" a portrait by famed photographer J.C.H. Grabill

wages. Cowgirls, while less common than their male counterparts, were documented in the late 19th century. Western films and television are filled with cowhands, from the youngsters of the John Wayne film *The Cowboys* to the hard-bitten trail-riders of *Rawhide*, *Lonesome Dove*, and *Open Range*.

- **Occupation Skill Points:** EDU × 2 + (STR × 2 or DEX × 2).
- **Credit Rating:** 9–20.
- **Skills:** Dodge, Firearms (Handgun or Rifle/Shotgun), First Aid, Jump, Natural World, Ride, Rope Use, Track.

Craftsperson

This is a catchall category that includes many different occupations: barrel-makers, leather-workers, blacksmiths, gunsmiths, furniture builders, and others whose labors required some degree of specialized knowledge (as opposed to menial laborers, whose efforts required little in the way of special skills).

- **Occupation Skill Points:** EDU × 2 + DEX × 2.
- **Credit Rating:** 10–70.
- **Skills:** Accounting, Art/Craft (any), Drive (Wagon), Mechanical Repair, Persuade, any three other skills as personal or era specialties.

Dilettante/Greenhorn

An oddity carried backward from the 1920s, here the dilettante represents the well-to-do Easterner who decides to go west to either seek adventure or make his or her fortune. Like the dilettante, the greenhorn often has a lot of money but little real-world experience, making him or her a veritable magnet for trouble and adventure possibilities.

- **Occupation Skill Points:** EDU × 2 + (APP × 2 or CON × 2).
- **Credit Rating:** 50–99.
- **Skills:** Art/Craft (any), Listen, Other Language, Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any three other skills as personal or era specialties.

Doctor

The small-town medical practioner might be called on to treat a variety of ailments, from inflamed tonsils to gunshot wounds. Many towns didn't have their own dentists, so practitioners such as these traveled from town to town, or at the very least tended to citizens from several neighboring communities. Wyatt Earp's gunslinging friend Doc Holliday was trained as a dentist, which gave him his nickname. Again, there are countless examples in film and TV, from the whore-tending Doc Cochran in *Deadwood* to female healers in *Dr. Quinn, Medicine Woman* and in Ron Howard's film *The Missing*.

- **Occupation Skill Points:** EDU × 4.
- **Credit Rating:** 30–80.
- **Skills:** Accounting, First Aid, Medicine, Other Language (Latin), Psychology, Science (Biology and Pharmacy), any one other skill as a personal or era specialty.
- **Special:** limited Sanity loss immunity (loses minimum possible for seeing blood and gore, or only half in the most extreme cases).

Entertainer

Another catchall category, entertainers can be stage actors or magicians, musicians, or dancers. They may be serious Shakespearean thespians from back east, crude medicine-show comedians, song-and-dance artists, concert-hall musicians, barroom piano players, fiddlers, banjo-pickers, jugglers, can-can dancers, opera singers, torch balladeers, and so on.

Entertainers might as easily defuse a tense situation with their wit or skill as create one with their dandified airs and ignorance of the ways of the West. Wyatt Earp's third wife, Josie Marcus, was an actress, and the movie Tombstone features her among a group of traveling entertainers and the trouble they get into. Note that "soiled doves" (prostitutes) might also fall within the seedier end of this profession's definition.

- **Occupation Skill Points:** EDU × 2 + APP × 2.
- **Credit Rating:** 9–60.
- **Skills:** Art/Craft (e.g. Actor, Singer, Comedian, etc.), Disguise, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, any two other skills as personal or era specialties.

Expressman/Expresswoman

Expressmen and women include teamsters, stage drivers, train engineers, riverboat pilots, and so on. These people transported goods and messages across the Old West. Pony Express riders delivered mail in the early 1860s and 1870s, and stagecoaches crossed the country before the Civil War and throughout the latter half of the century. Bill Hickok's friend Charlie Utter, from the TV series *Deadwood*, drove freight in the Dakota Territories. Train engineers and riverboat pilots might also be created using this occupational template, with the addition of skills like Operate Heavy Machinery (Locomotive) or Pilot (Riverboat), as appropriate. The crew of a train or riverboat would make for an interesting adventuring group and campaign structure. Samuel Clemens (AKA Mark Twain) was a riverboat pilot on the Mississippi before the Civil War.

- **Occupation Skill Points:** EDU × 2 + (CON × 2 or DEX × 2).
- **Credit Rating:** 20–60.
- **Skills:** Accounting, Drive (Wagon or Stagecoach), Fast Talk, Firearms (any), Mechanical Repair, Natural World, Navigate, Ride.

Farmer

Often derisively called "sodbusters" by cowboys and ranchers, farmers were another common staple of the Old West. For most, theirs was a hard life of endless toil, plowing, planting, weeding, tending, and harvesting crops. The first settlers in a given area were usually farmers trying to scrape a living out of the land, meaning that they had to build a home, raise a crop, and fend off any unfriendly natives or neighbors.

- **Occupation Skill Points:** EDU × 2 + (STR × 2 or CON × 2).
- **Credit Rating:** 9–50.
- **Skills:** Art/Craft (Farming), Firearms (Rifle/Shotgun), Drive (Wagon), First Aid, Jump, Mechanical Repair, Natural World, Ride.

Gambler

The professional gambler is another archetype of the Old West, traveling from town to town, trying to stay inconspicuous enough to make a living without scaring off his or her prey. TV's *Maverick* brothers are of course the prime examples, but Jeff Goldblum's Slick in the film *Silverado* is a much less savory one. Historical female gamblers, such as Poker Alice, no doubt inspired the Jodie Foster character in the modern *Maverick* film.

- **Occupation Skill Points:** EDU × 2 + (POW × 2 or DEX × 2).
- **Credit Rating:** 10–60.
- **Skills:** Accounting, Gambling, Listen, Psychology, Sleight of Hand, Spot Hidden, one interpersonal skill (Charm, Fast Talk, or Persuade), and one other skill as a personal or era specialty.

Gunfighter

Hired gunfighters, often outright assassins, who made a dangerous living killing for money. During Wyoming's Johnson County War, big ranchers hired a small army of gunmen to raid the ranches of their enemies, sending them out with orders to kill. Other gunfighters protected cattle drives or stagecoaches, or served as deputies (often just temporarily in the face of a specific threat). Range or stock detectives, such as Tom Horn, are another historical example of the hired gunman. Bounty hunters, such as Clint Eastwood's "Man With No Name," arguably fall into this category, or that of Lawman. Even the *Magnificent Seven* were guns for hire.

- **Occupation Skill Points:** EDU × 2 + DEX × 2.
- **Credit Rating:** 9–70.
- **Skills:** Fighting (Brawl), Firearms (any two), Ride, Stealth, Spot Hidden, Track, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).
- **Special:** limited Sanity loss immunity (loses minimum possible for seeing blood and gore, or only half in the most extreme cases).

Hobo/Drifter

Aimless drifters across the West, they may have lost their family due to tragedy, their will to live in the Civil War, or their livelihood through gambling. They may be reclusive, philosophical, surprisingly knowledgeable, or just plain indolent. They may do odd jobs (usually the filthy ones no one else wants) around towns or ranches for a meal of scraps or a place to sleep.

- **Occupation Skill Points:** EDU × 2 + (APP × 2 or DEX × 2 or STR × 2).
- **Credit Rating:** 0–6.
- **Skills:** Climb, Fast Talk, Jump, Listen, Natural World, Navigate, Stealth, any one other skill as a personal or era specialty.

Journalist/Author

Journalists in the Old West often became crusaders against local corruption, or pawns of it. Edmond O'Brien's newspaper editor in *The Man Who Shot Liberty Valance* is one example, *Deadwood's* Jeffrey Jones is another, and John Ericson plays the crusader's role in *The 7 Faces of Dr. Lao*. The spaghetti Western *The Price of Power* features another interesting newsman, a crippled crusading writer with a gun in one of his crutches. Samuel Clemens (AKA Mark Twain) made his start as a writer by taking a city editor's job in Virginia City, Nevada. In addition to his writing, Ambrose Bierce briefly ventured into the Dakotas in the 1870s to oversee a mining operation. Photography was still in its infancy, though experts like Matthew Brady preserved the history of their era on film.

- **Occupation Skill Points:** EDU × 2 + INT × 2.
- **Credit Rating:** 9–30 (10–60 for author).
- **Skills:** Art/Craft (e.g. Writing, Photography, etc.), one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), History, Library Use, Psychology, Spot Hidden, any two other skills as personal or era specialties.

Lawman

Perhaps the archetypal figures of the west, Lawmen include town marshals, county sheriffs, American Indian agents and reservation police, Texas Rangers, federal marshals, and even those employed by private detective agencies, such as the Pinkertons. Bounty hunters might also fall into this category. Examples include such real-life figures as Wyatt Earp, Bat Masterson, Bill Hickok, and Alan Pinkerton (who founded his own detective agency in 1850 and went on to organize the U.S. Secret Service). Many of these individuals have been portrayed in film and TV, along with fictional lawmen such as *Gunsmoke's* Matt Dillon, *High Noon's* Will Kane, Robert B. Parker's Cole and Hitch (*Appaloosa*, et al.), and a host of others.



- **Occupation Skill Points:** EDU × 2 + (STR × 2 or DEX × 2).
- **Credit Rating:** 20–70.
- **Skills:** Fighting (Brawl), Firearms (any), Law, one interpersonal skill (Intimidate or Persuade), Psychology, Ride, Spot Hidden, Track.
- **Special:** limited Sanity loss immunity (loses minimum possible for seeing blood and gore, or only half in the most extreme cases).

Lawyer/Judge

Legal practice wasn't quite as prevalent in the Old West as it is nowadays, and many backwater towns might not have any lawyers at all. Still, with all the roughhousing and gunplay, there was always a need for judges and lawyers to sort things out. The film *The Jack Bull*, about a horse-rancher's conflict with an unscrupulous landowner, offers an excellent depiction of a courtroom proceeding of the time, with all kinds of legal and political wrangling going on. Members of this profession might also be found securing land (by hook or by crook) for railroad companies or cattle barons. Famous Old West judges included the notorious Roy Bean and Charles Isaac Parker (the hanging judge whose jurisdiction included Oklahoma's Indian Territory).

- **Occupation Skill Points:** EDU × 4.
- **Credit Rating:** 20–80.
- **Skills:** Accounting, Law, Library Use, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills as personal or era specialties.

Man or Woman of God

Men of faith are often depicted as gunslingers in Western fiction. Many are fallen ministers driven to violent revenge, while others are righteous servants of the Lord who seek to punish evildoers themselves, as instruments of their God. Men or women of God might be of any denomination, and may be itinerant (traveling) preachers or settled in a town with their own flock—perhaps even the charismatic leader of a large religious community à la Joseph Smith's Mormons.

Some of the more notable fictional examples in film include Willie Nelson as *The Red-Headed Stranger* and Eric Fleming in the Western vampire film *Curse of the Undead*. The bitter hero of Joe Lansdale's novel *Dead in the West* is a fallen preacher. Even David Carradine's Kane from the old *Kung-Fu* TV series might qualify as a priest-like character.

- **Occupation Skill Points:** EDU × 2 + APP × 2.
- **Credit Rating:** 9–60.
- **Skills:** History, Library Use, Listen, Occult, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any one other skill as a personal or era specialty.

Merchant

Typical places of business in Old West towns usually included at least one saloon, a livery stable, an undertaker's, a bank, a hardware store, a cafe or two, a boarding house, a milliner's (clothing), a feed store, and so forth. Player character merchants might own a business such as one of these, but they might also be tied up with responsibilities to that business as well. Al Swearengen, the Machiavellian owner of the Gem Saloon from *Deadwood*, is a prime example of a merchant.

- **Occupation Skill Points:** EDU × 2 + (APP × 2 or INT × 2).
- **Credit Rating:** 20–60.
- **Skills:** Accounting, Appraise, Psychology, Spot Hidden, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), any two other skills as personal or era specialties.

Miner/Prospector

Whether they are lone prospectors panning the rivers or combing the hills of the Rockies in search of dust and nuggets, or laborers in coal, silver, and gold mines, these men and women are another staple of Western lore. The century's first big gold rush kicked off in California in 1848 when James Marshall discovered gold at Sutter's Mill, but for decades afterward people were still puttering about in the wilderness in search of a quick fortune—and many of them even found it. Good fictional examples of miners and prospectors can be found in HBO's *Deadwood* series, the Clint Eastwood movie *Pale Rider*, and Robert E. Howard's great novel *The Vultures of Whapeton*.

- **Occupation Skill Points:** EDU × 2 + (STR × 2 or DEX × 2).
- **Credit Rating:** 5–60.
- **Skills:** Climb, First Aid, Mechanical Repair, Natural World, Navigate, Science (Geology), Spot Hidden, any one other skill as a personal or era specialty.

Outlaw

Bank and train robbers, cattle rustlers, horse thieves, stagecoach hold-up men, and renegade Confederate soldiers are among the types of rogues and thugs included in this occupation. The number of points invested in Credit Rating probably denotes how successful the outlaw's career has been.

Billy the Kid, Jesse James and Cole Younger and their gangs, Butch Cassidy and the Sundance Kid, the Daltons, and the murderous John Wesley Hardin are just a few well-known real-life examples. A more colorful one was Black Bart (AKA Charles E. Bolton), the gentleman bandit who never fired a shot in his career, and often left behind poems to taunt his victims and pursuers. There



Mining was a gamble that rarely paid off, these men are risking everything to "Strike it Rich."

were female outlaws as well: Annie McDoulett and Jennie Metcalf (AKA Cattle Annie and Little Britches) rode with the Doolin gang in Oklahoma, and were among the last of the gang to be captured. Clint Eastwood's *Outlaw Josey Wales* offers an excellent example of a "justified" outlaw forced to run from the law.

- **Occupation Skill Points:** EDU × 2 + (APP × 2 or DEX × 2 or INT × 2).
- **Credit Rating:** 6–70.
- **Skills:** Fighting (any), Firearms (any), Ride, Stealth, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Locksmith or Mechanical Repair, Psychology or Sleight of Hand, Spot Hidden.
- **Special:** limited Sanity loss immunity (loses minimum possible for seeing blood and gore, or only half in the most extreme cases).

Politician

Government in the Old West was much more localized than in the modern day, or even the 1920s. Political power was as often held by large landowners and businesspeople as elected officials, and even in the latter case it was usually the former who pulled the strings. One way or another, political office often ensured some degree of power and wealth. This occupation covers everything from a simple town-council member to the town mayor, on up through Senators and territorial governors. As with the Outlaw occupation, the Keeper can infer the politician's office, level of influence, and power according to their Credit Rating.

Western films are filled with examples of town mayors (whether crooked, cowardly, or honorable). There is a great deal of wrangling among various political and legal officials in the film *The Jack Bull*. One notable real-life Old West politician was New Mexico's governor Lew Wallace who, in addition to dealing with Billy the Kid's amnesty, wrote the novel *Ben-Hur*.

- **Occupation Skill Points:** EDU × 2 + (APP × 2 or INT × 2).
- **Credit Rating:** 10–99.
- **Skills:** History, Law, Listen, Psychology, Charm, Persuade, any two other skills as personal or era specialties.

Rancher

Another staple of Western TV, film, and fiction, perhaps best exemplified by Lorne Greene's Ben Cartwright in the old *Bonanza* TV series. *The Lonesome Dove* books and miniseries offered a grittier view of the rancher, as led by ex-Texas Rangers Woodrow Call and Augustus McRae. Oliver Reed portrayed a ruthless Scot rancher in the miniseries sequel, *Return to Lonesome Dove*; the sequel is also notable in that it echoed the historical Johnson County War in Wyoming, and that there actually were British gentlemen involved in American ranching (including the uncle of noted fantasist Lord Dunsany). Ranchers are usually very wealthy and powerful, owning large areas of land and having considerable resources in terms of men, livestock, and legal and political influence. These responsibilities may limit the amount of spare time an investigator-rancher is able to spend away from their spread while looking into strange goings-on.

- **Occupation Skill Points:** EDU × 2 + (STR × 2 or INT × 2).
- **Credit Rating:** 50–99.
- **Skills:** Accounting, Law, Natural World, Persuade, Ride, Rope Use, Spot Hidden, any one other skill as a personal or era specialty.

Scholar/Teacher

Men and women alike served as educators out West, from small-town schoolteachers, college professors, or fancy lecturers from back east. In the spaghetti Western *Face to Face*, Gian Maria Volonte's east-coast college professor goes west to ease his consumption, and eventually becomes a ruthless outlaw leader. Stereotypically, pretty schoolmarms were always getting themselves into peril, but even foolish men like Anthony Edwards' hapless character in *El Diablo* weren't immune to trouble of the worst kind.

- **Occupation Skill Points:** EDU × 4.
- **Credit Rating:** 10–50.
- **Skills:** Library Use, Other Language, Persuade or Intimidate, Psychology, Science (any), any three other skills as professional or era specialties.

Scientist/Engineer

This is something of a catchall category, covering everything from chemists to paleontologists, geologists, botanists, bridge-builders, weapons manufacturers, inventors, and more. The 1800s were an age of invention and technological advancement. Nitroglycerine was introduced in 1846, dynamite in 1866; the telegraph connected both coasts in 1861 and with Europe in 1866; Bell's telephone was patented in 1876; and the Gatling machine gun was introduced in 1862. In the 1870s, rival scientists Othniel Charles Marsh and Edward Drinker Cope led expeditions from Nebraska to Colorado and Montana in search of dinosaur bones. Player characters of this occupation should indicate their areas of specialization (i.e. structural engineer, archaeologist, botanist, inventor, etc.)

- **Occupation Skill Points:** EDU × 4.
- **Credit Rating:** 20–80.
- **Skills:** History, Law, Library Use, Mechanical Repair, Operate Heavy Machinery, any three other skills as professional specialties.

OPTIONAL RULE: INVESTIGATORS WITH CIVIL WAR EXPERIENCE

This option is available only with the Keeper's consent. Any investigator who wishes to have served in the Civil War may benefit from their experience, but they also bear its scars. Adjust the following for the investigator

- Adjust age according to the period of war (1861 to 1865), assuming the investigator was at least 17 years old by 1861, and the starting year of the scenario.
- Deduct 1D10+5 from SAN.
- Add an Injury/Scar or a Phobia/Mania associated with the war to the investigator's backstory. Possibilities include: alcoholism, disfigurement (scar for –10 APP or loss of limb), Ballistophobia (fear of missiles/bullets), Ligyrophobia (fear of loud noises), Pyrophobia (fear of fire), Hoplomania (firearms obsession), Pyromania (compulsion to start fires), etc.
- Add 70 bonus skill points divided among any of the following skills: Climb, Jump, Fighting (Brawl), Fighting (Sword), Firearms (Rifle/Shotgun), First Aid, Listen, Stealth, Survival, Throw.
- Note on the investigator sheet: immune to sanity losses resulting from viewing a corpse or gross injury.

Scout/Mountain Man or Woman

Scouts served as advance parties for troops and cattle drives, surveying the land for enemies and hazardous terrain. Scouts usually had the skills to live off the land for months at a time. Many scouts either were American Indians or were personally acquainted with the tribes in the areas in which they traveled.

Mountain men and women were similarly familiar with the natives in the lands where they plied their trades, hunting and trapping. Among the more famous "mountain men" are Hugh Glass (horribly mauled by a bear and left for dead by his companions, he made his way alone, armed with only a straight razor through 200 miles of wilderness back to civilization), and John Johnston (AKA "Liver-Eating" Johnson [sic]—his family murdered by the Crow, he spent decades hunting, killing, scalping, and eating the livers of the Crow tribe; the film *Jeremiah Johnson* is a much-sanitized version of the Liver Eater's story).

- **Occupation Skill Points:** EDU × 2 + (STR × 2 or DEX × 2 or CON × 2).
- **Credit Rating:** 0–20.
- **Skills:** Firearms (any), First Aid, Natural World, Navigate, Ride, Stealth, Track, Trap.

Soldier/Warrior

This occupation refers to those in the U.S Army and to American Indian warriors. The Keeper may determine a soldier's rank according to their Credit Rating: low equals enlisted man, higher may indicate an officer. Duties might limit the amount of time a soldier can spend investigating mysterious events.

After the Civil War the American soldier's primary enemy once again became the American Indian. During the period covered by this book the major skirmishes occurred in the northern plains and southwestern territories, with the Sioux and the Apache, respectively. Many of the American soldiers who fought the Indians were Union veterans of the Civil War, among them General William Tecumseh Sherman. The most famous (or infamous) American soldier of the period was General George Armstrong Custer, whose entire command was wiped out at the Battle of Little Bighorn; Custer's story has been told many times, most notably in the book and film *Son of the Morning Star*. Notable American Indian warriors include Geronimo (Apache), who fought against the Texan and Mexican expansion into tribal lands, Crazy Horse (Lakota), who as a young man was a legendary warrior, leading his first war party before turning twenty, and Gall Pizi (Lakota), who became Sitting Bull's military chief and led attacks along the Yellowstone River in 1872 and 1973.

The many "cavalry westerns" of John Ford and John Wayne (e.g. *She Wore a Yellow Ribbon*) should also serve as inspirational sources for American soldiers. The more recent *Geronimo: An American Legend* is another excellent look at the Indian Wars—from both sides.

- **Occupation Skill Points:** EDU × 2 + (STR × 2 or DEX × 2).
- **Credit Rating:** 10–70.
- **Skills:** Climb, Fighting (any), Firearms (Rifle), First Aid, Mechanical Repair or Natural World, Stealth, Throw, any one other skill as a personal or era specialty.
- **Special:** limited Sanity loss immunity (loses minimum possible for seeing blood and gore, or only half in the most extreme cases).

Unskilled Laborer

This category includes farm laborers, construction workers, delivery drivers, stevedores, railroad workers, bartenders, cleaning staff, servants, and other occupations requiring little in the way of specialized skills (in contrast to Cowboy/girl, Craftsperson, Miner, and Soldier, for instance) and generally involves a great deal of physical labor.

- **Occupation Skill Points:** EDU × 2 + STR × 2.
- **Credit Rating:** 5–20.
- **Skills:** Climb, Fighting (Brawl), Jump, Natural World, Stealth, Throw, one interpersonal skill (Charm, Fast Talk, Intimidate or Persuade), any one other skill as a personal or era specialty.

ALTERED AND NEW SKILLS

This section considers a selection of new skills suitable for the Old West, as well as some standard skills that have been tweaked for this setting.

ALTERED SKILLS

Drive Auto (00%): [Uncommon] while the design for an automobile powered by an internal combustion engine dates back to 1807, it isn't until 1885 that the theory become reality. Note that from 1871 onwards, it would have been possible (albeit rare) to see carriage-sized, steam-powered, automobiles being used on wagon roads. Beginning skill level is 00%.

SKILL LIST

Key:

Bold Text denotes the skill has been tweaked for *Down Darker Trails* and a description follows. All other skill descriptions are not repeated here and can be found in Chapter 5: Skills of the *Call of Cthulhu Rulebook*.

[Uncommon] denotes an uncommon skill not written on the *Down Darker Trails* Investigator Sheet.

[Specializations] denotes a skill that is broken up into various separate, allied skills.

* denotes a new skill and a description follows.

Accounting (05%)
Animal Handling (05%)
Anthropology (01%)
Appraise (05%)
Archaeology (01%)
Art and Craft (05%) [Specializations]
Charm (15%)
Climb (20%)
Credit Rating (00%)
Cthulhu Mythos (00%)
Demolitions (01%) [Uncommon]
Disguise (05%)
Diving (01%) [Uncommon]
Dodge (half DEX)
Drive Auto (00%) [Uncommon]
Drive Wagon/Coach (20%)
Electrical Repair (00%)
Fast Talk (05%)
Fighting (varies) [Specializations]
Firearms (varies) [Specializations]
First Aid (30%)
Gambling* (10%)
History (05%)
Hypnosis (01%) [Uncommon]
Intimidate (15%)
Jump (20%)
Language (Other) (01%) [Specializations]
Language (Indian)* (01%) [Specializations]
Language (Own) (EDU)
Law (05%)
Library Use (20%)
Listen (20%)
Locksmith (01%)
Mechanical Repair (10%)
Medicine (01%)
Natural World (20%)
Navigate (10%)
Occult (05%)
Operate Heavy Machinery (01%)
Persuade (10%)
Pilot (01%) [Specializations]
Psychology (10%)
Ride (15%)
Rope Use* (05%)
Science (01%) [Specializations]
Sleight of Hand (10%)
Spot Hidden (25%)
Stealth (20%)
Survival (10%) [Specializations]
Swim (20%)
Throw (20%)
Track (10%)
Trap** (10%)

Drive Wagon/Coach (20%): pertains to wagons, stagecoaches, surreys, traps, and other horse-drawn vehicles.

Electrical Repair (00%): a new technology, unfamiliar to many. Beginning skill level is 00%.

Natural World (20%): during this era, in general, people were more knowledgeable about the natural environment: wild and domesticated animals, wild plants and crops, weather, the land, and so forth.

Psychology (10%): this skill is used to gauge the intentions, mental state, or intellect of an individual. It can be used to detect stress, affection, malice, and other emotions. In the Old West setting it can also be used as a primitive form of psychoanalysis. In this case, an initial roll is needed to determine the cause of a person's mental problems, and a second roll can then calm that person down, if necessary; depending on the severity of the affliction this process may require a few minutes or a few hours to perform. The Keeper might allow successful use of Psychology to restore some lost Sanity to an afflicted person, as per the standard 1920s Psychoanalysis skill. This would require the practitioner to treat the non-adventuring patient on a regular basis (several times a week, at least) over the course of 1D6 months for a possible return of 1D6 Sanity or the elimination of a given indefinite Insanity effect. In addition, Psychology can also be used to reduce a character's reaction to a phobia or mania (allowing them to ignore the effects for a brief period of 1D6 minutes). Equally, a successful Psychology roll may be used to help a delusional character see through their hallucination for a brief period.

Language (Own) (EDU%): literacy was less common during this era than others. It is assumed that player-characters have at least some level of literacy, with varying levels according to their Language skill. Those will a skill below 30% are virtually illiterate; 30% to 49% indicates basic literacy; 50% and above indicates good standard (or higher) of literacy.

Ride (15%): people of this era were more likely to have used a horse for transportation and hence the base skill level is 15%.

NEW SKILLS

Gambling (10%)

This skill reflects the ability to win at cards, dice, and other games of chance. The amount one stands to win when gambling depends on the amount one starts with, and the wealth of the opposition or gambling house.



Gambling was a common way to spend time and earn some money in the West

On entering a casino or gambling room the player should declare how much money their investigator is risking, and the Keeper should decide on the wealth of the venue or opposition. One way for the Keeper to do this is refer to the **Cash and Assets** table. Choose the relative wealth of the venue or opposition—is it Average (such as a town saloon), Wealthy (such a private game between several wealthy gamblers), or is it Rich (such as an upmarket casino in a big city). Anyone entering a gambling contest, such as a casino or saloon poker game, needs to have an appropriate amount of cash to gamble with; as a guideline to the amount of cash one needs to have to join a game, refer to the Spending Level column on the **Cash and Assets** table. Thus, to join a town saloon game (Average wealth) one would need to have $5, and to play in a high-stakes game at a big-city casino one would need $125. If the character is in a gambling contest with specific characters, the Keeper should use a similar process for figuring the amount of money at stake. If spending the evening gaming in an attempt to win money, a Gambling skill roll should be made:

- On a failure, the investigator loses their starting money and walks out empty-handed.
- On a success the investigator breaks even, walking out with the same amount as they entered with.
- On a Hard success the investigator wins, walking out with three times the amount they entered with.
- On an Extreme success the investigator wins big, walking out with at least ten times the amount they entered with.

If the investigator is entering a game against specific NPCs, the Keeper can call for an opposed skill roll. The Keeper rolls using the highest opposing Gambling skill from amongst the NPCs:

- If the player loses the opposed roll, the investigator loses their money and walks out with nothing.
- On a draw, the investigator breaks even, walking out with the same amount as they entered with.
- If the player wins, the investigator walks out with the whole pot.

If a gambler wishes to cheat, an opposed Sleight of Hand roll is made versus the opponent with the highest Psychology or Spot Hidden skill. If the cheater wins the roll, they gain a bonus die to their Gambling roll. If they lose the roll they are identified as a cheat and dealt with as seems appropriate.

For example: Erv (Psychology 25%), Wild Will (Spot Hidden 40%), Cactus Jim (Spot Hidden 30%), and shady cardsharp Kane (Psychology 55%) are playing for $10 stakes. Kane decides to cheat, opposing his Sleight of Hand skill 55% against Wild Will's Spot Hidden of 40% (the highest suitable skill of Kane's opponents). Kane wills the opposed roll, netting him a bonus die to his Gambling skill for the game.

Opposing skill/Difficulty level:

- Opposed with Gambling skill.
- Use Sleight of Hand versus Psychology or Spot Hidden skills when cheating.

Pushing examples: increasing your risk (putting up your family home, or your horse and gun); promising that you are "good for it" when you are not (potentially taking on a debt you cannot repay).

Sample Consequences of failing a Pushed roll: you lose big (your Credit Rating is reduced, perhaps halved); you place yourself in debt to someone, giving them power over you.

If an insane investigator fails a pushed roll, he or she gets thrown into the street with nothing but the shirt on their back, their Credit Rating reduced to zero.

Language (Indian) (01%) [Specializations]

The American Indians spoke a wide range of languages. As a general rule of thumb, the Keeper and players should consult the list of tribes in the **American Indians** section (page 90) and consider each tribe's tongue as a separate language.

When attempting to communicate with someone who speaks a different, but regionally local, tribal language the roll is Regular. If speaking with someone who speaks a different language from another region altogether, the roll is Hard. The Keeper may increase the difficulty of the roll and/or apply a penalty die as necessary depending on the situation.

Rope Use (05%)

This skill involves the ability to tie a variety of knots for numerous purposes, as well as using a rope to capture or entangle a target (lasso, roping). Roping is part of the everyday routine of the cowboy, usually for dealing with ornery four-legged critters, but sometimes useful for two-legged ones as well.

Rope Use is opposed by the Dodge skill for an unwilling intelligent (human) target on foot; if the target is mounted, use their Ride skill instead. Success means that a lasso is thrown around the target; a STR versus STR roll is then used to get the target to move in the desired direction. If the roper is mounted, use the horse's STR when pulling the target along.

If the goal is to entangle a specific area on the target (perhaps to strangle them), increase the difficulty level of the roll by one level. The entangled target can elect to attempt to break free by making a Hard STR or DEX roll (further complications, at the Keeper's discretion, may mean the difficulty is raised to Extreme or a penalty die is also applied). Of course the rope can always be cut—but this isn't easy if the target is being dragged through the brush (the dragged character's Fighting skill suffers a penalty die, and he or she takes 1D3 points of damage per round of dragging). Any other

actions while entangled suffer from an increased difficulty level or a penalty die.

Opposing skill/Difficulty level:
- Opposed with Dodge or Ride skill for humanoid targets.
- Regular difficulty: lasso a horse, cow, or other critter.
- Hard difficulty: lasso a critter in a raging storm.

Pushing examples: moving nearer to the critter; ensuring the critter is distracted somehow.

Sample Consequences of failing a Pushed roll: get tangled up in your own rope; the critter pulls you off your feet or mount; you cause a stampede.

If an insane investigator fails a pushed roll, he or she forgets the rope and attempts to simply wrestle the critter to the ground.

Trap (10%)

This skill allows its user to study animal habitats sufficiently to set successful snares and other traps. The Keeper determines if there is sufficient game in the area. If there is, and a successful Trap roll is made, something has been caught for dinner. If game is scarce, the difficulty level should be raised. A failed roll nets nothing.

If the trap is set with the intention of catching a specific target, the Keeper should set the difficulty level appropriately. If it is set to catch a human target, the Keeper should use the target's Spot Hidden skill to set a difficulty level.

Opposing skill/Difficulty level:
- Regular difficulty: set traps in a familiar environment (i.e. the specific area is known, or the trapper is conversant with the environment).
- Hard difficulty: set traps in an unfamiliar environment; using very poor and inappropriate materials; game is scarce.

Pushing examples: setting more or larger traps; laying in watch to trigger the trap yourself when the moment is right.

Sample Consequences of failing a Pushed roll: being injured by your own trap; catching a dangerous creature in your trap; having an innocent or friendly person be caught and injured in your trap.

If an insane investigator fails a pushed roll, he or she creates a bizarre and ornate trap of great complexity, perhaps believing that it can trap supernatural entities, such as an angel trap.



"Cowboys roping buffalo on the plains" by famed photographer J.C.H. Grabill

OPTIONAL: QUICK-FIRE CHARACTER CREATION METHOD

Make a ready-to-play character in 5 minutes. This method is recommended if you wish to get up and running quickly.

1. Allocate 40, 50, 50, 50, 60, 60, 70, 80 where you like among your characteristics.
2. Adjust for age (see page 9).
3. Figure Damage Bonus and Build (see page 10).
4. Figure Hit Points (CON+SIZ divided by 10) and Luck (3D6 × 5).
5. Decide an occupation and select eight appropriate occupation skills.
6. Allocate the following values among the eight occupation skills and Credit Rating: one at 80%, one at 70%, two at 60%, two at 50%, and two at 40% (set the skills directly to these values and ignore the skill base values). If your chosen profession states a lower Credit Rating skill than 40%, you should set an appropriate Credit Rating skill value and distribute the excess points elsewhere.
7. Pick four non-occupation skills and boost them by 20% (adding 20 to the skill base values).
8. Roll for background details then elaborate upon them later, during play.
9. Start Playing.
10. Fill in half and fifth values during play.
11. Sort out money if and when you need it.

PULP CTHULHU: OLD WEST TALENTS

The following talents are presented here should you intend to use *Down Darker Trails* with *Pulp Cthulhu*. At the back of this book are two versions of the Old West investigator sheet, one designed to work with *Call of Cthulhu*, and the other with *Pulp Cthulhu*.

Pulp talents provide certain benefits and enhancements that reflect pulp themes and styles and the talents described here include some existing ones taken from the *Pulp Cthulhu* supplement, as well as a number designed for the Old West setting.

When creating a Wild West hero, the Keeper will advise how many talents each hero should pick (usually two as the default). Look over the lists and pick which talents best suit your character.

- Table 5: Physical Talents
- Table 6: Miscellaneous Talents
- Table 7: Mental Talents
- Table 8: Combat Talents



Annie Oakley, one of the best shots with a rifle in the West.

TABLE 5: PHYSICAL TALENTS

Physical Talent
Endurance: gain a bonus die when making CON rolls (including to determine MOV rate for chases).
Iron Liver: may spend 5 Luck points to avoid the effects of drinking excessive amounts of alcohol (negating penalty applied to skill rolls).
Keen Hearing: gain a bonus die to Listen rolls.
Keen Vision: gain a bonus die to Spot Hidden rolls.
Night Vision: in darkness, reduce the difficulty level of Spot Hidden rolls and ignore penalty die for shooting in the dark.
Quick Healer: natural healing is increased to +3 hit points per day.
Stout Constitution: may spend 10 Luck points to reduce poison or disease damage and their effects by half.
Strong as an Ox: gain a bonus die when making STR rolls.
Tough: soaks up damage; may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

TABLE 6: MISCELLANEOUS TALENTS

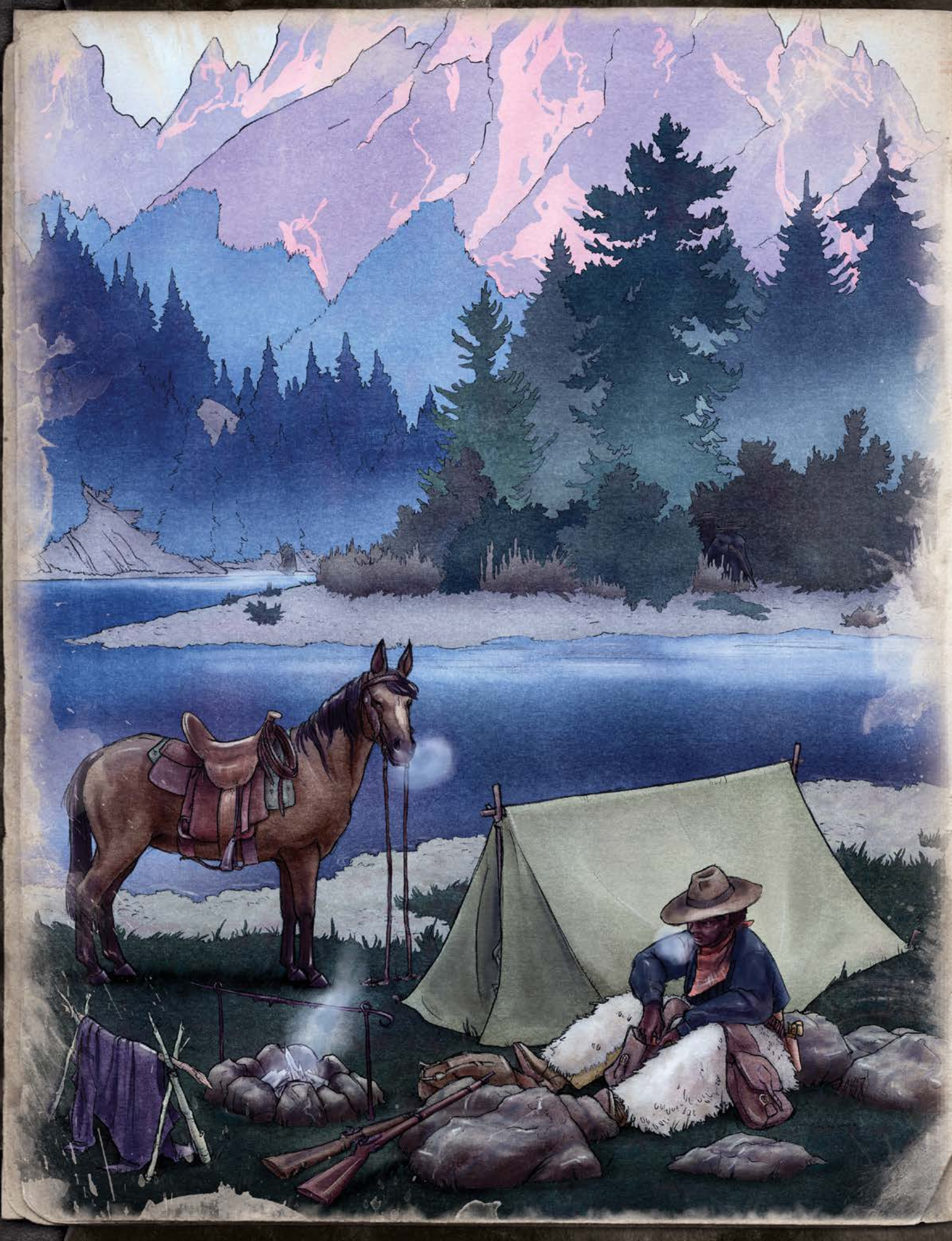
Miscellaneous Talent
Animal Empathy: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) when making Ride or Animal Handling rolls.
Excellent Weapon: starts game owning a high-quality weapon (if firearm, increase base range by 50%; if melee weapons may add +2 damage). The weapon is clearly an artisan production.
Gadget: starts game with one weird science gadget (see **Weird Science**, *Pulp Cthulhu*).
Gunsmith: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) when repairing or making firearms; able to clear firearm malfunctions (jams) in 1 round (see **Malfunctions**, *Call of Cthulhu Rulebook*).
Handy: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) when making Mechanical Repair and Operate Heavy Machinery rolls.
Hunter's Blood: may spend 10 Luck points to gain a bonus die when making Track, Rope Use, or Trap skill rolls.
Lucky: regains an additional +1D10 Luck points when Luck Recovery rolls are made.
Master of Disguise: may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft Acting) rolls; incudes ventriloquism (able to throw voice over long distances so it appears that the sound is emanating from somewhere else). Note that if someone is trying to detect the disguise then their Spot Hidden or Psychology roll's difficulty is raised to Hard.
Mythos Knowledge: begins the game with a Cthulhu Mythos Skill of 10 points.
Scary: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) to Intimidate rolls.
Shadow: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) to Stealth rolls, and if currently unseen is able to make two surprise attacks before their location is discovered.
Smooth Talker: gain a bonus die to Charm rolls.
Weird Science: may build and repair weird science devices (see **Weird Science**, *Pulp Cthulhu*).

TABLE 7: MENTAL TALENTS

Mental Talent
Arcane Insight: halve the time required to learn spells and gains bonus die to spell casting rolls.
Hardened: ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.
Linguist: able to determine what language is being spoken (or what is written); gains a bonus die to any Language roll.
Lore: has knowledge of a lore specialization skill (e.g. Dream Lore, Vampire Lore, Werewolf Lore, etc.). Note that occupational and/or personal interest skill points should be invested in this skill.
Photographic Memory: can remember many details; gains a bonus die when making Know rolls.
Psychic Power: may choose one psychic power (Clairvoyance, Divination, Medium, Psychometry, or Telekinesis). Note that occupational and/or personal interest skill points should be invested in this skill (see **Psychic Powers**, *Pulp Cthulhu*).
Quick Study: halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.
Resilient: may spend Luck points to shrug off points of Sanity loss, on a one-for-one basis.
Sharp Witted: able to collate facts quickly; gain a bonus die when making Intelligence (but not Idea) rolls.
Strong Willed: gains a bonus die when making POW rolls.

TABLE 8: COMBAT TALENTS

Combat Talent
Alert: never surprised in combat.
Ambidextrous Shooter: no penalty die on shots made with off-hand (see Shooting with the "Off" Hand optional rule, page 46).
Beady Eye: does not suffer penalty die when "aiming" at a small target (Build –2), and may also fire into melee without a penalty die.
Fast Load: choose a Firearm specialism; ignore penalty die for loading and firing in the same round.
Fleet Footed: may spend 10 Luck to avoid being "outnumbered" in melee combat for one combat encounter.
Heavy Hitter: may spend 10 Luck points to add an additional damage die when dealing out melee combat (die type depends on the weapon being used, e.g. 1D3 for unarmed combat, 1D6 for a sword, etc.)
Nimble: does not lose next action when "diving for cover" versus firearms.
Outmaneuver: character is considered to have one point higher Build when initiating a combat maneuver (e.g. Build 1 becomes Build 2 when comparing their hero to the target in a maneuver, reducing the likelihood of suffering a penalty on their Fighting roll).
Quick Draw: does not need to have their firearm "readied" to gain +50 DEX when determining position in the DEX order for combat.
Quick Shot: may spend 10 Luck points to allow two handgun bullets to hit target rather than one (see Fanning optional rule, page 45).
Rapid Attack: may spend 10 Luck points to gain one further melle attack in a single combat round.



CHAPTER 2

EQUIPMENT & WEAPONS

The following items and prices are culled from a variety of sources, and the amounts listed are for average quality goods circa 1870. Items and services of higher or lower quality may also be available, with prices according to their true value.

Costs should also be adjusted upward for smaller or more remote towns, where availability is limited at best. Note that some rare or high-end expensive goods may not be available at all in some places.

Clothing

Belt	75¢
Boots	$3.00 to $20.00
Boots, custom-made "cowboy"	$15.00 to $25.00
Buffalo robe	$10.00
Cartridge belt	$1.00+
Cloth overcoat	$8.00+
Cloth vest	$1.00+
Dress	$2.00+
Fur overcoat	$15.00+
Hat	$2.00 to $15.00
Leather vest	$3.00
Linen duster	$2.00
Shirt	50¢ to $2.00
Stetson hat, "boss"	$5.00
Suit	$12.50 to $25.00+
Suspenders	50¢
Spurs	15¢ to $10.00
Shoes	$2.50+
Trousers	$1.50+



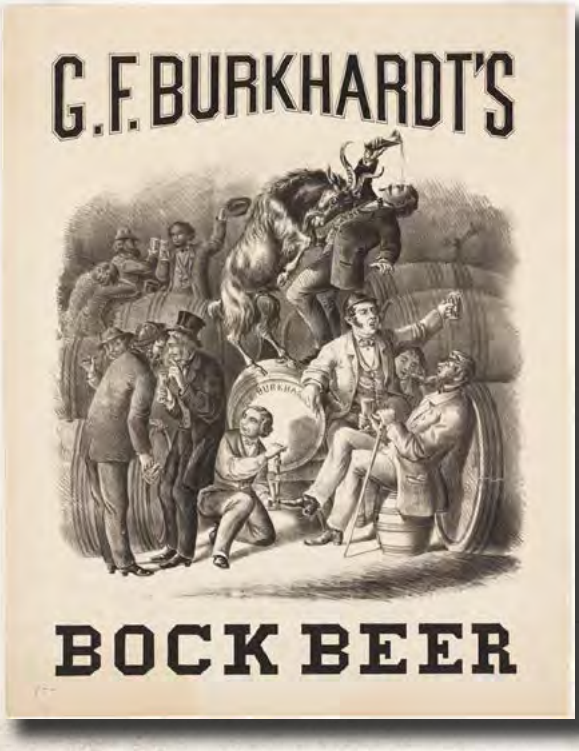
Opposite: Packing up the Camp by Rachel Kahn

Communication

Letter (½ oz.)	3¢
Newspaper	1¢
Package, mail	1¢ per oz.
Package, rail	8¢ per lb.
Telegram	5¢ per word

Entertainment

Banjo	$7.00
Beer, glass	5¢
Beer, keg	$2.00
Book, hardback	50¢
British ale, cask	$20.00
Cigar	1¢+
Cigarette papers (100)	50¢
Dice (pair)	10¢
Dice (loaded pair)	$5.00
Guitar	$5.00+
Harmonica	25¢
Newspaper subscription, per year	$3.00
Paperback novel	10¢
Playing cards	25¢
Playing cards, marked deck	$1.25
Tobacco, tin, plug, or twist	50¢
Violin/fiddle	$9.00+
Whiskey, shot	10¢+
Whiskey, bottle	$2.00+



Lodging and Dining

Bath	50¢
Bath, clean water	$1.00
Bunk, floor, or flophouse, per night	$1.00
Hotel, per night	25¢ to $5.00+
Hotel meals, best quality	$2.00 to $5.00
Meal, poor to average quality	25¢ to $1.00
Room, per week	$2.00
Room & board, per week	$3.50
Shave & haircut	25¢
Stable fees, per night	25¢

Medical Equipment

Doctor's bag w/instruments	$25.00
Laudanum (4 oz.)	35¢

Outdoor and Travel Gear

Bacon (10 lbs.)	60¢
Bedroll	$4.00+
Binoculars	$10.00 to $25.00
Blanket	$3.00
Box of matches	10¢
Canteen	50¢
Coffee (2 lbs.)	50¢
Coffee pot	$1.00
Compass	$2.00
Flour (50 lb. sack)	$4.00
Gentleman's toilet set	$1.00
Kettle, brass (4 gallon)	$3.00
Oil lamp	$1.50
Parasol, silk	$1.00
Sugar, (1 lb.)	10¢
Tent, 1-man	$5.00
Tent, 3-man	$9.00
Trail rations, 1 week	$1.50
Trap, wolf	$2.00
Trap, bear	$10.00
Trunk, traveling (small-medium)	$4.00 to $10.00+
Trunk, traveling (large)	$10.00 to $25.00+

Tools

Axe	$1.00
Blacksmith's tools	$15.00
Blasting caps, dozen	$1.00
Dynamite, stick	25¢
Electronic detonator	$5.00
Fuse, per yard	5¢
Hammer	50¢
Hatchet	75¢
Kerosene (1 gallon)	$3.00+
Lantern	80¢+

Nitroglycerine (1 oz.)	50¢
Pick	75¢
Pocketknife	50¢
Rope, per yard	5¢
Spyglass	$10.00
Shovel	50¢

Transportation

Burro	$30.00
Horse, draft	$60.00+
Horse, saddle	$30.00 to $200.00+
Mule	$80.00
Ox	$75.00
Pony	$50.00
Saddlebags	$3.00
Saddle, bridle, and blanket	$30.00 to $70.00
Buggy, 2-person	$30.00 to $60.00
Surrey, 4-person	$50.00 to $175.00
Single harness	$10.00+
Double harness	$25.00+
Heavy wagon, 4,000 lbs.	$40.00+
Light wagon, 1,500 lbs.	$35.00+
Ship fare, New York to San Francisco	$200.00
Stagecoach (6 horses, not included)	$1,200.00+
Stagecoach, local travel	15¢ per mile
Stagecoach, travel	$3.00 per 50 miles
Stagecoach, St. Louis to San Francisco	$200.00
Train fare, Omaha to Sacramento	$75.00 to $100.00

Miscellaneous

Eyeglasses	$2.00
Gold (1 oz.), Black Hills price	$20.00
Gold (1 oz.), New York price	$17.50
Gold bar	$3,000.00
Gun holster	$1.00 to $5.00
Land patent from US Government	$1,000.00
Lockable cashbox	$1.35
Pocket watch & chain	$1.00 to $10.00+
Safe	$13.00 to $85.00
Small printing press	$45.00
Typewriter	$34.00
Underground mine, (small), sale price	$4,000.00 to $25,000.00
Underground mine, (major), sale price	$100,000.00 to $400,000.00
Sheep	$5.00
Cattle, at stockyard	$30.00+
Cattle, calf	$2.00 to $4.00
Cattle, steer	$7.00 to $12.00



Mundane Animals

The following animals from the *Call of Cthulhu Rulebook* (R) and *Malleus Monstrorum* (MM) are likely to be found in the Old West setting of *Down Darker Trails*. Also listed below are statistics for the most common mounts to be used in the West (horses, mules, and burros), along with suggestions for modifying those stats for exceptional animals.

Bats (R), Bears (R), Bobcats and Lynxes (MM), Wild Boars (MM, as Bush Pigs), Bison (MM), Condors and Vultures (R), Dogs (R), Horses (R), Coyotes (as Jackals, MM), Mountain Lions and Panthers (R), Rat Packs (R), Scorpions (MM), Snakes, Venomous (R) (also MM: Copperheads, Rattlesnakes, Water Moccasins), Snapping Turtles and Alligator Snapping Turtles (MM), Wasp and Bee Swarms (R), Wolves (R).

Horses, Other Mounts, and Cattle

The following statistics are for riding/saddle horses, mules, burros/donkeys, and cattle, with minor variations for similar animals.

If the Keeper wishes, an investigator making a successful Natural World or Ride roll may recognize an exceptional horse or other mount (assuming any are available) when he or she goes to purchase one; roll 1D6:

Roll	Horse
1	+1 MOV
2	+2 MOV
3	+10 CON
4	+10 STR
5	+10 DEX
6	Very obedient (reduce difficulty/add bonus die for obedience tests)

Likewise, the Keeper may create a poor specimen by rolling on the above table and subtracting rather than adding the figure shown.

Also included in the statistics below is an entry called "Obedience." This is usually based upon the handler/rider's Ride or Animal Handling skill, and should be checked in situations where animals might be spooked, whether by gunfire, being approached at night, or faced with predators or monstrous creatures.

HORSE*

char.	*average*	*roll*s
STR	140	(3D6+18) × 5
CON	65	(2D6+6) × 5
SIZ	130	(4D6+12) × 5
DEX	50	(3D6) × 5
POW	50	(3D6) × 5

HP: 19
Average Damage Bonus (DB): +2D6
Average Build: 3
Average Move*: 11.
**Note that move rate may vary depending on the quality of a horse:*

Poor quality	MOV 10
Standard quality	MOV 11
Good quality	MOV 12

Attacks per round: 1 (kick, bite, or buffet)
Can kick and bite, as well as buffet a lesser opponent to the ground. Can rise up on its hind legs then plunge down with its forelegs. A horse requires training for it to trample people.

Fighting	25% (12/5), damage 1D8+DB
Dodge	25% (12/5)

Armor: none.
Obedience: Ride roll if mounted, or Animal Handling otherwise.

**For a pony, reduce STR roll by 1D6, increase DEX roll by 1D6. To create the sturdier variety of draft horse (used to pull wagons and stagecoaches), add 1D6+2 to the STR, CON, and SIZ rolls above.*

MULE

char.	*average*	*roll*s
STR	140	(3D6+18) × 5
CON	65	(2D6+6) × 5
SIZ	100	(4D6+6) × 5
DEX	50	(3D6) × 5
POW	50	(3D6) × 5

HP: 16
Average Damage Bonus (DB): +2D6
Average Build: 3
Move: 10

Attacks per round: 1 (kick or bite)

Fighting	20% (10/5), damage 1D6+DB
Dodge	25% (12/5)

Armor: none.
Obedience: Ride roll (if mounted), or Animal Handling.

BURRO, *Donkeys, Asses*

char.	*average*	*rolls*
STR	110	(3D6+12) × 5
CON	65	(2D6+6) × 5
SIZ	80	(3D6+6) × 5
DEX	35	(2D6) × 5
POW	50	(3D6) × 5

HP: 14
Average Damage Bonus (DB): +1D6
Average Build: 2
Move: 9

Attacks per round: 1 (kick or bite)
Fighting 10% (5/2), damage 1D6+DB
Dodge 20% (10/4)

Armor: none.
Obedience: Hard Ride roll if mounted, or Hard Animal Handling roll otherwise.

CATTLE*, *Oxen, Cows*

char.	*average*	*rolls*
STR	190	(4D6+24) × 5
CON	80	(2D6+9) × 5
SIZ	190	(4D6+24) × 5
DEX	35	(2D6) × 5
POW	50	(3D6) × 5

HP: 27
Average Damage Bonus: +4D6
Average Build: 5
Move: 9

Attacks per round: 1 (kick or bite)
Fighting 30% (15/6), damage 1D10+DB
Trample 75% (37/15), damage bonus-downed foes only (increase damage if whole herd!)
Dodge 20% (10/4)

Armor: none.
Obedience: Hard Ride roll if mounted, or Hard Animal Handling roll otherwise.

**Statistics are for bulls; for cows reduce STR and SIZ rolls by 1D6.*



Some horses require "breaking in" before being able to ride.

WEAPONS OF THE OLD WEST

Cap and Ball vs. Cartridge

During the late 1860s and early 1870s, the type of ammunition used in American firearms was changing. Prior to this time the chief load was the cap and ball: factory-made "cartridges" consisted of a paper wrapping around a powder load and a lead ball (the bullet). When loading the gun, the paper was torn open, the powder poured into the chamber, and the ball pressed into place. A percussion cap was then fitted to a nipple behind the chamber; when the hammer struck the cap, it sparked into the chamber to ignite the powder and fire the ball.

After the Civil War, cap and ball loads were being replaced by the metal cartridges known to modern-day firearm users. Cap and ball ammunition was tremendously time-consuming to load (reloading six chambers and replacing percussion caps takes at least two minutes!) and prone to dangerous misfires if too much powder was used. The metal cartridge remedied these problems: the charge was pre-measured and contained within the cartridge itself. There was no paper to tear away, and no loose powder, pistol ball, or percussion cap to fuss with.

Most of the weapons listed below initially used cap and ball ammunition, but in the period covered by this book these had been converted to use metal cartridges. If the Keeper wishes, older weapons found may use cap and ball loads, but for simplicity's sake we have assumed that the weapons listed below have been converted.

Barrel Lengths

Many of the handguns listed below were available in a variety of barrel lengths (examples include the Colt Pocket, Colt Army and Navy, Colt Police, and Colt Peacemaker; the latter was available in the so-called "Buntline Special" models with barrel lengths of 10–16 inches). The statistics listed below are for average barrel lengths, with the exceptions of weapons like the Colt Pocket and Police models, which normally came with shorter barrels.

If the Keeper or players wish to utilize variant barrel lengths, it should be kept in mind that shorter barrel lengths decrease range but are easier to conceal, say, in a coat pocket. Conversely, longer barrels increase range at the expense of concealment.

Reloading Types

Muzzle-loaded ammunition was much like cap and ball: powder was poured into the barrel, followed by the ball; the charge was then ignited via the sparks of a percussion cap.

Most revolvers were loaded from the side. A small guard in the frame kept the cartridges in place in the cylinder. With the guard flipped down, the casings could be dropped out or ejected with the loading rod—one at a time—and replaced.

Break-open guns did just that: to reload, the gun opened between the hammer and cylinder. The loads could then easily be ejected or dumped out and replaced into the exposed cylinder.

Most breechloaders were single-shot rifles, such as bolt-action or trapdoor models. Here the shell is loaded into the breech, at the rear of the barrel just ahead of the firing pin.

Magazine rifles used tubes loaded with several cartridges, which slid into another tube beneath the barrel of the rifle. Reloading a tube could be time-consuming, but an extra loaded tube could be fitted in quickly. Unfortunately, the tubes were somewhat fragile, so carrying extras wasn't recommended.

THE EMPTY CHAMBER

Most gun-toting Westerners normally left an empty chamber in the cylinder, on which the hammer would rest when the gun was holstered. This was done to prevent accidental discharge if the gun was jarred or sharply struck, such as in a fall. Any character who carries a fully loaded revolver may be required to make a Luck roll if he or she suffers some mishap that jars their weapon, with failure resulting in a discharge. This should be treated as an attack at half skill level; if successful, randomly determine the target struck from anyone and anything present, including the gun-owner, companions, horses, and any other targets that might be relevant in the situation.

"Fight for the Waterhole" by Frederic Remington



TYPICAL WEAPONS

Key

- **Damage:** roll dice indicated to determine damage.
- **Base Range:** standard distance of attack, given in yards/meters.
- **Uses per Round:** number of attacks that can be initiated per combat round. Most firearms may fire one bullet without penalty; more bullets up to the maximum (shown by the number in brackets) may be fired, but each shot is taken with a penalty die. For shotguns firing twice at the same target, no penalty is taken for the second shot, but if the second shot targets a different opponent, that shot is made with a penalty die.
- **Bullets:** number of bullets in gun or magazine.
- **Cost:** average price to buy new.
- **Malfunction:** if the die-roll result is equal to or higher than the firing weapon's malfunction number, the shooter does not merely miss—the weapon does not fire.
- **Date:** of manufacture/release.
- **Availability:**
  - C: common
  - U: uncommon
  - R: rare
  - VR: very rare

REVOLVERS

- All use the Firearms (Handgun) skill, base 20%.
- All are capable of impaling with an Extreme success.
- If the Fanning optional rule (page 45) is used, revolvers may fire to maximum capacity in a round (with a penalty die).
- †LeMat Pistol uses a lever on the end of the hammer to select either .42 caliber bullets or 20 gauge shotgun shot (single shot).

Gun	Damage	Base Range	Uses per Round	Bullets	Malf.	Cost	Availability
.31 Colt Pocket	1D8	10	1 (3)	5	99	$9	U
.44 Colt Dragoon	1D10+2	15	1 (3)	6	99	$6	U
.42/20 gauge LeMat Pistol† (20-g shot)	1D10+1 (2D6/1D6/1D3)	15 (10/20/50)	1 (3)	9 (1)	99	$17	VR
.22 Smith & Wesson Model 1	1D6	15	1 (3)	7	99	$6	U
.44 Colt Army	1D10+2	15	1 (3)	6	99	$14	C
.36 Colt Navy	1D8	15	1 (3)	6	99	$6	C
.36 Colt Police	1D8	15	1 (3)	5	99	$10	U
.32 Smith & Wesson Model 2	1D6+1	15	1 (3)	6	99	$10	U
.45 Colt Peacemaker	1D10+2	15	1 (3)	6	99	$10	C
.44–40 Remington	1D10+2	15	1 (3)	6	99	$15	C
.45 Smith & Wesson Schofield	1D10+2	15	1 (3)	6	99	$13	U



HOLDOUT WEAPONS (one-shots)

- All use the Firearms (Handgun) skill, base 20%, except for Remington Rifle Cane, which uses the Firearms (Rifle/Shotgun) skill, base 25%.
- All are capable of impaling with an Extreme success.

Gun	Damage	Base Range	Uses per Round	Bullets	Malf.	Cost	Availability
.44 Derringer	1D10+2	3	1	1 or 3	99	$2	R
.41 Colt 1-shot	1D10+1	3	1	1	99	$3	C
.41 Remington 2-shot	1D10+1	3	1 (2)	2	99	$5	C
.41 Colt Cloverleaf	1D10+1	3	1	4	99	$9	R
.32 or .22 Remington Rifle Cane	1D8 or 1D6	15	1	1 or 3	98	$10	U

RIFLES

- All use the Firearms (Rifle/Shotgun) skill, base 25%.
- All are capable of impaling with an Extreme success.

Gun	Damage	Base Range	Uses per Round	Bullets	Malf.	Cost	Availability
.50 Hawken Plains Rifle	2D6+4	60	1/4	1	98	$5	U
.52 Sharps Rifle	2D6+2	80	1/3	1	98	$12	C
.52 Sharps Carbine	2D6+2	50	1/3	1	98	$11	C
.58 Springfield Rifle	1D10+4	60	1/4	1	95	$10	C
.44 Henry	2D6+1	80	1	16	98	$17	C
.56 Spencer Carbine	2D6+3	50	1	8	98	$18	C
.50–70 Springfield Trapdoor	2D6+4	90	1/3	1	99	$12	C
.45–70 Springfield Trapdoor	2D6+2	100	1/3	1	99	$12	C
.44–40 Winchester '73 Rifle (or Carbine)	2D6+1	80 or 50	1	18 (7)	98	$20	C
Sharps "Big .50"	3D6	100	1/3	1	99	$17	C
.45 Winchester '76 Rifle (or Carbine)	2D6+3	80 (50)	1	14 (17)	98	$22	C



SHOTGUNS

Here we have assumed that all shotguns are 2-barrel, break-open models (a lever-action version appeared in 1887, and automatic pump models weren't readily available until after that). If a 1-barrel weapon is desired, cost is $20.

For sawed-off shotguns, use the damage done for minimum and maximum ranges, but the actual effective ranges are only 5/10: for example, a sawed-off 12-gauge does 4D6 damage within 5 yards or 1D6 damage up to 10 yards, while a sawed-off 20 gauge does 2D6 and 1D3 in those ranges.

- All use the Firearms (Rifle/Shotgun) skill, base 25%.
- Three levels of damage depending on their range, written as "short range/medium range/long range."
- Shotguns, firing a mass of smaller shot, cannot impale (although a shotgun loaded with a slug can impale).

Gun	Damage	Base Range	Uses per Round	Bullets	Malf.	Cost	Availability
10-gauge Shotgun shot (or slug)	4D6+2/2D6+1/1D4 (1D10+7)	10/20/50 (or 50)	1 or 2	2	99	$25	U
12-gauge Shotgun heavy shot (or slug)	4D6/2D6/1D6 (1D10+6)	10/20/50 (or 50)	1 or 2	2	99	$30	C
16-gauge Shotgun heavy shot (or slug)	2D6+2/1D6+1/1D4 (1D10+5)	10/20/50 (or 50)	1 or 2	2	99	$35	C
20-gauge Shotgun heavy shot (or slug)	2D6/1D6/1D3 (1D10+4)	10/20/50 (or 50)	1 or 2	2	99	$40	C

HEAVY WEAPONS, EXPLOSIVES

- Gatling gun uses Firearms (Machine Gun) skill, base 10%. For dynamite, use either Demolitions or Throw. Incendiary devices use the Throw skill, base 20%.
- Gatling gun is capable of impaling with an Extreme success.

Gun	Damage	Base Range	Uses per Round	Bullets	Malf.	Cost	Availability
.58 Gatling Gun*	2D6+4	100	Full Auto	200 (mag)	95	$120	VR
Dynamite (per stick)	4D10/ 3 yards	STR feet	1/2	1	98	$0.25	R
Incendiary Device	2D6+burn	STR feet	1/2	1	95	N/A	C



MELEE WEAPONS

- *Impaling weapon.
- Where a weapon can be thrown, use the Throw skill.
- Thrown weapons add half of the attacker's damage bonus to the damage inflicted.
- Lasso and whip can be used to entangle a foe, see **Rope Use** (page 27).

Weapon	Skill	Damage	Base Range	Uses per Round	Malf.	Cost	Availability
Arkansas Toothpick* (knife w/double-edged blade)	Fighting (Brawl)	1D6+DB	Touch	1	N/A	$2	C
Axe	Fighting (Axe)	1D8+2+DB	Touch	1	N/A	$3	C
Bow and Arrows*	Firearms (Bow)	1D6+half DB	30	1	97	-	U
Bowie Knife* (single-edged)	Fighting (Brawl)	1D4+2+DB	Touch	1	N/A	$2	C
Burning Torch	Fighting (Brawl)	1D6+burn	Touch	1	N/A	-	C
Cavalry Saber*	Fighting (Sword)	1D8+1+DB	Touch	1	N/A	$5	U
Club (large)	Fighting (Brawl)	1D8+DB	Touch	1	N/A	-	C
Lasso	Rope Use or Throw	entangle	5	1	100	-	C
Spear/Bayonet*	Fighting (Spear/ Brawl) or Throw	1D8+1+DB	Touch or STR yards	1	N/A	$2	R/U
Tomahawk*	Fighting (Brawl) or Throw	1D6+1+DB	Touch	1	N/A	-	U
Whip	Fighting (Whip)	1D3+half DB, or entangle	10	1	100	$5	C




MVVM

CHAPTER 3

OPTIONAL RULES FOR THE OLD WEST

Gunfights are likely to be more common in the Old West setting. If you prefer to keep things simple, you can stick with the standard rules as presented in the *Call of Cthulhu Rulebook*. However, in this chapter, the Keeper is reminded of the range of optional rules provided in the *Call of Cthulhu Rulebook*, as well as some new optional rules specific for the Old West setting.

For those seeking a pulpier style of play, these optional rules go a long way to accommodating such a preference. Keepers are advised to use the *Pulp Cthulhu* supplement alongside *Down Darker Trails* for full-on pulp-style games.

Increased Hit Points (Optional)

Since the Old West setting of *Down Darker Trails* is a very dangerous one indeed, Keepers should consider increasing the hit points of investigators. This is quite likely a more dangerous setting than 1920s or Modern-day *Call of Cthulhu*, with gunfights probably more common than in any other era in which the game has thus far been set. For this reason, it is suggested that investigator hit points should be calculated by adding CON and SIZ together and dividing the total by five instead of ten. The Keeper should use this rule for important non-player characters as well (e.g. the chief villain—human or otherwise—of a given scenario), while the hit points of lesser characters (nameless accomplices, gunmen, massed sand-dwellers or serpent folk, etc.) should be determined normally (*i.e.* CON plus SIZ, divided by ten). This prevents an investigator from being incapacitated or killed by most single wounds.

Being Quick on the Draw (Optional)

When you wish to establish who draws their gun first, consider using the optional rule, **Rolling for Initiative** (see *Call of Cthulhu Rulebook*, page 123). Alternatively, a simple opposed DEX roll between two gunslingers can determine who drew first.

Fanning (Optional)

Fanning is a fast-firing option usable with single-action revolvers (like all the ones listed in the weapons table on pages 40-43). Single-action weapons require that the hammer be pulled back manually and the trigger then pulled to release it; this slows the rate of fire somewhat. With double-action revolvers, which are relatively rare in the 1870s, the hammer is pulled back automatically and released when the trigger is pulled—such weapons can fire up to 3 times each round.

Fanning is a move in which the gunfighter keeps the trigger pulled back and rapidly drags or "fans" the other hand across the hammer, pulling it back and releasing it quickly. This increases the number of shots fired per round (up to maximum of weapon) but greatly reduces the normal chance to hit, since the fanning hand is physically clipping and jerking the pistol with each fan. Fanning a pistol requires both hands.

When fanning a pistol, roll for each shot with one penalty die (just as when rolling for multiple shots with a handgun); however, to simulate the lack of accuracy, only one shot, at most, will hit. Once one shot has hit a target, do not roll to hit with any further shots—the rest automatically miss.

Dual-Wielding with Two Weapons (Optional)

Any character may choose to dual-wield, attacking either with two guns or two melee weapons, one in each hand, in a single round. The attacks are rolled according to the usual rules, with two exceptions.

Firstly, a penalty die is applied to **all** attacks including the first.

- In the case of dual-wielding melee weapons, one penalty die is applied to both the left-hand and right-hand attacks.
- In the case of firearms, the **Multiple Shots** rule (see page 113, *Call of Cthulhu Rulebook*) is applied to all shots,

Opposite: Shogoth Lord Attack! by M. Wayne Miller

regardless of which hand they are made with, so that each bullet fired—whether a single shot from each gun or multiple shots per gun—has one penalty die applied to the attack roll.

Thus, a character attacking with a knife in each hand, or firing bullets from two handguns, makes both attack rolls with a penalty die. Modifiers for other factors may be also applied, in addition to setting the firearm difficulty level by range.

Secondly, the chance of a fumble is increased:

- If the dice roll required for success is 50 or over, a fumble occurs on a dice result of 96–100 (up from the usual 100).
- If the dice roll required for success is below 50, a fumble occurs on a dice result of 90–100 (up from the usual 96–100).

Note: a firearm malfunction only occurs if the dice result is within the malfunction range for the particular weapon.

Dual-wielding causes fumbles to occur far more often. As always, the Keeper decides what has occurred with a fumble result—suggestions include:

- **Harm to self:** the attacker accidentally shoots him or herself in the foot, or strikes him or herself in the face with the butt of their own club.
- **Harm to an ally:** the attacker accidentally slices into a friend, or hits a friend with a ricochet.
- **Loss of balance:** the attacker loses their footing and falls to the ground, or knocks into a friend causing them to fall.
- **Loss of weapon:** one of the attacker's weapons slips from their hand, perhaps thrown away some distance.
- **Entangled:** the attacker's weapons become somehow entangled in their own clothing or some aspect of the environment (such as tree branches or curtains).

Dual-wielding makes no change to a character's ability to fight back (using one weapon of their choice) when targeted with an attack.

Unarmed attacks, such as fists, count as melee weapons for the purpose of the dual-wielding rules. A character may attack with a sword in their left hand and strike with their right fist (taking a penalty die on both attacks for dual-wielding). Note that dual-wielding handguns makes reloading very difficult.

Note: this rule is primarily concerned with handguns and melee weapons. It is the Keeper's prerogative whether investigators can dual-wield shotguns and the like, depending on how realistic or pulpy they wish games to be. If in doubt, do not allow dual-wielding for firearms larger than a handgun.

For example: *Brock and Mary are cornered by the Parkins Gang. Brock is dual-wielding two handguns (with a skill of Handgun 45%), while Mary is dual-wielding two knives (with a skill of Brawl 40%).*

In the first round of combat, Brock shoots one bullet from each gun. A penalty die is added to each of the rolls: he hits with the first shot, but misses with the second.

Mary now takes her attacks; again, both are made with one penalty die due to her wielding two knives. Mary scores a hit on the first attack, badly wounding one of the gang members; however, as she's dual-wielding and her Brawl skill is below 50, she has an increased chance of fumbling—her second roll results in 91, a fumble. The Keeper declares that Mary loses her footing and inadvertently wounds Brock! Luckily for Brock, Mary rolls only rolls 1 damage.

To Mary and Brock's horror, more gang members are piling in, aiming to mob the plucky pair. Brock declares he will fire multiple bullets from each of his guns this round, hoping to try to mow down as of the bad guys as possible. His handguns allows up to three bullets to be fired per round, so he'll be making six attack rolls in total and each is made with one penalty die. It's not quite point-blank range, so the Keeper declares the range is Regular difficulty. Blasting away, he scores two regular hits, three misses, and with the last result being "100," one of Brock's guns malfunctions and jams!

Shooting with the "Off" Hand (Optional)

Shooting with the off-hand (perhaps because the dominant hand has been rendered unusable due to injury) incurs one penalty die on all shots.

Firing a Long Arm (Rifle, Shotgun) One-Handed (Optional)

A character wishing to fire a long arm one-handed (due to injury or some activity requiring the other hand) may do so, but incurs one penalty die on all shots.

Shooting from Horseback (Optional)

When firing from horseback, if the horse is moving faster than a walk, make a combined skill roll, using the attacker's Ride and Firearms skill. The attack roll must be successful against both skills to hit.

HORSE AND VEHICLE CHASE RULES

Chases are a fairly common feature of Western films, whether it's a posse pursuing outlaws, outlaws chasing and boarding a train, or American Indians harassing a stagecoach. Refer to the *Call of Cthulhu Rulebook* (**Chapter 7: Chases**) for rules on running a chase scene.

A chase scene is an opportunity for all manner of exciting and unexpected feats and challenges. Characters may attempt to board a speeding train from horseback, or chase and gain control of a runaway stagecoach. Rather than a host of rules for specific circumstances, the Keeper is reminded of the toolbox of rules at their disposal:

- Whatever a player wants to do, have them declare a clear goal. Then, as Keeper, select the most appropriate skill and set a difficulty level. Remember most skill rolls should be of Regular difficulty level; reserve Hard for particularly challenging situations, and Extreme for the near-impossible.
- Pushed rolls do not feature in chases. If a player wishes to retry something, they may do so on their following turn if the opportunity still exists.
- Call for Luck rolls in situations over which the players have no control. For example, to see whether a riderless horse goes where the player wishes.
- The Ride skill is likely to feature heavily in mounted chases. The Jump skill would be called upon for leaping from a train to horseback, or from atop one train carriage to the next. The Climb skill might be used to clamber from the back of a galloping horse onto a speeding train.

Horses

Horses have hit points and these should be used rather than Build points in a chase. A poor-quality (or older) horse will have fewer hit points (and a smaller Build) than a good-quality horse (see **Horse**, page 36). If a horse receives a major wound, a penalty die must be applied to all Ride rolls.

A horse that has been injured may be treated using a combination of First Aid and Ride skills. If the percentile roll is equal to or below both of these skills the horse gains 1 hit point. It may also be treated using a combination of Medicine and Ride skills. If the percentile roll is equal to or below both of these skills, the horse gains 1D3 hit points. A horse that sustains a major wound and falls to zero hit points is dying and beyond saving. Note that non-player character (NPC) veterinarians can be considered to have the Medicine (Animal) skill, therefore they only need roll against that skill.

TABLE 9: INCIDENTS FOR OLD WEST CHASES

Incident	Damage	Examples
Minor incident: most Regular Hazards.	1D3–1 Build / 1D6 HP to mount	Glancing blow from a carriage; grazing a tree; hitting a post; colliding with person or similar-sized creature.
Moderate incident: most Hard Hazards. Might cause major damage. Might wreck a horse-drawn vehicle.	1D6 Build / 3D6 HP to mount	Stumbling following a jump; colliding with a boulder.
Severe incident: most Extreme Hazards. Likely to wreck most horse-drawn vehicles outright.	1D10 Build / 5D6 HP to mount	Falling badly following a jump; being sideswiped by a large moving vehicle such as a stagecoach or train.
Mayhem: almost certain to wreck stagecoach.	2D10 Build / 10D6 HP to mount	Head-on collision with a large stagecoach or a mature tree.
Road kill: most vehicles will be little more than scattered debris.	5D10 Build / 20D6 HP to mount	Collision with a train; falling into a ravine.

TABLE 10: VEHICLE RATINGS AND SPEEDS

Vehicle	MOV	Build	Armor (for passengers)	Passengers
Horse (poor quality) with rider	10	3	0	1
Horse (standard quality) with rider	11	3	0	1*
Horse (good quality) with rider	12	3	0	1*
1-horse buggy/shay/ cart (2 wheeled)	Horse's MOV –1	4	0	1 to 2
2-horse wagon	10	6	0	4 to 6
4-horse wagon	10	6	0	4 to 6
Stagecoach (4-6 horses)	10	7	1	4 to 6
Train	12	12	1	Lots

Key

- **Vehicle:** may mean a transportation device (wagon, train) or horse.
- **MOV:** movement rate, representing the mount or vehicle's speed and maneuverability in chases.
- **Build:** a rating of the strength and size of the vehicle. When reduced to zero, the vehicle is out of action. Each full 10 hit points of damage decreases a vehicle's Build by 1 point (round down); damage below 10 hit points is ignored.

If a vehicle's Build is reduced to half (round down) of its starting value or lower, the vehicle is impaired; one penalty die is applied to all Drive (or appropriate skill) rolls.

If a vehicle takes damage equal to its full Build value in one incident, it is completely wrecked in an impressive manner. All occupants of the vehicle are likely to die. Whether or not investigators have a chance of survival is up to the Keeper (Luck or skill rolls to avoid the worst damage may be allowed). Those who are fortunate get thrown free, though it is recommended they take at least 2D10 damage.

If a vehicle's Build is otherwise reduced to zero by cumulative damage (i.e. in increments of less than the vehicle's starting Build value), the vehicle is no longer drivable, and probably grinds to a halt. Depending on the situation (and perhaps a Luck roll), this may lead to an accident resulting in 1D10 damage for the driver and each passenger.

- **Armor for People:** the armor rating is for the passengers and driver, reflecting the number of points of armor the vehicle provides against external attacks.
- **Passengers and Crew:** the number of people that can be accommodated in or on the vehicle.

INSANITY AND ITS TREATMENT IN THE OLD WEST

For the most part, the standard rules for insanity and its effects should be used in the Old West setting. This section offers some guidelines for the treatment of insane individuals, since there were differences with how mental illness was dealt with in the era. For one thing, most psychological problems either weren't recognized or treated. When mental problems were detected, they were usually only the most embarrassing, violent, or socially unacceptable, and "treatments" tended to be harsh or inhumane, and not actually beneficial at all. Mentally handicapped persons unable to care for themselves were either cared for by sympathetic family members or put away in mental institutions and forgotten. Violent individuals either roamed free or were thrown into hellhole asylums or prisons. Still, most mental problems in this era went undetected and untreated, so the Old West was crawling with folks who were just a little "off," whether a hopeless drunk, thrill-killing gunslinger, or delusional old prospector.

Treatment methods varied from simple incarceration to working on a dairy farm as therapy. Patients might be kept in cells or cages, or restrained by a variety of means: they might be strapped to a bed or chair; have their hands imprisoned in heavy muffs or mittens; be chained to walls, hands or feet shackled; or be kept in straitjackets. Violent outbursts were quelled with water hoses or beatings, and uncooperative inmates were bound to chairs with their heads covered with hoods, or their bodies were submerged in water tanks with only their heads above water. Drug treatments, usually laudanum, were less common.

For the following treatment options, the Keeper or player should roll 1D100 three times against the treatment option's Recovery Rate, Mental, and Physical ratings to determine the success of any treatment.

The first roll is against the Recovery Rate of the care option used, and is used to indicate how long it takes the investigator to recuperate; the worse the roll, the longer it takes him or her to regain their senses. A Regular success indicates a stay of 1D6 months, while an Extreme success means the investigator recovers in only 1D6 weeks. A failed roll indicates the investigator recovers after 1D6+3 months, but with a fumbled roll he or she requires 1D6+6 months to recover.

The second roll is to determine the investigator's mental state after treatment. A Regular success means the investigator has recovered with no change in their Sanity level, while an Extreme success indicates he or she has come through this ordeal stronger than before, with a bonus of +1D6 Sanity points. With a failed roll the investigator recovers but has suffered



Hospital for the Insane of the Army and Navy and the District of the Columbia



further psychological stress: he or she loses 1D6 points of Sanity. A fumbled roll indicates a more serious mental breakdown has occurred while the investigator struggled with his or her demons, leaving the person a shattered shell of his or her former self: lose 1D6+1 Sanity points and 1D10 points of INT.

The third roll is used to reflect the investigator's health and physical well-being after treatment. A success indicates that he or she has weathered the treatment with no longer-term ill effects. Failing the Physical recovery roll permanently costs the investigator 1D10 point of CON, as the ordeal has left him or her weakened, while a fumbled roll indicates that the subject's health has suffered greatly: permanently lose 3D10 CON points.

Treatment Options

Each treatment option notes the standard cost, Recovery Rate, Mental, and Physical ratings. Keepers should adjust these ratings at their discretion depending on particular circumstances.

Doing Nothing

The investigator makes no attempt to seek treatment. Concerned family, friends, or neighbors may try to get help for the affected individual. If the investigator engages in violent or criminal behavior he or she might be incarcerated against their will.

- **Cost:** $0
- **Recovery:** 15%
- **Mental:** 10%
- **Physical:** 85%

Private Home or Individual

This treatment covers several different options. The afflicted person may be left with family members until they regain their faculties, or he or she may be put in the care of a physician or other paid caretaker. This option also includes the possibility of leaving the afflicted in the care of a tribal medicine man or a similar sage or wise person, whether American Indian or otherwise. Recovering with one's family will be less expensive than staying with a caretaker or shaman, and a physician's care will cost the most of any of these options.

- **Cost:** $40–$80/month
- **Recovery:** 35%
- **Mental:** 15%
- **Physical:** 85%

Private Institution

Private institutions are facilities where patients are sent with at least some hope of actual care being given. Such a facility should have at least one doctor or professional caregiver on staff, and nurses and orderlies are more likely to show compassion than cruelty, though exceptions may occur. Patients may have private rooms, and only the most violent actions will result in punishment or extreme methods of restraint. Some rurally located institutions may include farming therapy, where patients work in gardens, crop fields, or dairy farms as part of their treatment. As a general rule, the more expensive the facility, the better the care, giving a bonus of 15% (or more) to the ratings listed below.

- **Cost:** $40–$120/month
- **Recovery:** 25%
- **Mental:** 15%
- **Physical:** 50%

Public Institution/Asylum

Patients sent to public institutions are usually put there with little hope of a cure (i.e. there is unlikely to be any treatment provided). More often than not these institutions are used as dumping places for embarrassing relatives, or as holding facilities for socially unacceptable madmen who aren't violent enough to be sent to prison. There are likely to be few, if any, doctors, and more hulking orderlies than nurses on staff. Sympathetic treatment is rare, with indifference and cruelty far more common. A cheap and unpleasant method of "treatment."

- **Cost:** $25–$60/month
- **Recovery:** 10%
- **Mental:** 5%
- **Physical:** 20%

ESTABLISHMENT OF PUBLIC MENTAL HEALTH HOSPITALS

The following dates indicate when the earliest public mental hospitals were established in each of the listed states/territories:

California 1851	Colorado 1879
Kansas 1863	Louisiana 1847
Missouri 1849	Nebraska 1870
Nevada 1882	New Mexico 1891
North Dakota 1885	South Dakota 1879
Texas 1857	Utah 1885

TABLE 11: ALCOHOL CONSUMPTION

Consumption Level	Example	Effect
Low	1-4 shots	No impairment.
Medium	5-8 shots	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 1D4 hours.
High	9-14 shots	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 4 hours.
Excessive	15+ shots	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 4 hours. In addition, all rolls in this period also suffer from one penalty die.

Prison

Those who have committed violent or criminal acts are more likely to be sent to prison than an asylum, given the greater security available to the former. The afflicted will be put in with common murderers, thieves, rapists, and other convicted criminals. There is no actual "treatment" here, merely incarceration, and just because an investigator reaches the "recovery" date doesn't mean he or she will be released: that won't happen until the sentence is complete. Inmates have to put up with cruel guards, brutal fellow inmates, poor living conditions, and they may be put to work breaking rocks or working in mines. In the latter cases, the Physical rating may be shifted 10 points in either direction, depending on how grueling the work is.

- **Cost:** $0
- **Recovery:** 10%
- **Mental:** 5%
- **Physical:** 50%

Here, Drink This…

Many Westerners were convinced of the healing powers of alcohol, as evidenced by the amount of it used in their medicines, whether approved by a doctor or a snake-oil salesman. So at some point a investigator is bound to shove a glass or two of rotgut into the trembling paws of a panic-stricken companion to help calm him or her down.

The Keeper might wish to use this optional rule to measure the success of such a "treatment" for Temporary Insanity. If, after a couple of swigs, the insane imbiber succeeds with a Luck roll, the insanity lasts only half the duration rolled.

ALCOHOL CONSUMPTION (OPTIONAL)

Alcohol consumption rarely needs to be noted; however, there may be times when the Keeper deems a character's abilities to be affected by a large intake of liquor or booze and so this optional rule may be of use. Determine the investigator's alcohol consumption and apply the effect as noted in the following table.



CHAPTER 4

THE HISTORICAL WEST

"This is the West, sir. When the legend becomes fact, print the legend."

—Journalist, The Man Who Shot Liberty Valance

History often plays a major role in *Call of Cthulhu* scenarios: current crises may have their origins in events that transpired a few months or years ago, or the evil may have festered longer—decades, centuries, or even thousands or millions of years. This chapter offers a brief survey of the history of the western part of North America, from the earliest migrations across the Bering Strait, to the various pre-Columbian Indians, the coming of the Europeans, exploration and settlement by Europeans, and finally the War Between the States. As with the other non-fiction articles in this book, it is not intended as an exhaustive discussion of these subjects, merely a general overview to perhaps point interested readers toward specific topics of interest. Keepers may find inspiration for scenarios in the early inhabitants of the continent (the Anasazi, for instance), or in the explorations of the Europeans (especially the Spanish) and the new Americans, or in the westward expansion or the conflicts that bloodied the latter half of the 19th century.

THE WEST BEFORE THE EUROPEANS

The earliest human inhabitants of North America came over from Europe via the landmass of Beringia, between present-day Russia and Alaska, somewhere between 12,000 and 40,000 years ago. This migration was gradual, but by 20,000 BCE men were living throughout North America (and throughout South America by 10,000 BCE). These humans were contemporaneous with woolly mammoths, saber-tooth tigers, and much larger versions of creatures like wolves, armadillos, bison, and beavers. They used spears and hunted the larger animals for food and furs. As the climate changed (around 10,000 BCE) and larger animals were becoming extinct—in some cases due to over-hunting—the inhabitants were forced to alter their diets. They also used a wider variety of tools and weapons, and learned to weave fibers and work soft metals. Still later, from about 7000 BCE to 1000 BCE, they learned to grow crops.

In Mexico, the Olmecs (1500 BCE to 300 CE), Maya (500? BCE to 1500 CE), Toltecs (900 CE to 1200 CE), and Aztecs (1200 CE to 1500 CE) developed increasingly sophisticated societies, with large cities, developments in agriculture, class systems, and written languages (dates are approximate).

In North America, mound-building cultures spread from the Ohio River Valley to the Mississippi (and as far west as Oklahoma). From about 700 CE these peoples built hundreds of mounds, up to 100 feet high, with their places of worship at the top. They also built burial mounds, interring sacrifices within them. By 1500 CE, the practice of building mounds had ceased.

More pertinent to this book's discussions, however, were the Mogollon (300 BCE to 1300 CE), Hohokam (100 BCE to 1500 CE), and Anasazi (100 BCE to 1300 CE) cultures of the American southwest. The Mogollons (so-called after the Spanish name for the mountain range in which they resided) lived along the Arizona-New Mexico border and south into Mexico, farming the desert and producing famous and valuable pottery. The Hohokams lived on the Gila and Salt Rivers in southern Arizona; their name means, "something used up" or, alternately, "the vanished ones." The Hohokams were also desert farmers, irrigating their regions and building large cities of pit-houses such as "Snaketown," near present-day Phoenix, which includes over 100 homes. The Anasazi lived in the Four Corners, where the states of Arizona, New Mexico, Colorado, and Utah meet. The Anasazi built awe-inspiring cliffside and mesa-top pueblo cities, with irrigated crop-fields nearby. It is believed that droughts caused these cultures to abandon their large settlements, though the appearance at this time of nomadic Athapascan from the north—predatory ancestors of the Apache and Navajo—contributed to their decline. They did, however, pass on their knowledge to other southwestern tribes.

Opposite: Sioux Camp along the Mississippi River by Rachel Kahn

EUROPEANS IN THE WEST, 1500–1800

Early Spanish explorers used Hispaniola and Cuba as jumping points to Florida and Mexico's Yucatán Peninsula in the 1510s, before Hernán Cortés landed at Villa Rica in 1519. There he burned his ships to prevent his men from rebelling, defeated the residents of the city of Tlaxcala and forged an alliance with them against the Aztecs. Cortés marched on the capital city of Tenochtitlán, on an island in Lake Texcoco, and captured the Aztec emperor Montezuma, but was called to face charges from a rival Spanish expedition. Cortés seized control of that expedition as well, but back in Tenochtitlán the natives were also rebelling. Montezuma was killed by his own people, and the Spanish were forced to flee the city. Many of his men were killed, or captured and sacrificed, but Cortés had escaped with most of the Aztecs' gold. In 1521 Cortés retook the city, and the Aztec empire was finished.

In 1539 Hernando de Soto landed in Florida and proceeded north, to the Appalachian Mountains, before pushing west to the Mississippi River. De Soto died on the Mississippi in 1542, and Luis de Moscoso Alvarado returned the expedition to Tampico, Mexico a year later.

Francisco Vázquez de Coronado's expedition set out from Mexico in 1540, seeking *Cibola*—the wondrous Seven Cities of Gold, which the Indians had reported to earlier Spanish missionaries ("*Cibola*" was Spanish for "buffalo"). Coronado delved into New Mexico, crossed the Rockies and ventured as far east as Kansas and Nebraska before returning—with no sign of *Cibola*. One of Coronado's men had traveled further west and discovered the Grand Canyon.

From 1534–1541 Jacques Cartier led expeditions into the St. Lawrence River Valley, maintaining friendly relations with the American Indians as he went. In the early 1600s Samuel de Champlain began exploring the east coast of America and eventually made his way up the St. Lawrence River, all the way to the Great Lakes by 1615. Other French explorers, missionaries, and traders followed, usually accompanied by American Indians, mapping river and trade routes in the north.

In the 1670s Father Jacques Marquette and Louis Jolliet explored the upper Mississippi River, which they followed south as far as Arkansas and Mississippi before turning back. A few years later, René-Robert Cavelier, Sieur de LaSalle, traveled from Lake Michigan to the upper Mississippi in Minnesota, and he and his companions sailed all the way to the river's mouth; LaSalle claimed



Coronado's Expedition by Jonathan Wyke; Opposite: The Spanish Conquest by Vandel J. Arden

THE SPANISH CONQUEST



all of the territory he passed for France, and called it Louisiana. LaSalle later tried to find the mouth of the river from the Gulf of Mexico, but failed to do so—and died in the attempt. In 1718 another explorer succeeded, founding the settlement of New Orleans there. By now the French also claimed much of Canada as their own, a claim which (with the exception of Québec and the vast territory of Louisiana) they were forced to cede to Great Britain after the French and Indian War of 1754–1763.

The Spanish, meanwhile, explored the Pacific coast from the sea and inland from missions and presidios built in the Southwest. The settlement at Santa Fe (New Mexico) was established by 1610, and by the end of the century Jesuit missionaries were building a series of missions and settlements at the southern tip of Baja California, working their way northward. Franciscans and Dominicans followed suit, extending the mission system as far north as San Francisco by the 1770s.

Farther north on the Pacific coast, Russian explorers discovered the coast of Alaska in the 1740s, opening the way for a wave of hunters and trappers to compete with the Alaska Natives (Inuit and Yupik) for seal and sea otter pelts.

As the 18th century came to a close, settlements were just starting to appear in the west. But in the wilderness, from Canada to Mexico, from the Mississippi to California, trappers and traders began penetrating the wilderness, living off the land, exploring, hunting, and trading with the natives they encountered. As more Europeans began to intrude upon the west, however, relations between them and the native populations would worsen, resulting in murder and slaughter on both sides.

Before the Civil War

Expansion into the American West continued in the early 19th century, starting with the Louisiana Purchase in 1803. The U.S. paid the French $15 million to expand its territory from the Mississippi River to the Rocky Mountains. A year later, President Jefferson dispatched the Lewis and Clark expedition to explore and map this vast new territory. The expedition reached the Pacific Ocean in 1805 and returned to St. Louis the following year. On the Pacific coast, meanwhile, Russian explorers landed at Bodega Bay, California, north of San Francisco, and founded the settlement of Fort Ross.

The 1820s saw Mexico declaring independence from Spain, and the establishment of the Santa Fe Trail from Missouri to New Mexico. Congress also reached the Missouri Compromise, which allowed Missouri to become a state but prohibited slavery north of it. In the interest of westward expansion, President Andrew Jackson proposed the removal of the conquered eastern American Indian tribes to land west of the Mississippi; when the proposal was put into action in the late 1830s, 14,000 Cherokee were forced to travel from Georgia to their new home in Oklahoma—a trek that killed 4,000 of them.

The Texas Revolution, a war for independence from Mexico, began in 1835. The following year saw the Battle of the Alamo, in which all of the fort's defenders—including Davey Crockett and Jim Bowie—were killed by Santa Anna's forces. Just weeks later Santa Anna's army was beaten and captured by Sam Houston's Texans, ending the war. Texas declared itself a Republic and was recognized by the U.S. government—but not yet accepted as a state—in 1837. When Texas was admitted as a state in 1845, war again broke out with Mexico, which still claimed Texas as part of its territory. The Mexicans were easily defeated, and they also lost California—ironically just days before the gold strike at Sutter's Mill spurred the Gold Rush.

The Gold Rush brought thousands upon thousands of prospectors and settlers to the West, whether from the eastern U.S. or overseas. Fortunes were made, settlements were established, and trails were blazed into the West.

But disaster was coming. Southern states and westward expansionists aiming to exploit the rich economic possibilities of the new western territories ran up against abolitionists who didn't want to see the practice of slavery spread to any new states. In 1855, strongly abolitionist Lawrence, Kansas was attacked and burned by pro-slavery raiders from Missouri. This was the beginning of a long period of violence—rightfully called "Bleeding Kansas"—between pro- and anti-slavery factions. Four years later, militant abolitionist John Brown seized the arsenal at Harper's Ferry, Virginia in protest against slavery; captured and tried for treason, he was hanged and served as a martyr for the anti-slavery cause. These bloodlettings were a prelude to the American Civil War.

THE WAR BETWEEN THE STATES

In the 1850s, the United States looked toward western expansion with two minds: the northern states wanted the new territories to be free of slavery, while the southern states wanted to continue the practice. Kansas was the first battleground for this conflict and, in the end, the abolitionists won out. Tensions heightened when the new President, Abraham Lincoln, declared that the western states should not practice slavery, and so Southerners prepared for a fight.

South Carolina was the first state to secede from the Union in December 1860, and ten more states followed in early 1861. In February the secessionists formed their own government, the Confederate States of America, under President Jefferson Davis of Mississippi. The Southern states seized government armories and military installations within their boundaries, one of which, Fort Sumter, held out, requesting aid from the U.S. government. When a supply ship was dispatched to the fort the Confederates took this as an act of war and bombarded the fort until it surrendered. The war had begun.

The "Billy Yanks" of the North had considerable advantages over the "Johnny Rebs" of the South. They outnumbered the "secesh" (secessionists) by 2 to 1, had far more manufacturing plants, more ships, more weapons, more money, better transportation, and so forth. The Southerners, on the other hand, had the advantage of usually fighting on familiar or home ground. Early shipping blockades meant the South could not get badly-needed weapons and supplies from foreign sources. Their inability to secure a decisive victory over the North also meant they were unable to inspire significant aid from foreign countries. The North is believed to have fielded over 1.5 million soldiers over the course of the war, approximately 20–25% of whom were Irish or German immigrants, and another 12% of whom were African-Americans; the South put just over a million men in combat during the war. Approximate death totals were 360,000 for the North and at least 250,000 for the South; hundreds of thousands more survived with wounds, and many carried scars or lost limbs, digits, eyes, or other parts. Most combatants in the war were between the ages of 18 and 45, though younger and much older soldiers were not uncommon for either side.

Union soldiers were armed with the .58-caliber Springfield rifle, weighing nine pounds and with a detachable 18-inch bayonet; the Confederate rifle was the very similar Enfield rifle. These muzzle-loaded rifles fired 500-grain balls, and were so similar they could use the same ammunition. Union cavalrymen carried the shorter-barreled Sharps carbine rifle instead of the Springfield; this single-shot .52-caliber rifle was lighter-weight and fired a prepared cartridge, making it easier to use from the saddle. The Union also used lever-action Spencer repeating rifles: this .56-caliber rifle came in regular and carbine lengths, and fired cartridges from a magazine in the stock of the gun (the magazine held seven rounds, and another could be chambered, for a total of eight shots before reloading). Soldiers from both sides also carried sidearms, and since these were cap-and-ball loads that took a long time to reload, they often carried more than one such weapon. The most popular weapons were .44-caliber single-action Army revolvers made by Colt, Remington, and Starr, among others; many officers and men, especially on the Confederate side, preferred the lighter .36 Navy revolver. An impressive revolver carried by some Confederate officers was the LeMat Pistol; this revolver chambered nine .41-caliber rounds in a cylinder above a larger barrel that contained a single 20-gauge (approximate) shotgun shell; the firing pin had to be manually switched between the revolver and shotgun barrels. In addition to these weapons, most officers also carried sabers. Other weapons used in the war included the Henry repeating rifle and the Gatling machine gun and, especially on the Confederate side, all manner of hunting rifles, shotguns, revolvers, and derringers.

The first major battle of the war was at Manassas, Virginia on July 21, 1861. The Northerners, or Federals, referred to battles by nearby waterways, while the Confederates named them after towns: hence, for the Federals, Manassas was called Bull Run. General Irvin McDowell's 30,000 Union troops met 23,000 Confederates under the command of General P.G.T. Beauregard. The Federals fought well at first, but blunders cost them ground, and when more than 10,000 additional Confederate soldiers showed up, the Unionists were forced to flee back to Washington D.C. to regroup.

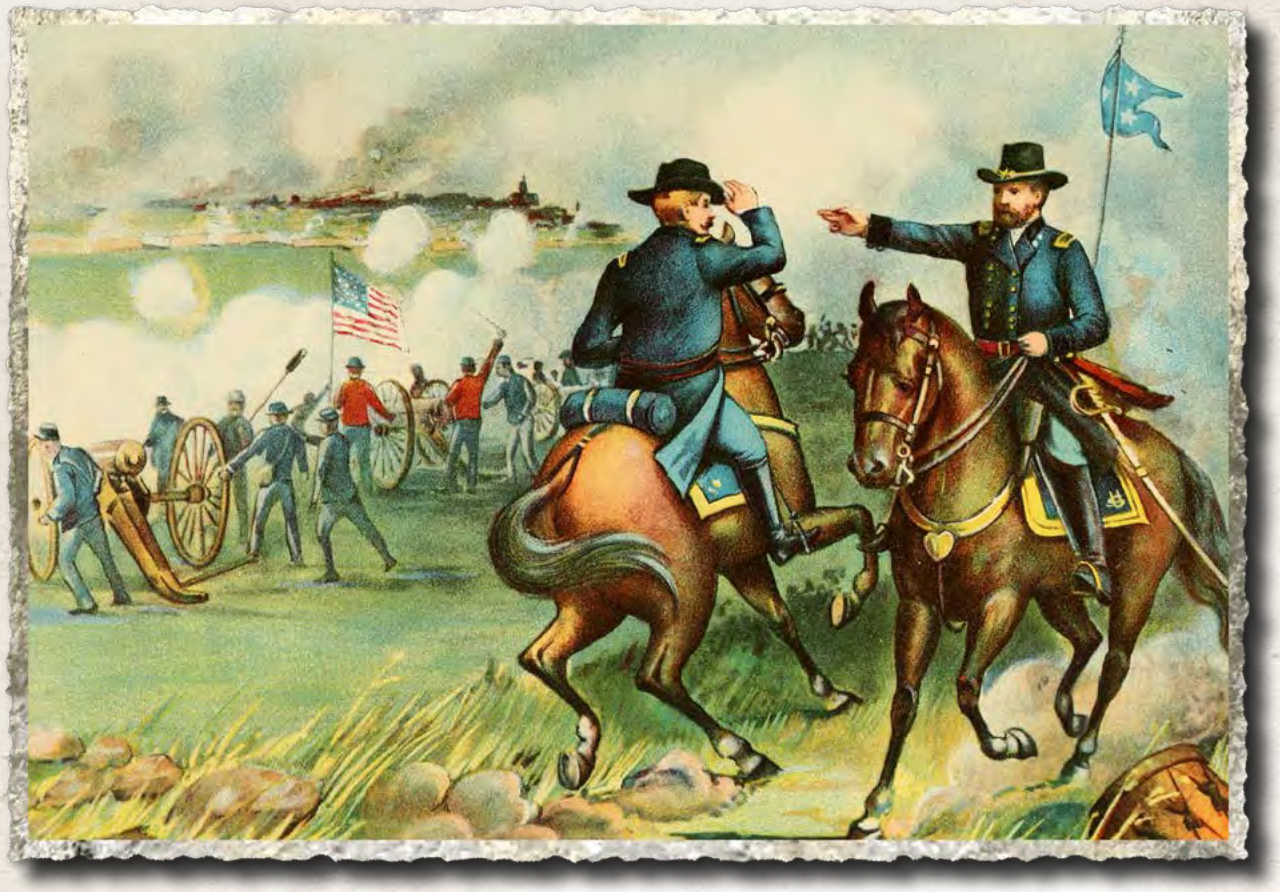
Just days after Bull Run, Major General George B. McLellan was named commander of the Army of the Potomac, the eastern arm of the Union Army. There were other smaller engagements in 1861, but the next major battle would not take place until 1862. In the first half of that year the Federals blockaded, attacked, and captured several southern ports, including New Orleans, cutting off much-needed foreign supplies. In March the famous battle of the ironclads, the Confederate *Merrimack* and the Federal *Monitor*, took place in Hampton Roads, Virginia; the *Monitor* forced the *Merrimack* to retreat back to Norfolk, Virginia.

January saw General Henry Sibley's attempt to seize New Mexico and Arizona with a Confederate force led across the Rio Grande from El Paso, Texas. Sibley captured Santa Fe and Albuquerque, but his Union opponent, Colonel Edward Canby, was reinforced by volunteers from Colorado, and after the Battle of Glorietta Pass, Sibley was forced to retreat all the way back across the river into Texas.

In February, Brigadier General Ulysses S. Grant led an expedition from Cairo, Illinois through Kentucky to attack the Confederates on the Tennessee River, taking Forts Henry and Donelson, and forcing the Confederate evacuation of Nashville. In April, Grant's army continued down the Tennessee River where it was attacked at the Battle of Shiloh by General Albert S. Johnston's force and almost driven from the field before reinforcements led by Major General Lew Wallace (later Governor of New Mexico during the Lincoln County War, and author of the novel *Ben-Hur*) arrived to bolster Grant and send the Confederates fleeing. Over 10,000 men from each side died, including General Johnston.

In the east, General McLellan trained new troops endlessly, but didn't send them into the field. When McLellan finally did move on Yorktown in April, he outnumbered the Confederates 3 to 1, but rather than attack he laid siege to the town. The Confederates withdrew to Richmond, followed by McLellan, and the rebel commander Joe Johnston was wounded at Seven Pines. Johnston's replacement was General Robert E. Lee. Confederate forces under Lee and Stonewall Jackson eventually chased the Yankees off and saved Richmond.

McLellan was withdrawn back to Washington, and in August Major General John Pope was sent to try and take Richmond. Stonewall Jackson cut the Union supply lines, and his and Lee's forces met Pope—reinforced by McLellan—at



Above: General Grant overseeing the Siege of Vicksburg, a crucial turning point in the Civil War; Opposite: Civil War Battles by Vandel J. Arden

the Second Battle of Bull Run/Manassas. Once again the Federal army was defeated and forced to return to Washington.

In September, McLellan then stumbled into some luck: he captured a Confederate dispatch that indicated Lee had split his forces. McLellan moved to catch his enemy at half strength, but didn't act quickly or decisively enough. The result was the Battle of Antietam, with horrific losses on both sides (12,000 Union, 11,000 Confederate). The Confederates were forced to retreat, but McLellan chose not to pursue the rebels.

Lincoln appointed General Ambrose Burnside to replace McLellan as commander of the Army of the Potomac in early November. Burnside led the Federal advance on Fredericksburg, Virginia in December, intending to cross the Rappahannock River and continue on to Richmond. Unfortunately, Lee's forces were waiting at Fredericksburg, and when the Yankees crossed the river they were cut to pieces by Confederate artillery and rifle fire. Within hours Burnside's army had lost 13,000 men and they fell back. The end of the year saw Burnside replaced by Major General Joe Hooker, and Lincoln's initial draft of the Emancipation Proclamation, in which he pledged that all slaves would be freed on January 1, 1863.

In late April of 1863, Hooker hatched a plan to feint an attack at Fredericksburg and then hit Lee's forces from the rear with his main force near Chancellorsville. The plan was working but Hooker moved too slowly, allowing Lee to see the trap and send Stonewall Jackson on a flanking maneuver. The Federals were badly beaten, but escaped, barely. Stonewall Jackson wasn't so lucky: while returning from a reconnaissance he was mortally wounded by his own troops.

In the western theater of the war, Grant sought to wrest away the last stronghold of the Confederacy on the Mississippi River—Vicksburg, Mississippi. The Union held New Orleans to the south, and gunboats had secured the river to the north, but Vicksburg remained in Confederate control. In April, Grant led his force down the west bank of the river south of the city, then crossed and marched east toward the capital at Jackson, racking up victories as he went. Grant captured Jackson and chased the Confederate defenders back to Vicksburg. The city fell after a siege of six weeks, and over 30,000 Confederate troops were forced to surrender. Shortly afterward the rebels surrendered at Port Hudson—the entire Mississippi was now controlled by Union forces.

Back east, the Confederates planned an audacious offensive, an invasion of Pennsylvania with an army of over 70,000 men; they hoped that success would gain them the assistance of Great Britain. The rebels crossed the Potomac into Pennsylvania in late June, where they were met at Gettysburg by Major General George Meade's forces. For the first three

CIVIL WAR BATTLES



days in July the Confederates and, eventually, over 85,000 Federal soldiers fought back and forth. The rebels slowly pushed the Yankees back, but even a valiant charge by Major General George Pickett with 15,000 men failed to break the Union line. Once again, Lee's army was forced to abandon the field, but Meade chose not to pursue. Lee had lost 28,000 men, while Meade's losses totaled 23,000. The Confederate assault had failed, they had failed to gain the support of the British, and their numbers had been sorely reduced with little hope of significant reinforcements forthcoming.

In September, Major General William S. Rosecrans led a Union army into northern Georgia, pushing the army of Confederate General Braxton Bragg back to Lafayette, Georgia. There Bragg joined forces with Lieutenant General James Longstreet, and at the Battle of Chickamauga (Creek), the Confederates split Rosecrans' lines and routed the Federals, despite a valiant stand by Major General George H. Thomas. Major Rosecrans' army retreated back to Chattanooga, Tennessee, but the Confederates had lost more than 2,000 men killed and 16,000 wounded.

The southern forces now had the Federals bottled up in Chattanooga, but by October several Union armies were now converging on the city: Hooker with 23,000 men from Virginia; Sherman from Vicksburg; and Grant himself, now commander of the army in the west. In late November the Union armies struck and easily drove off the rebels.

In November, a national cemetery was dedicated at Gettysburg, and it was there that Abraham Lincoln gave the Gettysburg Address, one of the most famous speeches in history.

The spring of 1864 saw the Union now attempting a major offensive. Grant had been given command of the entire Union Army, and he intended to run the Confederates to ground. Grant himself would accompany a force of 100,000 men, led by Meade, into northern Virginia in an attempt to drive to Richmond and draw out and destroy Lee's army, piece by piece if necessary. Sherman, meanwhile, would set out from Chattanooga and march south to Atlanta and beyond if possible; destroying any resources he came across.

In May Meade's enormous army quickly ran into trouble in the Battle of the Wilderness, a wild scrubland teeming with rebels; he lost 17,000 men in two days. Despite these losses, Meade circled further south. Thousands more men died at Spottsylvania Courthouse, but the Union could make good its losses with reinforcements, while the Confederates could not. At Cold Harbor the Union lost 7,000 men (5,000 in ten minutes) but still continued south, aiming for the key railroad city of Petersburg, Virginia. In 30 days of fighting the Federals lost over 50,000 men. Reaching Petersburg, they lost another 8,000 attempting to take the city before finally deciding to lay siege to it. At one point a group of Pennsylvania miners concocted a scheme to set off a 4-ton (!) explosive charge in a tunnel to annihilate part of the town defenses; they did a great deal of damage but the ploy failed. Lee was trying to hold Petersburg and protect nearby Richmond—the seat of the Confederate government—at the same time. Lee sent Lieutenant Jubal Early to draw away some of the Union forces. Early headed for Washington, and his forces literally got within shooting distance of Lincoln before pulling back. Grant sent Major General Philip H. Sheridan and 50,000 men to pursue Early, marching into the Shenandoah Valley with the same "slash and burn" tactics Sherman was utilizing to the south. (Among Sheridan's cavalry was a young officer named George Armstrong Custer.)

Sherman set out for Atlanta in May with 100,000 men. Ahead were 60,000 Confederates commanded by Joe Johnston. But Sherman's unstoppable advance cost Johnston his command; he was replaced by Lieutenant General John Bell Hood. The rebels fought fanatically in July, inflicting and taking losses, until finally retreating to Atlanta. In early September Hood abandoned Atlanta to the Yankees, but when Sherman did nothing for several weeks Hood returned to strike at the Union supply lines. Sherman's army drove him off. Having decided to leave Atlanta, Sherman ordered it burned so that it would be of little use if retaken by the Confederacy; over a third of the city burned that November. Sherman's forces then marched through Georgia to Savannah, seizing that city in December. Hood meanwhile attempted to invade Nashville, but his forces were defeated and forced to leave Tennessee.

In February 1865 Sherman turned north through the Carolinas, where they found Columbia burning, apparently set alight by fleeing rebels. The following month the remnants of Johnston's army faced Sherman's in North Carolina, but the reeling Confederates were again forced to retreat.

Lee was still penned up in Petersburg, his attacks were ineffectual, and he was forced to dig in and defend. In April, the Federals finally broke through the rebel lines and the Confederates fled the city. On April 9 Lee met with Grant at Appomattox Courthouse to discuss terms of surrender. On April 26 Johnston surrendered at Greensboro, North Carolina. By May 26 all Confederate forces had surrendered.

Lincoln was assassinated a mere five days after Lee's surrender; many believe that had he survived, the reconstruction of the South would have been far more orderly and less corrupt and destructive to the defeated Southern states. As it was, radical northern Republicans set restrictions on the Southern states and sent Union generals and African-American soldiers to maintain order there. The emancipation of the slaves meant most large plantation owners were ruined, since their unpaid workforce was now gone. Corrupt Northern bankers and businessmen (and flat-out conmen) poured into the South, causing further damage to the devastated Southern

economies. These circumstances caused much long-standing resentment among Southerners toward the North, and toward African-Americans. The Ku Klux Klan was born in this period, famous for its night rides, its white-sheeted hoods, and its reliance on arson, murder, and terrorism to strike fear into the hearts of the freed slaves.

The events of the Civil War can be used in many ways in Old West games, whether as background, motivation for a character, or the source of a scenario plot. See the optional **Civil War Experience** package for investigators (Chapter 1, page 24).

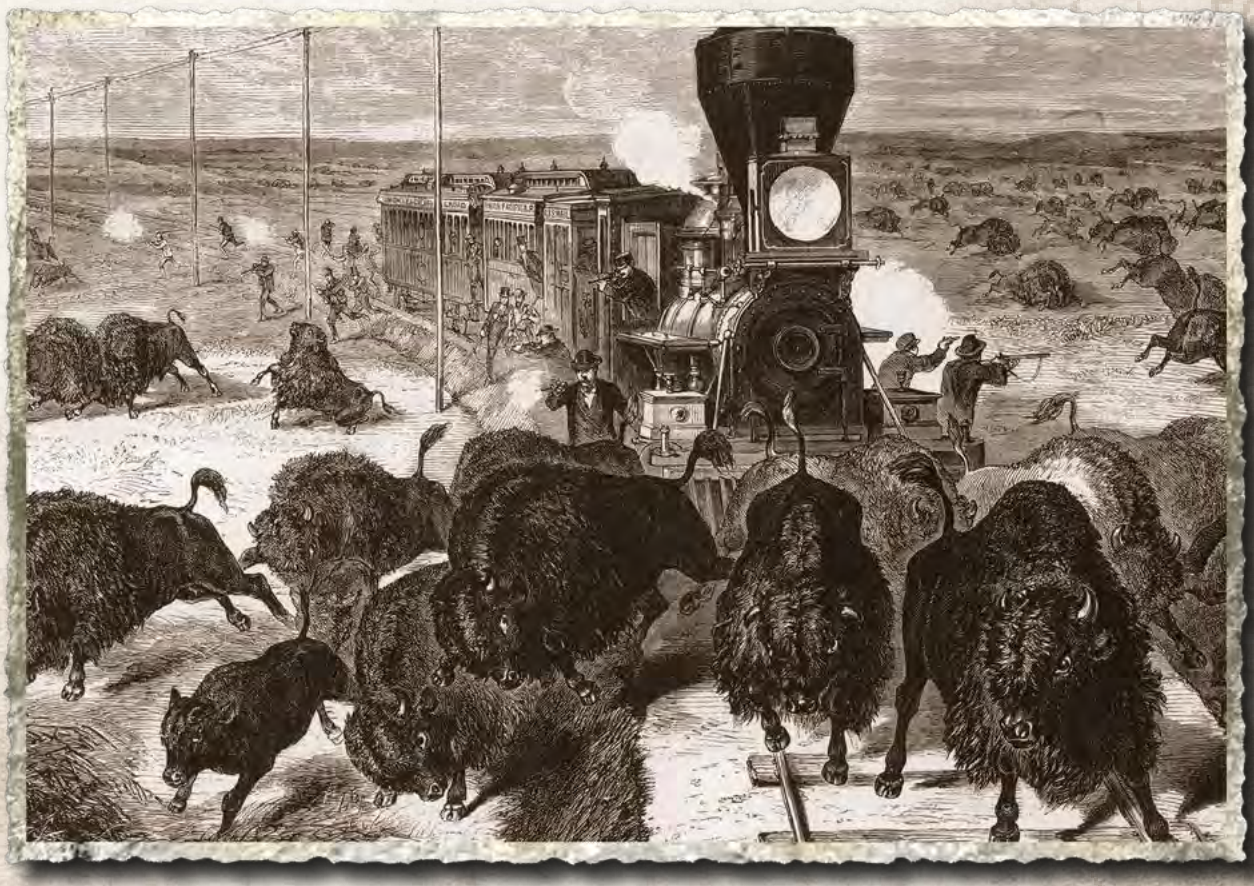
THE WAR BAG: ASPECTS OF LIFE IN THE OLD WEST

A cowboy's "war bag" was a canvas bag for storing possessions, like extra clothing, razor, tobacco, extra ammo, and so on. This section looks at some of the key aspects of 19th-century life in the Old West.

Buffalo Hunting

Before the Civil War, estimates of the buffalo population of America ran from the tens of millions to over a hundred million. The Plains American Indians in particular relied on the buffalo for virtually everything: the meat for food, the hides for clothing and tepee-coverings, and a variety of other uses. Before they'd gotten horses the American Indians had hunted buffalo on foot, sometimes stampeding herds over cliffs to their deaths.

Buffalo hunting changed drastically after the Civil War, when thousands of desperate, displaced ex-soldiers began hunting. Buff hides brought anything from $1 to $4, more for bulls than cows. Buffalo were easily spooked, and sensitive to the scent of their long-time American Indian hunters, but the new white hunters smelled different, so they were usually ignored until it was too late. The creatures weren't very smart, and the faraway BOOM of a buffalo gun didn't register as a threat to them, even when the animal next to them collapsed, shot through the lungs as "buff hunters" preferred to do. Hunters used large caliber single-shot rifles, the most popular of which was the Sharps Big 50. The barrel became clogged with black powder residue with each shot, and had to be cleaned every few shots to avoid destruction. A good hunter would stay still and shoot buffalo after buffalo after buffalo until the herd either fled or was virtually wiped out. Then the hunters would start skinning their kills. Such a party might consist of one or two shooters and at least that many



Entire herds of Buffalo were killed and left to rot by safari-style train hunters.

skinners, and two or more wagons to carry supplies and haul the hides back to town to sell. A good skinner could peel off 40 or more hides per day, in a bloody, reeking process that clung to its practitioners long afterward. Fresh hides weighed 60 pounds or more, and were staked out on the ground at camp to dry and stiffen. Hunting parties might take some buffalo meat to make jerky or cook for their supper, but most of the carcasses went to waste. Long afterward, when the carcasses had rotted and been picked apart by predators, bone pickers would load up the bones and haul them off by the wagonload to sell to fertilizer companies.

The wastefulness of the white hunters outraged the American Indians, as did the practice of railroad passengers and hired guns shooting the herds for sport from the trains and leaving them to rot, hide and all. These outrages were one reason for the uprisings of the 1860s and 1870s, and with good reason: the buffalo was being hunted to extinction, and the American Indians realized what that meant for their way of life. By 1890, the number of buffalo left in America was about a thousand. Not coincidentally, the fortunes of the American Indians mirrored that of the creature that had been so important to their existence. White buffalo were very rarely encountered, but considered valuable prizes to white hunters and powerful medicine to American Indian tribes. These animals were more often grey or light-colored rather than actual albinos. Richard Sale's excellent novel *The White Buffalo* sees Wild Bill Hickok and Crazy Horse hunting an enormous white buffalo that haunts their dreams; at one point it's stated that the head alone was worth $2,000.

Cattle Drives

One of the most familiar tropes of the Western is the cattle drive: throngs of longhorn cattle kicking up clouds of dust as a handful of mounted cowboys lead them across the countryside, beset by weather, American Indians, rustlers, and conflicts among the hands. It's been the subject of countless Western novels, films, and television series, from Larry McMurtry's *Lonesome Dove* and its TV adaptation, to the old *Rawhide* series and the classic John Wayne film *Red River*. A cattle drive is a classic setting for Western adventure, and should offer many opportunities to inject supernatural elements.

The cattle drive would begin in south Texas, where the organizer of the drive, called the drover, would approach ranchers offering to buy their cattle for a few dollars a head. If agreed, the ranchers would round up their cattle and take them to the big roundup of all the ranchers in the area, where the cattle would be bought, paid for, and rebranded with the drover's "road brand." A typical herd would be about 3,000 steers, give or take a few hundred. The drover would already have hired his trail crew: at least one cowboy per 300 or so cattle in the herd, two wranglers to take care of the strings of horses (remudas) used by the cowboys, a cook, and a trail boss. Each cowboy would need at least six or seven horses to ride on alternate days so as not to wear them out.

The trail boss earned about $100 a month for the three-month (on average) drive; cowboys and wranglers made about a dollar day (meals, horses, and saddle provided during the drive), while the cook netted $50 a month. The drover expected to sell his 3,000 cattle for at least $20 a head in Kansas, so he stood to make about $60,000. Let's do the math:

3,000 steers bought at $6 each	= $18,000
12 cowboys and wranglers at $90 each	= $1080
Trail boss $300 and cook $150	= $450
70 horses at $100 each	= $7,000
Provisions	= $300
TOTAL	**= $26,830**

The drover stood to make a profit of over $30,000 for such a drive, provided that there were minimal losses of cattle and men, and that delays didn't run up the costs.

The drive would head north across Texas toward Kansas, initially trying to move the cattle at a fast pace of 25 or 30 miles a day; this pace was intended to move the cattle out of their home ranges and wear them out so they wouldn't try to return home or get too rambunctious. After the first few days the pace would slow to 10 to 20 miles a day, and by this time one of the steers would have taken to leading the herd; this lead steer would virtually become a member of the trail crew—always the first to awaken and get moving in the morning to lead the herd in its travels. Two cowboys would lead the herd as point riders, with more riding on each side (swing riders), and finally, the least experienced riders (or those being punished) would get the unwanted job of riding drag behind the herd, sucking up the dust of 3,000 cattle.

There were a handful of routes used to drive cattle to market. The most commonly used was the Chisholm Trail, which ran from the southern tip of Texas and crossed the Red River through the heart of "Indian Territory" and ended in Abilene, Kansas. In Indian Territory, the Chickasaws and Choctaws charged 10 cents a head for cattle driven through their lands, while other tribes stole cattle or horses, or raided supplies. Another route, dubbed the Western Trail (or the Dodge City Trail, the Fort Dodge Trail, etc.), skirted toward the western border of Indian Territory to avoid potential trouble, and ended at Dodge City. Yet another trail, even further west, was the Goodnight-Loving Trail. This route was used in 1868 by Charles Goodnight and Oliver Loving, who drove their herds through west Texas and into New Mexico, and from there into Arizona, Colorado, and even as far as Wyoming. Users of this route sold their cattle to the Navajo reservations in New Mexico and the mining communities in Colorado,

but the trek crossed a number of dangerously dry regions, and was hard on man and animal alike; to make matters worse, the American Indians were even more troublesome in this part of the country (these drive routes are shown elsewhere in this chapter).

Once the drive reached its destination, the cowboys were still responsible for helping round the herd into cattle pens. Once the herd was sold, the crew would be paid and the cowboys would head into town to whoop it up after three months (or more) on the trail.

Many obstacles and dangers afflicted the men and animals on the drive. The cattle could stampede for virtually any reason, from a sharp sound to lightning in the sky. Flash-flooded creeks could sweep away men or animal. American Indians or rustlers might try to make away with cattle or horses. "Nestors," sod-busters, and "grangers" (farmers and land-owners) might try to prevent the herd from crossing their land, or charge for the privilege.

The great Kansas cattle drives ended in the 1880s when residents there banned them in favor of using the land for agriculture. By that time, however, even larger ranches had opened in the northern plains of Wyoming and Montana, thanks to the rail lines crossing the ranges there.

Immigrants, Sexism, and Racism

The 19th century not only saw westward expansion, but also waves of immigrants from Europe and Asia. Millions of European immigrants came to America in the 1870s and 1880s, usually settling with their own kind rather than mixing with other Westerners. For instance, 675,000 Scandinavians arrived in the 1880s, including at one point fully one-third of Iceland's population! These people usually settled in Minnesota and the Dakotas, and were among those derisively called "hoople-heads" by the likes of *Deadwood*'s Al Swearengen. Most German immigrants settled on the central plains. Westerners often referred to Germans (and Dutchmen) as "Dutchmen," a term sometimes used for any non-English-speaking immigrant. The Irish and Germans were among the many European newcomers who abhorred slavery, and thus sided with the Union during the Civil War.

With this influx of strangers, and other more homegrown conflicts, America and the West were a hotbed of racial, sexual, and religious intolerances.

The Chinese first came to America in numbers to join in the California Gold Rush in the 1850s. The Chinese, or earned a reputation for hard work, often taking over diggings or mines that were considered so played out that their profits were minimal; the Chinese, however, continued to work them, eking



Chinese immigrants suffered tremendous amounts of abuse after immigrating to the West.

TIMELINE OF WESTERN HISTORY

700–1500 CE: Mound-building American Indian cultures spread west into the Mississippi River Valley, and as far west as Oklahoma.

1300: The Anasazi abandon their cliffside cities.

1519: Alonso Álvarez de Pineda maps the Gulf Coast.

1519: Cortés lands in at Villa Rica in Mexico and burns his ships to prevent mutiny. Within the next few years he enters the Aztec capitol of Tenochtitlán and conquers the Aztecs.

1528–1536: Álvar Núñez Cabeza de Vaca and his men are stranded in Florida, and later sail makeshift boats to Texas, where they are captured by American Indians. They escape and continue to travel westward, eventually finding rescue in Culiacán, Mexico in 1536—over 1500 miles from where their odyssey began.

1539–1542: Hernando de Soto's expedition travels from Florida to the Mississippi River, where de Soto dies of fever. Luis de Moscoso Alvarado leads the expedition back to Mexico.

1540: Francisco Vázquez de Coronado leads an expedition into the Great Plains, searching for the Seven Cities of *Cibola*; his men become the first Europeans to encounter buffalo. A "spin-off" expedition discovers the Grand Canyon.

1609–1610: Santa Fe founded as capital of Spanish province of New Mexico.

1670s: Marquette and Jolliet explore the upper Mississippi River.

1680: Santa Fe abandoned and burned by the Pueblo.

1682: LaSalle travels the Great Lakes and later sails the length of the Mississippi, from present-day Minnesota to present-day New Orleans.

1692: Santa Fe re-established by Spanish.

1718: Nouvelle Orleans (New Orleans) founded.

1763: Trading post built at site of present-day St. Louis, Missouri.

1776: Spanish settlement founded at San Francisco.

1803: The Louisiana Purchase is made: U.S. territory is extended from the Mississippi River to the Rocky Mountains.

1804–1806: The Lewis and Clark expedition sets out to explore and map the Louisiana Purchase, reaching the Pacific Ocean in 1805 and returning to St. Louis in 1806.

1806: Captain Zebulon Pike reaches Colorado.

1811: Russians land at Bodega Bay, California and found the settlement of Fort Ross.

1811: Mountain man David Thompson discovers possible bigfoot tracks in the Canadian Rockies.

1821: Mexico declares independence from Spain.

1821: William Becknell transports goods from Franklin, Missouri to Santa Fe, New Mexico on what would become the Santa Fe Trail.

1827: The first friction match, the Lucifer, is invented.

1834: Territory set aside as reservation land for the Cherokee, Choctaw, Delaware, Kickapoo, and Shawnee tribes from the East.

1836: War for Texas Independence; Battle of the Alamo costs all defenders' lives; Texan forces defeat Santa Anna at Battle of San Jacinto and win the war.

1837: The United States recognizes the newly formed Republic of Texas, and the Texas Rangers are formed.

1838: The Trail of Tears: 14,000 Cherokee are force-marched from their lands in Tennessee, Georgia, and Alabama to "Indian Territory" (Oklahoma); 4,000 die on route.

1841: First covered wagons travel the Oregon Trail to Sacramento, California.

1842: John Fremont maps the Oregon Trail.

1844: First use of telegraph in the U.S.

1846: Nitroglycerin invented.

1846: The Donner Party leave Illinois, heading for California, but bog down during the winter and resort to cannibalism in order to survive.

1847: John Johnston's wife is slain by Crow Indians. Thus begins "Liver-Eating" Johnston's decades-long bloody crusade against the Crow.

1848: Gold is discovered at Sutter's Mill, California, and the California Gold Rush begins.

1852: Wells Fargo & Company (offering stage transport and banking services) founded in San Francisco.

1852: Trapper Frank Bauman and his partner encounter a foul-smelling hairy humanoid on the Salmon River, Idaho.

1855: Pro-slavery raiders sack pro-abolitionist Lawrence, Kansas, giving rise to "Bleeding Kansas" and a long period of violence between pro- and anti-slavery factions.

1857: A wagon train of Arkansas and Missouri settlers headed for California is attacked by Mormon militiamen and their American Indian allies. Over 120 of the 140 settlers (who had stolen supplies when refused them by the fearful Mormons) are killed in the Mountain Meadows Massacre.

1859: Silver is discovered at the Comstock lode in Nevada.

TIMELINE OF WESTERN HISTORY (CONTINUED)

1859: Abolitionist John Brown raids Harper's Ferry, Virginia.
1860: Denver, Colorado founded.
1861: Civil War begins.
186?: During the Civil War, the White River (Arkansas) Monster (a large alligator/serpent thing) attacks and sinks a Confederate riverboat carrying a substantial cargo of gold.
1862: The Homestead Act is passed, giving 160 acres of Western land free to any U.S. citizen who chooses to settle there.
1863: William Quantrill's Confederate guerillas raid Lawrence, Kansas, shooting every man and boy in sight and burning the town.
1864: Army post set up at Fort Dodge, Kansas (Dodge City later founded nearby).
1865: Civil War ends. President Abraham Lincoln is assassinated by John Wilkes Booth, an actor with strong Confederate sympathies.
1865: The James gang is formed of unreconstructed Confederates who rode with Quantrill.
1866: The first of the long cattle drives from Texas north to Kansas begins. The Goodnight-Loving Trail becomes an important cattle route.
1866: Alfred Nobel invents dynamite.
1866: Jack Daniels whiskey introduced.
1867: Alaska ("Seward's Folly") purchased from the Russians.
1868–1875: The enormous Bear Lake Serpent (Utah/Idaho) eats a Mormon's horse, kicking off a spate of sightings over the next several years.
1869: Union Pacific and Central Pacific railroads link up at Promontory, Utah, spanning the country from east to west.
1869: Residents of Crawford County, Kansas spot a wild man or gorilla in the woods along the Osage River.
1870: William "Hurricane Bill" Martin begins cattle rustling southeast of Abilene. He and his gang are eventually driven off by a posse from Marion.
1870–1880: Buffalo hunting moves into the Great Plains and in less than ten years the buffalo population is dramatically reduced to endangered levels.
1871: In October, several deadly fires—including the Great Chicago Fire—raze the Great Lakes region.
1872: William F. "Buffalo Bill" Cody awarded Medal of Honor and later that year appears on stage.
1873: Alferd Packer kills and eats the five men he was guiding through the San Juan Mountains.
1873: Flying discs/saucers/lights seen in Kansas and Texas.
1874: Over a hundred billion locusts descend on the Great Plains—from Texas to southern Canada, Colorado to Missouri—devouring everything in sight, leaving settlers and livestock to die of starvation. Many settlers abandon their locust-stripped land, others ride it out and nearly starve or freeze the following winter. The area of devastation encompasses over 2 million square miles; in some places the locusts pile up a foot deep.
1874: Barbed wire patented.
1874: Gold discovered in the Black Hills, Dakota Territory.
1874: The Second Battle of Adobe Walls, in which 29 whites (including 21-year old Bat Masterson) armed with buffalo rifles hold off several hundred Comanche led by Quanah Parker. The Comanche attacked to steal guns and kill the buffalo hunters, whom they hated for destroying their source of food, clothing, shelter, etc. The unsuccessful siege lasts six days.
1875: Quanah Parker, the last Comanche chief at large after the Battle of Palo Duro Canyon, Texas, surrenders and spends the rest of his life successfully advocating American Indian rights.
1876: Sioux chieftains, Sitting Bull and Crazy Horse, refuse to comply with the order to leave the Black Hills (Dakota Territory) and General George Crook attacks their forces, leading to the Great Sioux War.
1876: Lt. Col. George Armstrong Custer and his 7th Cavalry Regiment are massacred by the Sioux at the Battle of the Little Bighorn.
1876: James "Wild Bill" Hickok is shot in the back of the head and killed by a drunk during a poker game in Deadwood, South Dakota. The pair of aces held in Hickok's hand gives rise to the term "dead man's hand."
1878: The Lincoln County War erupts in New Mexico between the Murphy and McSween factions, with Billy the Kid taking the latter side. Various murders, ambushes, and shootouts occur over the next several months before the Murphy faction finally wins out, but Billy and his Regulators remain at large. 1881 Billy the Kid is gunned down by his former friend, Sheriff Pat Garrett.
1881: The gunfight at the OK Corral (Tombstone, Arizona) between the Earps and Doc Holliday and various members of the Clanton "cowboys" crime faction leaves Holliday and the Earps still standing (albeit with a few wounds) and three Clanton gang members dead and two fled.

TIMELINE OF WESTERN HISTORY (CONTINUED)

1882: Oscar Wilde tours the western U.S.
1882: Jesse James is murdered in his living room, shot in the back of the head by Bob Ford.
1882: Annie Oakley makes her first public appearance as a sharpshooter.
1884: A small hairy human-like creature (dubbed "Jacko") is captured by a train crew in British Columbia.
1886: Apache chief Geronimo is finally captured.
1887: Worst winter in modern history, with bone-freezing cold temperatures and deep snows. Thousands of cattle throughout the Midwest are killed by cold and starvation.
1888: Wovoka, of the Northern Pauite, receives a vision of the Ghost Dance, which his people must practice if they wish to enter the other world, where game is plentiful and all of their friends and ancestors await them.
1889: Oklahoma Territory opened for settlement.
1889: The serpentine Flathead Lake Monster (Montana) is seen by crew and passengers of a steamboat (possibly a giant sturgeon).
1890: The Tombstone Epigraph carries a story about a gigantic reptilian flying creature, allegedly shot and killed by two ranchers and photographed.
1892: The Dalton gang tries to rob two banks simultaneously in their old hometown of Coffeyville, Kansas. They are slaughtered by townspeople, who kill four of the five gang members, leaving only young Emmett Dalton alive.
1894: Oil discovered in Corsicana, Texas.
1895: Former gunslinging menace John Wesley Hardin is shot down from behind in a Texas saloon.
1896: Cigar-shaped "airship" sighted over San Francisco and other California cities. More such sightings occur across the country later that year.
1896: Gold is discovered in the Klondike, and an Alaskan Gold Rush results.
1897: More "airship" sightings in Arkansas and Kansas.
1897–1898: Butch Cassidy and his Wild Bunch run rampant, robbing banks and trains in Colorado, Utah, and Wyoming.
1901: President William McKinley is assassinated.



An Illustration from the novel Mary Ware in Texas *from the popular* Little Colonel *series by Annie Fellows Johnston*

out enough to make it worth their while, given that they were not the spendthrifts their white counterparts usually were. The Chinese were often abused by whites, who delighted in cutting off their pigtails. As work in the mines became less profitable, many Chinese were hired away by the Central Pacific Railroad as it made its way through the western mountains. The Irish who had pushed the rails this far wanted more money to work in the more difficult mountainous terrain, but the Chinese "coolies" were available for less money, and thus hired by the thousands.

The Irish also suffered discrimination, due to their Catholicism in a largely Protestant America. Likewise, the Jews were often reproached for their faith.

One of the most put-upon of all religious factions of the time were the Mormons, who were the target of troubles everywhere they went as they migrated west. Driven out of Ohio after abuse, tarring and feathering, and threats of castration, the Mormons moved to Missouri. There their self-righteousness, clannishness, and anti-slavery stance once again made them unwelcome. Illinois was next, where the Mormons founded Nauvoo, and resentment again grew. Opponents of Mormonism rose up and Joseph Smith, his brother, and a

few other followers surrendered to the authorities to avoid bloodshed; Smith and his brother were assassinated, and the sect's new leader, Brigham Young, sought to relocate the Mormons to their own homeland, far from the Gentiles who persecuted them in the East.

Women were often few and far between in the West. On the plains, wives worked as hard as their husbands, with few luxuries and sometimes only the company of their family, since the nearest neighbor could be miles and miles distant: it was a harsh and lonely life. In the frontier towns and mining camps, women could be outnumbered 200 to 1 by men, and, unfortunately, their main means of earning a living was through prostitution. Many in that occupation turned to drugs or drink to deaden their senses. In some places, however, the far West was more enlightened than the genteel East: Wyoming, for example, granted women the right to vote in 1869, well ahead of most of the country.

It should be noted that a number of women, disguised as men, enlisted as soldiers to take part in the Civil War. Louisa Wellman was one such person. Wellman was a good shot with both rifle and pistol, and an excellent rider too. When the war commenced, she disguised herself in her brother's clothes and enlisted in an Iowa regiment. It is not unreasonable to assume that such capable women, while rare, could be also be encountered in other so-called male preserves across the Old West.

African-Americans suffered from the stigma of over a century of slavery. Freed after the Civil War, they were no longer welcome in the South: their former masters couldn't afford to pay them, and those who could afford to didn't want to hire them. Vengeful whites turned to terrorism and violence against the freemen—this was the era in which the Ku Klux Klan and similar racist groups were born. As a result, many African-Americans went West after war; Kansas was one early favorite spot, though so many African-Americans migrated there that even that pro-Union state eventually passed a law forbidding them from settling within town limits. Others joined the army or became cowboys. African-Americans in army uniforms were particularly despised by the conquered Southerners.

Mexicans were another favorite target of racist behavior, especially in Texas. There memories still prickled over Mexico's attempt to take Texas land in the War for Texas Independence and the slaughter of the defenders of the Alamo. Mexicans were also unwelcome during the California Gold Rush of the 1850s, since California had just declared independence from Mexico a few years earlier.

American Indians also suffered from the belligerent attitudes of those who had invaded their land. American Indians were considered unruly children, at best, and bloodthirsty demons at worst. Their unwillingness to become Christianized made them seem less than human to some whites, and thus ripe for destruction. Many army officers had particularly bloodthirsty opinions of what should be done, resulting in outrages against the natives that were just as bad or worse than those perpetrated by the American Indians. When the American Indians did relent and settle on reservations, or choose to live in white society, they became objects of disdain, curiosity, or pity. Those of mixed race were usually scorned by whites and American Indians alike, though the great Comanche warrior chief, Quanah Parker, was a notable exception—a man who excelled in both societies alike.

The wounds gouged by the Civil War were still fresh during the period covered by this book, and deep hatreds often boiled when Yankees and rebels met out West. To Southerners the Yankees were arrogant dandies, while the Northerners looked on the Johnny Rebs as pathetic white-trash losers.

This was the melting pot of the American West of the 19th century, and it could get very hot indeed.

How racial differences are portrayed or perceived in your games is entirely up to you. If you prefer to avoid such matters, then that is absolutely fine. Be aware that sexism and racism are historical facts of this period, and discuss these themes with your players to ensure that everyone is comfortable with how such things might, or might not be portrayed in your games. Remember, it's *your* recreation of the Old West, not necessarily an exercise in historical verisimilitude.

Lawmen

There were a number of different types of lawmen at work in the West, from town marshals to Texas Rangers and "stock detectives." Starting at the local level, the town marshal was often appointed by town authorities to carry out duties, such as collecting taxes, serving court papers, assessing fines, and keeping general order in town; this might even include keeping streets and boardwalks cleaned, or seeing that somebody got it done. A town marshal received from $50 to $150 a month, depending on the size of the town and the danger involved; deputies were paid anywhere from $40 to $75 per month. Marshals also got a percentage of the fines they levied, along with bonuses for each arrest and conviction. County sheriffs were very similar to marshals as far as duties were concerned, but their jurisdictions were obviously larger. Sheriffs were elected officials, often beholden to the political faction that got them elected; their pay was comparable to that of marshals, but they received a larger percentage of taxes collected. Marshals and sheriffs might also receive rewards from local businessmen or other groups for the capture of certain criminals.

The vaunted United States Marshals were originally appointed by Governors or the President to enforce the laws in a given territory. These appointments were often political favors, and carried a lot of weight within their jurisdictions. Deputy U.S. Marshals were deputized by U.S. Marshals and territorial judges, usually on a temporary basis, to serve

RAILROADS, CATTLE TRAILS AND SETTLEMENT TRAILS



warrants and capture criminals. *True Grit*'s Rooster Cogburn was a Deputy U.S. Marshal sworn in by Judge Isaac Parker. Virgil Earp had been a Deputy U.S. Marshal before he went to Tombstone, and Wyatt Earp was so deputized after Virgil was later bushwhacked there. Deputy Marshals are allowed to keep the rewards posted for any criminals they capture. The Texas, Arizona, and New Mexico Rangers were more permanent versions of Deputy U.S. Marshals.

There were also American Indian police: law enforcement on reservations, usually members of the reservation tribe or a white-friendly tribe. Many tribes saw American Indian policemen as contemptible servants of the whites.

Then there were the private law-enforcement groups, the most famous of which were the Pinkertons. This private detective agency was started by Allan Pinkerton in 1850, and quickly made a name for itself breaking up unions, serving as security guards, and hunting the most-wanted criminals. They had a reputation for diligent investigation and dogged pursuit, especially when dealing with the enemies of big business interests. After several robberies, the railroads hired the Pinkertons to track down Butch Cassidy's Wild Bunch.

"Range detectives" or "stock detectives" were basically gunmen hired to protect cattle interests of larger ranches. They tracked and captured or killed rustlers, earning as much as $150 a month or more; some were also paid a bonus for each target "dealt with." In some cases these men were little better than hired killers who relied on their employers' power and wealth to avoid prosecution for their crimes. Billy the Kid's compadre Pat Garrett worked as a cattle detective in New Mexico, and in 1903 Tom Horn was hanged for practicing this profession a little too well.

South of the border, bad men could expect to wrangle with the Mexican Guardia Rurale (Rural Guard), better known as the "Rurales." This mounted police force was established by Benito Juárez in the 1860s and further used during Porfirio Díaz's presidency. By contrast, the term "Federales" was sometimes used to refer to Mexico's Federal Police forces, but more often meant the Federal Army.

Money

Starting in 1862 coins were no longer used for small change, having been replaced by "shin plasters," which were smaller paper bills in denominations of 3, 5, 10, 25, and 50 cents. Larger denomination gold and silver coins had also been phased out in the 1860s, replaced by greenbacks. However, paper money was often of questionable value in the West, so those old coins were still in use and often the only acceptable currency. In 1875 most of the paper currency was changed back to coins. There were silver dollars, gold dollars, eagles ($10 gold coins), double-eagles ($20 gold coins), half-eagles ($5 gold coins), and slugs ($50 gold coins common in California). The "bit" (12.5 cents) was a popular coin denomination, with prices commonly listed in bits, two-bits (25 cents, a quarter) and half-bits. There were also Mexican pesos and Spanish colonial money still floating around the west. In mining camps dust and nuggets were used as currency, and most businesses had scales set up to determine weight and value. Towns with larger mining operations usually had a company store where miners and their families purchased items on credit and had the bill deducted from their wages.

Prospecting and Mining

Throughout the 19th century, gold and silver strikes brought people west seeking quick fortunes. The first big strike was on John Sutter's massive ranch in California in 1848. It took months for word to spread, but once it hit, many California communities became ghost towns as everyone scrambled to stake their claim. Even San Francisco was seriously depopulated by gold rushers and wily speculators who freighted out food and supplies to sell to the miners.

These earliest prospectors were called "Argonauts," after the hunters of the Golden Fleece in Greek mythology. Soon ship crews were deserting and prospectors were flooding in from across the country and around the world. Port cities in California boomed, and new trails opened across the plains and mountains to transport thousands of gold-fever-stricken souls to the diggings. The 1849 Gold Rush also spawned the name "Forty-Niners" for the prospectors who flooded into California in that year. Other gold and silver rushes were much the same, though on a much smaller scale. As time passed the strikes moved east, crossing the Rockies into Nevada, Colorado, and Utah. The discovery of silver at the Comstock Lode in Nevada in 1859 led to another rush in 1860.

So how did they prospect and get the gold out of the ground? Using a variety of methods, the simplest of which was called placer (pronounced "plasser") mining: digging into riverbanks below the main lode to find gold and gold-bearing quartz washed down from the lodes over millennia. They also panned the rivers and streams for gold dust and flakes. Prospectors also used various types of sluices and cradles to wash through gravel and soil and separate out the gold. They also dug tunnels to chase exposed veins into the earth.

Depending on skill and luck, a prospector might turn up enough gold to be worth anywhere from a few dollars to hundreds of dollars or more per day. The price of gold varied over time, but on average an ounce was worth $15–$20. Prospectors were plagued by road agents who robbed them of their dust on their way to town, or claim jumpers who moved into their claims or worked them while the owners were absent, or simply murdered the owner outright. Conmen later hit on the idea to buy a bag of gold dust or flakes or a few nuggets and use this gold to "salt" a claim or mine and then sell it to an unwary buyer.

Mining camps might consist of everything from a few lean-tos scattered along a winding stream to hundreds of tents

Opposite: Railroads and Trails of the Old West by Vandel J. Arden

and claims staked out at 50–75 foot intervals along such a course. A prospector might work a small claim alone, or might have one or several partners working sluices and mines. Towns would spring up to support a new mine, booming with hundreds or thousands of residents and merchants, only to dry up and become abandoned or nearly so when the ore ran out.

Railroads and Trains

In the 1840s, the U.S. government began surveying the lands west of the Mississippi River with an eye toward extending the nation's rail service all the way to the west coast. Conflicting routes were suggested by Northern and Southern business and political interests, and further economic scandals plagued the project. Finally, in 1863 the Central Pacific Railroad began construction in Sacramento, California, headed east through the Rockies. Two years later the Union Pacific started out in Omaha, Nebraska, headed west. After years of shortages of money and supplies, American Indian attacks, terrible weather, accidents, and backbreaking labor, the two met in Utah in 1869, finally connecting the east and west coasts by rail. Other lines soon snaked across the country: the Atchison, Topeka, and Santa Fe reached from Kansas to New Mexico in 1880, and continued on to California in 1883. The Southern Pacific connected New Mexico and west Texas in 1881, and two years later reached into east Texas and New Orleans. In the north, the Northern Pacific ran from Duluth, Minnesota through the Dakotas and Oregon all the way to Washington state, finishing construction in 1883, while the Great Northern took a more northerly route from St. Paul to Seattle and was completed in 1893.

Many Western book, film, and television story plots involve the building of railroads; probably the most oft-used plot is the land-grabber with foreknowledge of the railroad's route, trying to buy up farms cheaply so he can sell to the railroad at a hefty profit—and willing to use force to get what he wants.

By the 1880s, travelers could go from coast to coast by rail. A first-class fare for this trip cost $173 plus $2 a night for a bed, not counting meals and tips. The trip took 6–7 days. Journeying by rail from Omaha to San Francisco or Sacramento took 4–5 days and cost $100 for first class, $75 for second class, and $40 for emigrant class. The latter was basically the equivalent of a cattle car for immigrants seeking cheap passage to settlements and opportunities in the West, and cost $65 to travel from coast to coast. Some lines offered fancier accommodations as well: elaborate furnishings, hotel cars, and fine dining that could cost up to twice as much as regular first-class fares.

Locomotive engines were designated with a three-digit number indicating the number of wheels it had, followed by the number of drive wheels, and finally the number of training wheels it had. The 4-4-0, for instance, was fast and powerful, and was used on the first transcontinental runs; the 4-6-0 was used to carry passengers and freight, and the powerful 2-8-0 was used for transporting heavy freight loads. Engines were usually named (e.g. Hurricane, Midnight Flyer, Old Tucson, The Number 10, etc.), painted, and otherwise customized by the engineers who ran them. Locomotive crews included an engineer (driver) and a fireman (stoker), the conductor, and several brakemen. Air brakes had been invented in 1868, but not all trains were equipped with them, meaning that on some grades the brakemen would have to run atop or through the cars turning the brake wheels by hand; setting them too hard could disconnect the cars or ruin brake pads.

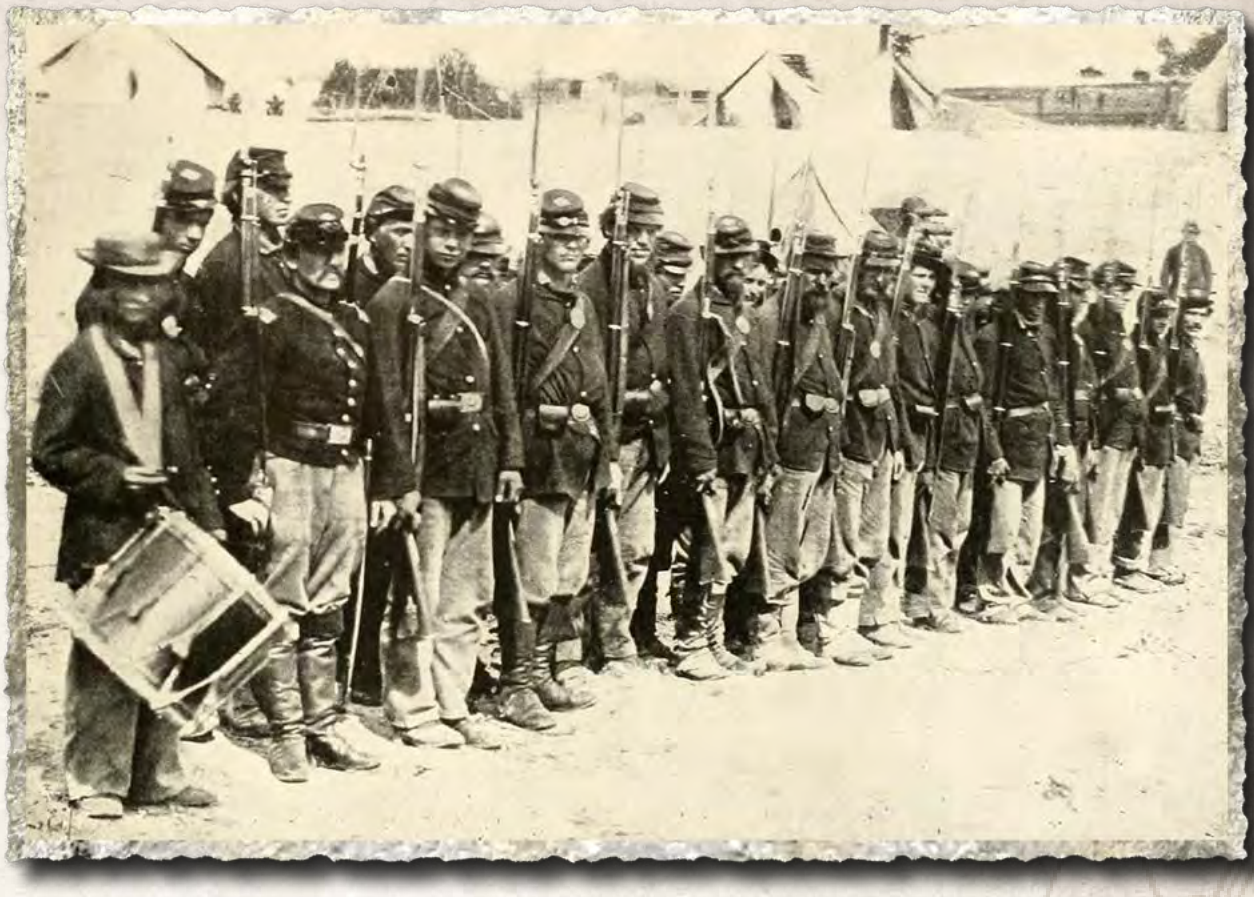
A typical early passenger train would consist of the engine, tender car (filled with firewood), a mail or baggage car (or a car combining both), and three or four passenger cars, followed by a caboose or "crummy" (the crew's quarters). In the 1870s fancier trains would include sleeper and dining cars. The famous Pullman cars contained beds that folded up into the ceiling when not in use. The average train speed during the 1870s was about 15 miles per hour.

There were numerous perils for rail crews: from washed-out or damaged tracks to dangerous linking mechanisms, American Indian and outlaw attacks, steep grades, bone-chilling cold and blizzards, rockslides, and so forth. In the Rockies, trains could become snowed in for weeks. American Indians might tear up rails and slaughter the crew and passengers when the train wrecked or stopped.

The Soldier's Life

After the Civil War the U.S. Army turned its attentions to the various American Indian troubles afflicting the plains and the Southwest. Soldiers enlisted for five-year terms (later three years), and had to be able-bodied men between the ages of 18 and 35 years old. Privates earned $13 a month, corporals $15, and first sergeants $22 and up. Those who re-enlisted earned a few dollars more than these figures, and soldiers could earn extra money if they had skills, such as carpentry, barbering, leatherworking, and so on. Sergeants and captains were usually Civil War veterans, while officers tended to be professional soldiers with greater education and wealth. Soldiers who had served in the Confederate Army who joined the U.S. Army after the Civil War were called "galvanized Yankees."

The infantry soldier's weapons were the Springfield .45–70 single-shot rifle (with detachable bayonet) and the .45 Colt revolver. The rifle and revolver used the same ammunition (an invaluable asset on the battlefield). Cavalrymen used the shorter-barreled Springfield .45-55 carbine rifle and a saber, in addition to the Colt revolver; sabers were often left behind on campaigns as they were bulky and made too much noise. The single-shot rifles were more accurate at longer ranges than repeater rifles, and less prone to jam. Larger weapons used by the frontier army included the Gatling machine gun, 6- and 12-pound cannon, and later in the period, the Hotchkiss gun



Union Soldiers from The Army of the Potomac

(a heavy machine gun used to devastating effect at Wounded Knee). Many field commanders disdained the machine guns, as troops had to be trained in their use, they were unwieldy to haul, and the barrels were prone to fouling with powder residue, in addition to jamming problems.

The typical soldier's outfit included a wool uniform and a 50-pound pack containing 150 rounds of ammunition, two days' rations (hardtack and salt pork), a two-man tent, blanket, rubber sheet, and extra clothes and shoes. The cavalryman carried the same load, along with his saber and an additional 15 pounds of grain for his mount. Foot soldiers would be expected to carry this load in blazing hot or freezing cold weather, marching 20 or more miles on a normal day, and as many as 40 to 60 miles on a forced march.

Soldiers might be posted to forts (usually meaning a permanent post), camps (usually temporary positions), barracks, stations (along stage or telegraph routes), and various other types, including arsenals, barracks, and depots. Life on the posts was boring, with poor food (and often small portions), few comforts, and no privacy. Endless drilling was maintained to assure discipline, and work around the post included cooking, laundry, woodcutting, cleaning, latrine duty, stable chores, vegetable gardening (army meals often had no fruits or vegetables, so scurvy was a danger), and guard duty. Alcoholism was common.

First sergeants were in charge of the post, assigning most duties, running drills, etc. Enlisted men had no contact with their officers, and had to gain permission from the sergeants to speak with their superiors. A captain was in charge of each platoon of 25–50 infantrymen (two platoons made a company). Army regiments were made up of 10–12 companies, with each company consisting of about 80 men. These companies were often stationed separately among nearby posts. Each post would have at least one civilian scout or American Indian interpreter.

A typical fort might not have an outer wall at all, consisting of a series of unconnected buildings. Enlisted men lived in a series of barracks, the officers in separate quarters (sometimes with their families), and there would be a parade ground, storehouses, a bathhouse (rarely), privies/latrines, guardhouses, an arsenal or magazine, and stables and wagon houses. Each post also had its own surgeon with their own private quarters. Some officers had hired servants working for them and their families on the post.

Stagecoaches and Other Conveyances

Many types of horse-drawn vehicles were used in 19th century (and earlier) America. The simplest was the buckboard, basically a seat on boards between two axles, usually drawn by

a single horse, or two at most. This topless four-wheeler usually carried only one or two persons, and cost anywhere from $30–$60. Next up was the buggy, similar to the buckboard, but with a leather or canvas "roof;" smaller versions were drawn by a single horse and carried up to two persons, but larger ones, more like coaches, might be pulled by two horses and carry up to four or six people. Prices ranged from $50 to $150 or more. Vehicles such as these might be available for rent from the local livery stable for $1 for a few hours, or $4 or more per day.

The stagecoach, however, was the stereotypical Western conveyance. The Concord was the most famous, named for the manufacturer's hometown in New Hampshire. Such a coach might cost $900 to $1,200 or more, weigh 3,000 pounds, and be capable of carrying 4,000 pounds. Most were two-seaters, with one seat facing front and one back, each sitting three persons. Three more hardy volunteers could ride on the roof with the luggage and freight. The driver and a shotgun rider rode up front, and the coach would have a team of four to six horses, depending on the terrain and the load carried. They traveled at an average speed of 35 miles per hour over eight hours, depending on the state of the roads (other sources say 8–9 miles per hour). Stage fare from St. Louis to San Francisco was $200, and the trip took 25 days, traveling day and night. There were relay stations every 10 to 20 miles, where travelers could stretch their legs, get a simple meal, wash up, and, in some cases, sleep in a cheap bed overnight; these stations also had fresh horses for the stage team. Relay stations usually offered very sparse accommodations at best, and were operated by a stationmaster and a few hostlers and their families. Stations such as these were often the targets of American Indian raids, especially in the Southwest.

Towns and Town Life

Settlements in the Old West ranged from cabins and farms built up around a trading post to boom towns set up near mining operations and railheads formed where railroad lines met cattle trails. Population may be as small as a handful of people or as many as tens of thousands for major cities, such as San Francisco and New Orleans. The average lies somewhere in between, as even Santa Fe, on the Santa Fe Trail, had only 6,000 residents in the 1870s.

Often the first settlement in a given location was either a trading post (in northern regions) or a mission (in the Southwest). Early residents around a trading post would be trappers and friendly American Indians and their families; missions would initially be Spanish missionaries and their servants, perhaps a few soldiers, and again any American Indians seeking conversion or protection. Army forts might also attract small settlements, including a few merchants, saloon owners, prostitutes, and others seeking to profit from the soldiers stationed there.



The Concord stagecoach was an iconic mode of travel in the West.

Mining camps and towns were other common town types, with examples such as Deadwood in the Dakotas (or this book's sample setting, Pawheton) or Tombstone in Arizona. First would come the prospectors or miners, then the merchants seeking to profit from them (often initially at highly inflated prices), and finally the normal everyday townspeople: more merchants, craftsmen, families, civic servants, and the like. Places like this always had more than their fair share of vice-related businesses, such as saloons, gambling houses, and brothels, eager to part the lonely prospector or the company miner from his gold or wages. A particularly large strike could lead to a boomtown, with thousands of residents showing up within weeks or months. But a town like this could just as easily become a "bust" town if the ore ran out sooner than expected; the mine could close, the businesses might leave for greener pastures, and only the most stubborn or impoverished might remain behind in such a dwindled place. The worst bust towns—especially desert mining operations—might be abandoned altogether, leaving desolate, sand-choked wind-blasted buildings rotting in the desert like old bleached bones.

Railheads were established where the north-south cattle trails up from Texas met the east-west railroads crossing Kansas. Towns like Wichita, Newton, Abilene, Ellsworth, and Dodge City are the prime examples of cattle-town railheads. Their development would resemble that of the mining towns, with merchants selling basic supplies and services springing up alongside saloons, whorehouses, and gambling joints. Wild Texas cowboys would roam the streets and dives, firing their guns into the air or shooting out streetlights, riding their horses into saloons, and generally raising hell. Like the mining towns, as more stable residents arrived there would be increasing calls for law and order, and it was in these wild cowtowns that legendary lawmen like Wild Bill Hickok, Wyatt Earp, and Bat Masterson became famous. Men like these not only had to deal with the everyday drunken rowdiness of the cowboys, but also vengeful men seeking them for past transgressions and gunslicks seeking to make names of their own.

Trails Across America

Several commonly used trails developed across the American continent as explorers, miners, and settlers moved west. These trails can be seen on the map on page 68.

El Camino Real, the King's Road, was used as early as the 1540s, when Spanish explorers struck north from Mexico (Mexico City) to El Paso (Texas) and on to Santa Fe, New Mexico.

The Santa Fe Trail was blazed in 1821, when William Becknell hauled several wagonloads of goods from Franklin, Missouri, on the Missouri River, through Kansas (and sometimes Colorado) to Santa Fe, then the capital of the Spanish Province of New Mexico. For the next 60 years the Santa Fe Trail was used by freighters to haul goods from the Midwest to Santa Fe, and then on to California.

The Oregon Trail was first used in 1841, when settlers set out from Independence, Missouri, headed for Oregon. The trail passed through Kansas, Nebraska, Wyoming, Idaho, and Oregon. A few years later a branch was started leaving the main trail in western Wyoming and running through Utah and Nevada all the way to the California coast. Other branches and shortcuts were later used as well. From the 1840s to the 1870s nearly half a million people used the Oregon Trail and its branches and shortcuts.

The Overland Trail was initially (in the 1860s) a mail route that branched off of the Oregon Trail in western Nebraska and through southern Wyoming, northern Colorado, Utah, Nevada, and California. Within a few years the route was also being used as a stagecoach line. This route was considered especially perilous on the Colorado/Wyoming border, due to frequent American Indian attacks.

The Bozeman Trail began use in 1862, when John Bozeman blazed a trail through American Indian lands in Wyoming to newly found gold fields in Montana Territory. For years afterward the Sioux attacked white travelers—whom they considered trespassers—on the Bozeman Trail, and matters worsened when forts were then built along the route to protect those travelers. Bozeman himself was killed by the Sioux, and the trail and the forts had to be abandoned in 1868, as American Indians had by then killed hundreds of soldiers and travellers—including the famous massacre of Captain William Fetterman's command by Crazy Horse's followers.




C.M. Russell
1908


THE PALACE
FEED STABLE
LICENSED
GAMBLING
$1000
REWARD

THE LAND AND THE LEGENDS

This section gives a very brief survey of the history and landscape of each of the western states and territories. This is not intended to be an intensive historical or geographical study, but merely to give Keepers a general idea of who explored and occupied these places, and what the land was like. With this information Keepers can have a better idea of where to set scenarios and what sort of historical details are at their disposal.

Arizona

Arizona has three basic regions: the highlands of the Colorado Plateau in the northeast, the deserts of the west and south, and the central mountains dividing these areas. To the north is the sinuous grandeur of the Grand Canyon, first seen by the Spanish in 1540; to the southwest is the deadly Sonoran Desert. In between are mountains, forests, and deserts.

The region was first visited by Spanish missionaries in 1539, and Francisco Vázquez de Coronado followed the next year. Father Eusebio Francisco Kino founded the Mission San Xavier del Bac near Tucson in 1700, and Spanish presidios (forts) were built at Tubac and Tucson in the late 1700s. Arizona remained a Spanish possession until the Mexican-American War of 1846, when it was taken by the United States; it was made a part of New Mexico Territory in 1850, became a separate territory in 1863, and achieved statehood in 1912. Few Europeans lived or settled in Arizona until after the Civil War, when mining operations opened throughout the region. Even in 1870 there were only about 10,000 whites in the Territory. Silver and copper strikes brought boomtowns that sprang up and died almost as quickly as they came. In the 1870s and 1880s the fearsome Apache roamed the deserts, pursued by the U.S. Army until their last great chief, Geronimo, was forced to surrender.

Tombstone

A good example of a mining boomtown, thanks to a silver find in the late 1870s. The town was laid out in 1879 and incorporated in 1881, by which time its population had exploded to nearly 10,000 people. Along with the mines came businessmen, merchants of all kinds, saloons, gamblers, and criminals of every stripe. Among the cattle rustlers and road agents was the group called "the cowboys," led by Old Man Clanton and his sons, and including the McLaury family and such infamous desperados as Johnny Ringo and Curly Bill Brocious. The cowboys clashed with the Earp brothers—Wyatt, Virgil, Morgan, Warren, and James—newcomers to Tombstone out to make fortunes of their own. In Tombstone the Earps and their friend Doc Holliday were accused of a few crimes themselves, notably stage robbery, but the Earps eventually took up the badge to try and tame the town. The gunfight at the OK Corral marked an upturn in the violence between the Earps and the cowboys, and though Morgan Earp was later killed and Virgil Earp partially crippled, Wyatt and his friends succeeded in breaking the back of the cowboys; their vendetta made them outlaws in Arizona, though, and they too were forced to flee. The violence died down, the silver ran out, and Tombstone's popularity waned.

Arkansas

A wild wooded state (over 80% of its area was originally covered by forests) first seen by Europeans in 1541, when Hernán de Soto's expedition reached there. It was part of the Louisiana Purchase in 1803, and most of the early settlers were Southerners who brought slaves with them. Arkansas was named a state in 1836, but joined the Confederacy when the Civil War broke out. It was restored to the Union in 1868. In 1860 the population was about 400,000 people. On the western border with Indian Territory was Fort Smith, the site of Judge Isaac Parker's court.

California

California's coast was charted in 1542 by a Spanish expedition led by Portguese explorer Juan Rodríguez Cabrillo. Topographically, the state consists of the Sacramento and San Joaquin Valleys cutting through the central part, bounded by the Cascade and Coast mountain ranges in the north, and the Sierra Nevadas to the east, with the Mojave Desert in the southeast. The coast ranges from sandy beaches in the south to rocky headlands in the north.

Francis Drake is believed to have harbored on the coast in 1579. Starting in the late 1600s, Spanish Jesuits began building a series of missions from the southern end of Baja California (Mexico) extending north. These missions were established with the aid of civilized and newly Christianized American Indians, with each new settlement about a day's ride from the previous one. The first permanent European settlement to be built in Alta California (later United States) was built by Franciscan missionaries at San Diego in 1769; a year later they founded Monterey, and in 1776 San Francisco de Asís, or Yerba Buena (San Francisco). Monterey served as the "capital" of the Spanish presence in Alta California. In 1812 Russian colonists founded Fort Ross north of San Francisco. The colony remained under Spanish rule until 1821–1822, when Mexico declared independence from Spain and assumed ownership of the mission lands all the way up the coast. In 1846, during the Mexican-American War, California declared independence from Mexico; in 1848, just days before the province officially became a part of the United States gold was discovered at Sutter's Mill, east of San Francisco. This led to the Gold Rush of

Opposite: The Old West by Vandel J. Arden


THE OLD WEST
BRITISH COLUMBIA
DOMINION OF CANADA
WASHINGTON
OREGON
IDAHO
MONTANA
DAKOTA TERRITORY
MINNESOTA
WISCONSIN
MICHIGAN
WYOMING
NEBRASKA
IOWA
ILLINOIS
INDIANA
OHIO
NEVADA
UTAH
COLORADO
KANSAS
MISSOURI
KENTUCKY
CALIFORNIA
ARIZONA
NEW MEXICO
INDIAN TERRITORY
ARKANSAS
TENNESSEE
MISSISSIPPI
ALABAMA
GEORGIA
FLORIDA
LOUISIANA
TEXAS
SONORA
CHIHUAHUA
COAHUILA
NUEVO LEON
PACIFIC OCEAN
GULF OF MEXICO
LOWER CALIFORNIA
Portland
Little Bighorn Site
Johnson County
Deadwood
Minneapolis & St. Paul
Northfield
Sutter's Mill
Ft. Ross
Virginia City & Comstock Code Region
Promontory
Rock Springs
Laramie
Ft. Laramie
Bear River City
Salt Lake City
Provo
Cheyenne
Omaha
Ft. Kearny
San Francisco
Monterey
Leadville
Denver
Mountain Meadows Massacre
Ellsworth
Kansas City
Franklin
Abilene
Lawrence
Independence
St. Louis
Dodge City
Black Mesa
Coffeyville
Los Angeles
Santa Fe
Las Vegas
Albuquerque
Adobe Walls
Ft. Gibson
Ft. Smith
Yuma
Ft. Towson
Tucson
Lincoln County
Tubac
Tombstone
El Paso
Alamo
New Orleans
Mississippi River



1849–1852, and in that period California became the 31st state. California was served by the telegraph by 1861, and railroads connected both coasts in 1869. Towns and cities were often plagued by outlaws driven from the mining camps and Mexicans fleeing the authorities below the border. Notable among these desperadoes were notorious bandit Tiburcio Vásquez and Black Bart, the self-proclaimed poet laureate of stage robbers, who plied his trade from 1877–1883, at least.

San Francisco

San Francisco's coastline was first seen by European eyes in 1542, by Portuguese explorer Cabrillo, leading a Spanish expedition north up the coast of Mexico; some sources believe Chinese explorers might have reached the area in the 5th century CE. Sir Francis Drake harbored here in 1579. The Spanish later established a settlement here called Yerba Buena in 1776. The settlement had fewer than 1,000 people before the Gold Rush of 1849; by the end of 1850 it had over 30,000, and by 1855, nearly 60,000. This meteoric rise in population resulted in a variety of problems, from exorbitant prices for goods and properties to numerous fires. Situated, as it was, so close to the gold fields of Sutter's Mill, San Francisco became *the* place for prospectors to spend their newfound wealth, with over 500 taverns, 50 casinos, 50 brothels, and hundreds of restaurants.

San Francisco rapidly became synonymous with Sodom and Gomorrah, with every type of vice imaginable, and with gangs, thieves, cutthroats, murderers, conmen, prostitutes, and every type of criminal imaginable as well. Law enforcement couldn't keep up, so Vigilance Committees were formed and took the law into their own hands, trying, convicting, and hanging criminals. Within the decade the gold fever passed and the city settled down as wealthier, more law-abiding citizens fought to change San Francisco's salacious reputation. The first of the city's famous cable cars ran in 1873.

Colorado

First visited by Europeans in 1541, when Coronado's expedition passed through. Other Spanish explorers delved into the wild and mountainous region in the 17th and 18th centuries. The western two-thirds of the state is taken up with mountains, which rise up dramatically from the plains of the state's eastern third. In 1806, Captain Zebulon Pike became the first U.S. explorer to reach Colorado; Captain Pike's expedition opened the way for a flood of trappers and mountain men. Gold was discovered in the late 1850s, resulting in a gold rush. Colorado was named a Territory in 1861 and, thanks to the burgeoning mining industry, two railways had reached Denver by 1870. Colorado achieved statehood in 1876. Three years later, the mining town of Leadville was being overrun by criminal elements, so local vigilantes lynched a pair of jailed outlaws and posted notices warning that such would be the fate of any other criminals captured in town; 400 miscreants supposedly left town within 24 hours. One month later the hired guns of two railroad companies squared off in Royal Gorge. The Atchison, Topeka, and Santa Fe contingent boasted Bat Masterson, Ben Thompson, and possibly Doc Holliday, along with a cannon (!) appropriated by Masterson. The Denver and Rio Grande side had the local sheriff and 100 deputized men, along with a court order giving them the right of way through the gorge. Masterson acceded to the court order and the situation was settled without violence, though afterward Masterson was accused of accepting a bribe to back down.

Denver

Denver saw its first permanent settlements in the 1850s when the Cherokee on their way to California found gold nearby; other settlers found more in 1858 and the following year three separate mining settlements were founded here. These three settlements were combined and incorporated as Denver in 1860, renamed Denver City 1861. Like many boomtowns, Denver sported a large number of gambling houses and brothels. Over the next few years the town was wracked with fire (1863) and flood (1864), but it persevered, and in 1867 Denver became the seat of the Colorado Territorial Government. In 1866, town marshal Dave Cook formed the Rocky Mountain Detective Agency, recruiting lawmen from across Colorado to fight rustling throughout the territory. The population in 1870 was less than 5,000 people, but by 1880 it had boomed to over 35,000, thanks to the four different railroads that had reached here by 1872. Silver strikes at Leadville and elsewhere in the 1870s also boosted Denver's importance, as did the growth of the cattle industry. Doc Holliday stayed here briefly in 1882, having fled the aftermath of Wyatt Earp's post-Tombstone vendetta, and a few years later Bat Masterson owned a popular Denver theater and casino.

Dakota Territory

The Dakota Territory includes modern-day North and South Dakota, and parts of Nebraska and Wyoming, consisting largely of open plains; the Black Hills lie on the western border of South Dakota and Wyoming, and the Missouri River cuts through the center of the region. The territory was initially claimed as part of the French fur-trading empire as early as the 1730s and 1740s, but the land was ceded to Spain in 1762 as part of a settlement following the French and Indian War. France regained the territory in 1800, and a few years later sold it to the United States as part of the Louisiana Purchase. Lewis and Clark crossed the plains and forested hills of the region in 1804–1806, and fur traders began plying their trade afterward. Steamboats made their way up the Missouri River to the trading post at Fort Pierre as early as 1831. When gold was discovered in Montana Territory in the 1850s and 1860s plans were made to establish white settlements in the Dakotas, but the Sioux quashed the idea of whites invading their lands. Until 1861, the Dakotas had been part of Nebraska Territory, but in that year a separate Dakota Territory was established; at that time there were fewer than 3,000 whites living in the eastern part of what was legally, by treaty, American Indian land. Nevertheless, the whites intruded into the Dakotas: in 1873 the Northern Pacific Railroad entered the northern part of the territory, and the following year Lt. Col. George Armstrong Custer led an expedition into the Black Hills. Custer's discovery of gold triggered a massive gold rush in the years 1875–1876. The U.S. government tried to negotiate a new treaty with the Sioux, but when they refused thousands of prospectors were "allowed" to invade the Dakotas. The Sioux responded by rebelling, and Custer got his just desserts in the subsequent Northern Plains Wars. Nevertheless, the whites were in the Dakotas to stay. By 1880 the white population in the territory was about 100,000; a land boom in the 1880s brought in even more settlers, and by 1890 the population had more than tripled. The Dakotas were separated and granted statehood in 1889.

Deadwood

Deadwood and the Black Hills of the Dakota Territory (modern-day South Dakota) had seen gold finds by Europeans in 1834 and 1852, but both times the Sioux chased out the trespassers before a rush broke out. The area was granted to the Sioux as part of their reservation lands by a treaty signed in 1868: the land was officially off-limits. Despite the treaty, prospectors trespassed and did find gold. In 1874 Lt. Col. George Armstrong Custer led an expedition to check into the gold claims and his positive report did result in a rush: from 10,000 to 25,000 gold-hunters poured into the Black Hills, at least 5,000 of whom settled in Deadwood Gulch by the summer of 1876. The settlement on Sioux land was illegal, and at least initially had the effect Custer was probably hoping for: the Sioux went on the warpath, eventually resulting in Custer's death at the Little Bighorn. Meanwhile the gold strikes brought prospectors, merchants, thieves, prostitutes, and others into the Black Hills. Among the gold-hunters was Wild Bill Hickok, who met his end at the hand of a lowly assassin named Jack McCall in the No. 10 Saloon in Deadwood. The *Deadwood* television series features many actual historical figures from the camp's early days, albeit somewhat fictionalized; other notable visitors included Wyatt Earp, Buffalo Bill Cody, and notorious outlaw Sam Bass.

Indian Territory

Also called "The Nations" (short for "Indian Nations"), it later became the state of Oklahoma. It is basically a plain crossed by the Arkansas, Canadian, and Red Rivers, marked here and there with wooded and hilly areas. Set aside as American Indian reservation land in 1834, this region had previously been open to traders dealing with the tribes then residing there. In the 1830s the "Five Civilized Nations" of eastern American Indians (Cherokee, Chickasaw, Choctaw, Creek, and Seminole) were transplanted to the eastern part of the territory in accordance with treaties they had signed. Those tribes already living on these lands were relocated to the western part of the territory. Despite the various treaties they had signed, the American Indians had to put up with constant trespasses by white hunters and criminals evading the law. Tensions led to the construction of Forts Gibson and Towson within the territory. When the Civil War broke out

some tribes were given guns by the Confederates in the hopes they would help fight the Union, and some did. After the war, all the tribes were forced to sign away part of their territories as punishment for aiding the Confederacy—even though not all of the tribes had fought. Still more whites began illegally settling in the territory, and several trading posts and saloons became hangouts for criminals and gangs. As the Civil War came to a close, "Captain" Bill Coe gathered a gang of outlaws near Black Mesa and proceeded to prey on wagon trains and nearby ranchers and settlements; with 40–50 men in his gang, Coe even successfully raided army forts in Indian Territory and Colorado before he was finally caught and (after a series of escapes and recaptures) hanged. The western half of the territory was finally opened for legal settlement in 1889. In the 1890s the area was the stomping ground of Bill Doolin's outlaw gang and such colorful characters as "Dynamite Dick" Clifton and "Little Dick" West.

Iowa, Missouri, and Nebraska

Lumped together here since their landscapes and histories are at least somewhat similar. All are considered part of the Great Plains, largely open prairie land fed by the Mississippi, Missouri, and Platte Rivers. While Coronado's expedition reached Nebraska in 1541, the main European influences afterward were French trappers and traders, primarily along the Mississippi River. A fur trading post was founded at St. Louis in 1763–1764. The Missouri Compromise of 1820 allowed Missouri's admittance as a state without banning slavery, and it was admitted the following year. About this time entrepreneur William Becknell hauled several wagonloads of goods from Franklin, Missouri to Santa Fe, then the capital of the Spanish Province of New Mexico, thus establishing the Santa Fe Trail as a legitimate trade route. Steamboats were plying the river to St. Louis by 1837, gradually replacing the rafts and flatboats that had previously served these waterways. Stage routes were starting to cross the states at about the same time.

Members of Joseph Smith's Mormon Church came to Independence, Missouri in the 1830s, but conflicts with the Missourians drove them back to Illinois (and incidentally caused the formation of the Mormons' near-mythical "Avenging Angels," or Danites (discussed elsewhere in this book). At the start of the Civil War, Missourians were torn between the political and economic promise of joining the Union and old Southern family traditions, which swayed some to the Confederate cause. The decision was made for them when Governor Claiborne Jackson secretly raised a pro-Confederate militia. When Federal troops tried to break up the militia they inadvertently killed civilians as well; outraged, Missouri joined the Confederacy. The state was wracked with guerilla fighting, infighting, and conflicts with Kansas Jayhawkers during the war, and afterward many Missourians went west. Reconstruction brought economic ruin, disenfranchisement, and continued bad blood. By the war's outbreak Nebraska had a population of less than 30,000 people, while Iowa had about 200,000, and Missouri over 1.5 million. Iowa had been settled in the 1830s and 1840s, served by the telegraph in 1848, and reached by eastern railroads in 1856; by the end of the Civil War four railroads crossed the state. Iowa and Missouri were the regular stomping grounds of the James-Younger gangs; the James gang's first train robbery probably occurred in Adair, Iowa in 1873. Missouri also spawned a monstrous soul named Alf Bolin, who, during and after the war, lived and hunted in the hills along the Arkansas border, torturing, killing, and raping travelers in the region.

Kansas

One of the Great Plains states; a rolling flatland bordered on the east by the Mississippi River. The first European visitor was probably Francisco Vázquez de Coronado, in 1541. Other French and American explorers and traders visited the region before it became part of the United States as a result of the Louisiana Purchase, and by the 1820s and 1830s the resident American Indians had been displaced as waves of whites settled there. In 1854 the Kansas-Nebraska Bill created those two separate territories, and allowed individual states/territories to choose whether or not to allow slavery; Kansas residents were divided over the choice, and violence erupted between pro- and anti-slavery factions, resulting in the period known as "Bleeding Kansas." Anti-slavery Kansans were harassed and attacked by pro-slavery Missouri vigilantes, and the city of Lawrence was sacked. In retaliation, bands of anti-slavery vigilantes, called Jayhawkers and Red Legs, made raids on their enemies in Kansas and Missouri. Kansas joined the Union—and the United States—as an anti-slavery state in 1861. At that time its population was about 100,000 people.

During the war the state saw raids by Confederate guerilla bands and retaliatory strikes by Red Legs, fomenting a long-standing enmity between the sides and giving birth to infamous outlaws like the James and Younger brothers. After the war many Union veterans and freed slaves settled in Kansas, and as the railroads crossed the state thousands of cattle were driven up from Texas to market towns such as Abilene, Ellsworth, and Dodge City. With the cattle came the cowboys, and with the cowboys—trouble. Hell-raising cowboys led townspeople to turn to tough lawmen for control, and so Bill Hickok, Wyatt Earp, and Bat Masterson became legends.

By the late 1870s the cattle business had worn out its welcome, the cattle were gone, and the state became increasingly conservative. In 1880 Kansas passed a law banning the sale, distribution, and manufacture of alcohol in the state (a law that was only repealed in 1948!). In 1892 the Dalton gang met their end in their old hometown of Coffeyville, shot to pieces by alert townsfolk when they tried to rob two banks at once.

Abilene

Settled in 1856, and from 1867 to 1871 was a major Kansas Pacific railhead for cattle driven up from Texas on the Chisholm Trail. Like the other railhead cowtowns, Abilene had a reputation for lawlessness thanks to the rowdy Texas cowboys coming off the drives to drink, whore, and gamble away their wages. Wild Bill Hickok was town marshal in 1871, where he allegedly met Texas gunslinger John Wesley Hardin before the latter lit out of town. Abilene also witnessed the tragic gunfight in which Hickok shot down Texas gambler Phil Coe and then accidentally killed one of his own deputies as well.

Dodge City

Originally settled as the army post of Fort Dodge in 1864 to protect travelers from American Indians; the first house was actually built a few miles away in 1871. Soon afterward the Atchison, Topeka, and Santa Fe Railroad passed through, and some of the cattle drives that had previously gone to Abilene now went to Dodge City. Dodge quickly earned a reputation as a "wide-open town" where rowdiness ruled and the law turned a lot of blind eyes. When the town decided it needed lawmen, it didn't skimp: Wyatt Earp and his friend Bat Masterson, and Bat's brothers Ed and Jim, served as town marshals in the 1870s, and Doc Holliday once saved Earp's life in the Long Branch Saloon there. The cattle drives had ended by 1884, however, and Dodge was finally allowed to settle down.

The Mississippi River

Called the Father of Waters by some American Indian tribes. Its 4,000+ mile length begins in Minnesota and empties into the Gulf of Mexico through a series of bayous in the Louisiana delta region. The first steamboat set out from Pittsburgh all the way down the Ohio River to the Mississippi River and on to New Orleans in 1811. By 1857, over a thousand steamers were traveling the upper reaches of the river, and 3,000 were plying its entire length. In the early days steamboats were built with reinforced pilothouses to keep the crew safe from American Indian arrows and bullets. After the Civil War riverboats like these could cost anywhere from $20,000 to $250,000, depending on how fancy they were. Pilots could make as much as $400 a month, more than captains ($250 a month). Samuel Clemens worked as a riverboat pilot in the 1850s, and even took his pen name from riverboat jargon: "mark twain" meant two fathoms of water, enough to allow safe passage. By mid-century, showboats were carrying entertainment to small settlements up and down the river: theater, opera, stage shows, gambling, and even floating brothels. These floating entertainments invariably also carried thieves, conmen, cardsharps, and other criminals who preyed on unwitting locals and passengers alike.



THE JOHNSON COUNTY WAR

In April of 1892 the Wyoming Stock Growers Association waged war against smaller ranchers in the state; harsh winters had killed off the herds, and the now-unemployed cowboys bought public land and rounded up unbranded cattle and marked them for their own, bringing cries of "rustling" from the big ranchers who had always considered the mavericks their own. When a group of smaller outfits held their own roundup, the Stock Growers hired 25 gunmen from Texas and 25 local guns (at wages of $5 a day plus $50 for each "rustler" killed) and sent them after their enemies. The first stop on their list was the ranch of former Texan Nate Champion, the unofficial leader of the small ranchers—and of course an accused rustler. The Stock Growers had unsuccessfully tried to kill Champion months earlier, but even though outnumbered and caught unarmed in bed he drove off his attackers. Two trappers had been staying with Champion and his partner Nick Ray, and they were captured by the gunmen, but when Ray went out to find them he was shot down. Champion ran out firing his Winchester and dragged the dying Ray back inside, and for the rest of the day the gunmen laid siege. Inside the cabin, Champion wrote entries in a makeshift journal about the day's events. The gunmen finally set fire to the cabin and Champion was forced out and shot to pieces. His body was left in the falling snow and the much-delayed armed party moved toward its next target. But Champion's neighbors had alerted the countryside, and the Stock Growers and their guns were forced to hole up in a ranch house as a posse of hundreds of citizens formed outside. Before the posse could act, however, a U.S. Cavalry detachment arrived to take the Stock Growers' party into custody. Sent by Governor Amos Barber and President Benjamin Harrison, the cavalry escorted the paid killers to a series of forts, and then released them when charges against them were dropped. The Stock Growers had used their political clout to buy their way out of murder.

New Orleans

Named for the French regent, the Duke of Orléans, New Orleans was founded as Nouvelle-Orléans in 1718. Severe flooding occurred the following year, and levees were built in 1722, but nevertheless the settlement was nearly destroyed by a hurricane later that year. In 1763 the colony of New Orleans (which now boasted 4,000 inhabitants) was turned over to Spain; by the time of the Louisiana Purchase 40 years later the population was about 10,000 people. The port was a major center for smuggling operations during the War of 1812, and General Andrew Jackson drove off a British attempt to blockade the city, winning the Battle of New Orleans in 1815. The first steamboat had reached the city by 1810, and in the early 1850s New Orleans was connected to the eastern and western United States by railroads. The city was blockaded by the Union during the Civil War, and in 1862 the town was taken by Admiral David G. Farragut and General Benjamin Butler. After the war New Orleans was overrun by corrupt reconstructionists; for more than a decade these carpetbaggers looted the town and seriously damaged the local economy. The freeing of the slaves left the local plantations without sufficient workers to labor in the fields, further damaging the economy. Still, the city maintained a reputation as a genteel Southern city of exotic delights, from its opulent old mansions to its gaudy and notorious red-light district, its rumors of voodoo, and its still-lucrative river trade. New Orleans served as the capital of Louisiana from 1865–1880.

Montana and Wyoming

Montana and Wyoming are again similar in landscape and history, and so discussed together here. The Rocky Mountains form the western border of both states, and cover nearly half of Wyoming. The eastern portions of both states are plains. This region was first explored by French traders in the 1740s and sparsely settled by Europeans until the 1800s. Lewis and Clark's expedition mapped part of Wyoming in 1807–1808, opening the way for fur traders and trading posts in the first part of the century: Fort Laramie in 1834, Fort Bridger in 1843. By this time, John C. Fremont had struck the Oregon Trail through Wyoming and the subsequent increase in the number of whites passing through brought troubles with the local tribes, who had to be appeased with treaties. Stage lines ran through Wyoming in the 1850s, the Pony Express followed in 1860, and the telegraph a year later. By 1854, ranchers were giving cattle open range in the territory, and after the Civil War herds of longhorns were driven up from Texas. For several decades big ranchers controlled local politics, and Wyoming became a "Cattlemen's Commonwealth." Rustlers and thieves were answered with vigilantism, and smaller ranchers found themselves with little political power and plenty of conflicts with the bigger outfits. The big ranchers hired "range detectives" and other gunmen to track rustlers and intimidate enemies; they often didn't discriminate between thieves and honest ranchers (see **The Johnson County War** nearby).

The 1860s saw conflicts with the Sioux, including the massacre of William Fetterman by Crazy Horse and several hundred warriors; this and other attacks initiated a treaty

agreement in which the forts along the Bozeman Trail (which led to the Montana gold fields) had to be abandoned. In 1867, the Union Pacific Railroad started building across Wyoming, spawning cities as it went, among them Cheyenne, Laramie, and Rock Springs. At Bear River City in 1868, vigilantes hanged the brother of a rail worker, leading to a conflict between the rail crew and the townspeople; the marshal was killed, the jail burned down, and the town besieged before troops arrived to arrest the rampaging rail crew. That same year, the Wyoming Territory was formed out of land from Dakota, Nebraska, Oregon, and the Utah Territories. There were 9,000 whites living in the Wyoming Territory by 1870, and statehood was granted in 1890.

Butch Cassidy and the Wild Bunch robbed trains and mining companies in Wyoming throughout the 1890s, and the famous Hole in the Wall hideout was north of Medicine Bow. Gold rushes swept the Montana Territory in the 1850s and 1860s, giving rise to the cities of Bannack, Virginia City, and Helena; the mining operations and prospectors were plagued by road agents, giving rise to vigilantism and lawlessness. Western Montana had been part of Oregon and Washington, and eastern Montana had been part of Nebraska Territory, but both were united as part of Idaho Territory in 1863, then separated and renamed the Montana Territory in 1864. American Indian troubles wracked Montana in the late 1860s and 1870s, culminating in the Sioux massacre of George Armstrong Custer's forces on the Little Bighorn River. The following year Chief Joseph and the Nez Perce tried unsuccessfully to flee to Canada, but they were caught by Colonel Nelson Miles and sent to a reservation in Kansas. The Northern Pacific Railroad was completed in 1883, and Montana became a state in 1889.

New Mexico

New Mexico sits atop a huge plateau, the highest in the north, in the Rocky Mountains, and gradually slopes toward the deserts in the south and east. The Rio Grande cuts through the center of the state, and to the east are arid plains bordering Texas. The region was first visited by a European in 1539 when Fray Marcos de Niza came there searching for *Cibola*—the Seven Cities of Gold. Part of de Niza's group was killed by Zuni Indians. Coronado followed in 1540, but two priests from his expedition were also killed by the Zuni. Other expeditions followed, but the first temporary settlement wasn't founded until 1598. Santa Fe was founded and made the capital of the province in 1609–1610. Other missions were founded in the 17th century, but it wasn't until the 18th century that larger permanent settlements were established. The Spanish alternated periods of trade and warfare with the Navajo, Comanche, and Apache. American explorer Zebulon Pike was caught on Spanish lands in 1807 and briefly sent to prison in Mexico City. In 1821 William Becknell transported several wagons of goods from Missouri to Santa Fe, establishing the Santa Fe Trail as an important trade route. A force of men from the Republic of Texas tried to annex part of the New Mexico Territory in 1841, but they were captured and taken to Mexico City. The United States seized New Mexico at the start of the Mexican-American War in 1846, and named it a territory (including part of present-day Arizona) in 1850. During the Civil War a Confederate force from El Paso took Santa Fe and Albuquerque, but was turned back with the aid of a volunteer regiment from Colorado. The New Mexico and

THE LINCOLN COUNTY WAR

In 1878 wealthy British rancher John Tunstall vied with Lawrence G. Murphy for control of Lincoln County in New Mexico. Murphy owned a general store and controlled military contracts for beef for the nearby Fort Stanton; his faction also included Sheriff William Brady and a gang of rustlers. Tunstall's allies included rancher John Chisum and lawyer Alexander McSween, and among Tunstall's ranch hands was an 18-year old hothead named Billy Bonney. Tunstall opened a bank and a rival general store in Lincoln, and when McSween wouldn't turn over money he'd won for Murphy in a lawsuit, Murphy had Sheriff Brady seize McSween's "partner" Tunstall's cattle. Tunstall was murdered by Brady's deputies while riding to an appointment to discuss the conflict. Over the following months the Regulators—led by Billy "the Kid" Bonney—and the Murphy faction traded killings and thefts; Billy and his companions killed Sheriff Brady and one of his deputies on the streets of Lincoln. Billy and several Regulators were eventually trapped in McSween's home in Lincoln and besieged by Murphy's men and the local law; the house was set ablaze and Billy was one of the few to escape—McSween and several Regulators were gunned down. Billy later met with New Mexico Governor Lew Wallace, who agreed to give him amnesty if he testified against the corrupt Murphy faction. Billy testified, but, fearing that the amnesty he'd gotten from the Governor wouldn't go through, he fled. Billy's old friend Pat Garrett was named sheriff and set out to find Billy and the remaining Regulators. Garrett captured Billy alive, but the Kid ruthlessly killed two deputies and escaped. Months later Garrett found Billy again and killed him this time.

CRIME PAYS...FOR SOME

Here are some examples of rewards offered to bring criminals to justice, or for information concerning certain types of crimes.

Rewards for Information:

$300	Robbing a stagecoach (offered by the state of California and Wells Fargo)
$200	Robbing the US mail (offered by the Federal government)
$250	Cattle rustling (offered by the Wyoming Stock Growers Association)

Rewards offered to bring outlaws to justice:

$50,000	John Wilkes Booth (and $25,000 for each of Booth's accomplices)
$25,000	Jesse James
$15,000	Frank James
$15,000	The Younger Gang
$15,000	The Dalton Gang
$10,000	Sam Bass
$10,000	Sam and Belle Starr
$6,500	The Sundance Kid
$5,000	Butch Cassidy
$5,000	Billy the Kid
$1,000	Black Bart
$300	Richard Perkins (highway robber)

Note: $10,000 in 1870 is equivalent to $121,527 in modern money.

Arizona Territories were separated in 1863. The Apache and Ute were placed on reservation lands in the 1870s, but the former continually left the reservations to raid and pillage white settlements. Many of these outbursts were caused by white trespasses and offenses, and these offenses would persist throughout the 1870s and 1880s, as leaders like Cochise and Geronimo led their peoples against their would-be subjugators. Geronimo, the last great Apache leader, was finally forced to surrender in 1886. The years 1876–1878 saw the outbreak of the Lincoln County War (see nearby). The first railroad entered the territory in 1878–1879, eventually connecting Kansas and New Mexico in 1880, and continuing on to California in 1883.

Las Vegas

Not to be confused with the present-day Nevada gambling mecca, Las Vegas was originally settled by Spaniards in the 1820s and 1830s as Nuestra Señora de los Dolores de Las Vegas (Our Lady of Sorrows of the Meadows). The Gallinas River divides the city into the Old Town, or West Las Vegas, and East Las Vegas. The city was taken by the United States in 1846 during the Mexican-American War. The Atchison, Topeka, and Santa Fe railroads reached the town in 1870 and, by then, the place had become a hotbed of violence and outlaw activity. "Mysterious Dave" Mather (who claimed to be descended from Cotton Mather) served as deputy marshal in the 1880s, and was involved in at least one fatal shootout that cost marshal Joe Carson his life; "persons unknown" (allegedly including Mather) later took the surviving gang members out of the jail and shot them to death in the town plaza. Mather had worked both sides of the law in various places, as did Dave Rudabaugh, who also served as a Las Vegas deputy at one time. In 1880 Rudabaugh killed another Las Vegas deputy and shortly afterward was captured, along with his fellow Regulator Billy the Kid, by Sheriff Pat Garrett. A mob confronted Garrett and his prisoners at the train station, intending to lynch Rudabaugh, but Garrett stood them off. Earlier that year Doc Holliday, who had operated a Las Vegas saloon a few years earlier, shot it out (inconclusively) with a saloon owner he had previously run out of Dodge City.

Santa Fe

Originally founded in 1609–1610 as the capital of the Province of New Mexico by Governor Pedro de Peralta. The town was abandoned in 1680 when the Pueblo Indians rebelled; the Indians burned the town after the Spanish had fled. The Spanish reclaimed the town with little resistance in 1692. By 1792 French traders were using the Santa Fe Trail to travel from Missouri to New Mexico, but in 1821 the trail was actually used to bring goods in from the Midwest. The western gold rushes brought the first overland stage from Missouri in 1849, and in 1851 Santa Fe was the capital of the New Mexico Territory. The Atchison, Topeka, and Santa Fe railroads reached the town in 1880, by which time its population was about 6,000.

Texas

Texas's topography is primarily plains, though there are central hills and plateaus, and the southernmost tip of the Rocky Mountains reaches into the western panhandle. The mighty Rio Grande forms the state's southwestern border with Mexico, and other waterways (such as the Red and Brazos Rivers) drain into the Gulf. Spanish explorer Alonso Álvarez de Pineda mapped the coastline in 1519. Álvar Núñez Cabeza de Vaca's remarkable band of castaways landed in Texas in 1536,



Surveyors take measurements of the Rio Grande River. Proper documentation was necessary to maintain the border with Mexico.

and Coronado passed through the northern frontier while hunting gold. Spanish explorers and gold hunters continued to travel through Texas until finally, in 1682, the village of Ysleta was built near El Paso. Other 18th century missions and forts were built, but failed to last for various reasons, including American Indian attacks. By 1800 the only major settlements left were San Antonio de Béxar (San Antonio), Goliad, and Nacogdoches. Because of the Spaniards' and Mexicans' failure to successfully colonize the region, Anglos began drifting into Texas in the early 1800s. When Mexico gained independence from Spain in 1821, Moses Austin was granted permission from the Mexican government to build an Anglo settlement at San Felipe de Austin. Thousands of white settlers followed over the next 15 years, and though some Texans brought slaves (Mexico abolished slavery in 1829) the Anglos lived for a time under Mexican rule. In 1835 Santa Anna assumed rule over Mexico, and the Texans joined with some Mexicans opposed to Santa Anna's dictatorship. In 1836 Santa Anna killed all the defenders of the Alamo, but was defeated and captured at the Battle of San Jacinto a month later. From 1836–1845 Texas was an independent Republic. The Republic had requested annexation into the United States in 1836 but due to its pro-slavery stance Texas was not admitted as a state until 1845.

By the start of the Civil War the population of Texas was over 600,000 persons. Texas seceded from Union to join the Confederacy in 1861, and was not reinstated until 1870. The use of barbed-wire fencing on cattle ranches in the 1870s and 1880s led to fence-cutting wars, as those whose lands had been fenced in by others or cut off from water fought back. In the 1880s it became a felony to cut a fence. Texas gained a much-deserved reputation as a breeding ground for hard cases and rowdies, including gunfighters and outlaws such as Ben Thompson, John Wesley Hardin, and Sam Bass. The state also spawned the Texas Rangers, one of the toughest law-enforcement agencies of the period (their motto: "One riot, one Ranger"). Texas also unleashed hordes of hell-raising cowboys upon the previously quiet towns of the plains in the 1870s.

El Paso

El Paso saw its first permanent settlement built in 1827, though in 1598 the Spanish had briefly settled nearby at a site they called El Paso del Rio. El Paso actually started to grow into a city in the 1850s; in 1852 the first post office was built and the town was renamed Franklin, though the original name returned in 1859. During the Civil War, El Paso served as the base of operations for the Confederate Army's attempts

THE MORMON WAR AND THE MOUNTAIN MEADOWS MASSACRE

In the summer of 1857 the U.S. government revoked the Utah governorship of Brigham Young and appointed a new, non-Mormon governor. The Mormons refused to accept this appointment, so the U.S. army dispatched 2,500 troops to Utah. Coincidentally, that September a wagon train of immigrants headed for California entered Utah, causing alarm among the Mormons. The immigrants included Missourians, whom the Mormons still held enmity for, given the Church's persecution in that state. Militias were raised in case the settlers were hostile, and some of them plotted with allied Paiute Indians to kill the settlers; this was the Mountain Meadows Massacre, in which over 140 people were slain, the only survivors being children deemed too young to be a threat or remember the event. The Church leadership had nothing to do with this massacre, details of which remained secret for many years afterward. Meanwhile, the Mormon militias destroyed the incoming army's supply wagons and burned Fort Bridger, leaving the soldiers to nearly starve over the winter. The Mormons retreated, threatening to burn their cities rather than submit to the government's demands. They fled Salt Lake City for Provo, without burning either city. The following year the U.S.-appointed governor took office and the Mormons returned to their homes without further violence.

to invade New Mexico. After early Confederate advances, the Union forced General Henry Hopkins Sibley to retreat into Texas, while Union troops occupied El Paso itself. The town was chartered in 1873, even though its population at that time consisted of only 23 whites and 150 Mexicans. The coming of the railroads brought growth in the early 1880s, when a couple of notable lawmen walked the streets. In 1880 newly hired marshal George Campbell had been promised a salary which went unpaid, so he gathered several criminals to help him shoot up the homes of prominent townsfolk to scare them into paying; Campbell was suspected, the Texas Rangers were brought in to clear up the matter, but they thought it was so funny they let Campbell go. Dallas Stoudenmire then took over Campbell's job, and was forced to kill the troublemaking Campbell when he and a drunken friend shot and killed one of Stoudenmire's deputies. Stoudenmire survived several subsequent attempts by local criminals to ambush him, but his drinking cost him his job. In 1882, Stoudenmire's brother-in-law was killed by the saloon-keeping Manning brothers, and the ex-lawman unwisely forced them into a showdown in which Stoudenmire was killed. In the 1890s the region around El Paso was crawling with rustlers and killers.

Utah and Nevada

Utah and Nevada make up part of the Great Basin, a low-lying region bordered by the Rocky Mountains, the Sierra Nevada Mountains, the Columbia Plateau, and the Colorado Plateau. This is not a single cup-shaped depression, but a series of plains and deserts situated between small mountain ranges. These territories were first visited by Europeans in the 1770s, when Spanish missionaries explored the region. Over the next few decades they were followed by Spanish slavers and traders, and Anglo mountain men and trappers. Guides and emigrants established the Overland Trail to California in the 1840s; in 1846 the infamous Donner party was one of the more unfortunate groups to try a different route through the mountains. Brigham Young and the first Mormon settlers arrived at the Great Salt Lake in 1847; they were followed by thousands more, founding several hundred cities and towns and establishing the state of Deseret in 1849; Deseret included both Utah and Nevada at that time (the U.S. had acquired Nevada from Mexico in 1848), but it was not recognized by the United States government. Thousands of prospectors passed through these territories during the California gold rush of 1849, and the first settlement in Nevada was made at Mormon Station (renamed Genoa in 1855). In 1850 Utah and New Mexico were divided into separate territories, with Nevada still part of Utah. The Mormons had the Utah portion of their territory largely to themselves until 1857, when outside miners began prospecting in Deseret. Nevada saw a tremendous influx of prospectors two years later, when Henry Comstock discovered gold and silver on Mount Davidson. In 1860 Nevada's population was less than 7,000, but in 1864 it had bloomed to 25,000. Nevada was made a separate territory in 1861, and granted statehood in 1864. Mining was important to Nevada's growth, and Virginia City became the center of the state's prosperity, though mining fortunes declined in the 1870s. The Central Pacific railroad passed through Nevada into Utah in 1869, meeting up with the Union Pacific from the east at Promontory, just north of the Great Salt Lake. The railroads brought with them merchants, miners, and settlers, and before long the Mormons found themselves with social and political opposition. Erosion of the Mormons' hold over state politics continued into the 1890s, when the church was forced to abandon its polygamist practices. Butch Cassidy's Wild Bunch and other outlaws robbed trains in Utah and Nevada in the 1880s, while Nevada's mining communities were plagued by highwaymen ("road agents") and stage robbers.

Washington, Idaho, and Oregon

The northwestern territories of Washington, Idaho, and Oregon are largely made up of wild forests, mountains, plateaus, and valleys, with some drier plains in eastern Idaho. The Cascade Mountains run from Canada through Washington and Oregon, while most of northern Idaho is cut by the Bitterroot Range. The Columbia River flows down from north-central Washington to form the border between that state and Oregon as it flows to the Pacific, while the Snake River begins its flow in eastern Idaho and winds over 1,000 miles before joining the Columbia on the southern border of Washington. The region was originally explored by Lewis and Clark in 1805–1806, and later by American and British fur traders, who found bear, elk, deer, beaver, wolves, bighorn sheep, mountain goats, bald eagles, and streams overflowing with fish. Beginning in the 1830s, missionaries entered the region, and settlement was encouraged to make a claim for U.S. ownership of Washington and Oregon, since this was in dispute with Great Britain. In 1846 the Oregon Treaty gave Canada to Britain, and the entire region south became the Oregon Territory in 1848; in 1853 the Washington Territory separated. This led to the development of the Oregon Trail, and further waves of immigrants, which in turn stirred conflicts with the Yakima, Spokane (1855–1856), and Coeur d'Alene Indians (1858), who had previously been friendly with the whites. The last serious tribal troubles occurred in 1877 when whites encroached on the Nez Perce Indians, who attacked but were forced to retreat; Nez Perce Chief Joseph led his people over 1,700 miles across Idaho into Wyoming and Montana, but was caught 30 miles shy of Canada and forced onto a reservation. Idaho Territory was joined with Washington Territory in 1859, (but separated in 1863), forming a territory larger than Texas; the following year, parts were given to Montana, and in 1868 more was peeled away for Wyoming. From the 1850s onward, gold finds throughout these territories spawned boomtowns and the attendant thieves and stage robbers, which in turn led to vigilante justice. Logging was also an important industry throughout the period, and many rivers were studded with sawmills. In 1850, the population of the Oregon Territory was 12,000. The city of Portland had been founded in 1845. Idaho City had a population of 12,000 people in the 1860s, and in 1870 the first Territorial Prison was built there. Lewiston, a port accessible by both the Snake and Columbia rivers, was named the first capital of the Idaho Territory in 1863, and sported its first newspaper (*The Golden Age*, 1862); Boise City was founded in 1863 due to gold finds, and the territorial capital was moved there in 1864. By 1870 the Idaho Territory's population was 15,000; this doubled by 1880, and rose to 90,000 by 1890. The Northern Pacific Railway reached Washington in 1883, connecting the region with the east coast by rail. Oregon was made a state in 1859, Washington in 1889, and Idaho in 1890.



Lewis and Clark relied on the aid of many different tribes in order to find the Pacific.

Mexico

Mexico is divided into several regions by the Sierra Madre Occidental (west), Sierra Madre Oriental (east), and Sierra Madre del Sur (southern coast) ranges, which form a sort of "trident" that joins in the southern "bottleneck" southeast of the Yucatán Peninsula. To the west is the peninsula of Baja California, separated from the main body of Mexico by the Gulf of California. Traveling east, northern Mexico consists of deserts, plateaus, and the beginning of the great central plateau that lies between the Occidental and Oriental mountains. The Gulf Coast is plains and jungle, especially on the Yucatán Peninsula.

Mexico was first explored by Spanish adventurers and missionaries in the 16th century. Cortés' victory at Tenochtitlán in 1521 effectively ended the Aztec empire, and in the 1540s the Mayans of the Yucatán fell to other conquistadors. Mexico City was founded on the site of Tenochtitlán, rebuilt in Spanish architectural styles. Many of the remaining Indians were enslaved and set to work mining gold and silver, though missionaries protested this treatment. The colony of New Spain was originally under control of a governor (Cortés), but later this changed to a viceroyalty and lesser provincial governors. The first Catholic diocese was founded at Tlaxcala in 1527, and the University of Mexico was founded in the early 1550s. By the early 1800s Mexico City's population had grown to over 100,000 people.

As Spain's political power weakened in the 18th and 19th centuries, Mexican insurgents made several attempts to declare independence from Spain and wrest control from the Spanish viceroy's government in the 1810s; these early attempts failed and resulted in the execution of their leaders (who were often priests). Mexico officially achieved its independence in 1821, but conflicts continued within the country. Agustín Iturbide briefly served as Emperor, but he was overthrown by General Antonio López de Santa Anna. A series of presidents then also served briefly before Santa Anna himself took the office, only to lose it during the War for Texas Independence (1836), and then briefly regain it in 1841.

Mexico was governed by over 30 leaders between the 1820s and 1840s, and this chaos extended to its failing agriculture and mining revenues, as well as corruption in politics and economic concerns. The Mexican-American War (see nearby) further destabilized the country, resulting in Santa Anna again assuming dictatorship. He was overthrown again in 1855, and his successor seized the assets of the Church and restored them to the national treasury. Benito Juárez was one of the officials pursuing these reforms; he was later elected president in 1861. When Juárez decided not to pay his nation's debt, Mexico was threatened by various European powers, led by Napoleon



The Storming of Chapultepec - Quitman's Attack during the Mexican-American War.

III. In 1864 Napoleon, supported by the displaced nobility of Mexico, dispatched Archduke Maximilian of Austria to take the throne in Mexico. With the end of the Civil War, however, Maximilian found himself opposed by the United States as well; he surrendered in 1867 and was executed. Juárez resumed the presidency and was re-elected over General Porfirio Díaz, who challenged the election results and led a brief rebellion. Juárez died in 1872, succeeded by Sebastián Lerdo de Tejada, and again Díaz led a rebellion, this time achieving success and assuming the presidency for much of the rest of the century. Under Díaz's dictatorship the country flourished economically, thanks to foreign investments and increased railroad construction and mining; nevertheless, the poor and the Indian population remained in terrible poverty.

BACK EAST: A FEW NOTES

This section has concentrated on the states and territories west of the Mississippi since this is, after all, a book about the Old West. That's not to say that adventures elsewhere in the country aren't possible. There are Civil War battlefields across the south, the nation's earliest settlements in New England, and countless other sites of interest from Minnesota to Maine to Florida to Mississippi.

New York City had a population of over 800,000 in 1860, and over a million by 1880. In July of 1863 the city witnessed a series of riots over the drafting and enrollment of soldiers to serve in the Union Army; for several days the poor draftees robbed, burned homes and businesses, and preyed upon African-Americans, whom they blamed for the war, and thus the drafting of those unwilling to fight. The army was brought in and forcefully squelched the riot, killing several hundred rioters (perhaps as many as 2,000). Many of the rioters were Irish, and they bore the blame for the riots long afterward; the climax of the book and film *Gangs of New York* takes place during the New York City draft riots.

Boston boasted 250,000 residents in 1870. In 1872 a massive fire swept through the city, destroying hundreds of buildings, including much of the business district. Residents unsuccessfully tried to break the fire's advance by dynamiting buildings in its path, causing further destruction. Over $50 million in damages resulted, though only 20 or so casualties were reported.

In October 1871 another deadly blaze, the Great Chicago Fire, raged for three days, destroying over 2,000 acres within the city, killing more than 200 people, and leaving nearly 100,000 homeless. The blaze was initially blamed on an errant cow kicking over a lantern in a barn. Modern theories have posited that meteor showers struck the city and caused the blaze; these theories are supported by the fact that several other deadly fires occurred around Lake Michigan on the same dates.

THE MEXICAN-AMERICAN WAR

The war was triggered when the United States finally annexed Texas as a state in 1845. Texas had declared its independence in 1836 but Mexico still claimed the territory. The area was still in dispute, and minor conflicts and skirmishes occasionally broke out. In one notorious incident in 1843, General Santa Anna captured 170 Texans and threatened to execute some of them in retaliation for an earlier attack; he had the captives draw lots to see who would live or die, and 17 of the 170 were chosen and executed. In 1845 President James K. Polk sent an army under Colonel Stephen Kearny to take the lands west of Kansas; Polk dispatched General Zachary Taylor to the Rio Grande to defend Texas, and Taylor ultimately marched into Mexico. General Winfield Scott took Vera Cruz with a naval bombardment, and also marched into Mexico, racking up victories against General Santa Anna. By 1847 the Mexicans had lost California and their own capital, and were forced to surrender. The treaty signed in 1848 ceded Texas, California, Utah, and New Mexico territories to the United States.

In Lovecraft Country, Arkham's Miskatonic College turned a century old in 1869, and about this time became a full university. In 1882 a mysterious meteorite struck the earth west of Arkham and began mutating the plant and animal life there. Innsmouth had suffered her great fall in the 1840s and was well into decline—save for the mysterious gold refinery. Government draft agents visited Innsmouth in the 1860s to account for its low draft numbers; they left horrified by the level of birth defects and apparent inbreeding there. A few years later Innsmouth lost its port status, and Obed Marsh died in 1878. Kingsport was also in decline due to the downturn in shipping into the port. Dunwich rotted in the hills, though Sawyer (later "Squire") Whateley proudly served the Union during the Civil War. Noah Whateley—who later became known as Wizard Whateley—was born in 1852.

Keepers interested in bringing Western investigators "back east" might introduce clues pointing to eastern origins for troubles that occurred out West. Suspicious characters encountered out West, for example, might later be discovered to have been sent by a scholar from an eastern university, or family members from some degenerate New England hamlet.

THE AMERICAN INDIANS

Ethnologists divide the American Indians into several geographical "culture groups." The three groups that are pertinent to Western adventures are discussed below, along with specific descriptions of major tribes within those groups. These tribes are the most prominent and influential during the period covered by this book. Many smaller or more peaceful tribes are omitted from this discussion. There are entire libraries available of more detailed information should Keepers wish to augment this brief overview.

SOUTHWESTERN TRIBES

The Southwestern Culture Group includes the tribes living in Arizona, New Mexico, and parts of California, Utah, Colorado, Texas, and Mexico. The terrain of the Southwestern culture area is primarily rugged and dry, with numerous deserts, canyons, mesas, and mountains. The tribes in this group tended toward two paths: either stationary or semi-permanent farming villages, or nomadic hunters, gatherers, and raiders. Of the farming tribes (Papago, Pima, Mojave, Yuma, Havasupai, Yavapai, Yaqui, Hualapai, etc.), most settled along rivers and built wickiups—houses of log pole frames covered with hides or thatch. The Pueblo Indians' villages were congregations of adobe and stone rooms with few wooden beams and no doors or windows, stacked atop one another like crude apartment buildings; these pueblos could be four or more stories high. The pueblo villages were permanent communities as opposed to the semi-permanent ones of the river agriculturalists (who moved to mesa-tops in winter). The more aggressive nomadic tribes (the Apache and the Navajo) hunted game and raided other tribes for food and supplies; their dwellings were wickiups and hogans (similar to wickiups but covered with mud or earth rather than thatch). The ancestors of the "modern" agricultural southwestern Indians were the cliff-dwelling Anasazi and the desert farming cultures of the Hohokan and Mogollon peoples. The ancestors of the Apache and Navajo were Athapascans, who had migrated from Canada before 1000 CE.

Apache

The Apache were among the most feared of American Indians. Like many tribes, their own word for themselves was innocuous: "tineh" ("people"). The Zuni on whom they preyed gave them a more appropriate one: "apachu" ("enemy"). There were many different Apache tribes scattered through Mexico, Texas, Arizona, New Mexico, and Oklahoma, each with its own dialect of the Athapascan language. These bands included the Chiricahua, Mimbreno, Mescalero, Jicarilla, Lipan, San Carlos, Aravaipa, Cibecue, Tonto, and the Kiowa Apache.

Some bands living in the west were farmers, while those in the east lived more like Plains Indians; when they gained horses from the Spanish in the 1600s the eastern Apache bands hunted buffalo. The Apache ate small game and foraged for wild plant foods, and southern bands even raised dogs to eat. Western Apache lived in wickiups, while the eastern tribes made hide-covered tepees. Each Apache band was made up of extended families led by a chief and a medicine man or shaman. The Apache believed in many different spirits, the greatest of which was Yusin (Ussen), the Giver of Life.

Though the Apache's initial encounters with Europeans were peaceful (they met Coronado in 1540), before long they began raiding the newcomers' settlements. They continued to plague the Spanish into the 1800s; however, the Apache themselves were raided by the Comanche, who had migrated from the east. The Chiricahua Apache, under chief Cochise, were the first to face the whites in battle. In the 1860s Cochise's band was accused of kidnapping children, so some of his followers were taken hostage by the Army. Cochise continued to make raids, and was joined by his father-in-law's Mimbreno band. This conflict was cooled by the outbreak of the Civil War and the death of Mangas Colorado, Cochise's father-in-law. In the 1870s some Apache—including Cochise—submitted to relocation, but others remained steadfastly opposed to whites. In Arizona, Victorio and Geronimo, chiefs of different bands who had both fought beside Cochise, refused to accept the terms laid out by their would-be conquerors. In 1880 Victorio and his Mimbreno band were finally chased into Mexico, where Victorio was killed by the Mexican Army. Geronimo ran rampant from 1881–1886, at times surrendering to reservation life only to flee from it weeks or months later to go raiding. When his band finally surrendered in 1886 they were sent to Florida, where disease killed many. They were eventually returned to the Comanche/Kiowa reservation in Indian Territory.

Havasupai

Havasupai means "people of the blue-green water," in the Yuman dialect spoken by the tribe. They lived along a fertile strip of land on the Colorado River in the Grand Canyon region of northern Arizona. There they grew a variety of crops, including corn, tobacco, beans, and squash. The Havasupai lived in villages of houses built either with pole frames or with rocks or bricks. They traded with other tribes, including the Hopi. In winter they left the canyon for the plateaus above, where they hunted rabbit, deer, antelope, mountain lion, and bighorn sheep. Six hereditary chiefs ruled the Havasupai and, though the tribe had shamans, they had few sophisticated rituals, other than simple ones asking for rain or success in hunting. The Havasupai were peaceful, and stayed out of conflicts throughout the period covered by this book.

Opposite: American Indian Tribes and Battle Sites by Vandel J. Arden

AMERICAN INDIAN TRIBES AND BATTLE SITES



Hopi

This tribe's name comes from the word "hopituh shih-nu-mu" ("peaceful ones"), and the name is very appropriate. Though descended from the Anasazi, the Hopi spoke a dialect of Uto-Aztecan, unlike other Pueblo Indians. They lived in pueblo villages on a series of mesas called First, Second, and Third Mesas, which were located atop a larger formation, Black Mesa, between the Colorado and Rio Grande Rivers. They also dug underground worship chambers called kivas in the centers of their villages; each kiva contained a small stone-lined hole called a sipapu, which symbolized the hole through which the Hopi believed their ancestors had climbed into this world. The Hopi were farmers, raising corn, squash, beans, cotton, and tobacco despite the arid climate in which they lived. Unlike most tribes, Hopi leaders were shamans.

The Hopi had elaborate religious beliefs and rituals, most of which involved appeasing spirits to bring rain. These spirits were called kachinas, and they lived in the western mountains. On the winter solstice they would come to the Hopi villages and enter the bodies of tribesmen and stay until the summer solstice. The tribe fashioned masks depicting the kachinas that were used in their rain dances. Most kachinas were rain-spirits, but others were used to frighten unruly children. Carved kachina dolls were used to teach children the spirits' names and natures, and were sacred heirlooms. The Hopi were exquisite craftsmen, and their ceremonial masks and kachina figures were often bizarre or frightening.



A Hopi Woman

The Hopi's beliefs engendered a profound respect for nature and their fellow men. When Spanish missionaries came in the 1600s and tried to force their religion on the Hopi, the tribe rebelled and helped neighboring tribes destroy the Spaniards' missions. Despite this brief uprising, the Hopi continued to live their own way, on their own lands, throughout the centuries and up to the present day. The Hopi even survived raids by the Navajo, whom they eventually made peace with and taught how to raise crops and sheep.

Navajo

Like their Athapascan-speaking cousins the Apache, the Navajo call themselves "dine" ("the people"); the word "navajo" is a Pueblo term for a certain part of the southwestern U.S., and the Spanish later called the Navajo "Apaches de Navajo" to differentiate them from other Apache. The Navajo, like the Apache, migrated from Canada (albeit 200 years later) and settled in northern Arizona and New Mexico, and southern Colorado and Utah (called the Four Corners). Their way of life was very similar to that of the Apache: both formed nomadic bands who hunted and gathered their food and raided the peaceful agricultural tribes they encountered. The Navajo, however, raised the sheep they stole from the Spanish and the other tribes, and learned farming and crafts from them as well. The Navajo lived in hogans, with the doorway always facing east toward the rising sun. Like most southwestern tribes the Navajo resisted the Spanish attempts to convert them to Christianity, and they later raided Spanish and Mexican settlements. Still later they attacked travelers on the Santa Fe Trail, and then Mexican and American troops during the Mexican-American War; but the Navajo always escaped into the extremely rugged country of the Four Corners.

In the 1850s the Navajo had signed treaties with the U.S., but quarrels over grazing land again led to conflicts. Under chief Manuelito the Navajo captured Fort Defiance in 1860 but later fled to safety in the Four Corners. A few years later, Colonel Kit Carson pursued the Navajo into their holy ground, destroying their villages and food stores as he went. The Navajo were trapped and starved over the winter; 8,000 Navajo were forced to surrender within a few months, and within a few years Manuelito and 4,000 more joined them. The Army forced the newly surrendered Navajo and Apache to march 300 miles to reservation land in Texas, and over 200 Navajo died en route; the tribe called this tragedy "The Long Walk." Circumstances worsened on the reservation, where disease, starvation, and conflict with their captors and their Apache neighbors killed 2,000 more Navajo. Manuelito and other chiefs went to Washington to appeal their fate, and as a result the Navajo were given extensive reservation lands in the Four Corners.

Pima

The Pima called themselves the "river people" though the tribe's name actually means "I don't know," which was their most common answer when questioned by Spanish explorers in the late 1500s. They lived in southern Arizona and northern Mexico, and spoke a dialect of the Uto-Aztecan language. The Pima were farmers and gatherers, and lived in villages of wickiup-like houses. Each village had its own chief, and the tribe was led by a tribal chief elected from among the village chiefs. Their medicine men were called "Keepers of the Smoke."

Though the Pima defended themselves against attacks by the Apache, they were fairly peaceful toward the Spanish settlers and missionaries they encountered. They did rebel in the 1690s and 1750s, due to taxation and expansion, respectively, by the Spanish missions. Many of the missions were destroyed in 1751 by the Pima and their allies the Papago, but the rebellion was short-lived. After this second rebellion the Pima returned to their peaceful ways, even providing food and supplies to prospectors and settlers moving west during the 1849 Gold Rush.

Yavapai

The Yavapai (people of the sun) lived in western Arizona and spoke a dialect of the Yuman language. They were nomadic, depending on wild plants and small game for food, though some tribes did grow crops. Their bands were mostly family units, and they lived in caves or wickiup-like huts. The Yavapai met with Spanish explorers and missionaries as early as the 1500s, but resisted attempts to Christianize them. This obstinacy reached a boiling point in the mid-1800s, as white prospectors invaded the Yavapai's lands. Many Yavapai joined with their Apache "brothers" and raided white settlements. In 1872 the Yavapai were caught in the Battle of Skull (or Skeleton) Cave: General George Crook's forces trapped a Yavapai/Apache war party in a cave in a cliffside, and volleyed rifle shots into the opening. All 75 braves were killed by ricocheting bullets or shot down when they tried to flee. The Yavapai were later put on a reservation with the Apache.

Yuma

The Yuma tribe's name means "people of the river" in the Yuman dialect they speak. They lived on the hot, arid southernmost edge of the California/Arizona border. They built villages along the Colorado and Gila Rivers, and lived in earthen houses, pit houses, or wickiups. They grew crops, fished the rivers, and hunted for small game. The Yuma maintained peaceable relations with the Spanish they encountered, though unlike neighboring tribes they didn't build or move their villages next to the new Spanish missions. In the mid-1800s, however, the Yuma did raid travelers and settlers using the Southern Overland Trail to travel to California. When the Gold Rush kicked off in 1849, the Yuma operated a raft-ferry at the Yuma Crossing on the Colorado River, charging fees to those wishing to cross. When whites set up their own ferry the Yuma attacked them. The U.S. Army built a fort on the California side of the river to quell the trouble, but the Yuma attacked it as well, forcing the Army to abandon it. They returned a year later and drove off the Yuma. The tribe was given reservation land in California and Arizona in 1883.

Zuni

The pueblo-dwelling Zuni originally called themselves "ashiwi" ("the flesh") in a unique language unlike other pueblo tribes' tongues. Their seven original pueblo villages were built on the upper Zuni River, in what is now west central New Mexico. The Zuni built their pueblos out of stone and plaster, as opposed to the adobe bricks used by other Pueblo peoples. They were farmers who supplemented their diet by hunting small game and foraging for wild plants. Like their "cousins" the Hopi, the Zuni had many guardian spirits called kachinas.

The gold-hungry Spaniards met the Zuni when they sought the Seven Cities of *Cibola* in the early 1500s. In 1539 a Franciscan monk led an expedition to search for *Cibola*; among his company was an African-American man who had been one of the handful of survivors of Álvar Núñez Cabeza de Vaca's 8-year odyssey from Florida to western Mexico. This man dressed and carried himself like a god to impress the Indians, but the Zuni were offended and killed him. The monk continued and got a glimpse of one of the Zuni's villages before returning to Spain, claiming he had seen *Cibola*. Coronado followed the monk's trail the following year, finding Zuni villages rather than cities of gold. Coronado's expedition routed the Zuni and kept moving north. The tribe continued to attack Spanish explorers and missionaries in the 1600s, culminating in the Pueblo Rebellion of 1680. The Zuni were forced to leave their pueblos as the Spanish forces advanced, and finally agreed to return to their villages, where Christian missionaries were allowed to preach (with little success). They remained peaceful, if un-Christianized, throughout the period covered by this book.



A Bear Zuni Fetish

GREAT BASIN TRIBES

The Great Basin culture area is a vast bowl-like region in the southwestern U.S. bounded by the Rocky Mountains, the Sierra Nevada Mountains, the Columbia Plateau, and the Colorado Plateau; it includes all of Nevada and Utah, parts of Idaho, Oregon, Wyoming, and Colorado, and very small portions of California, Arizona, and New Mexico. The region is primarily desert, with a very dry climate, little rainfall, extensive alkaline flats, and only small game. The tribes of the Great Basin group were hunter-gatherer nomads who hunted small game, foraged for wild plant foods (berries, roots, nuts, seeds, etc.), and practiced very little in the way of agriculture. Because of their almost desperately omnivorous diet these tribes are also called "Digger Indians." They traveled in bands of extended families, living in villages of wickiups. The Great Basin tribes spoke dialects of the Uto-Aztecan language.

Paiute

The Paiute name means either "true Ute" or "water Ute" in the Uto-Aztecan dialect spoken by the tribe; they call themselves "numu" ("people"). There are two branches of the Paiute: the Northern Paiute lived in southern Idaho and Oregon, while the Southern Paiute inhabited western Utah and southern Nevada. The Paiute were initially friendly with white traders and trappers in the early 1800s, but the excessive intrusion brought on by the California Gold Rush of 1849 brought an end to this. The Northern Paiute took part in the Coeur d'Alene War in Washington in 1858–1859, and during the Civil War they attacked mining camps, wagon trains, and settlers throughout their range. The Paiute War broke out in the Utah Territory in 1860, with Paiute killing prospectors, whites raping Paiute girls, and Paiute burning the stage station at the center of the conflict and killing the rapists. A hapless volunteer force then set out against the Paiute and was massacred, but a later one led by ex-Texas Ranger Colonel Jack Hays routed the Paiute. When the Civil War ended more troops were sent to help control the unruly Paiute. In the Snake War of 1866–1867 (two of the Paiute bands involved were called the Snake Indians) General George Crook made frequent attacks on the enemy, gradually weakening them and eventually killing one of the chiefs and forcing the other to surrender. The survivors were put on a reservation in Oregon. The Southern Paiute had little to do with armed conflict, and in fact it was one of this tribe, Wovoka, who started the Ghost Dance religion in the 1880s. The Ghost Dancers believed they had to abandon all of the white man's ways they had adopted, especially alcohol, and live in peace if they wanted to restore the earth to the way it was before the whites came.

Shoshone

The meaning of the Shoshone's name is unclear, though certain bands were called "cattail eaters" or "sheepeaters" and with the Paiute they were sometimes referred to as the Snake Indians. They were divided into two branches, the Northern Shoshone, living in western Wyoming, eastern Idaho, and northern Utah, and the Western Shoshone, living in Nevada, western Utah, and southern Idaho. Both branches spoke dialects of the Uto-Aztecan language. The Western Shoshones, like other Great Basin tribes, lived nomadic lives of hunting and foraging, making their homes in wickiups. The Northern Shoshone, however, led lives similar to the neighboring Plains Indians, especially once they learned horsemanship in the late 1600s: they hunted buffalo and antelope and lived in tepees. When the Lewis and Clark Expedition set out in 1804 they soon met a French trapper whose Shoshone wife, Sacajawea, served as a valuable interpreter for the group's trek to the Pacific Ocean and back. The Shoshone's early encounters with white trappers were friendly, and their peaceful attitudes continued when the Mormons crossed Utah in 1847. Even when the California Gold Rush of 1849 and the Comstock Lode strike in Nevada led to whites crossing their land and making mining claims the Shoshone initially remained tolerant. During the Civil War, however, the Shoshone and other tribes began attacking wagon trains, stagecoaches, Pony Express riders, Mormon settlers, and even crews erecting telegraph lines across the Great Basin. Fort Douglas was built overlooking Salt Lake City in 1862, and a year later troops from there attacked chief Bear Hunter's village, killing over 200 braves and losing 20 of their own number. The Bear River Shoshone were broken, and most of the Great Basin tribes were placed on reservations. The Wind River Shoshone fought alongside the Sioux in Wyoming in 1876 and the "sheepeaters" band (Shoshone and Bannock Indians) briefly revolted in Idaho in 1878, but otherwise they were finished making war.

Ute

The name Ute means "high up" or "land of the sun," from which the state of Utah takes its name. They were primarily settled in Colorado and western Utah, but ranged as far as Wyoming and New Mexico. They spoke dialects of the Uto-Aztecan language and foraged for subsistence like other Great Basin tribes, though eastern mountain-dwelling bands also depended on fish for food. The Utes lived in wickiups and traveled in small bands that sometimes gathered together in winter. Even though they gained horses from the Spanish in the late 1600s, the Utes rarely hunted buffalo, though they did range farther when hunting, foraging, raiding, and trading. The horse-mounted Utes raided their neighbors and Spanish missionaries, whom they first encountered in 1776. They fought frequently with the Arapaho, but with few exceptions they stayed out of contact—and conflict—with whites until after the Civil War. They had fought for the Union and later against the Navajo, but still they were forced to sign away their lands. A brief uprising in Colorado in the late 1870s was the last warlike gasp of the Ute, who were sent to reservations.

PLAINS INDIANS

Tribes of the Plains Indians culture group covered a range that extended from Alberta, Canada to Texas, from Montana to New Mexico, and from Manitoba to Colorado. They represent what is probably the stereotypical image of the American Indian—tepee-dwelling, horse-mounted warriors chasing buffalo and warring with the whites—but this lifestyle only came about after the arrival of the European settlers. The ancestors of the Plains Indians are believed to have left the region in the 13th century due to a severe drought and only returned in the 1600s and 1700s, when they had gained the use of horses and followed the buffalo herds.

The buffalo meant the world to the Plains Indians, as they used it for food, clothing, and shelter, and almost no part of the animal went to waste. Plains tribes were bands of related families of a few hundred members who lived apart for much of the year but gathered in the summer for big buffalo hunts and religious rituals, such as the Sun Dance. These ceremonies involved much dancing and drumming, and the creation of a sacred lodge tree/pole. In some rituals hook-like skewers were attached to the tree/pole and laced through the skins of celebrants' chests and they then danced until the hooks ripped out of their skin; variations of this grisly rite saw celebrants similarly hooking themselves to buffalo skulls, which they dragged around while dancing until the hooks ripped through their flesh. Another religious rite was the vision quest: the quester would enter a sweat lodge (a covered bunker filled with heat and smoke), paint himself with white clay, then undertake a regimen of isolation and fasting—and in drastic cases, self-mutilation. If the spirits were amenable, the successful quester would receive some sign or omen, usually involving an animal, ancestor, place, or object of some significance. The omens often required interpretation by the tribe's medicine man. The great Sioux chief Crazy Horse underwent one of these vision quests as a youth. The Plains Indians also believed in the importance of medicine bundles: skin pouches or wraps containing the user's pipe, along with stones, arrows, bones, feathers, and various other sacred objects (magical in nature or talismans) collected as a result of dreams/visions. Plains Indians usually "buried" their dead by placing them on scaffolds made of wooden poles and hides, sometimes with roof-like coverings. Other tribes wrapped the corpse in cloth and wedged it into a tree.



A Sioux Chieftain looks over the plains as his horse drinks from a water hole.

Arapaho

The Arapaho's name for themselves means "our people," but other tribes gave them names that meant things like "dog-eaters" or "traders." The Arapaho spoke an Algonquian dialect, and mingled with other related tribes, such as the Blackfoot and Gros Ventre. They originally lived in Minnesota and North Dakota, but gradually moved farther west, into Montana. In the 1800s the tribe split into the Northern Arapaho, settling in Wyoming, and the Southern Arapaho, settling in Colorado. By the early 1800s the Arapaho were fine horsemen who hunted buffalo for meat and hides, using the latter to make their tepees. They lived in villages, following the buffalo herds, did the Sun Dance, and used medicine bundles. Prior to the 1800s the Arapaho had fought with the Sioux, Crow, Pawnee, Comanche, and Kiowa among others, but had made peace with most of them by the mid-century. The Southern Arapaho allied with the Cheyenne in the southern Plains Wars and were placed on a reservation in Indian Territory. The Northern Arapaho allied with the Sioux on the northern plains, and though they were bound by an 1868 treaty to live on a reservation in South Dakota, they continued to raid with the Sioux until the northern tribes were defeated in 1877 and sent to Indian Territory. The Northern Arapaho were involved in the Ghost Dance religious movement of the 1880s.

Blackfoot

The Blackfoot tribes extended from Alberta to Montana, and included such bands as the Blackfoot, Bloods, Piegan, Gros Ventre, and Sarcee; the first three bands dyed their moccasins black, thus giving the confederacy its name. Those three tribes all spoke Algonquian dialects; the Bloods were so named as they painted themselves with red clay, while the Piegan name meant "poorly dressed." They had originally migrated from the northeast, and were primarily hunters, with the buffalo their chief food source. They grew only one crop: tobacco. The Blackfoot tribes were known for their craftsmanship, and they practiced both the Sun Dance and the Vision Quest, as previously described. They lived in villages of hide tepees. In the mid-1700s the Blackfoot gained horses and guns, which they mastered and used against enemy tribes (Sioux, Crow, Shoshone, Flatheads, etc.) and white men (mountain men, settlers, miners) alike. Mountain men feared the Blackfoot as they terrorized the areas along the Bozeman and Oregon Trails, and in 1867 they killed John Bozeman, for whom the Bozeman Trail was named. The Blackfoot helped to limit European settlers from moving into Canadian territories, but smallpox outbreaks and the thinning of the northern buffalo herds hurt them. In 1873 the U.S. Army surprised the Blackfoot in their winter camp and captured or killed over 300 of the tribe. The Blackfoot signed treaties with the U.S. and Canada in 1855 and 1877, respectively, and were placed on reservations in those countries.



A Blackfoot Camp



A member of the Blackfoot Tribe.

The Cheyenne originally lived in Minnesota, Illinois, and the Great Lakes region, but later (in the 1700s) moved into the Dakotas when the Sioux drove them from their homelands. They spoke Algonquian dialects and called themselves "tsistsistas" ("beautiful people"); the name "Cheyenne" ("red talkers" or "people of a different speech") was what the Sioux called them, since the Sioux spoke Siouan dialects. The Cheyenne had originally been farmers in the Great Lakes region, but when they moved west they captured and domesticated horses and began chasing the buffalo herds like other Plains tribes, basically abandoning their agricultural roots. Their pursuit of the buffalo and the continued aggression of the Sioux drove the Cheyenne into Wyoming and Nebraska. Like the Arapaho, the Cheyenne split into Northern and Southern branches: the Northern Cheyenne settled in eastern Wyoming and western Nebraska (eventually they allied with the Sioux against the whites), while the Southern branch moved into eastern Colorado and western Arkansas, (where they fought with other tribes). Both Cheyenne branches allied with the closest Arapaho branch. The Cheyenne observed many of the practices of the Plains Indian tribes, including a version of the Sun Dance, which they called the New Life Lodge.

A grouping of 44 chiefs, each of whom led a different band or extended family, governed the tribe. This Council of Forty-four made decisions in times of peace, while the Cheyenne military societies made decisions during times of war. The war societies had names like Dog, Fox, Shield, Wolf, and so forth, each with its own sacred objects, clothing, and rituals. Important Cheyenne rituals included the Arrow Renewal, New Life Lodge, and Animal Dance. During the Arrow Renewal rites, tribesmen performed ceremonies that renewed the power of the Sacred Arrows given to the Cheyenne by their legendary hero Sweet Medicine. The Animal Dance was a hunting ritual in which part of the tribe dressed as animals to be hunted by the other tribesmen, with much humor involved.

The Cheyenne originally tried to keep peace with the Europeans, signing treaties and allowing travelers passage on the Oregon Trail. White prospectors trespassed on Cheyenne lands, leading to Indian attacks, which in turn led to retribution from the U.S. Army in 1857. The Colorado Gold Rush led to further incursions and eventually the Cheyenne-Arapaho War of 1864–1865. During a peaceful surrender at Sand Creek in 1864, Colonel John Chivington and his cavalry massacred over 200 Cheyenne under Chief Black Kettle, who had come to surrender. The Cheyenne thwarted the army's attempts to finish them off, resulting in new treaties with the southern branch in 1867, and the northern branch in 1868. Whites again violated the treaties, leading to more violence, and in 1868 General Philip Sheridan's campaign sought to end the resistance of the Southern Cheyenne. Lt. Col. George Armstrong Custer wiped out Black Kettle and his peace-seeking band at Washita River in Indian Territory, and most of the Southern Cheyenne surrendered early the next year. The Northern Cheyenne, meanwhile, joined up with the Sioux on the northern plains, and avenged their southern brethren by taking part in the massacre of Custer at the Little Bighorn. These Cheyenne were later broken away from the Sioux and pursued until they surrendered and were taken to reservations in Indian Territory. In the fall of 1877, Cheyenne chief Dull Knife led 300 of his people from starvation and disease on their reservation toward their homelands in Montana and Wyoming, only to be caught several weeks later and returned to the reservation. In 1884 the Northern Cheyenne were finally granted a reservation on their old land in Montana.

Comanche

The meaning of their name is unknown, but the Comanche are sometimes called the "Lords of the Southern Plains." They speak a dialect of the Uto-Aztecan language, similar to that of the Shoshone. The Comanche apparently broke off from the Shoshone in the 1600s and migrated southward from Wyoming into Kansas, and later into Oklahoma, Texas, Arizona, Colorado, and Mexico. There they began using horses to hunt and raid, even raising their own horse herds and trading them with other tribes. The Comanche followed the buffalo herds that provided

them with food, clothing, and shelter in the form of the buffalo-hide tepees in which they lived. Comanche children learned to ride while very young. The Comanche were rapacious raiders, plaguing early Spanish missionaries and later white settlers in their ranges. The Texas Rangers fought with the Comanche in the 1830s and 1840s, but despite victories on both sides, the Comanche survived. During the Civil War the Confederates gave guns to the Comanche and urged them to attack Union forces. In 1864, at the First Battle of the Adobe Walls, Colonel Kit Carson drove off the attacking Indians and burned their winter food supplies. After the war the U.S. Army's Southern Plains campaigns sought to extinguish the Comanche and other renegade tribes. Treaties were signed by the Comanche and Kiowa tribes, with reservation lands set aside in Indian Territory, but the tribes refused to settle there. In 1870–1871, Comanche Chief Quanah Parker led the tribes in raids on white settlements all the way from Missouri to California. Parker's mother had been abducted as a girl and grew up in the Indian life, and eventually became the wife of a chief. The greedy whites had nearly wiped out the buffalo herds on which the Plains Indians relied, and when white hunters camped at the ruins of the Adobe Walls in 1874, Parker gathered together Comanche, Kiowa, Cheyenne, and Arapaho to kill them. Parker was wounded and the Indians driven off; however, the hunters picked them off at great distances with buffalo rifles and repeating rifles. Generals Sheridan and Miles hounded the Comanche and their allies with a huge offensive that ended with the Indians' horses and lodgings destroyed at the Battle of Palo Duro Canyon, Texas. Parker and his tribe surrendered in 1875. In the 1890s Parker was influential in spreading the use of peyote in American Indian religious ceremonies.

Crow

The Crow called themselves the "absaroka" ("bird-people") in the Siouan language. They originally lived in North Dakota, where they were farmers and villagers, but when they moved into Wyoming and Montana they became buffalo hunters. Like other Plains tribes, the Crow adopted the use of horses in the 1700s, though they still grew tobacco. The Crow celebrated the Sun Dance and undertook Vision Quests. They were also known for wearing their hair in long braids, sometimes reaching the ground. The Crow fought against the Blackfoot and Sioux over hunting grounds and horses; they were notoriously good horse-thieves. The Crow were the target of a decades-long bloody vendetta by mountain man John Johnston, whose wife they slew; Johnston earned the nickname "Liver-Eating Johnston" for his treatment of his slain foes. Later, during the various Indian Wars, the Crow usually sided with whites, serving as scouts against the Sioux and the Nez Perce. By the late 1880s the Crow had lost most of their land except for their reservation in Montana.

Kiowa

The word Kiowa means "principal people" in their tongue, which is an almost-unique dialect shared only by certain Pueblo Indians. In the 1600s the Kiowa's homeland was in western Montana, though the tribe migrated so often their movements are difficult to trace. In the 1700s they crossed the Rockies into Wyoming and South Dakota, where they captured horses that allowed them to hunt buffalo more successfully. They now lived in tepees, practiced the Sun Dance, created medicine bundles, and formed warrior societies, like other Plains Indian tribes. One warrior society, the Principal Dogs, consisted of the ten bravest warriors; their leader would tie a sash about his waist and in the midst of a great battle he would stake the sash to the ground and fight from the position until the battle was over or he was relieved of the sash by another Principal Dog. The Kiowa were fierce warriors, fighting with virtually every other tribe within their range, which over time ran from the Dakotas to Nebraska, Kansas, and Oklahoma. They later made alliances with the Comanche and Apache. They helped the Comanche raid the Santa Fe Trail, and even ventured into Mexico. In the Medicine Lodge Treaty of



1867 the Kiowa were given a reservation in Indian Territory, but like the Comanche they refused to stay there. They raided with the Comanche along the Butterfield Southern Route (St. Louis to Arkansas, Texas, and California) and were with Quanah Parker when he was driven off at the Second Battle of the Adobe Walls in 1874. Several Kiowa leaders died tragic deaths in the 1870s, as the tribe's fortunes waned: the old chief and Principal Dog Satank (Sitting Bear) was imprisoned by the whites, but rather than die in captivity he attacked them with a knife and was shot down. Other chiefs were poisoned, committed suicide, or died of disease. Most of the Kiowa were moved to their reservation in Indian Territory in 1875.

Osage

The Osage called themselves "the children of the middle waters" and spoke dialects of the Siouan language. They lived in southern Missouri, northern Arkansas, and eastern Kansas, but were semi-nomadic, living in villages part of the year but also conducting buffalo hunts and staying in hide tepees. Their home villages were pole-frame structures covered with hides. Each tribe was governed by both a peace chief and a war chief, and all the tribes were ruled by a council of elders called the Little Old Men. They traded with the French in the mid-1700s, but when the Louisiana Purchase turned their land over to the Americans their initial response was unfriendly. Various treaties stripped away their lands, and the Osage served as scouts in the Indian Wars of the 1860s. By 1870 they had been granted a reservation in Indian Territory.

Pawnee

The Pawnee (their name might mean "horn" or "hunter," depending on what Caddoan word it derives from) originally lived in Texas but moved into Oklahoma before Europeans appeared in America. They were met by Coronado's expedition in 1541, and later divided into various tribes, some of whom moved north into Nebraska. The Pawnee were excellent farmers, but they also hunted buffalo. Their farmers built permanent villages of earthen-lodges; their hunters lived in tepees while hunting the buffalo. One of the Pawnee's disturbing religious rites was the Morning Star Ceremony of the Skidi Pawnee: the Skidi would kidnap a young girl from an enemy tribe, and let her live among the Skidi for a year before the tribe's medicine men ritually murdered her; after this, every man and boy in the tribe would shoot arrows into the corpse, which would then be left to rot as it fertilized their land. This practice was abandoned some time in the early 1800s. The southern Pawnees traded with the French for furs and guns during the 1700s, and after the Louisiana Purchase they continued to trade with the influx of white settlers in their lands. Part of their reason for peace with the whites was due to the fact they were being constantly raided by other Plains tribes—especially the Sioux, Cheyenne, Kiowa, and Comanche. The Pawnee provided several scouts for the U.S. Army during the Plains Wars, and thus were hated by other tribes. Nevertheless, in the 1870s the Pawnee were forced to move from their reservation land in Nebraska to Indian Territory.

Sioux

There were four branches of Sioux Indians (the Santee, Teton, Yankton, and Yanktonai), each consisting of one or more separate bands. The Sioux are called the Dakota Indians, and that Siouan word (or its variants "lakota" and "nakota") means "allies"; the Chippewa word for them was "snakes." The Sioux tribes originally lived in the upper Mississippi River valley, in Minnesota, Iowa, Wisconsin, and the Dakotas. They fled westward in the 1700s, chased by the Chippewa, who had traded with the French for firearms. Shortly afterward the Sioux gained the use of horses, and while all hunted buffalo, some also grew crops and lived in semi-permanent villages. The buffalo and the horse were all-important to the Sioux, and many of their conflicts with whites grew out of the whites' flagrantly wasteful destruction of these resources. In the 1860s, Santee Sioux violently reacted to the increase of



A Cheyenne Camp



Above: Strikes With Nose, an Oglala LakotaChief; Opposite: An Indian Trapper by Frederic Remington

white settlements in Minnesota; after many vicious attacks most of the Santee were brought to bear and sentenced to hang, though President Lincoln spared all but 30 of the 300 or more so sentenced. At roughly the same time John Bozeman had cut a trail through Wyoming to the gold fields of Montana—right through Teton Sioux lands. The Sioux were angered by the trespassers, the prospectors, supply wagons, and army details, and so began attacking. Chiefs and warriors, such as Red Cloud and Crazy Horse, plagued the whites; Crazy Horse tricked Captain William Fetterman into an ambush that left his 80-man troop slaughtered by over 1,500 Sioux. Red Cloud's earlier demand of the abandonment of all forts along the Bozeman Trail was eventually accepted in 1868, but there was still trouble ahead: gold was discovered in the Black Hills of Sioux country in 1874, drawing in whites by the thousands. Chiefs like Sitting Bull and Crazy Horse attacked the newcomers, drawing the attention of the U.S. military. Under General Crook, the army was determined to move the Sioux onto reservations or kill them, but the early engagements were Indian victories, including the massacre of Custer's troops on the Little Bighorn River in Montana. Afterward, however, General Crook's forces drove off the Sioux's Cheyenne allies and General Miles then made short work of Crazy Horse's Sioux. Crazy Horse surrendered in 1877, while Sitting Bull escaped to Canada but returned to his homeland in 1881. The Sioux's warlike attitudes were broken and they were sent to the reservation in North Dakota. Sitting Bull was killed by American Indian police coming to arrest him on the reservation in 1890, and days later Chief Big Foot and at least 150 other Sioux—mostly women and children—were slaughtered by overzealous soldiers at Wounded Knee. The Indian Wars were at an end.

Wichita

The Wichita's name meant "man," but the French called them "piques" or "Picts," for their word "pricked" or "punctured," since the Wichita used needles to tattoo their bodies with various designs. They inhabited areas of Oklahoma, Kansas, and Texas, and spoke a dialect of the Caddoan language. The Wichita gained horses in the early 1700s and used them to hunt buffalo, building tepees during their hunts. They also planted crops and built semi-permanent villages of conical houses made with wooden frames covered with grass. Francisco Coronado met with the Wichita in Kansas in 1541 but they eventually killed the Christian missionary he left behind with the tribe. Other Spaniards fought with them in the 1600s, but in the early 1700s a French explorer established trade with them. Trade with the French continued for many years afterward. The Wichita were driven south by the attacks of the Osage tribes, but were no threat to the whites. They signed treaties as early as 1835, and most had moved into reservations in Indian Territory by the 1850s.

American Indian Campaigns

Some Keepers might wish to run a campaign in which the player characters are American Indians or their allies. This might be set during any time from pre-European times to the various Indian Wars of the 1800s. Player characters of any tribe or cultural group offer possibilities for interesting and engaging adventures. These might involve anything from hunting buffalo or other game to surviving harsh weather, animal attacks, and skirmishes with enemy tribes, or encounters with legendary creatures, lost civilizations, and supernatural or Cthulhoid threats. Then there are the European intruders to consider: explorers, trappers, traders, prospectors, settlers, criminals, scalp-hunters, and so on. Eventually, "white civilization" will encroach on the natives' homelands—what deadly secrets might the interlopers stumble across or awaken—to the peril of white and red man alike? What awful plots might these intruders be hatching in the American Indian lands?


FREDERIC REMINGTON

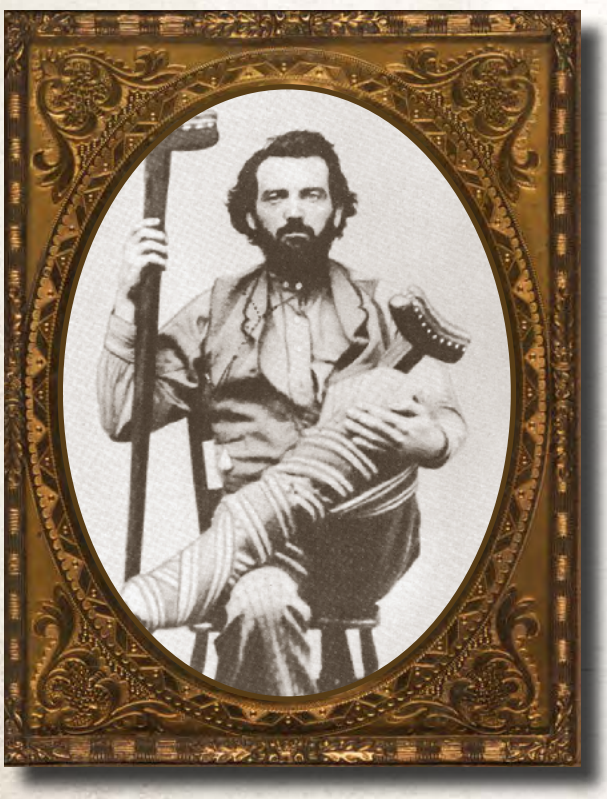
LEGENDARY WESTERNERS

This section offers biographies of over thirty prominent Western personalities and groups, from the Earp brothers to the Dalton gang, Samuel Clemens to Crazy Horse. Most have been given statistics, with a few exceptions from the later part of the period covered by this book—Keepers are free to alter or ignore these statistics as desired.

Now your Old West investigators can meet some of the most famous people in the West—hopefully on friendly terms.

Clay Allison, 1840–1887

Despite a clubfoot, Clay Allison fought for the Confederacy in the Civil War, until he was discharged by doctors due to his apparent mental instability. After the war's end, surrounded by reminders of the South's defeat, he and several siblings and family members moved from Tennessee to Texas. There, Allison served as a cowhand for the famous Goodnight-Loving ranches, participating in drives from Texas to Colorado. Allison eventually started his own very successful ranch in New Mexico. In addition to several brawls over the years, his reputation was further darkened when he led a lynch mob to hang a suspected murderer; Allison cut the hanged victim's head off and stuck it on a pole. More fights and killings followed, including a bizarre drunken fast-draw contest with another gunman, which Allison lost but which led the two principals to strip down to their underwear and shoot at each other's feet. Another lynching (Allison dragged the corpse through the brush afterward), more killings (a friend of the lynched man, and later a deputy sheriff), and a brutal assault on an incompetent dentist (he pulled the wrong tooth from Allison, who returned the favor) further cemented Allison's reputation as a very dangerous, if not outright insane, man. Allison was killed when he fell out of a wagon and either broke his neck or crushed his skull on one of the wheels.



Clay Allison

CLAY ALLISON

STR 70	**CON** 60	**SIZ** 70	**DEX** 60	**INT** 65
APP 70	**POW** 55	**EDU** 55	**SAN** 40	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 11	

Combat

Brawl	60% (30/12), damage 1D3+1D4
.45 revolver	55% (27/11), damage 1D10+2
.44–40 rifle	60% (30/12), damage 2D6+1
Dodge	35% (17/7)

Skills

Credit Rating 40%, Drive Wagon 40%, Fast Talk 55%, First Aid 35%, Natural World 60%, Navigate 40%, Language (English) 55%, Persuade 30%, Psychology 35%, Ride 55%, Rope Use 60%, Spot Hidden 40%, Track 40%.

Judge Phantly Roy Bean Jr., 1825–1903

Roy Bean was born in Kentucky, and after several scrapes with the law (including surviving an attempt to hang him, or so he claimed), he eventually settled in San Antonio, Texas. He later abandoned his wife and children and began following the Southern Pacific Railroad, supplying whiskey and card games for the workers, and soon finding himself appointed justice of the peace. The dissipated old "gentleman" finally settled in the little backwater Texas town of Langtry. Bean always claimed to have named the town after his great crush, the English actress Lily Langtry, but the town had actually been named for a Southern Pacific Railroad official. In Langtry, Bean opened a saloon that also doubled as his courtroom, as he proclaimed himself, "The Law West of the Pecos." The "courtroom" featured pictures of his darling Lily Langtry on the walls, and a pet bear kept chained to the bar. Judge Bean ruled his court with a very colorful way with words and a transparent greed; Bean's pronouncements were often funny, sometimes darkly so (an Irishman accused of murdering a Chinese railroad worker was acquitted when Bean couldn't find anything in his law books prohibiting the killing of "Celestials"). Bean also charged fees and fines for all manner of "offenses"—a dead man found with a pistol and $40 was charged a fine of $40 for carrying a gun in town. Bean's eccentric (to say the least) judicial post lasted for over 20 years,

through numerous re-elections. In 1888 he traveled to San Antonio to see Lily Langtry perform, dressing himself to the nines and sitting in the front row. When Miss Langtry learned of her biggest fan, fifteen years later, she went to visit him, but Bean had died earlier that year. The late Judge's friends offered her his pet bear, but she accepted his revolver instead.

JUDGE ROY BEAN

STR 60	**CON** 60	**SIZ** 75	**DEX** 55	**INT** 70
APP 50	**POW** 65	**EDU** 65	**SAN** 60	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 13	

Combat

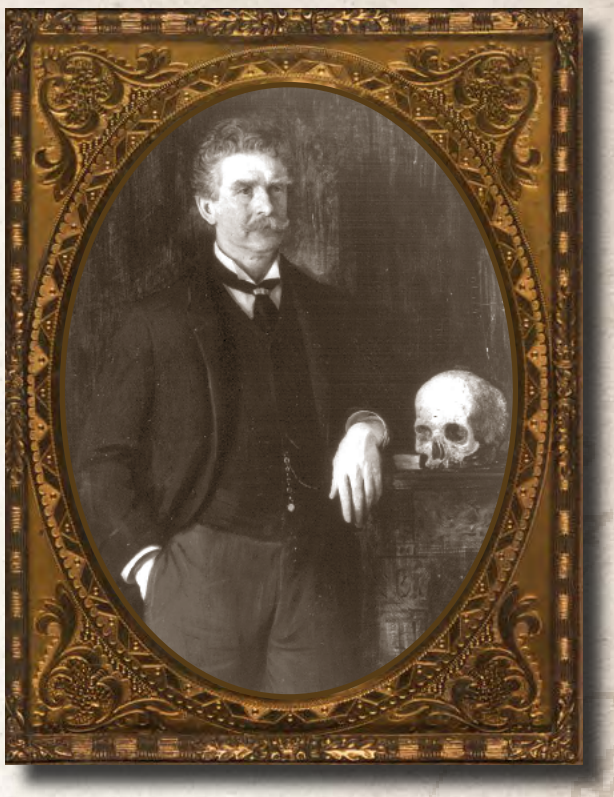
Brawl	45% (22/9), damage 1D3+1D4
.45 revolver	40% (20/8), damage 1D10+2
Dodge	27% (13/5)

Skills

Accounting 35%, Credit Rating 40%, Fast Talk 70%, Intimidate 55%, Law 40%, Persuade 55%, Psychology 45%, Language (English) 65%, Spot Hidden 45%.

Ambrose Bierce, 1842–1914?

Ambrose Bierce was born in Ohio to a strict religious family whom he despised. Bierce enlisted in the Union Army at the start of the Civil War, fighting at Shiloh and later suffering a serious head wound. After the war, Bierce inspected army posts from Omaha to San Francisco, where he settled and began writing and editing newspapers. He also wrote fiction dealing with the horrors of war, specifically the one in which he had fought. He lived in London from 1872–1875, then briefly returned to San Francisco before taking a job in 1879–1880 in the Dakota Territory as an agent for a New York mining concern. Bierce's adventures led to his dismissal from the company, which failed shortly afterward. Bierce also wrote columns for William Randolph Hearst's papers, including the *San Francisco Examiner*. His temper and writing voice were sharply acerbic, earning him the nickname "Bitter Bierce." In 1891 he wrote "An Inhabitant of Carcosa," one of the inspirations for Robert W. Chambers's *King in Yellow* stories. During his career he wrote many other classic supernatural tales, including: "An Occurrence at Owl Creek Bridge," "The Death of Halpin Frayser," and "The Middle Toe of the Right Foot," as well as the darkly satirical *The Devil's Dictionary*. In 1913 the aged Bierce set out for Mexico, ostensibly to report on the revolution in that country and perhaps to ride with or interview Pancho Villa. Bierce was never seen again, though there are unsubstantiated tales of his execution by a Mexican firing squad. Fictional versions of Bierce's fate are shown in the films *Old Gringo* and, more interestingly, *From Dusk Till Dawn 3: The Hangman's Daughter*.



Ambrose Bierce

AMBROSE BIERCE

STR 55	**CON** 55	**SIZ** 75	**DEX** 55	**INT** 80
APP 65	**POW** 75	**EDU** 80	**SAN** 65	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 15	

Combat

Brawl	60% (30/12), damage 1D3+1D4 (or walking stick 1D4+1+1D4)
.36 revolver	50% (25/19), damage 1D10
Dodge	30% (15/6)

Skills

Accounting 50%, Charm 45%, Credit Rating 45%, Fast Talk 70%, Law 35%, Library Use 55%, Listen 45%, Natural World 30%, Occult 20%, Persuade 80%, Language (English) 85%, Language (Spanish) 25%, Psychology 60%, Ride 45%, Science (Geology) 35%, Spot Hidden 40%.

Henry McCarty, 1859–1881, AKA William Bonney, AKA Henry Antrim, AKA Billy the Kid

McCarty was born in New York City (some sources say Indiana) in 1859, and moved with his family to Kansas during the Civil War. His father died there and the family moved on to Santa Fe, New Mexico, where his mother married a man named Antrim, with the family relocating again to Silver City in 1873. As a



Billy the Kid

teenager, Henry engaged in petty theft before turning to various menial jobs, such as ranch hand. At age 17 Billy, as he was now called, got into a tussle with a blacksmith in Arizona, and the outmatched youth pulled his pistol and shot the man dead. Billy fled back to New Mexico, where he worked on the ranch of John Tunstall in 1877. Tunstall was murdered by his enemies, starting the Lincoln County War, in which Billy rose to infamy. Billy and other Tunstall men formed a posse of "Regulators," as they called themselves, and in 1878 set out to avenge the murdered rancher. The Regulators captured and subsequently killed two of the suspected murderers, then ambushed Sheriff William Brady and a deputy in the streets of Lincoln. In the battle of Blazer's Mill, Billy's Regulators encountered Buckshot Roberts, a member of the Murphy faction, Tunstall's enemies. Alone and mortally wounded, Roberts killed one Regulator and drove the others off. The Regulators plagued the region over the next several months, taking potshots and stealing horses. Finally, Billy and the Regulators were trapped in an ally's home in Lincoln, besieged by Murphy's men and the local law. The house was set ablaze on the fourth night, and Billy was one of the few who escaped. Billy met with New Mexico Governor Lew Wallace (author of the novel *Ben-Hur*) about giving Billy amnesty in return for his testimony against the Murphy faction. Billy testified, but fearing that he wouldn't get his amnesty, he fled. In December of 1880 Billy and a few of his allies were trapped and captured by Billy's old acquaintance Pat Garrett, now sheriff. In 1881 Billy was sentenced to hang, but he managed a spectacular escape from jail, killing two deputies. Three months later Billy was visiting a girlfriend in Fort Sumner, New Mexico when Garrett found him; blundering in the dark to elude Garrett's deputies, Billy encountered Garrett, who shot him dead. Despite his reputation, Billy probably only killed a handful of men. The Lincoln County War is covered in Robert M. Utley's *High Noon in Lincoln*, and Billy's exploits are shown entertainingly if not always accurately, in films such as *Young Guns I* and *II*, and Sam Peckinpah's *Pat Garrett and Billy the Kid*.

BILLY THE KID

STR 60	**CON** 60	**SIZ** 60	**DEX** 80	**INT** 60
APP 50	**POW** 65	**EDU** 55	**SAN** 50	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 13	

Combat

Brawl	65% (32/13), damage 1D3 (or knife 1D4+2)
.45 revolver	70% (35/14), damage 1D10+2
.44–40 rifle	60% (30/12), damage 2D6+1
Sawed-off shotgun	60% (30/12), damage 4D6/1D6
Dodge	65% (32/13)

Skills

Credit Rating 40%, Fast Talk 50%, Intimidate 55%, Jump 55%, Natural World 45%, Language (English) 55%, Language (Spanish) 35%, Psychology 55%, Ride 65%, Spot Hidden 70%, Stealth 55%.

Sitting Bull, 1831–1890

Born in the 1830s in the Dakota Territory, Sitting Bull was originally named Slow. He was given his father's name, Sitting Bull, when at age 14 he first counted coup on a Crow warrior. He began having dreams and visions in his youth, including ones in which he was named chief of the Sioux, a prophecy fulfilled in the 1860s. Unlike other Sioux chiefs who made peace with the U.S. government and settled on reservations, Sitting Bull and his people refused to go. When the whites reneged on the treaty agreements they had made, Sitting Bull made war on them. In one such fight, in 1874, the great chief strode out between the combatants, sat down and smoked his pipe, untouched by bullets. As General George Crook and Lt. Col. George Custer led troops into the Black Hills to force the Sioux onto reservations or destroy them, Sitting Bull brought all the Sioux together, along with Cheyenne and other tribes, to an encampment of over 3,000 American Indians. Sitting Bull had dreamed that a great victory over the whites was coming, and this too came true, when Custer's men were wiped out at the Little Bighorn River by Sitting Bull's army, led by Crazy Horse and other chiefs. The army vengefully hounded



Sitting Bull



Calamity Jane

the Sioux, and Sitting Bull fled to Canada. His dwindling band of followers stayed there for four years before they returned to the U.S. to surrender in 1881. Now dubbed "Custer's Killer," Sitting Bull was invited to tour with various wild west shows, including Buffalo Bill's. When the Paiute Indian, Wovoka, received his "Ghost Dance" vision in 1888, Sitting Bull learned of it and helped spread its use among the Sioux. This, along with Sitting Bull's continued opposition to the sale of Sioux lands, led to an attempt to arrest him in December of 1890. Sitting Bull's followers attempted to interfere with the arrest, and a fight broke out in which Sitting Bull was shot and killed.

SITTING BULL

STR 60	**CON** 70	**SIZ** 65	**DEX** 50	**INT** 75
APP 70	**POW** 85	**EDU** 65	**SAN** 80	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 17	

Combat

Brawl	55% (27/11), damage 1D3+1D4 (or knife/club 1D6+1D4)
Lance (mounted)	55% (27/11), damage 1D8+1+1D6
Bow	60% (30/12), damage 1D6+1D2
.44 rifle	55% (27/11), damage 2D6+1
.44 revolver	40% (20/8), damage 1D10+2
Dodge	35% (17/7)

Skills

Charm 40%, Credit Rating 35%, First Aid 40%, History 35%, Language (English) 30%, Language (Sioux Dialect) 65%, Listen 55%, Natural World 65%, Navigate 65%, Occult 45%, Persuade 50%, Ride 50%, Spot Hidden 45%, Stealth 50%, Track 45%.

Martha Jane Cannary, 1844?–1903, AKA Calamity Jane

Martha Jane Cannary was born in Missouri, though the exact date and place is uncertain. Her family moved to Montana at the end of the Civil War, but Jane left home a few years later, taking various menial labor jobs. She worked on farms and as a teamster, often wearing buckskin clothes and disguising herself as a man to get jobs, and quickly earned a reputation as a hard-drinking, foul-mouthed, tobacco-chewing, and generally very un-ladylike woman. She briefly served as a teamster for military expeditions in the Dakotas, but was fired when it was revealed she was a woman. She arrived in Deadwood in 1876 shortly before Wild Bill Hickok. After his death she claimed she had had a relationship with Hickok, though this seems unlikely. Jane worked tirelessly as a nurse during a smallpox epidemic that struck the Deadwood camp. She then left Deadwood, eventually marrying a man named Burke in El Paso and giving birth to a daughter in 1887. But Jane's husband was charged with embezzling money and their child was taken away from them, so Jane went back to drifting and menial labor—and hard drinking. From the 1880s

on, Calamity Jane lived largely by selling her story, whether in her exaggerated autobiography, on stage, or at public appearances at rodeos, fairs and business openings. She died in 1903, and was buried in Deadwood near Wild Bill Hickok, as she had requested.

CALAMITY JANE

STR 65	**CON** 70	**SIZ** 65	**DEX** 60	**INT** 60
APP 45	**POW** 55	**EDU** 55	**SAN** 45	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 11	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or knife 1D4+2+1D4)
Whip	60% (30/12), damage 1D3+1D2 or entangle
.44 revolver	45% (22/9), damage 1D10+2
.56 carbine	50% (25/10), damage 2D6+3
Dodge	35% (17/7)

Skills

Credit Rating 30%, Drive Wagon 60%, Fast Talk 65%, First Aid 45%, Intimidate 50%, Mechanical Repair 40%, Natural World 50%, Navigate 45%, Language (English) 55%, Ride 45%, Spot Hidden 35%, Stealth 35%, Track 30%.

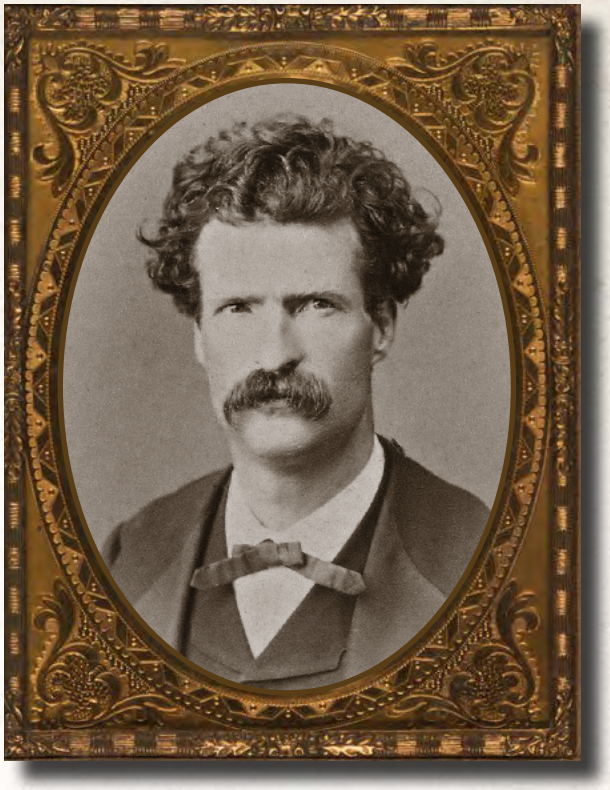
Armor: 2-point heavy leather coat.

Samuel Clemens, 1835–1910, AKA Mark Twain

Raised in Missouri, where his lawyer father died, Clemens was forced to become the apprentice to a printer. Clemens worked as a printer in a number of cities, from St. Louis to New York, and later became a river pilot on the Mississippi before the Civil War. Clemens briefly served in the Confederate army before heading west with his brother. In 1862 he was hired as a reporter and feature writer for a newspaper in Virginia City, Nevada. Many of his features were tall tales and stories appearing under the name Mark Twain, an old river-runner's term meaning "two fathoms—safe water." In 1864 Clemens was involved in an aborted duel with another newspaperman, and he was forced to leave Nevada for California. By this time his stories had made him a sensation, and he began traveling, lecturing, and writing longer works. In 1884 Clemens formed his own wildly successful publishing house, releasing Ulysses S. Grant's *Memoirs*, among other works. His fortunes rose and fell, but he gradually came to be accepted as one of the most important American authors of his time.

William Cody, 1846–1917, AKA Buffalo Bill

William Cody was born in Iowa and later traveled west with his family. When his father died, Cody took a job in a livery, where he found he liked working with horses. At age 15 he rode for the Pony Express. A few years later he was hired by the Kansas Pacific Railroad



Mark Twain

to hunt buffalo to feed the construction crews. Cody killed thousands of the animals over the next few years, earning the nickname Buffalo Bill. He also earned the hatred of the American Indians, whose very livelihood he was exterminating. The writer Ned Buntline "discovered" Cody and, with the latter's agreement, began penning a series of popular novels about Cody's fictional adventures in the west. The popularity of the books led to Cody's adopting the persona Buntline had created, and Cody starred in stage shows written by Buntline. Later Buffalo Bill started his own shows, complete with real American Indians, real horses, real stagecoaches, and the like, traveling from fairground to fairground, eventually to the U.S. capitol and even to a tour of Europe. One of Cody's stars was Sitting Bull. Cody's shows toured for over 30 years, making him a rich man, though he spent his money as fast as he made it.

BUFFALO BILL

STR 65	**CON** 70	**SIZ** 75	**DEX** 65	**INT** 65
APP 65	**POW** 65	**EDU** 55	**SAN** 65	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 13	

Combat

Brawl	60% (30/12), damage 1D3+1D4 (or knife 1D4+2+1D4)
.44 revolver	55% (27/11), damage 1D10+2
.50–70 rifle	75% (37/15), damage 2D6+4
Dodge	45% (22/9)



Buffalo Bill

Skills

Anthropology 25%, Charm 45%, Climb 55%, Credit Rating 60%, Fast Talk 60%, History 30%, Language (English) 55%, Language (Sioux Dialect) 35%, Listen 50%, Natural World 65%, Navigate 55%, Psychology 45%, Ride 55%, Spot Hidden 55%, Stealth 50%, Track 60%, Trap 35%.

Armor: 1-point leather coat.

General George Crook, 1820–1890

George Crook was born on a farm in Ohio, and grew up to attend West Point (his roommate was fellow Union general Philip Sheridan). Crook originally served under General McLellan during the Civil War, and after various battles, wounds, and promotions he was made brigadier general before the Battle of Antietam. After the war Crook was sent to the northwest to fight American Indians in Idaho and Oregon, and in 1876 was part of the Sioux campaign in the Dakotas. Crook was a very down-to-earth officer, plus an avid hunter and fisherman, and these qualities inspired confidence and loyalty in his men. But Crook was a crafty fighter as well. Having learned hard lessons in the Civil War, he often used American Indian scouts to reconnoiter for his troops, and he made every attempt to know and understand his opponents. In 1876 Crook's army was driven off by Crazy Horse at Rosebud Creek; days later that same force of Sioux and Cheyenne was involved in the slaughter of Custer on the Little Bighorn River. In the 1880s Crook was involved in the lengthy campaign to bring in the Apache chief Geronimo, but he failed to capture the wily Apache. Instead Crook was reassigned back east, where he watched as General Nelson Miles brought in Geronimo in 1886. Crook himself was well-respected by the American Indians he had fought, who called him "Gray Fox" not just because of his grey hair and beard, but due to his wisdom as well. Crook didn't like some of the military policies he was ordered to uphold, in which the American Indians were mistreated or cheated, but he carried them out nonetheless, though sometimes under protest.

Lieutenant Colonel (Ex-General) George Armstrong Custer, 1839–1876

George Armstrong Custer was born in Ohio, graduating from West Point in 1861. Custer's first action in the Civil War was at Bull Run, and he soon became General McClellan's aide. Custer was later appointed brigadier general and commanded a Michigan cavalry brigade against General J.E.B. Stuart at Gettysburg. His command later moved to the campaign in Virginia under General Philip Sheridan, where Custer's star continued to rise. His commands and victories earned him further promotions, until by the end of the war he reached the rank of major general. After the war Custer was assigned to the southwestern U.S., where his rank was reduced to captain. Custer had married Elizabeth "Libbie" Custer in 1864, and she accompanied him on many of his campaigns after the Civil War. In 1866 Custer sought leave from the army to go to Mexico to fight against Emperor Maximilian's forces, but instead he was assigned to the 7th Cavalry as a lieutenant colonel. Custer and the 7th were blamed for the failure to bring the Cheyenne to bear on the southern plains, and Custer was court-martialed and suspended for a year. General Sheridan reinstated him, resulting in Custer's only true victory over American Indian forces at the Battle of Washita (Indian Territory) in 1868: over a hundred Cheyenne were killed, including the peace-seeking chief Black Kettle, though Custer's brother Tom was also injured. Custer remained in the west for a few more years, and was reassigned to Kentucky for a time; finally the 7th Cavalry was reformed and sent to the Dakota Territory in 1873. A Custer-led party discovered gold in the Black Hills in 1874 and the resultant influx of prospectors on American Indian land stirred the Sioux and Cheyenne to revolt in 1876. Custer, as part of General Alfred Terry's column, pursued the Sioux along the Little Bighorn River in Montana. Custer had roughly 700 men with him and was unprepared to face the totally unexpected camp of thousands of Sioux and Cheyenne. Assuming the Indians would scatter and run when he attacked, he split his own force and attacked, despite earlier orders to wait for the rest of General Terry's column. Custer and his five companies (over 200 men) were slaughtered by forces led by Crazy Horse, Gall, and Black Moon.



George Custer

GEORGE ARMSTRONG CUSTER

STR 65	**CON** 65	**SIZ** 70	**DEX** 70	**INT** 65
APP 65	**POW** 60	**EDU** 75	**SAN** 50	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 12	

Brawl	65% (32/13), damage 1D3+1D4
Cavalry saber	40% (20/8), damage 1D8+1+1D4
.45 revolver	45% (22/9), damage 1D10+2
.45–70 rifle	65% (32/13), damage 2D6+2
Dodge	40% (20/8)

Skills

Charm 40%, Credit Rating 50%, First Aid 40%, History 40%, Language (English) 75%, Language (Sioux and Cheyenne Dialects) 30%, Listen 35%, Natural World 60%, Navigate 45%, Persuade 45%, Psychology 20%, Ride 55%, Science (Geology) 15%, Spot Hidden 45%, Stealth 45%, Track 45%.

The Dalton Gang (1890–1892)

The Dalton brothers—Gratton, Bob, and Emmett, cousins of the Younger brothers—were born in Missouri around the time of the Civil War. An older brother, Frank, was killed while serving as a deputy U.S. Marshal for Judge Isaac Parker, and Grat, Bob, and Emmett signed on as deputies shortly afterward. Unfortunately, the Daltons were accused of accepting bribes and rustling cattle, and had to resign. Together and separately, the Daltons (and another brother, Bill) committed various criminal acts from Oklahoma to California: from robbing card games to holding up trains. They weren't very successful, but they were persistent. Bob, Grat, and Emmett joined up with Bill Doolin's gang and raided across Kansas and Oklahoma in the early 1890s before their fateful decision in 1892 to try and rob two banks simultaneously in Coffeyville, Kansas (where their father and brother were buried). Bill Doolin's horse went lame, sparing him from the resultant massacre. Grat and two gang members went for one bank, and Bob and Emmett the other, but despite the fake beards they wore, they were recognized by townspeople and a massive gunfight erupted. The desperate robbers managed to kill four citizens and wound three others, but the townspeople riddled the gang with bullets and buckshot, killing all but Emmett, who suffered sixteen bullet wounds (they were still pulling lead out of him decades later). The townsfolk celebrated by having photographs taken of the dead men stacked up and laid out. Emmett, then 21 years old, was sent to prison, but emerged rehabilitated. Years later he became a successful businessman, contractor, realtor, and even wrote and acted in films. The Eagles' album *Desperado* is at least partly inspired by the Dalton gang.

The Earp Brothers

The famous (or infamous) Earp brothers were born to a family that traveled all across the country, from Kentucky to Illinois, Iowa, and California. The three oldest Earp brothers, James, Newton, and Virgil, fought in the Civil War. Of the six brothers, only Newton seems not to have traveled west to Tombstone with the others. James, the oldest, was born in Kentucky, injured during the war, and though he settled in Tombstone he was a businessman and saloon owner rather than a lawman.

Virgil Earp, also born in Kentucky, drove a stagecoach out of Council Bluffs, Iowa after the war. After a street brawl in Missouri, Virgil moved to Kansas with his brothers, where he briefly worked as a lawman before moving on again, this time to Arizona. In Prescott he had a farm, drove a mail route, and prospected for gold. He was also a part-time deputy sheriff, and had been sworn in as a deputy U.S. Marshal for the Arizona Territory. In 1879 he and his brothers moved to Tombstone.

Wyatt Earp was born in Illinois in 1848, and had perhaps the most checkered life of the Earps. He ran for town constable in Lamar, Missouri, beating his brother Newton. Wyatt also married his first wife there in 1870, but she died a few months later, and Wyatt's troubled relationship with his wife's family led to a street brawl between them and Wyatt, Virgil, Morgan, and James Earp. Wyatt then went to Kansas to hunt buffalo. In 1872, he was arrested for stealing horses in Indian Territory, but he fled before the case went to trial. He then drifted back to Kansas, where he briefly served as a policeman in Wichita before being kicked off the force and

run out of town for fighting, withholding fines, and other missteps. In 1876, Dodge City was Wyatt's next stop, where he worked as an assistant marshal, supplementing his income dealing faro and three-card monte in the Long Branch Saloon. Wyatt again drifted, this time to Texas, where he was run out of town for running a con game. He rejoined his brothers in Las Vegas, New Mexico in 1879, and they traveled to Tombstone with their families.

Morgan Earp was born in Iowa in 1851. Though considered the most outgoing of the laconic Earps, Morgan was as shiftless as his brothers, drifting with them into various troubles and scrapes: he was involved in the brawl in Lamar, Missouri with Wyatt's wife's kin, and he was with Wyatt when the latter was run out of town in Wichita in 1875. Morgan also had brief appointments as a law officer in Montana and Kansas before once again joining his brothers in Tombstone.

Warren Earp was born in Pella, Iowa in 1855. He had traveled with the family to California before making his way back east to be with his brothers, eventually joining them in Tombstone.

In Tombstone the Earps intended to make their money in saloons and gambling houses, but the murder of town marshal Fred White moved Virgil to take the post. Virgil employed brothers Wyatt, Morgan, and Warren as part-time deputies. In addition to their duties as lawmen, the Earps ran card games, and Wyatt and Morgan rode shotgun on stagecoach runs. They were accused of rustling cattle and robbing stages, but the charges never stuck. The Earps soon clashed with a gang of rustlers and thieves run by Ike Clanton and his brothers. After months of accusations, threats, and assaults on both sides, on October 26, 1881, the Earps and the Clanton-McLaury bunch shot it out in the OK Corral: within seconds, Tom and Frank McLaury and Billy Clanton were dead; Virgil, Morgan, and Wyatt's loyal friend Doc Holliday were wounded; Ike Clanton had fled; and only Wyatt stood unscathed. Charges were pressed against the Earps, but they were dismissed by Judge Spicer, who deemed their actions legal (barely). Virgil did, however, lose his job as town marshal. One night in late December 1881 Virgil was ambushed with a shotgun blast that crippled one arm. The following March Morgan was shot in the back through a window as he played billiards; he died in agony within the hour. Wyatt sent Virgil on the train to stay with their family in California. Wyatt and Doc Holliday rode along to protect Virgil, and the pair saw Frank Stilwell (one of the suspects in Morgan's murder) at the station in Tucson. Stilwell's bullet-riddled body was found the next day. Wyatt (now a deputy U.S. Marshal), Doc, Warren Earp, Sherman McMasters, and Turkey Creek Jack Johnson formed a posse to hunt down the others involved in the Earp shootings. They killed Florentino Cruz and, allegedly, the cultured gunman John Ringo, before fleeing the posses seeking them throughout Arizona Territory for the murder of Stilwell.

Virgil Earp survived his wounds, opened a detective agency in 1886 in Colton, California, then went back to Arizona to hunt for gold before returning to Colton and becoming city marshal. He spent much of his later life prospecting again.

After leaving Arizona, Wyatt Earp drifted west and eventually married the actress Josie Marcus, whom he had stolen from his Tombstone rival, Sheriff John Behan. Wyatt and Josie spent much of the next two decades drifting through the west, with Wyatt occasionally taking jobs as a peace officer but more often running saloons and speculating in mining operations. He later raised horses, officiated prizefights, and undertook mine speculation.

Warren Earp also fled Arizona after the OK Corral. He returned several years later, driving a stage for a while. In 1900 he drunkenly challenged an enemy to fight him, forgetting he wasn't wearing his gun. His killer was acquitted of any crime.

The clash between the Earps and the Clantons has been told in numerous films, the best of which are *The Gunfight at the OK Corral*, *The Hour of the Gun*, *Wyatt Earp*, and *Tombstone*.



The Earp Brothers and Doc Holliday take "The Walk" by Jonathan Wyke

WYATT EARP

STR 70	**CON** 75	**SIZ** 75	**DEX** 75	**INT** 70
APP 70	**POW** 75	**EDU** 70	**SAN** 75	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 15	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or pistol-whip 1D6+1D4)
.45 revolver	80% (40/16), damage 1D10+2
.50–70 rifle	70% (35/14), damage 2D6+4
12-gauge shotgun (2B)	70% (35/14), damage 4D6/2D6/1D6
Dodge	55% (27/11)

Skills

Charm 50%, Credit Rating 65%, Gambling 65%, Intimidate 55%, Language (English) 70%, Law 60%, Listen 60%, Natural World 45%, Persuade 65%, Psychology 60%, Ride 55%, Spot Hidden 70%, Stealth 50%, Track 40%.

VIRGIL EARP

STR 65	**CON** 70	**SIZ** 80	**DEX** 60	**INT** 75
APP 65	**POW** 65	**EDU** 70	**SAN** 65	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 13	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or pistol-whip 1D6+1D4)
.45 revolver	60% (30/12), damage 1D10+2
.44–40 rifle	60% (30/12), damage 2D6+1
12-gauge shotgun (2B)	60% (30/12), damage 4D6/2D6/1D6
Dodge	35% (17/7)

Skills

Credit Rating 60%, Drive Coach/Wagon 60%, Gambling 45%, Intimidate 45%, Language (English) 70%, Law 65%, Listen 50%, Natural World 45%, Persuade 45%, Psychology 40%, Ride 60%, Science (Geology) 40%, Spot Hidden 55%, Status 60%, Stealth 40%, Track 50%.

MORGAN EARP

STR 65	**CON** 65	**SIZ** 70	**DEX** 60	**INT** 65
APP 70	**POW** 55	**EDU** 65	**SAN** 55	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 11	

Combat

Brawl	75% (37/15), damage 1D3+1D4 (or pistol-whip 1D6+1D4)
.45 revolver	50% (25/10), damage 1D10+2
.44–40 rifle	50% (25/10), damage 2D6+1
Dodge	55% (27/11)

Skills

Charm 40%, Credit Rating 50%, Gambling 60%, Intimidate 30%, Language (English) 65%, Law 40%, Listen 60%, Natural World 40%, Psychology 30%, Ride 65%, Spot Hidden 60%, Stealth 45%, Track 35%.

Mary Fields, 1832–1914, AKA Stagecoach Mary

An African-American, Mary was born a slave in Hickman County, Tennessee around 1832. Freed in 1865, she worked in the home of Judge Edmund Dunne and later moved to Cascade County, taking a job with Ursuline nuns at St. Peter Mission. Her role required her to haul freight and supplies, running a wagon to Great Falls and Helena. Mary was, by all accounts, a strong woman, made strong by years of heavy slave work. According to one story, on one such trip, the wagon was overturned when the horses bolted during an attack by wolves, and Mary kept the wolves at bay all night with her revolvers and rifle. In 1894, after some complaints and an incident with a disgruntled male subordinate that involved gunplay, she was ordered to leave the mission. Sooner after, in 1895, at the age of 60, she began working for the U.S. Postal Service (the first African-American woman and second American woman to do so), as she was the fastest of the job applicants to hitch a team of six horses. On the job, her reputation for reliability earned her the nickname of "Stagecoach." She liked to smoke cigars and usually had a gun beneath her apron and a jug of



Stagecoach Mary

whiskey at her side, liking to frequent saloons on her time off. When Montana passed a law that forbid women to enter saloons, the mayor of Cascade granted her an exemption. At age 72, she knocked out a man in the street when he tried to skip out without paying his laundry bill. Mary lived till 1914.

STAGECOACH MARY

STR 80	**CON** 75	**SIZ** 85	**DEX** 50	**INT** 65
APP 55	**POW** 75	**EDU** 40	**SAN** 75	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 7	**MP:** 15	

Combat

Brawl	65% (32/13), damage 1D3+1D6
.36 revolver	45% (22/9), damage 1D8
.44–40 rifle	50% (25/10), damage 2D6+1
Dodge	30% (15/6)

Skills

Animal Handling 30%, Credit Rating 20%, Drive Coach/Wagon 80%, Fast Talk 55%, First Aid 45%, Gambling 50%, Intimidate 60%, Language (English) 40%, Listen 50%, Natural World 35%, Occult 20%, Psychology 40%, Spot Hidden 45%, Stealth 25%.

Pat Garrett, 1850–1908

Pat Garrett left a large Alabama cotton plantation after the Civil War, bound for Texas. There he punched cattle and hunted buffalo before moving on to New Mexico, where he punched more cattle, tended bar, opened a restaurant, and got married. Garrett's Mexican wife died in childbirth, and Pat subsequently married the woman's sister. The extremely tall, lanky Garrett met Billy (the Kid) Bonney, and for a time the two were friendly enough that Garrett was called Big Casino and Billy Little Casino, due to their respective sizes. Bonney turned to murder and crime during the Lincoln County War, and Garrett ran for sheriff to restore law and order. Garrett tracked and captured Billy; however, the Kid killed two guards and escaped jail. Garrett once again tracked down his former friend and this time shot him dead. Despite capturing and eventually killing Billy the Kid, Garrett wasn't re-elected sheriff, and had to hire a lawyer to get the reward money for Billy. A few years later he started a cattle ranch near Roswell, New Mexico, and soon after was appointed to lead a group of Texas Rangers formed to stop rustling in New Mexico and west Texas. He again ran unsuccessfully for sheriff before starting a horse ranch in Texas, and in 1896 was elected sheriff back in New Mexico to hunt down the men who had kidnapped and probably murdered the son of a local judge. Garrett failed to find the men and again failed his re-election bid. In the early 1900s President Teddy Roosevelt made Garrett a customs official in El Paso, but political problems again fouled his prospects and he lost the position soon after. Garrett returned to Las Cruces, New Mexico to start a new ranch, where he was embroiled in a feud with a neighbor. While riding with the neighbor and a suspected gunman named Jim "Killer" Miller, Garrett stopped to urinate, and was shot in the back of the head and the belly; the neighbor claimed he shot Garrett in self-defense, but it's assumed "Killer" Miller murdered Garrett.

PAT GARRETT

STR 65	**CON** 70	**SIZ** 80	**DEX** 65	**INT** 70
APP 60	**POW** 60	**EDU** 75	**SAN** 60	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	

Combat

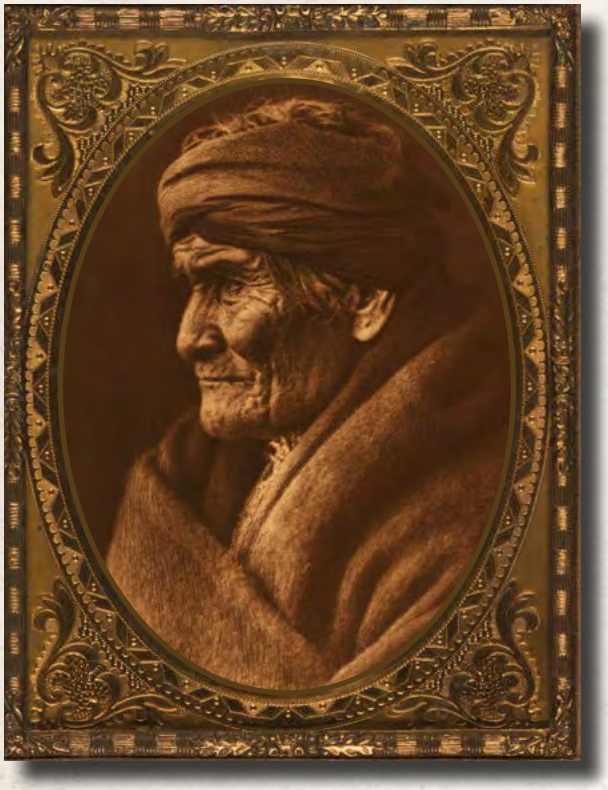
Brawl	75% (37/15), damage 1D3+1D4 (or pistol-whip 1D6+1D4)
.45 revolver	55% (27/11), damage 1D10+2
.44–40 rifle	65% (32/13), damage 2D6+1
Dodge	35% (17/7)

Skills

Charm 35%, Credit Rating 55%, Intimidate 45%, Language (English) 75%, Law 60%, Listen 45%, Natural World 50%, Navigate 35%, Persuade 50%, Psychology 55%, Ride 55%, Spot Hidden 60%, Stealth 40%, Track 45%.

Geronimo, 1829–1909

Geronimo was born Goyathlay (One Who Yawns) in New Mexico sometime around 1830. He supposedly gained the name "Geronimo" when he attacked a group of Mexican soldiers who had killed his wife; during the fight someone yelled "Geronimo"—the Spanish version of "Jerome"—and it stuck with the fierce Apache. Having taken a Chiricahua woman as his wife, the Mimbreno Apache Geronimo lived with the Chiricahua, whose chief at the time was Cochise. Geronimo raided white settlements in the U.S. and Mexico, gaining an even greater reputation for bravery and ferocity. After Cochise's death in 1874 his people were taken to the San Carlos Reservation in Arizona, but Geronimo was among the many who escaped back into the mountains. Geronimo was tricked into capture in 1877, but he again escaped, disgusted by white treatment of his people and their lands. Starvation and other factors brought him back to the reservation, from which he again later fled. In the early 1880s Geronimo and other raiders plagued Mexico, Arizona, and New Mexico, raids that finally resulted in the U.S. Army sending General George Crook to corral the Apache. Crook met with Geronimo and the other free Apache, convincing him to come into the reservation. Geronimo again stayed only a short time in captivity, and when he fled his band massacred a ranch family; once again, Geronimo was a hunted man. Crook followed with orders to kill Geronimo if he didn't surrender. The wily



Geronimo

Apache met with Crook and agreed to terms, but again fled when the government denied the changes Geronimo had requested. General Nelson Miles took command when Crook subsequently resigned, chasing Geronimo's band of 30 with 5,000 troops. In 1886 Miles sent Lt. Charles Gatewood to meet with Geronimo, who finally agreed to relocation in Florida, where his family had already been sent. Many of his people died in the humid climate, but Geronimo stayed with his fellow captives, moving from Florida to Texas and finally to Oklahoma, where he died in 1909. Walter Hill's *Geronimo: An American Legend* is one recommended film about the Apache leader.

GERONIMO

STR 60	**CON** 70	**SIZ** 60	**DEX** 65	**INT** 70
APP 60	**POW** 70	**EDU** 55	**SAN** 70	**HP** 13
DB: 0	**Build:** 0	**Move:** 8	**MP:** 14	

Combat

Brawl	55% (37/15), damage 1D3 (or knife 1D6)
.45 revolver	50% (25/10), damage 1D10+2
.44–40 rifle	65% (32/13), damage 2D6+1
Dodge	60% (30/12)

Skills

Climb 50%, Credit Rating 25%, First Aid 40%, Intimidate 50%, Language (English) 35%, Language (Apache Dialect) 55%, Listen 55%, Natural World 65%, Navigate 75%, Occult 25%, Persuade 45%, Psychology 45%, Ride 60%, Spot Hidden 55%, Stealth 65%, Throw 50%, Track 65%.

John Wesley Hardin, 1853–1895

John Hardin was born in Texas, the son of a Methodist minister, from a prominent family whose members had signed the Texas Declaration of Independence and for whom Hardin County, Texas was named. The 11-year old John stabbed another boy in a fight, thus foreshadowing a bloodstained future. At 15 he shot a former slave, and when three soldiers came to arrest him for the crime he shot them too. Many of Hardin's kills were racially motivated, as many reconstruction-era Texans bristled at the influx of carpetbaggers and freed slaves. The Hardins moved to another county to keep John out of jail, and the murderous youth briefly taught school there. But Hardin's temper and killer instincts took over, as he shot and killed several more men in Texas. He worked throughout the south as a farmer, ranch hand, gambler, and cowboy, before returning to Texas to marry in 1871. During his travels he had met Marshal Bill Hickok in Abilene, Kansas, but Hardin wisely fled town after shooting through the wall of his hotel room to silence the snorer in the room next door, killing the man. In 1874 Hardin killed a deputy sheriff, garnering a $4,000 reward on his head and drawing pursuit by the Texas Rangers. By the time of his 21st birthday Hardin had killed at least a dozen men. The gunman fled with his family to Florida, where he raised cattle and horses, ran a saloon, and stayed out of trouble. He was captured by the Rangers aboard a train in Pensacola in 1877, and sent to prison, where he studied law. When he got out in 1894 he started a law practice in Texas. His wife had died while he was in prison, and in 1895 he married again, but his young bride left him on their wedding day. Later that year, after arguing with and threatening to kill a local lawman in El Paso, Hardin was shot in the back of the head by the lawman's father.

JOHN WESLEY HARDIN

STR 70	**CON** 60	**SIZ** 65	**DEX** 65	**INT** 65
APP 65	**POW** 60	**EDU** 60	**SAN** 52	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 12	

Combat

Brawl	70% (35/14), damage 1D3+1D4 (or knife 1D4+2+1D4)
.44–40 revolver	70% (35/14), damage 1D10+2
.44–40 rifle	50% (25/10), damage 2D6+1
Dodge	50% (25/10)

Skills

Accounting 30%, Credit Rating 40%, Fast Talk 40%, History 20%, Intimidate 45%, Language (English) 45%, Law 40%, Natural World 40%, Psychology 45%, Ride 55%, Stealth 55%, Spot Hidden 65%, Throw 55%.

George Hearst, 1820–1891

George Hearst was born in Missouri, and received only a minimal formal education, spending most of his time working in his family's livestock business. Before long he was spearheading copper and lead mining operations, and in 1850 he went to California in search of gold. Though he had seen much success (the American Indians called him "Boy That the Earth Talked To"), Hearst's California operations were middling. In 1860 he moved into Utah and again prospered, buying up shares of various mines—including the Comstock, which made him a millionaire—and diligently seeing to all aspects of his businesses: constructing mills, hiring gunmen and guards, forming stock companies, and building routes to transport ore. Hearst married in Missouri in 1862 and traveled west with his wife, who gave birth to their only child, William Randolph Hearst, in 1863. They lived in San Francisco, though George spent much of his time flitting from mining camp to mining camp. He was elected to a single term in the California State Assembly in 1865. Hearst turned to real estate in 1867, buying up land in California and Mexico. His interest in and instincts for mining remained however, and in the 1870s he made millions from silver, gold, and copper found in Utah, the Black Hills, and Montana. In 1882 Hearst failed his bid to become governor of California, but in 1886 he became a U.S. Senator. His son William was educated in the east and had no interest in mining, but turned George's struggling *San Francisco Examiner* into one of the most powerful papers in the country. When George Hearst died in 1891 his estate was worth 20 million dollars. The third season of the television series *Deadwood* features an unflatteringly ruthless depiction of Hearst.

James Butler Hickok, 1837–1876, AKA Wild Bill Hickok

James Butler Hickok was born in Illinois to a family that aided the Underground Railroad, helping runaway slaves escape their masters. Hickok worked as a teamster, earning a reputation as an excellent shot and a good fighter. He fled Illinois in 1855 after he thought he had killed a man in a fistfight. In Kansas he worked a farmstead, and was elected constable of Monticello. He then drove a stagecoach and freight wagons; in one incident Hickock was attacked by a bear, which he fought and killed with pistol and knife, though it mauled him badly. In 1861, Hickok was working at a stage depot and got into trouble with a surly neighbor, Dave McCanles, over the ownership of the depot—and the mistress shared by both of them. Hickok shot McCanles dead, and he and his companions killed McCanles' two companions. During the Civil War Hickok served as a scout, wagonmaster, and spy for the Union. After the war Hickok quarreled with Dave Tutt, either over cards or a woman, and in the ensuing duel Wild Bill (as he was now called) waited for Tutt to shoot first, then calmly shot Tutt through the heart at 75 yards; he was acquitted of any crime. By this time he was carrying a pair of Coly Navy revolvers, butts forward, in a sash around his waist. In Kansas, 1866, Hickok worked as a guide and "livestock detective" for the Army; a few years later he scouted for Custer's 7th Cavalry, earning Custer's praise. By 1869 he was sheriff of Ellis County, Kansas, headquartered in lawless Hays City. Within months Hickok killed at least two men and saved another from a lynching, but nevertheless he was defeated in the election that fall. A year later he traded shots with two drunken cavalrymen in Hays City, killing one and wounding the other. In 1871 Hickok was named marshal of the rowdy cowtown of Abilene. Wild Bill cooled things off, but in one incident he confronted a gambler, Phil Coe, who drunkenly pointed his gun at Hickok; the marshal proceeded to shoot him dead. As Coe fell, another man rushed out of the crowd and Hickok shot him dead too: unfortunately the second man was Hickok's deputy and friend. Hickok paid for the funeral and left town, wandering the country. Coe's Texas compatriots allegedly put out an $11,000 reward for Hickok's death. In 1873 Hickok briefly joined Buffalo Bill's Wild West stage show, but he was



Wild Bill Hickock

no actor. By now he was wearing dark glasses, probably suffering from trachoma (a sort of "plains blindness") or the effects of gonorrhea. He drifted, gambled, and in 1876 he married Agnes Thatcher. Weeks later he set out to prospect gold in the Black Hills, Dakota Territory. He settled in Deadwood, gambling instead of prospecting. Hickok was shot from behind while playing cards in a Deadwood saloon. Hickok's last few weeks are depicted in season one of the *Deadwood* television series, and the book and movie *The White Buffalo* offers a great semi-mystical story of his hunt for the title beast.

WILD BILL HICKOK

STR 65	**CON** 60	**SIZ** 75	**DEX** 85	**INT** 75
APP 75	**POW** 75	**EDU** 75	**SAN** 70	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 15	

Combat

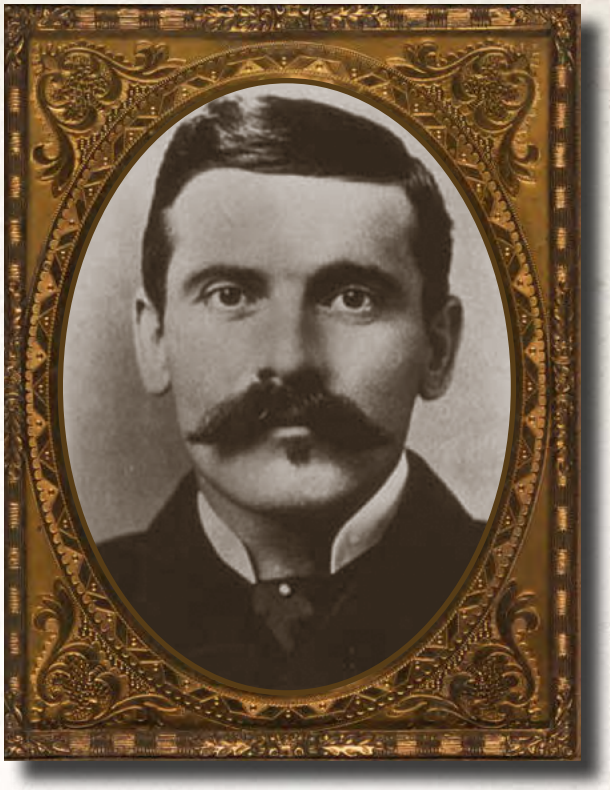
Brawl	70% (35/14), damage 1D3+1D4 (or knife 1D4+2+1D4)
.36 revolver (pair)	90% (45/18), damage 1D8
Dodge	42% (21/8)

Skills

Charm 60%, Credit Rating 55%, Drive Coach/Wagon 40%, Fast Talk 50%, Gambling 45%, Language (English) 60%, Law 55%, Listen 60%, Natural World 55%, Persuade 65%, Psychology 70%, Ride 55%, Spot Hidden 50%, Stealth 45%, Track 45%.

John Henry Holliday, 1852–1887, AKA Doc Holliday

John Holliday was born to a prosperous Georgia family and studied dentistry in the 1870s, when consumption (tuberculosis) forced him to move west for his health. He roamed throughout the West, from Texas to Wyoming, Kansas, Colorado, New Mexico, and Arizona, making his living more from gambling than dentistry. Holliday's first apparent kill occurred while he was running a saloon in New Mexico: a grudge-holding patron fired shots into the front of the saloon, and Holliday went out and shot him dead. Though pale, sickly, alcoholic, and temperamental, Holliday was well-educated and liked to play the role of Southern gentleman. He also apparently had a death wish, as despite his ill health he was always goading opponents into fights. Holliday had met and befriended Wyatt Earp in Dodge City, Kansas, and had even saved Wyatt's life once: deputy marshal Earp had been caught flatfooted by a mob of armed cowboys, only to have Doc show up with guns drawn to even the odds and back down the rowdies. Doc followed Wyatt to Tombstone, Arizona in 1881. By this time Doc was traveling with a prostitute, "Big Nose" Kate Elder, whom he may have married. Doc kicked Kate out when she testified that he had been involved in a stagecoach



Doc Holliday

robbery, an accusation that led to Doc shooting (but only wounding) another accuser, a Tombstone saloon owner. When the Earps became the law in Tombstone Holliday sided with them against the Clanton faction known as "the cowboys." Things came to a head at the OK Corral shoot-out, and in the later ambushes of Virgil and Morgan Earp. Holliday rode with Wyatt and his posse to hunt down the men who had shot Virgil and killed Morgan. They gunned down most of the suspects, but Doc and Wyatt had to flee to New Mexico to escape murder warrants placed on them in Arizona. Holliday drifted deeper into gambling, drinking, and debt, at one point shooting a man over a $5 debt Holliday owed. His ill health finally caught up with him and he entered a health resort in Colorado, where he died, age 35.

DOC HOLLIDAY

STR 55	**CON** 45	**SIZ** 70	**DEX** 85	**INT** 75
APP 75	**POW** 65	**EDU** 85	**SAN** 60	**HP** 11
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 13	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or knife 1D4+2+1D4)
.36 revolver (pair)	85% (42/17), damage 1D8
Sawed-off shotgun (2B)	55% (27/11), damage 4D6/1D6
Dodge	42% (21/8)

Skills

Accounting 55%, Credit Rating 50%, Fast Talk 65%, First Aid 50%, Gambling 75%, History 65%, Language (English) 85%, Listen 50%, Medicine 20%, Persuade 65%, Psychology 65%, Ride 40%, Sleight of Hand 70%, Spot Hidden 60%.

Crazy Horse, 1841–1877

Born in the early 1840s, Crazy Horse was called "Curly" as a child, due to his curly hair; his father, a Sioux medicine man, bore the name Crazy Horse. When Curly was 12 he had a vision of a great warrior riding through a storm, with a lightning bolt painted on his face and hailstones painted on his body, a red-tailed hawk flying over his head, swarmed by his adoring tribe. He told his father about the vision years later, and the old man told him the warrior was Curly himself; his father immediately bestowed his own name on the youth. Crazy Horse the younger was a great warrior indeed, and in battle he always decorated himself just as he had seen the man in the vision. During Red Cloud's War in Wyoming in 1866, Crazy Horse led the American Indians who lured the foolish Captain William Fetterman and his men out of Fort Phil Kearny and into a lethal ambush; out of sight of the fort, Fetterman and his 80 men were swarmed, slain, looted, and scalped. Crazy Horse continued to oppose the incursion of whites into Indian territories in the Dakotas. As chief of the Oglala Sioux, Crazy Horse was forced to flee with his people when General Joseph Reynolds attacked his village on the Little Powder River in early 1876. Three months later Crazy Horse and a force of 1,200 Sioux and Cheyenne pushed back General George Crook at Rosebud Creek. Crazy Horse then joined his band with that of Sitting Bull on the Little Bighorn River, and just eight days after driving off General Crook, Crazy Horse was part of the force that massacred Lt. Col. George Armstrong Custer. The Sioux held the region for several months afterward, but in early 1877 General Nelson Miles attacked Crazy Horse's band, splitting the Cheyenne from him and putting him on the defensive. He finally surrendered in May of 1877. Unlike other Indians, Crazy Horse never allowed his photograph to be taken, fearing that part of his shadow (life) would be taken. In September of 1877 he was stabbed with a bayonet and killed while trying to escape from prison.

CRAZY HORSE

STR 70	**CON** 75	**SIZ** 80	**DEX** 65	**INT** 70
APP 60	**POW** 70	**EDU** 55	**SAN** 70	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 14	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or knife 1D4+2+1D4 or club 1D6+1D4)
Bow	70% (35/14), damage 1D6+1D2
Lance (mounted)	65% (32/13), damage 1D8+1+mount's DB
.44 revolver	40% (20/8), damage 1D10+2
.44 rifle	50% (25/10), damage 2D6+1
Dodge	55% (27/11)

Skills

Credit Rating 25%, First Aid 40%, Jump 55%, Language (English) 55%, Language (Sioux Dialect) 85%, Listen 60%, Natural World 65%, Navigate 65%, Occult 40%, Ride 65%, 20%, Spot Hidden 60%, Stealth 55%, Throw 50%, Track 60%.

Alice Ivers, 1851–1930, AKA Poker Alice

Born in 1853 and educated in Devonshire, England, Alice moved with her family to Colorado. She met and married Frank Duffield, a mining engineer, who was an enthusiastic poker player. Duffield would take Alice to many gambling halls in Leadville and it wasn't long before she was sitting in on games and showing an uncanny skill at poker and faro. Soon, her gambling skills would come to the fore as she found that she had to support herself following her husband's death in a mining accident. Traveling from one mining camp to another, she acquired the nickname "Poker Alice." As well as playing poker, she also worked as a dealer in Alamosa, Central City, Georgetown, and Trinidad. Despite wearing fashionable frilly dresses, Alice loved to puff on large black cigars. She also carried a .38 revolver and accounts say that she wasn't afraid to use it. Leaving

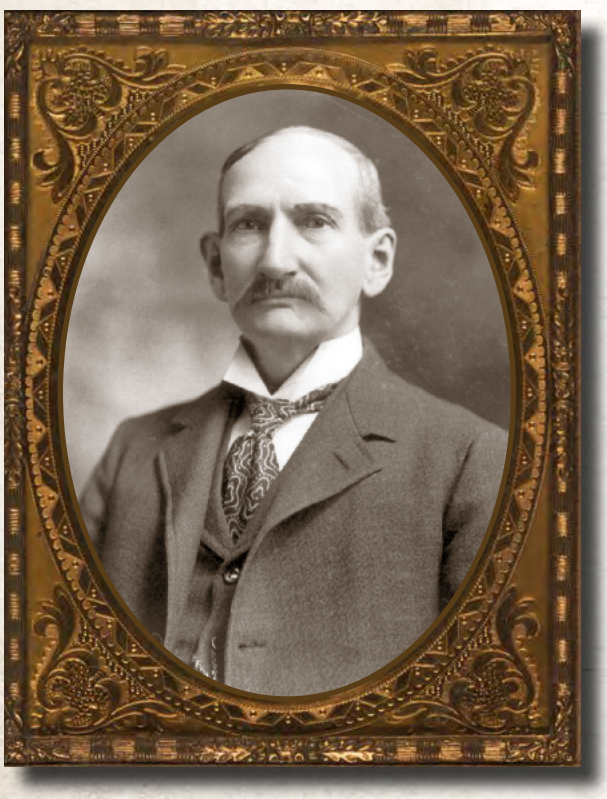


Poker Alice

Colorado behind, she went to Arizona, Oklahoma, Kansas, Texas, South Dakota, and New Mexico, where she broke the bank at the Gold Dust Gambling House in Silver City, winning $6,000. Arriving in Deadwood, South Dakota, she grew to be a local legend and met her second husband, Warren G. Tubbs, while gambling. Tubbs died in 1910 and Alice moved to Sturgis and had a brief marriage with George Huckert, who died leaving her a widow for a third time. Needing money, she returned to dealing cards, running a poker hall and bootlegging to support herself. She carried on playing cards into her sixties and lived into her seventies, passing away in 1930 in Rapid City. Alice claimed once to have won more than $250,000 at the gaming tables and to have never cheated. One of her sayings was, "Praise the Lord and place your bets. I'll take your money with no regrets."

Frank James, 1843–1915

Frank James was the older brother of Jesse James; the two were sons of a Baptist preacher named Robert James, who went to California during the gold rush but died there. His widow Zerelda married twice more; the last of her husbands was a slave-owning doctor. When the War Between the States broke out Frank joined William Quantrill's guerilla band, and took part in the sacking of Lawrence, Kansas, among other raids. He and brother Jesse also rode briefly with Bloody Bill Anderson, another Confederate guerilla. After the war, Frank, Jesse, and the Younger brothers robbed banks in Missouri, Iowa, Kentucky, and elsewhere for over 15 years. Frank was the quieter, more educated of the James boys, said to have read Shakespeare and Francis Bacon. During a robbery in Gallatin, Missouri in 1869, Jesse shot a bank teller dead while Frank waited outside with the pair's horses. Frank held off the alerted townspeople while Jesse scooped up money in the bank, and when Jesse was dragged by his panicked horse and then left lying in the street when it fled, Frank circled back to rescue his brother. In 1873 the James gang turned to train robbery, and by this time they had attracted the pursuit of the Pinkertons. The Pinkertons had spied for the Union during the Civil War, however, so their presence in reconstruction-era Missouri was far from welcome. Pinkerton agent John Whicher was killed near the farm of the brothers' mother, Zerelda Samuels, and the boys were suspected. Frank married Annie Ralston in 1874, about the same time Jesse also took a wife. The James brothers dodged trouble until 1876, when they tried to rob a bank in Northfield, Minnesota. Frank, Jesse, Cole Younger and his brothers Bob and Jim, Clell Miller, Charlie Pitts, and Bill Chadwell rode into town and in the ensuing melee Miller and Chadwell were killed, along with three townspeople, and Pitts and the Younger brothers were all wounded. The gang escaped the town, but during a later battle with a posse Pitts was killed and the Youngers were shot and captured, while Frank and Jesse rode off with only minor wounds. Frank and Jesse moved from Missouri to Tennessee, living under aliases for several years before returning to Missouri—and their old trade—in the 1880s. When Jesse was killed by Bob Ford in 1882, Frank turned himself in to the law. He spent only three years in prison, and once released he lived a quiet life, moving around the country and occasionally taking part in county fairs and wild west shows before his death in 1915. The movie *The Long Riders* is a fairly accurate portrayal of the James-Younger gang's exploits.



Frank James

FRANK JAMES

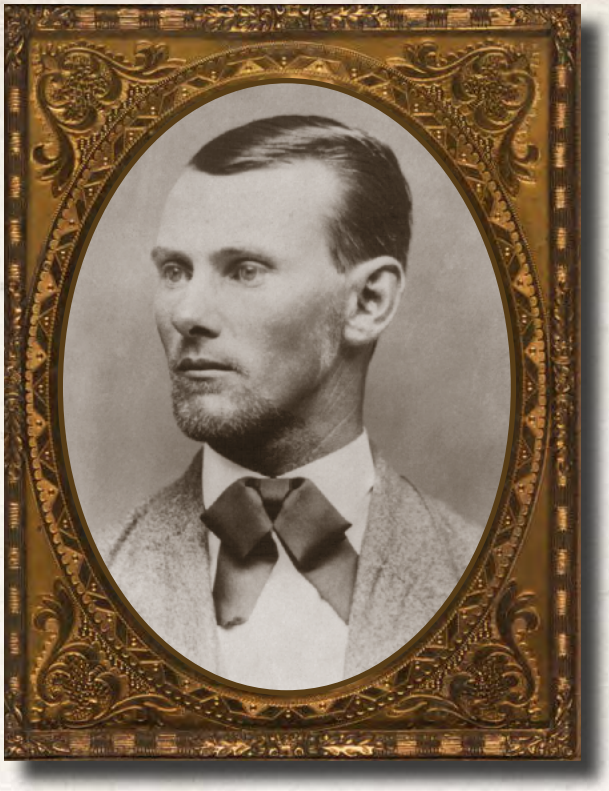
STR 60	**CON** 65	**SIZ** 70	**DEX** 60	**INT** 65
APP 60	**POW** 60	**EDU** 70	**SAN** 55	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or pistol-whip 1D6+1D4)
.44–40 revolver (pair)	70% (35/14), damage 1D10+2
.44–40 rifle	55% (27/11), damage 2D6+1
12-gauge shotgun (2B)	55% (27/11), damage 4D6/2D6/1D6
Dodge	60% (30/12)

Skills

Art/Craft (Farming) 55%, Credit Rating 45%, Drive Wagon 45%, Fast Talk 50%, History 40%, Intimidate 40%, Jump 50%, Language (English) 70%, Law 25%, Listen 50%, Natural World 55%, Persuade 35%, Psychology 35%, Ride 60%, Spot Hidden 55%, Stealth 55%, Throw 60%.



Jesse James

Jesse James, 1847–1882

Jesse James was the younger, wilder, and fiercer of the James brothers. By the age of 17 Jesse had ridden alongside his brother Frank in the Confederate guerilla bands of William Quantrill and "Bloody" Bill Anderson. During one of Anderson's raids in Centralia, Missouri, the guerillas robbed a train sitting at the station and killed the Union soldiers guarding it. Afterward, pursued by 200 Union troopers, the guerillas turned and charged their pursuers and when Jesse shot the Union commander the troops scattered. At the war's end, Frank gave himself up to the army and was released. When Jesse tried to do the same he was shot in the chest, thus assuring the younger James brother's continued hatred for the Union oppressors. Jesse and his fellow unreconstructed guerillas fought against the Union troops in their state, and this eventually turned to bank robbery. Frank and Jesse and the Younger brothers formed the James-Younger gang at this time. Their crimes would continue for many years, and Jesse's hot temper (a Gallatin bank teller Jesse killed was a former Union officer he had tangled with during the war) and sense of humor (during a train hold-up he allegedly quipped "Where's Mr. Pinkerton?") would color their exploits. Jesse married his childhood sweetheart Zee Mimms in 1874. When three Pinkerton agents were killed while investigating the James gang in Missouri, the Pinkertons attempted to raid the James farm; Jesse's younger brother (who suffered from intellectual disability) was slain and their mother lost an arm in the bungled raid, but Frank and Jesse weren't even there. The resultant publicity made the James brothers out to be Robin Hoods and heroes, and the Pinkertons and the law the villains. Jesse was the only robber to escape the Northfield, Minnesota fiasco uninjured, and for a time afterward he and Frank fled the Midwest to live with their families, Jesse doing so under the name Thomas Howard. By this time Frank and Jesse each had $5,000 rewards on their heads. When Jesse returned to Missouri and started a new gang, he was killed by a would-be accomplice and reward-seeker: as Jesse reached to straighten a picture on the wall in his living room he was shot in the back of the head by 21-year old Bob Ford.

JESSE JAMES

STR 65	**CON** 70	**SIZ** 65	**DEX** 80	**INT** 70
APP 70	**POW** 75	**EDU** 60	**SAN** 65	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 15	

Combat

Brawl	75% (37/15), damage 1D3+1D4 (or pistol-whip 1D6+1D4)
.45 revolver	75% (37/15), damage 1D10+2
12-gauge shotgun (2B)	60% (30/12), damage 4D6/2D6/1D6
Dodge	65% (32/13)

Skills

Art/Craft (Farming) 55%, Charm 35%, Credit Rating 45%, Drive Wagon 45%, Fast Talk 60%, Intimidate 60%, Jump 55%, Language (English) 60%, Law 20%, Listen 55%, Natural World 50%, Persuade 35%, Psychology 40%, Ride 55%, Spot Hidden 70%, Stealth 55%, Throw 40%.

Edward Zane Carroll Judson, 1813–1886, AKA Ned Buntline

Edward Judson was born in Stamford, New York, but as a boy he ran away to sea, working as a cabin boy and later serving aboard a naval vessel. In the latter post he helped rescue the crew of a wrecked ferryboat. Before long he was writing about his experiences at sea, becoming a prolific adventure writer under the name Ned Buntline. He also started various newspapers and periodicals to carry his work, but most of these failed. When his writing career did take off, he was making as much as $20,000 a year, an astronomical sum for those days. Buntline wasn't quite as successful with the ladies, as he married eight times over his lifetime—sometimes to more than one woman at once. Buntline was involved in a duel over another woman, whose husband Buntline shot between the eyes. Buntline turned himself in and claimed self-defense, but the victim's brother shot him in the chest. The wounded writer fled the courthouse, only to be seized by

an angry mob and hanged. Buntline's friends cut him down and helped him escape. Buntline served as an enlisted man during the Civil War, though he later claimed to have led a group of army scouts and gained the rank of colonel. The war and the west drew Buntline's interests and he sought out its heroes to capture the public's attentions. An initial meeting with Bill Hickok was disastrous, so he found William Cody instead, dubbing him Buffalo Bill. Written in 1867, *Buffalo Bill Cody, King of the Border Men* was a huge success, and led to many other highly fictionalized adventure tales penned by Buntline. There were also stage shows written by Buntline and starring Cody, himself, and, briefly and unsuccessfully, Hickok. Buntline's success continued into the 1880s, when he called on the Colt Arms company to manufacture several special revolvers for him: these Buntline Specials were Colt .45s with barrels up to 16 inches long. Buntline gave the guns to some of his favorite lawmen, including Wyatt Earp.

Nat Love, 1854–1921, AKA Deadwood Dick

African-American, Love was born a slave in 1854 in Davidson County, Tennessee. His family was set free after the Civil War. After working odd jobs, Love won a horse in a raffle, which he sold in order to leave town. At age 15, he went westward to Dodge City, Kansas, eventually getting work as a cowboy for the Duval Ranch, running out of Texas. Love perfected his "cowboy skills" and returned with the Duval ranchers to the Texas Panhandle. When he was 22, he took part in the 1876 Fourth of July rodeo in Deadwood; winning the rope, throw, tie, bridle, saddle, and bronco-riding contests he was named "Deadwood Dick" by the supporting crowd. One year later he was seized by Pima Indians as he was rounding up stray cattle near the Gila River in Arizona. Apparently, according to Love, his life was spared as the Pima respected his fighting ability. Stealing a pony, Love managed to escape. He later wrote a book called, *The Life and Adventures of Nat Love, Better Known in the Cattle Country as Deadwood Dick*. By 1889, Love had left the cowboy life behind, and in 1890 he started working as a Pullman porter on the Denver and Rio Grande Railroad. He died aged 67 in 1921 in Los Angeles.

Bartholomew Masterson, 1853–1921, AKA Bat Masterson

Bat Masterson was born in Québec, but moved with his family to New York, Illinois, and eventually settled in Kansas in 1871. Bat and his brothers—Ed, a year older, and Jim, 2 years younger—soon left home to follow various pursuits, including gambling and buffalo hunting. The 21-year-old Bat was one of the buff hunters holed up in the Second Battle of the Adobe Walls in the Texas panhandle in 1874, besieged by hundreds of Quanah Parker's Comanche and their allies; Masterson and the hunters killed dozens and dozens of their



Nat Love

foes, forcing the rest to withdraw. Masterson was injured in a gunfight in Texas in 1876 that left him with a limp, and he carried a cane for the rest of his life. Later that year he was hired as a deputy county sheriff in Ford County, Kansas, where the badge-carriers at that time included Bat's brother Ed and Wyatt Earp. Masterson spent the next few years marshaling and gambling, but was absent from Dodge when Ed was killed by a cowhand he had previously disarmed. Bat was appointed a deputy U.S. Marshal and roamed west, at one point becoming embroiled in an armed standoff between two rival railroad companies in Colorado. He later met up with the Earps in Tombstone, where he joined them in running the famed Oriental Saloon. Masterson also served on local posses and stood up to a gang of crooked gamblers in town. He hastily returned to Dodge when his brother Jim was involved in a dangerous saloon partnership of his own; Bat stepped off the train before it reached town and quickly spotted two men who had come to ambush him. Even though bystanders joined in the ensuing gunfight, no one was killed: Bat paid an $8 fine and agreed to leave town immediately, but his brother was safe. Masterson was now a well-respected celebrity, and turned to writing newspaper columns and officiating sporting events, such as horse races and prize fights. He continued to wander throughout the west, eventually settling in Denver where he again ran saloons. He married in 1891 and moved to New York City after the turn of the century. Masterson's

travels through the West, his encounters with famous people, and his various exploits all read like fiction—he is perhaps the perfect example of a real-life "player character."

BAT MASTERSON

STR 65	**CON** 70	**SIZ** 70	**DEX** 70	**INT** 75
APP 75	**POW** 70	**EDU** 70	**SAN** 70	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 14	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or cane 1D4+1D4)
.45 revolver	70% (35/14), damage 1D10+2
.50 rifle	65% (32/13), damage 3D6
Dodge	40% (20/8)

Skills

Charm 65%, Credit Rating 65%, Gambling 70%, Fast Talk 40%, Language (English) 75%, Language (French) 35%, Law 60%, Listen 60%, Natural World 45%, Persuade 55%, Psychology 60%, Ride 45%, Sleight of Hand 30%, Spot Hidden 70%, Stealth 40%, Track 40%.

General Nelson Miles, 1839–1925

Nelson Miles was born on a farm in Massachusetts and later took a position in Boston as a clerk in his uncle's business. Anticipating the War Between the States, Miles privately studied military tactics and history, and when the war broke out he formed a volunteer infantry company. Miles was denied leadership of the company, engendering in him a jealous hatred of the professional military officers who had attended West Point. Still, Miles served bravely in the war, fighting and taking wounds at Fredericksburg and Chancellorsville; the latter earning him a Medal of Honor. Miles married General Sherman's niece and, though he continued to rise in rank, his regiment never saw action in the early Indian campaigns of the west. In 1874 Sherman sent Miles to take part in the Red River War, and two years later he pursued the Sioux after the Battle of Little Big Horn. In early 1877 Miles chased Crazy Horse's band into Montana, finally forcing the great Sioux warrior to surrender in May. That same summer Miles successfully ran down Chief Joseph and the Nez Perce as they sought sanctuary in Canada. When Washington moved the Nez Perce to Kansas, Miles tried to return them to their homeland in the northwest. In 1880 Miles was finally made a general. In 1886 he took over for General Crook in the pursuit of Geronimo and his band, and his brilliant tactics (guarding waterholes and trails, building heliograph stations, etc.) soon brought in the old Apache. Miles selfishly took all the credit for Geronimo's capture, despite Crook's years of service. Miles' diplomacy later helped quell the last of the Sioux uprisings after the massacre at Wounded Knee. With the Indian Wars behind him Miles wrote two books about his experiences and led troops against striking Pullman workers in Chicago in 1894. He fought in the Spanish-American War, achieving a decisive victory in Puerto Rico. General Miles also wanted to serve in the Philippines in 1901 and in the Great War, but was deemed too old. He died of a heart attack at a performance of the Ringling Brothers' Circus in 1925.

Phoebe Annie Moses, 1860–1926, AKA Annie Oakley

Born in Dark County, Ohio, in 1860. Her family was poor and she did not attend school until later in life. At the age of ten, she was "bound out" to a local family to help care for their infant son, but soon found that she was actually required to pump water and cook. After two years of near-slavery she ran away, eventually returning to her mother's home. She helped to support her family by trapping and hunting game, some of which she sold to locals in Greenville. Her skill at hunting became common knowledge throughout the region and when traveling sharpshooter Frank E. Butler placed a $100 bet with hotel owner Jack Frost that he could beat any local shooter, Frost arranged a contest between Butler and the 15-year-old Annie. Unsurprisingly, Butler lost the match and the bet, but did end up marrying Annie in 1876. Soon Butler and Annie began performing together, eventually joining Buffalo Bill's



Annie Oakley

Wild West show in 1885 alongside other notables such as Sitting Bull. She toured widely, including Paris, Italy, and England, and even shot off the ashes from a cigarette held by Kaiser Wilhelm II. In 1898 she wrote to President McKinley to offer the services of a company of "lady sharpshooters" in the war against Spain; her offer was rejected. In 1901 she was injured during a train accident and she never quite recovered, leaving the Buffalo Bill show to start an acting career in a play written for her in which she used guns and rope to outsmart some outlaws. Throughout her career, it is believed that Annie taught around 15,000 women how to use a gun. By 1912, Annie and Butler purchased land in the Hambrooks, situated on the Choptank River, and built a ranch. A few years later in 1917 the couple moved again to North Carolina and returned to performing sharpshooting in public. During these later years, Annie continued her philanthropic work for women's rights, as well as feats of great shooting—she could hit 100 clay targets in a row from 16 yards away. Following a car accident in 1922 her health declined, and in 1926 she died in Greenville, Ohio at the age of 66. It was discovered that her entire fortune had been spent on various charities, including women's rights and children's services.

Robert Leroy Parker, 1866–1908, and Harry Longabaugh, 1861–1908, AKA Butch Cassidy and the Sundance Kid

Robert LeRoy Parker was born in Utah to a prominent Mormon family. When the growing Parker family moved to a ranch in rustling country, Robert took up with an outlaw named Mike Cassidy. At the age of 16 or 17, Robert began riding with Cassidy's gang, thoughtfully adopting the outlaw's name to spare his family's reputation. Parker's exploits took him to Wyoming and Colorado, rustling cattle and holding up banks and trains, but he also tried to go straight a few times, working as a ranch hand and at one point as a butcher, where he gained his nickname "Butch." In 1892 Butch was caught and sent to prison for two years for rustling. When he got out he returned to Wyoming to the Hole in the Wall hideout he had used previously. There he started his own gang, with Harvey "Kid Curry" Logan second in command, and Harry Tracy, Ben Kilpatrick, and Harry Longabaugh—the "Sundance Kid." The Wild Bunch, as they were called, robbed banks and trains, occasionally taking trips to other parts of the country to lie low and spend their money. Butch garnered a reputation as a friendly, non-violent criminal, claiming he never once killed a man. The gang plagued the Union Pacific Railroad throughout the 1890s, until finally the railroad set the Pinkertons on the Wild Bunch's trail. The Pinkertons dogged the Wild Bunch, forcing Butch and Sundance to flee to New York in 1901 with Longabaugh's girlfriend, Etta Place. From New York the trio sailed to South America, hoping to set up a cattle ranch in



Butch Cassidy

Bolivia. Soon they were back to their old ways, robbing banks and trains, and occasionally taking on honest work for a mining company. Unfortunately, when the pair robbed the mining company payroll in 1908 they attracted the attention of the Bolivian military, which sent a troop of soldiers after them. Butch and Sundance held out for most of a day, but died in the night after attempting to retrieve their rifles from their pack mules. Some sources claim Butch escaped and returned to the U.S. where he assumed a new identity, married, and lived prosperously and peacefully until his death in 1937.

Judge Isaac Parker, 1838–1896

In the 1870s and 1880s the Indian Territory (present-day Oklahoma) was not only home to 50,000 self-governing American Indians, but also to all manner of criminals who fled there, since the tribes had no jurisdiction over whites in the territory. When his predecessor failed to act on warrants and charges issued for fugitives in the Indian Territory, Judge Isaac Parker volunteered for the post at the Fort Smith, Arkansas courthouse and responded by hiring deputies and sending them into the territory to bring back the criminals for trial. Judge Parker was a sensitive man whose actions were initially to help protect the American Indians from these desperados—even though he hanged hundreds of men, he wasn't a cruel or bloodthirsty man, merely one dedicated to seeing justice done. His caseload was so high that his gallows was built to hang



Quanah Parker

as many as a dozen men at once. Judge Parker's deputies were paid more for live men than dead bodies, and their job was perilous: 65 of the 225 deputies in Parker's employ died in the line of duty. The films *True Grit* and *Hang 'Em High* feature Judge Parker's court, the latter pseudonymously.

Quanah Parker, 1845? –1911

Quanah Parker was the son of Comanche war chief Peta Nacona and a white woman, Cynthia Ann Parker; Cynthia had been abducted from a settlement in 1836 by the Caddo and traded to the Comanche, eventually coming to adopt her new husband's culture. Quanah (the name, given him by his mother, means "fragrant" or "sweet-smelling") was born in Texas in the late 1840s or early 1850s, and in 1860 he, his brother, and his father were absent from their camp when Texas Rangers raided and captured Cynthia and her Indian daughter and returned them to her white relatives. Cynthia and the girl died, and soon afterward Quanah's father and brother died of infection and illness as well. The tall, blue-eyed, and vengeful Quanah joined the Quahadie Comanche, where he excelled in riding and fighting and soon became chief of the band. Quanah and his Comanche refused to go on the reservations, and raided across the southwestern U.S. in the 1860s and 1870s, at one point riding through an army encampment and stealing their horses. In 1874, Quanah gathered together bands of the Comanche, Arapaho, and Cheyenne tribes and laid siege to the trading post at Adobe Walls; the buffalo hunters trapped within held them off for several days, and Quanah himself was shot from his horse. Quanah and his allies were no match for the hunters' long-range guns, and retreated. Colonel Ranald MacKenzie's cavalry pursued Parker's forces relentlessly, destroying their villages and food stores, as well as seizing or killing their horses, gradually running them to ground. Parker's band finally surrendered in 1875. Quanah Parker visited his mother's family and was accepted by them, and Quanah became a well-respected figure to whites and Indians alike. He became a successful advocate for American Indian rights, a deputy sheriff, and a judge, and hunted with President Theodore Roosevelt.

QUANAH PARKER

STR 80	**CON** 80	**SIZ** 80	**DEX** 65	**INT** 75
APP 70	**POW** 70	**EDU** 65	**SAN** 70	**HP** 16
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 14	

Combat

Brawl	65% (32/13), damage 1D3+1D4 (or knife 1D4+2+1D4)
Bow	65% (32/13), damage 1D6+1D2
Lance (mounted)	65% (32/13), damage 1D8+1+mount's DB
.45 revolver	40% (20/8), damage 1D10+2
.56 carbine	55% (27/11), damage 2D6+3
Dodge	40% (20/8)

Skills

First Aid 40%, Hide 55%, Intimidate 45%, Jump 55%, Language (Comanche Dialect) 65%, Language (English) 25%, Listen 65%, Natural World 70%, Navigate 65%, Persuade 40%, Ride 70%, Stealth 60%, Spot Hidden 60%, Throw 50%, Track 60%.

Charlotte Darkey Parkhurst, 1812–1879, AKA One Eyed Charley, AKA Six-Horse Charley

Charlotte Parkhurst was born in 1812 in Lebanon, New Hampshire, spending most of her childhood in an orphanage. She eventually ran away, presenting herself as a male and taking the name Charley. It was then that "he" started working as a stable hand and learning to handle horses and to drive coaches. Charley worked in Massachusetts and Rhode Island, and occasionally traveled to Georgia. In his late 30s, Parkhurst sailed to California where his renown as a stagecoach driver grew. Shortly after arriving in California, Parkhurst lost the use of one eye (after a kick from a horse), gaining the nickname of "One Eyed Charley." Parkhurst became ranked as one of the finest stagecoach drivers on the West Coast. This inspired another nickname, "Six-Horse Charley." Among Parkhurst's routes in California were Stockton to Mariposa, "the great stage route" from San Jose to Oakland, and San Juan to Santa

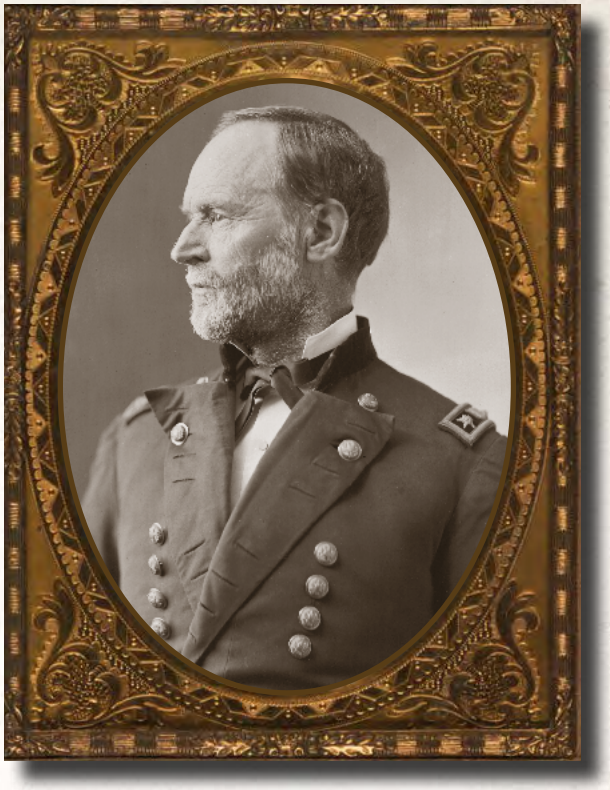
Cruz. Seeing that railroads were cutting into the stagecoach business, Parkhurst eventually retired from driving and moved to Watsonville, California where he worked as a farmer and lumber. In 1868 he may have been the first female (passing as a man) to vote in a presidential election in California. Parkhurst remaining years were spent raising cattle and chickens until his death in 1879. It was then that his true (female) identity was revealed, much to the surprise of his friends.

Allan Pinkerton, 1819–1884

Allan Pinkerton was born in Scotland but emigrated to Chicago, where he became the city's first appointed detective in 1850. He started his own private detective agency at the same time, and made his start busting trade unions. In 1861 he formed the U.S. Secret Service as a division of the Army, and foiled at least one attempt on President Lincoln's life. Pinkerton and his detectives were extremely successful, and were greatly feared and hated by criminals. The Pinkertons were the ones who dogged Butch Cassidy and the Sundance Kid to the point where they left America. Pinkerton's virulent anti-union stance led him to break up the Molly Maguires in Pennsylvania and to oppose railroad workers and other strikers. Pinkerton was a staunch supporter of capitalism and enemy of "Strikers, Communists and Tramps," as one of his books was titled.

General William Tecumseh Sherman, 1820–1891

William Sherman was born in Ohio. His father died when he was nine years old and he was subsequently adopted by a lawyer, who later helped Sherman get into West Point. Though he graduated near the top of his class, he grew dissatisfied with his army career and began studying law. He found that civilian life was not for him, so he took a job at a military academy in Louisiana. Though he had spent much of his life in the South, when the Civil War broke out Sherman joined the Union Army, where he carried the rank of colonel. Sherman fought at Bull Run and the disastrous Union loss again soured him on the military: he asked President Lincoln to replace him, but was instead made brigadier general. Sherman was wracked with doubts about his military career, and even considered suicide at one point. Despite his self-doubts, Sherman was a dedicated, ruthless warrior. When General Ulysses S. Grant ordered him to invade Georgia and destroy the enemy's ability to fight, Sherman marched to the sea, burning and killing as he went. The Confederates were left angry and horrified, but in full understanding of Sherman's ideas about warfare. After the war Sherman and his superiors turned their attentions to the American Indians with similar ruthlessness. Sherman had no respect or sympathy at all for the natives, and his suggested solution for the problem was simple: get them to a reservation or kill them. "War is hell," he had said of the Civil War, and he proved it to the Indians just as he had done with the Confederates. Sherman retired in 1884, took up the lecture circuit, and wrote his memoirs.



General William Tecumseh Sherman

Charles Siringo, 1855–1928

Charles Siringo was a 22-year old cowhand when he took his first job as a lawman; unsuccessfully hunting the 17-year old Billy the Kid in New Mexico. After years working as a cowpuncher and other dead-end jobs in the west, Siringo went to Chicago and eventually signed up with the Pinkerton Detective Agency in 1886. He spent years, usually alone, trailing criminals all over the country, everywhere from the Southwest to Alaska. Siringo was brave, smart, and a good detective, often infiltrating outlaw gangs to take them down. At one point he joined Butch Cassidy's Wild Bunch gang and foiled several of their robberies, but he was forced to flee when the gang got wise to him. Siringo then turned the tables and began stalking the Wild Bunch, which in turn led Butch and the Sundance Kid to flee to Bolivia. Siringo later wrote several books about his adventures as a "cowboy detective."

Opposite: General Sherman's March to the Sea, Union soldiers are destroying the Confederate railroad



SAMPLE NON-PLAYER CHARACTERS

AMERICAN INDIAN SHAMAN

STR 50	**CON** 60	**SIZ** 60	**DEX** 60	**INT** 75
APP 55	**POW** 85	**EDU** 65	**SAN** 80	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 17	

Combat

Brawl	50% (25/10), damage 1D3 (or knife 1D4+2)
Tomahawk	50% (25/10), damage 1D6+1
.44 revolver*	40% (20/8), damage 1D10+2
.56 carbine*	55% (27/11), damage 2D6+3
Dodge	35% (17/7)

**Pick either.*

Skills

Animal Handling 40%, Intimidate 55%, First Aid 55%, Language (American Indian dialect) 70%, Language (English) 20%, Listen 40%, Natural World 80%, Navigate 60%, Occult 65%, Persuade 60%, Rope Use 45%, Ride 40%, Spot Hidden 65%, Stealth 40%, Throw 45%, Track 40%.



A Navajo Medicine Man

Note: *For Cthulhu Mythos-knowledgeable shaman, adjust the following: reduce SAN to 00, add +10 POW, and add 1D4 (or more) spells. Spells should be appropriate to the entities known to the shaman, e.g. ghouls, sand-dwellers, Yig, Ithaqua, Tsathoggua, etc. (suggested spells can be found in* ***Shamanic (Folk) Magic****, page 151).*

BARTENDER

STR 70	**CON** 65	**SIZ** 75	**DEX** 60	**INT** 60
APP 55	**POW** 60	**EDU** 50	**SAN** 60	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	

Combat

Brawl	75% (37/15), damage 1D3+1D4 (or glass 1D4+1D4)
Sawed off shotgun (2B)	50% (25/10), damage 4D6/1D6
Dodge	30% (15/6)

Skills

Accounting 50%, Charm 30%, Fast Talk 75%, Intimidate 40%, Persuade 65%, Psychology 50%, Sleight of Hand 60%, Throw 50%.

DOCTOR

STR 50	**CON** 65	**SIZ** 65	**DEX** 55	**INT** 75
APP 60	**POW** 65	**EDU** 90	**SAN** 60	**HP** 13
DB: 0	**Build:** 0	**Move:** 7	**MP:** 13	

Combat

Brawl	40% (20/8), damage 1D3
Dodge	32% (16/6)

Skills

Accounting 40%, Credit Rating 55%, First Aid 75%, History 40%, Language (English) 90%, Language (Latin) 30%, Law 20%, Library Use 45%, Medicine 55%, Persuade 50%, Psychoanalysis 35%, Psychology 55%, Science (Biology) 55%, Science (Pharmacy) 45%.

DRIFTER

STR 55	**CON** 55	**SIZ** 65	**DEX** 60	**INT** 60
APP 45	**POW** 60	**EDU** 50	**SAN** 60	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 12	

Combat

Brawl	60% (30/12), damage 1D3
.36 revolver	40% (20/8), damage 1D8
Dodge	32% (16/6)

Skills

Climb 35%, Credit Rating 10%, Fast Talk (or Intimidate) 60%, Jump 45%, Listen 50%, Mechanical Repair 40%, Natural World 45%, Persuade 45%, Language (English, or German, Spanish, etc.) 50%, Language (other) 15%, Spot Hidden 45%, Stealth 60%.

EXPRESSMAN/TEAMSTER

STR 75	**CON** 75	**SIZ** 70	**DEX** 70	**INT** 60
APP 50	**POW** 55	**EDU** 55	**SAN** 55	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 11	

Combat

Brawl	70% (35/14), damage 1D3+1D4
.44 revolver	40% (20/8), damage 1D10+2
10-gauge shotgun	60% (30/12), damage 4D6+2/2D6+1/1D4
Dodge	50% (25/10)

Skills

Accounting 45%, Drive Wagon (or Ride) 80%, Fast Talk 65%, Intimidate 40%, Jump 60%, Mechanical Repair 50%, Natural World 55%, Navigate 65%, Language (English) 55%, Rope Use 25%, Spot Hidden 45%, Stealth 40%.

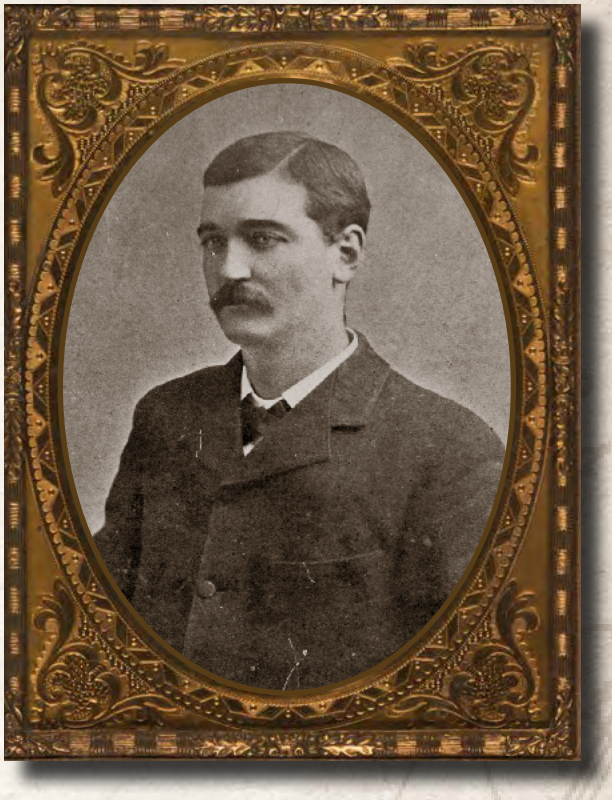
Armor: 2-point heavy leather coat.

FARMER

STR 60	**CON** 70	**SIZ** 70	**DEX** 65	**INT** 60
APP 45	**POW** 55	**EDU** 55	**SAN** 55	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 11	

Combat

Brawl	45% (22/9), damage 1D3+1D4 (or club 1D6+1D4)
.44 rifle	45% (22/9), damage 2D6+1
12-gauge shotgun	45% (22/9), damage 4D6/2D6/1D6
Dodge	32% (16/6)



Bat Masterson

Skills

Accounting 30%, Climb 40%, Credit Rating 40%, Drive Wagon 45%, First Aid 40%, Jump 45%, Language (English, or German, Swedish, etc.) 30%, Mechanical Repair 45%, Natural World 65%, Persuade 40%, Ride 45%, Rope Use 30%, Stealth 30%, Track 30%.

GAMBLER

STR 45	**CON** 60	**SIZ** 60	**DEX** 70	**INT** 75
APP 65	**POW** 70	**EDU** 65	**SAN** 70	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 14	

Combat

Brawl	60% (30/12), damage 1D3
.31 pocket revolver	40% (20/8), damage 1D8
Dodge	30% (15/6)

Skills

Accounting 60%, Appraise 25%, Credit Rating 30%, Fast Talk 50%, Gambling 75%, History 25%, Listen 45%, Persuade 40%, Psychology 55%, Sleight of Hand 60%, Spot Hidden 50%.

GREENHORN/DILETTANTE

STR 45 **CON** 60 **SIZ** 60 **DEX** 60 **INT** 70
APP 65 **POW** 60 **EDU** 75 **SAN** 60 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12

Combat

Brawl	30% (15/6), damage 1D3
.31 pocket revolver	25% (12/5), damage 1D6
Dodge	30% (15/6)

Skills

Anthropology 25%, Appraise 35%, Art/Craft (Sketching) 55%, Charm 35%, Credit Rating 75%, History 65%, Law 20%, Occult 25%, Photography 65%, Psychology 55%, Ride 45%.

GUNFIGHTER

STR 70 **CON** 70 **SIZ** 65 **DEX** 75 **INT** 65
APP 60 **POW** 60 **EDU** 60 **SAN** 55 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 12

Combat

Brawl	30% (15/6), damage 1D3+1D4 (or knife 1D4+2+1D4)
.44–40 revolver	75% (37/15), damage 1D10+2
.44–40 rifle*	65% (32/13), damage 2D6+2
12-gauge shotgun*	65% (32/13), damage 4D6/2D6/1D6
Dodge	45% (22/9)

**Pick either.*

Skills

Charm 35%, Climb 35%, Intimidate 60%, Law 25%, Listen 35%, Psychology 55%, Ride 45%, Stealth 45%, Spot Hidden 55%, Throw 40%, Track 40%.

JOURNALIST/AUTHOR

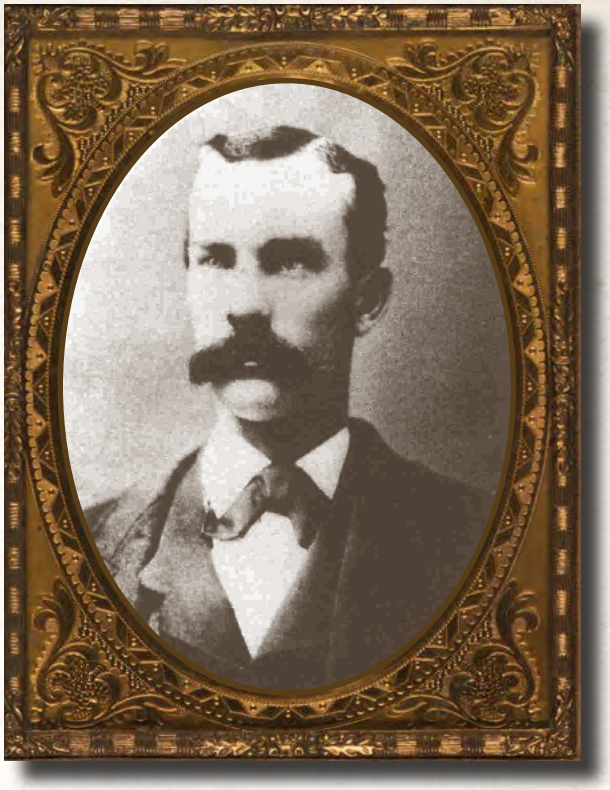
STR 45 **CON** 55 **SIZ** 65 **DEX** 55 **INT** 75
APP 60 **POW** 60 **EDU** 75 **SAN** 60 **HP** 12
DB: 0 **Build:** 0 **Move:** 7 **MP:** 12

Combat

Brawl	35% (17/7), damage 1D3
.36 revolver	30% (15/6), damage 1D8
Dodge	30% (5/6)

Skills

Art/Craft (Writing) 70%, Charm 45%, Credit Rating 45%, Fast Talk 70%, History 40%, Language (English) 80%, Library Use 55%, Listen 55%, Persuade 60%, Psychology 55%, Stealth 35%, Spot Hidden 45%.



Johnny Ringo

LABORER (MENIAL)

STR 80 **CON** 75 **SIZ** 80 **DEX** 60 **INT** 55
APP 50 **POW** 55 **EDU** 50 **SAN** 55 **HP** 15
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 11

Combat

Brawl	80% (40/16), damage 1D3+1D4 (or large club 1D8+1D4)
Dodge	50% (25/10)

Skills

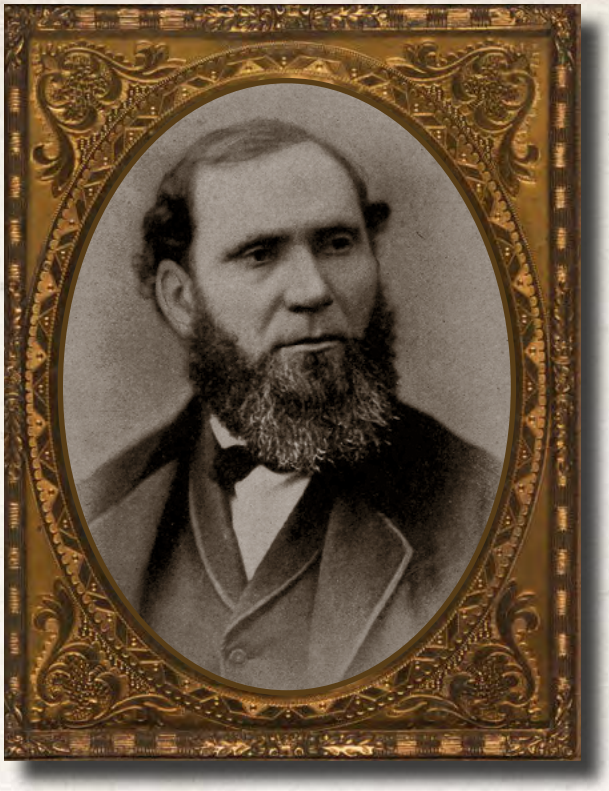
Climb 60%, Drive Wagon 55%, Fast Talk 60%, Gambling 40%, Jump 55%, Mechanical Repair 55%, Persuade 35%, Psychology 35%, Spot Hidden 40%, Stealth 30%.

LAWMAN/PINKERTON DETECTIVE

STR 60 **CON** 65 **SIZ** 70 **DEX** 65 **INT** 65
APP 60 **POW** 60 **EDU** 65 **SAN** 60 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12

Combat

Brawl	65% (32/13), damage 1D3+1D4
.45 revolver	70% (35/14), damage 1D10+2
.44–40 rifle	60% (30/12), damage 2D6+1
Dodge	40% (20/8)



Allan Pinkerton

Skills

Charm 25%, Credit Rating 50%, Intimidate 45%, Law 60%, Persuade 60%, Psychology 55%, Language (English) 65%, Language (other) 20%, Navigate 30%, Ride 45%, Rope Use 30%, Spot Hidden 60%, Track 45%.

MERCHANT

STR 50	**CON** 55	**SIZ** 65	**DEX** 45	**INT** 70
APP 60	**POW** 60	**EDU** 65	**SAN** 60	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 12	

Combat

Brawl	55% (27/11), damage 1D3
.36 revolver*	35% (17/7), damage 1D10
16-gauge shotgun*	35% (17/7), damage 2D6+2/1D6+1/1D4
Dodge	25% (12/5)

**Pick either.*

Skills

Accounting 60%, Credit Rating 45%, Fast Talk 60%, History 25%, Law 15%, Listen 45%, Persuade 65%, Psychology 45%, Language (English or German, French, Swedish, Dutch, etc.) 65%.

MINER/PROSPECTOR

STR 70	**CON** 60	**SIZ** 70	**DEX** 60	**INT** 60
APP 45	**POW** 60	**EDU** 50	**SAN** 60	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 12	

Combat

Brawl	60% (30/12), damage 1D3+1D4 (or knife 1D4+2+1D4)
.44 revolver	55% (27/11), damage 1D10+2
.56 carbine*	55% (27/11), damage 2D6+3
12-gauge shotgun*	55% (27/11), damage 4D6/2D6/1D6
Dodge	45% (22/9)

**Pick either.*

Skills

Appraise 30%, Climb 60%, First Aid 45%, Jump 55%, Language (English or German, French, Swedish, Dutch, etc.) 50%, Listen 40%, Mechanical Repair 60%, Natural World 45%, Navigate 45%, Science (Geology) 65%, Spot Hidden 60%, Stealth 45%.

PREACHER

STR 40	**CON** 55	**SIZ** 65	**DEX** 55	**INT** 65
APP 55	**POW** 65	**EDU** 65	**SAN** 65	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 13	

Combat

Brawl	50% (25/10), damage 1D3
Knife*	50% (25/10), damage 1D6
.36 revolver*	30% (15/6), damage 1D8
Dodge	45% (22/9)

**Pick either (or neither).*

Skills

Charm 45%, Credit Rating 40%, Fast Talk 60%, First Aid 35%, Library Use 45%, Occult 55%, Persuade 65%, Language (English or Spanish, Swedish, German, etc.) 65%, Psychology 65%.



John Ericsson

PROSTITUTE

STR 55	**CON** 50	**SIZ** 50	**DEX** 70	**INT** 60
APP 55	**POW** 50	**EDU** 50	**SAN** 50	**HP** 10
DB: 0	**Build:** 0	**Move:** 9	**MP:** 10	

Combat

Brawl	35% (17/7), damage 1D3 (or stiletto 1D4+2)
.41 derringer (1 shot)*	30% (15/6), damage 1D10+1
.31 pocket revolver*	30% (15/6), damage 1D8
Dodge	50% (25/10)

**Pick either.*

Skills

Charm 50%, Fast Talk 75%, First Aid 35%, Listen 45%, Language (English) 50%, Language (Spanish or French, Swedish, etc.) 35%, Psychology 40%, Spot Hidden 45%, Stealth 60%.

RANCHER

STR 60	**CON** 70	**SIZ** 70	**DEX** 55	**INT** 65
APP 60	**POW** 65	**EDU** 65	**SAN** 65	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 13	

Combat

Brawl	60% (30/12), damage 1D3+1D4 (or knife 1D4+2+1D4)
.45 revolver	45% (22/9), damage 1D10+2
.44–40 rifle	60% (30/12), damage 2D6+1
Dodge	30% (15/6)

Skills

Accounting 50%, Animal Handling 45%, Credit Rating 65%, Drive Wagon 40%, First Aid 35%, Intimidate 50%, Language (English) 65%, Language (Spanish) 30%, Law 30%, Natural World 65%, Persuade 45%, Ride 55%, Rope Use 60%, Spot Hidden 35%, Stealth 40%, Track 40%.

SCIENTIST/ENGINEER

STR 55	**CON** 55	**SIZ** 65	**DEX** 55	**INT** 70
APP 60	**POW** 60	**EDU** 90	**SAN** 60	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 12	

Combat

Brawl	45% (22/9), damage 1D3
.36 revolver	30% (15/6), damage 1D8
.44-40 rifle	30% (15/6), damage 2D6+1
Dodge	32% (16/6)

Skill

Credit Rating 40%, Electrical Repair 40%, History 45%, Library Use 50%, Mechanical Repair 65%, Operate Heavy Machinery 60%, Persuade 50%, Language (English or French, German, etc.) 90%, Language (Latin) 30%, Natural World 50%, Science (Astronomy) 55%, Science (Biology) 65%, Science (Chemistry) 65%, Science (Geology) 65%, Science (Physics 55%), Spot Hidden 40%.

SCOUT/MOUNTAIN MAN/ BUFFALO HUNTER

STR 70	**CON** 75	**SIZ** 75	**DEX** 65	**INT** 65
APP 45	**POW** 60	**EDU** 45	**SAN** 60	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	

Combat

Brawl	70% (35/14), damage 1D3+1D4 (or knife 1D4+2+1D4)
.44 revolver	50% (25/10), damage 1D10+2
.56 carbine*	70% (35/14), damage 2D6+3
.50 rifle*	70% (35/14), damage 3D6
Dodge	45% (22/9)

**Pick either.*

Skills

Climb 55%, Intimidate 45%, Listen 50%, Natural World 70%, Navigate 65%, Persuade 40%, Psychology 35%, Ride 45%, Stealth 55%, Language (English or German, Dutch, etc.) 45%, Language (American Indian Dialect) 35%, Rope Use 60%, Spot Hidden 55%, Track 65%, Trap 55%.

Armor: 2-point leather coat and fur vest.

SNAKE OIL SALES PERSON/CON ARTIST

STR 45	**CON** 55	**SIZ** 60	**DEX** 70	**INT** 70
APP 55	**POW** 65	**EDU** 60	**SAN** 65	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 13	

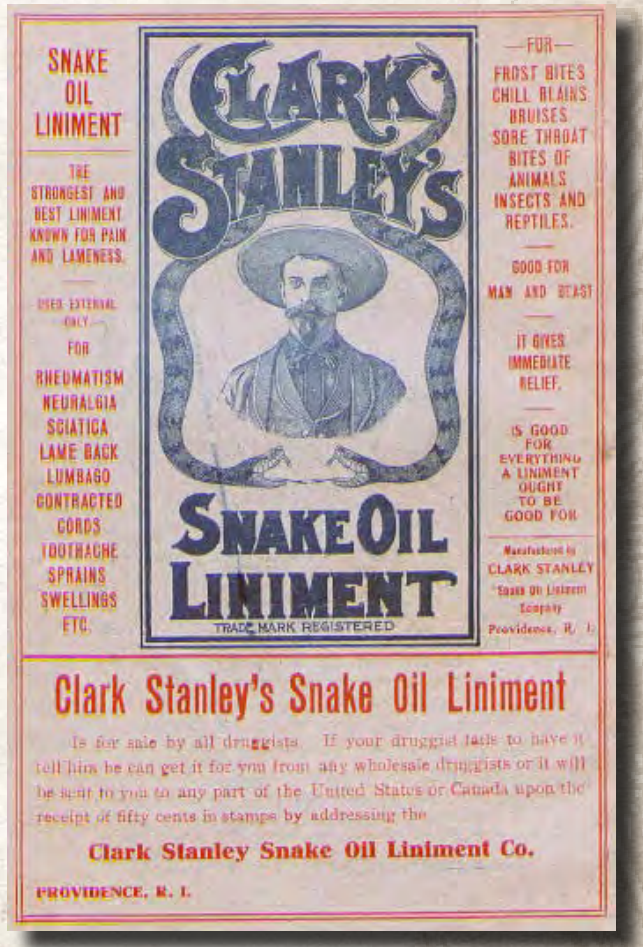
Combat

Brawl	50% (25/10), damage 1D3
.36 revolver*	40% (20/8), damage 1D8
16-gauge shotgun*	40% (20/8), damage 2D6+2/1D6+1/1D4
Dodge	40% (20/8)

**Pick either.*

Skills

Appraise 35%, Art/Craft (Acting) 65%, Charm 55%, Disguise 50%, Drive Wagon 40%, Fast Talk 70%, First Aid 35%, Law 15%, Listen 40%, Medicine 10%, Persuade 50%, Psychology 50%, Science (Pharmacy) 30%, Sleight of Hand 70%, Spot Hidden 40%, Stealth 55%.







AMERICAN INDIANS

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	65	60	60	70	65	60	65	60	80	55
CON	65	60	70	65	60	55	75	80	65	60
SIZ	65	70	60	70	70	65	75	65	60	70
DEX	75	65	70	65	55	55	65	70	60	55
INT	65	60	60	65	80	70	60	65	55	65
APP	60	60	50	45	65	65	55	50	45	70
POW	60	50	45	55	65	60	55	50	75	60
EDU	50	50	70	55	50	45	60	50	55	60
SAN	60	50	45	55	65	60	55	50	75	60
HP	13	13	13	13	13	12	15	14	12	13

Average Damage Bonus (DB): +1D4
Average Build: 1
Average Move: 8
Average Magic Points: 11

Combat

Brawl/Knife	65% (32/13), damage 1D3+DB (knife 1D4+2+DB)
Tomahawk/club	65% (32/13), damage 1D6+1+DB
Bow	45% (22/9), damage 1D6+half DB
Lance (mounted)	50% (25/10), damage 1D8+1+mount's DB
.44 revolver*	50% (25/10), damage 1D10+2
.56 carbine*	50% (25/10), damage 2D6+3
Dodge 4	0% (20/8)

**Pick either.*

Skills

Animal Handling 50%, Climb 50%, First Aid 50%, Listen 50%, Natural World 65%, Navigate 65%, Occult 30%, Ride 50%, Language (American Indian dialect) 60%, Language (English) 15%, Spot Hidden 55%, Stealth 70%, Throw 55%, Track 65%, Trap 55%.

COWBOYS

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	70	55	65	60	65	60	85	60	55	65
CON	60	65	55	65	70	60	70	50	45	70
SIZ	70	65	75	60	70	80	75	70	75	75
DEX	70	60	50	45	55	65	50	70	65	70
INT	60	65	55	60	65	70	55	50	65	65
APP	60	50	45	55	65	50	55	70	60	40
POW	55	50	60	55	70	50	55	60	70	55
EDU	50	55	50	45	50	55	60	70	45	55
SAN	55	50	60	55	70	50	55	60	70	55
HP	13	13	13	12	14	14	14	12	12	14

Average Damage Bonus (DB): +1D4
Average Build: 1
Average Move: 8
Average Magic Points: 11

Combat

Brawl	50% (25/10), damage 1D3+DB (or knife 1D4+2+DB)
.45 revolver	40% (20/8), damage 1D10+2
.44–40 rifle	45% (22/9), damage 2D6+1
Dodge	40% (20/8)

Skills

Animal Handling 20%, First Aid 40%, Gambling 20%, Jump 50%, Listen 45%, Natural World 65%, Navigate 45%, Language (English) 55%, Language (Spanish) 10%, Ride 70%, Rope Use 45%, Spot Hidden 45%, Stealth 35%, Throw 50%, Track 45%.

OUTLAWS

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	65	50	55	80	70	65	45	55	70	70
CON	65	60	65	55	65	50	60	75	60	55
SIZ	70	60	70	75	70	65	65	75	70	65
DEX	65	60	55	55	60	60	50	75	65	65
INT	55	60	65	65	60	70	60	60	75	60
APP	40	50	55	70	60	55	40	45	45	55
POW	55	60	50	40	55	60	65	50	55	45
EDU	45	50	50	60	40	55	55	50	45	45
SAN	45	50	40	30	45	50	55	40	45	35
HP	13	12	13	13	13	11	12	15	13	12

Average Damage Bonus (DB): +1D4
Average Build: 1
Average Move: 8
Average Magic Points: 11

Combat

Brawl	70% (35/14), damage 1D3+DB (or knife 1D4+2+DB)
.45 revolver	65% (32/13), damage 1D10+2
.44 rifle*	55% (27/11), damage 2D6+1
12-gauge shotgun*	55% (27/11), damage 4D6/2D6/1D6
Dodge	45% (22/9)

**Pick either.*

Skills

Fast Talk 40%, Intimidate 55%, Jump 55%, Locksmith 30%, Language (English) 50%, Ride 55%, Language (Spanish) 15%, Sleight of Hand 30%, Stealth 50%, Track 30%, Throw 40%.

Armor: none or 1-point leather coat.

SOLDIERS

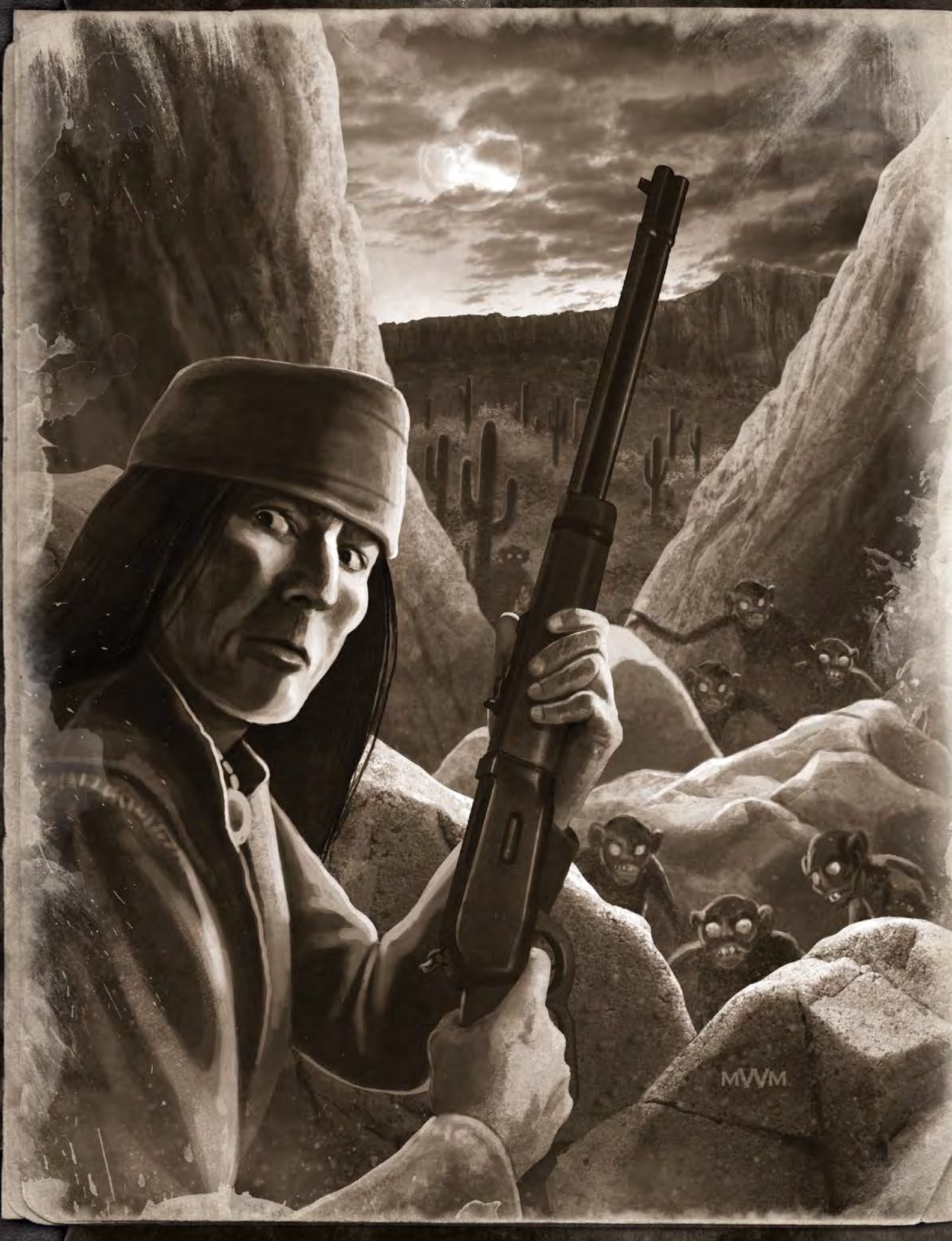
	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	65	60	60	60	50	65	65	55	65	45
CON	60	70	55	60	50	55	75	60	60	65
SIZ	70	65	60	70	65	80	70	65	70	70
DEX	65	55	60	55	50	45	65	50	55	65
INT	60	65	70	65	60	60	65	55	75	65
APP	55	50	40	65	60	55	50	65	55	60
POW	55	50	45	65	60	55	55	50	65	45
EDU	55	50	45	40	60	60	55	45	50	55
SAN	55	50	45	65	60	55	55	50	65	45
HP	13	13	11	13	11	13	14	12	13	13

Average Damage Bonus (DB): +1D4
Average Build: 1
Average Move: 7
Average Magic Points: 10

Brawl	65% (32/13), damage 1D3+DB (or knife 1D4+2+DB)
Bayonet (fixed)	50% (25/10), damage 1D6+DB
.45 revolver	45% (22/9), damage 1D10+2
.45–70 rifle	65% (32/13), damage 2D6+2
Dodge	40% (20/8)

Skills

Climb 40%, First Aid 40%, Gambling 35%, Language (English or Spanish, German, etc.) 50%, Language (American Indian Dialect) 15%, Mechanical Repair 30%, Natural World 45%, Navigate 30%, Ride 45%, Stealth 35%, Spot Hidden 45%, Throw 40%, Track 30%.


MVVM

CHAPTER 5

THE SUPERNATURAL WEST

"Walk softly through the desert sands
Careful where you tread
Underfoot are the visions lost
Sleeping not yet dead."

—Jefferson Starship, "Winds of Change"

MONSTERS OF THE OLD WEST

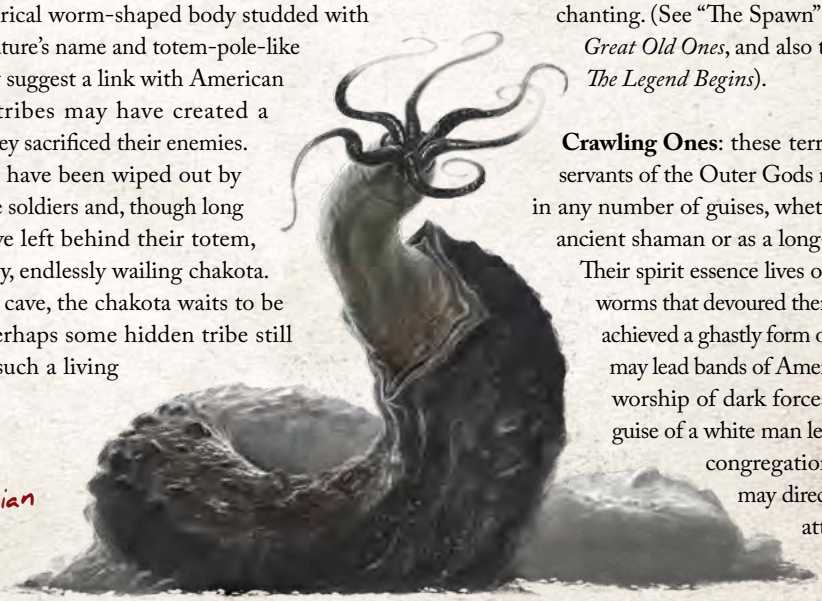
The following listings describe a variety of Cthulhu Mythos and supernatural beings that might be found in the Old West, and the types of activities those creatures may be involved in that might suggest adventure ideas. This list is by no means complete and individual Keepers are sure to find other Lovecraftian horrors with which to plague Old West investigators.

Note: entries marked (MM) can be found in the *Malleus Monstrorum*, which is highly recommended regardless of the era played. All other entries are from the *Call of Cthulhu Rulebook*, unless otherwise specified.

Chakotas (MM): a chakota is a magically created creature resembling a cylindrical worm-shaped body studded with many faces. The creature's name and totem-pole-like appearance strongly suggest a link with American Indians. Certain tribes may have created a chakota to which they sacrificed their enemies. Such a tribe might have been wiped out by other tribes or white soldiers and, though long gone, they may have left behind their totem, the endlessly hungry, endlessly wailing chakota. Trapped in a pit or cave, the chakota waits to be found again. Or perhaps some hidden tribe still offers sacrifices to such a living totem.

Chthonians: the dreaded burrowers beneath may also be the object of worship by debased American Indians, who offer sacrifices of enemy tribesmen, settlers, or soldiers. In return, the chthonians may use their burrowing and earthquake-creating abilities to weaken or destroy the enemies of their worshippers. Alternately, the endless gouging of mines and railroad passages into the hills and mountains may draw the deadly attentions of the burrowers. Consider a mine plagued by constant cave-ins and vanished miners, or a town founded too close to some chthonian lair, or a holy place stricken with frequent quakes and disappearances. Such terrible creatures may simply go on the rampage and begin swallowing entire towns into mysterious sinkholes from which terrified survivors report ghastly odors and inhuman chanting. (See "The Spawn" in Chaosium's *The Great Old Ones*, and also the film *Tremors 4: The Legend Begins*).

Crawling Ones: these terrible sorcerers and servants of the Outer Gods may stalk the West in any number of guises, whether as a venerated ancient shaman or as a long-lost conquistador. Their spirit essence lives on in the very grave worms that devoured them, and so they have achieved a ghastly form of immortality. They may lead bands of American Indians in the worship of dark forces, or appear in the guise of a white man leading some bizarre congregation. Crawling Ones may direct their followers to attack their enemies



Opposite: Ambush in the Arizona Desert by M. Wayne Miller

Crawling One



in what is actually a mass sacrifice of some kind. They may haunt lost ruins and ancient cemeteries seeking the secrets of the dead, or they may simply stalk the West as drifters and outlaws reveling in the spread of chaos and death.

Father Ghost (see *Day of the Beast*)/**The Ghost That Walks** (see *Spawn of Azathoth*): Father Ghost appears to be an albino American Indian of indeterminate age and tribe. While he seems to be human, he is not: one source holds that he is a powerful spirit allied with the ancient Hyperborean wizard Eibon, able to travel through time and space virtually at will. Father Ghost may appear during times of impending danger to the Earth or the human race, and he is a fervent enemy of the fungi from Yuggoth. Sightings of Father Ghost may warn of some upcoming calamity, or the machinations of the mi-go. The albino may offer clues to those opposed to the mi-go, or those who might otherwise aid him in his tasks, but he would just as gladly sacrifice such allies to achieve his ends. "The Ghost That Walks" is another American Indian entity inimical to the forces of the Cthulhu Mythos, though this one is apparently human: a shaman named Ngansa, from northeastern Canada. Ngansa is not a true albino, but paints himself with a white compound poisonous to the fungi from Yuggoth, whom he also opposes. Ngansa carries a staff with potent magical abilities to Call and Dismiss Cthugha and Ithaqua. Given their similar looks and common enemies, it's possible that Father Ghost and The Ghost That Walks are either one and the same, or that Ngansa's quest was somehow inspired by Father Ghost.



Flying Polyp

Flying Polyps: these mysterious cyclonic horrors may be found in deep dark places in the Earth. Sealed below by accident of nature or the magic of enemies (the Great Race, mi-go, or powerful early men), the polyps may be freed or otherwise disturbed by the actions of miners or other unlucky Westerners. An opening into a vast underground chamber in some mine or railway tunnel might unleash a terrible whistling, flesh-tearing wind that roars through the camp and the surrounding hills each night. Likewise, the thundering herds of a new cattle ranch might rouse the polypous horrors in the earth beneath, and so the hot, screeching winds might tear across the pastures, ravaging livestock and men.

Formless Spawn of Tsathoggua: like many of the creatures on this list, the formless spawn are most likely to be encountered in an underground setting, or as a result of someone or something disturbing their underground lair. Again, the actions of some hapless miner, mining company, prospector, or railroad crew might lead to the amorphous horror(s) slithering forth to investigate. Perhaps one of the unfortunate delvers makes off with some holy symbol or relic of Tsathoggua, and the spawn seeks its return. The investigators might find themselves on a trail of black slimy death, as the delver sells the relic to a friend or pays off a gambling debt, and so on, and each person who comes into contact with it dies horribly. (See also the adventure, **Something From Down There**, page 209, and **K'n-yan**, page 166).

Fosterlings of the Old Ones (MM): fosterlings are the result of the dream-sent seeds of alien entities sent either to impregnate human women or alter the genetic seed of men. The human-seeming offspring of these unions eventually become more like their alien parent. Possibilities include the shaman whose dream visions cause his seed to create a child not wholly of this Earth, or a white settler unable to conceive suddenly gives birth to a miracle child with mysterious powers. Whatever the circumstances of their origin, fosterlings are plagued by dreams of their alien heritage, and eventually mature into some inhuman form. They may wander away into the wilderness before that transformation, or the change may come upon them suddenly. In the latter case they may be forced to defend themselves against their horrified family and neighbors, or their monstrous nature may lead them to slaughter their own kin. Legends of powerful American Indian heroes may in fact hide darker truths of alien miscegenation, while long-lost settlers, mountain men, or prospectors may have vanished into the western wastes when the change came upon them.

Ghosts and Wraiths: the Old West is rife with ghost stories, from massacred settlers to avenging American Indians, ghost trains, buffalo herds, wailing treasure guardians, and so on. Consider a troop of long-dead conquistadors, a slaughtered tribe, a herd of spectral buffalo capable of trampling the living, a phantom train that makes stops and takes on passengers to unknown destinations, or the vengeful gunslinging ghost of a slain outlaw or sheriff. Battlefields of the Civil War or Indian Wars, where phantasms still clash—and sometimes slay the

living as well. A phantom horse, dog, steer, mountain lion, or wolf might stalk those who wander into the wilds. Ghosts of miners or rail workers, killed in an accident, may seek release or revenge on those responsible for their deaths.

Gnoph-Keh: in the coldest of winters, the gnoph-keh occasionally roam southward from the frozen north, and from icy wastelands beyond the Waking World. Some tribes may even anticipate such dreadful winters, and use the hunting of the fabled "White Horn" as a deadly rite of passage for their greatest hunters. Such a hunt might cross the barriers between the Waking World and the Dreamlands. Harvesting the pelt and horn of the creature could be an omen indicating that the White Man could be driven out of the tribe's lands. Certain areas may boast legends of a dreadful winter demon that comes with the cold, bringing terrible storms, and leaves behind horribly broken, torn, and gnawed remains.

Horses of the Invisible (MM): these ghostly entities take the form of one of the most common animals of the Old West: the horse. A horse of the invisible may be the totem animal of a tribe, summoned by a shaman to avenge some transgression, or manifesting on its own to avenge a slaughtered tribe. Perhaps the spectral horse arises upon the death of a certain horse or sympathetic vaquero, in effect haunting in their place—a town, ranch, road, canyon, or other area could become the haunted range of a malevolent ghost horse.

K'n-yanians (MM): the bored, decadent residents of the subterranean world of K'n-yan may occasionally be encountered on the surface world. They may come forth as raiding parties, intending to abduct the "tainted" surface dwellers to use for torture, blood sport, or other unspeakable pleasures. Alone or in groups, K'n-yanian adventurers might also venture forth to infiltrate and experience human society, using telepathy, dematerialization, and other powers to avoid detection. They might also be carrying out sinister plots to benefit themselves or their race. There are well-hidden entrances to K'n-yan throughout the U.S., and these may be stumbled upon by miners, prospectors, or perhaps unwitting travelers seeking shelter in some lost cave. An entire pulp-styled campaign might involve a group of Westerners discovering K'n-yan, and prospective Keepers should consult Lovecraft and Bishop's story, "The Mound," or perhaps the old Gene Autry serial, *The Phantom Empire* for ideas. (See also **K'n-yan**, page 166).

La Llorona: la Llorona ("the Crying Woman") is a ghostly female figure from Mexican folklore. She appears as a distraught woman searching for her child, whom legend states that she either murdered or lost through her negligence. Variations of her tale state that she neglected her child (or children) in order



to romance a married man, who eventually abandoned her; her child then either accidentally drowned in a nearby body of water, or was drowned by her, or was otherwise murdered by her in her belief that the child drove her love away. This deed caused her to walk the night searching in vain for her lost offspring. La Llorona is usually encountered in lonely places, especially riverbanks, at night. She sometimes lures lone travelers to such places, where she murders them, apparently as surrogates for the man who betrayed her. The Weeping Woman's wailing cries can sometimes be heard in the places she haunts. Some stories say that she wears her hair long to cover her face, which may be bat- or horse-like, or totally featureless. The legend of the Crying Woman appears to have originated in Mexico, but curiously seems to appear wherever any sizable Hispanic population has gathered. La Llorona has been identified both as a lesser avatar of Shub-Niggurath (see *Secrets of Los Angeles*) and as one of the forms of Mater Lachrymarum, one of Our Ladies of Sorrow (see *Malleus Monstrorum*).

Lloigor: these incorporeal entities feed on earth energies—there may be "ley lines," energy pockets, or sinkholes anywhere in the West. Local tribes might have recognized such areas and raise stones or wooden totems (or other markers) to worship these dark spirits, or to warn others about them. Settlements near lloigor activity may suffer mental and moral degradation, as well as physical deformities. The steel rails of the western railways may somehow disturb the lloigor, perhaps weakening the ley lines on which they feed. In the Old West, physical manifestations of the lloigor may not resemble European dragons. More likely they appear in dinosaur-like forms, twisted snake- or toad-like bodies, or even featherless and flightless bird-things.





The Faceless God by Jonathan Wyke

Martense Kin (MM): something akin to the "curse" of inbreeding and degradation that befell the Martense family in the mountains of New York could also happen to some western desert- or hill-dwelling clan, be they American Indian, European settlers, or some bestial tribe from the Shadow-Desert (see **Lost Worlds**, page 163). Stage robberies attributed to road agents, or raids on settlers blamed on local tribes might actually be the work of these sub-human creatures: killing and kidnapping victims either to add to their clan, for amusement, or for food. Miners, prospectors, or settlers intruding on their territory might suffer nocturnal attacks from these western "Martenses." There could be dozens of these savage sub-humans hiding in endless warrens under the hills, and investigators may believe they're some unknown species—until they find evidence that reveals their true human origin. (See Lovecraft's "The Lurking Fear" and *The Hills Have Eyes* film series for further inspiration).



Mi-Go

Mi-Go: the fungi from Yuggoth carry out mining operations in the Rocky Mountains, the Black Hills, and doubtless other areas in the West. The neighboring tribes may have legends of "the winged ones" who live in the hills and carry off the unwary, or their legends may simply tell of places where travelers frequently disappear. The mi-go may also ally themselves with some tribes, introducing them to the worship of Shub-Niggurath, Nyarlathotep, and others. The fungi sometimes enslave races, such as the voormis and the sasquatch. The fungi might also ally with a prospector who stumbles upon their operations, using him or her to spy on or take subtle steps against human settlements; more often than not, however, prospectors who encounter the mi-go are never seen again, either slain in horrible ways, or their brains deposited in metal canisters for later interrogation.

Mummies, Skeletons, and Zombies: the Old West is a place where dry, dusty death is commonplace, a place of bones and withered corpses—both human and otherwise. American Indians, Aztecs, Olmecs, and others may have mummified the remains of their most powerful chiefs, warriors, or shamans, and those mummies may yet lead their people, or await their awakening by desperate tribes seeking to stem the tide of white civilization. Whites may also unwittingly discover these undead while seeking treasures or lost cities. But the risen dead may not necessarily be ancient. There are Civil War and Indian War battlefields where



Nyarlathotep

countless bodies may yet lie, ready to rise again to resume their conflicts or follow the commands of some powerful necromancer or shaman. Crews of miners or rail workers killed in an accident might also return, for whatever reason. The resurrected dead may not even be human. Consider the piles and piles of buffalo bones and countless carcasses left along the railways by hunters and callous sportsmen—might those bones and skinless corpses also rise up to thunder across the plains in search of vengeance? Fossilized dinosaur bones were being unearthed throughout the West, and some sorcerer (a serpent person?) might resurrect these ancient relics to drive off intruders: imagine a party of investigators meeting a lumbering fossilized T-Rex skeleton!

Nyarlathotep: there are many ways the Crawling Chaos might be met in the Old West. He may appear as a popular chief or shaman, who seeks to unite the tribes against the encroachment of the white man, or as an army officer or native agent who subtly stirs trouble so he or she can revel in the resultant bloodshed. An avatar of Nyarlathotep might also be born or groomed into a position of power, such as a railroad tycoon or politician, with similar aims. Perhaps more subtly, an avatar may appear as a nameless drifter whose presence coincides with ominous outbreaks of weird or violent behavior. As proprietor or part of a traveling medicine show, Nyarlathotep might cause similar chaotic happenings, perhaps spreading disease, or rumors that turn neighbor against neighbor. (The events of Lovecraft's prose poem "Nyarlathotep" could easily be transferred to the Old West.) Or if he's feeling petty, the Dark Man might simply walk the West as the deadliest gunslinger of them all.

AVATARS OF NYARLATHOTEP

The Faceless God (MM): the faceless sphinx is the lord of the desert, and there may be places in the western deserts sacred to him. Travelers in these regions may hear the god's maddening whispers on the winds and subsequently become lost in space or time, eventually wandering into the clutches of Nyarlathotep or his servant creatures. Desert travelers might also discover a gigantic, impossibly ancient statue of a faceless sphinx, a statue they lose sight of, but which later seems to pursue or lead them across the desolate sands.

Kokopelli (MM): this thin, flute-playing form of Nyarlathotep was worshipped by some Southwestern tribes, though probably few in number. A tribal shaman may call on the piper to protect or avenge his people, or settlers might carelessly disturb some site or artifact sacred to him: a lost pueblo city, for instance. Kokopelli's attacks might include anything from summoned animals and altered weather to his maddening flute playing. Who knows what it might take to appease or drive off the piper.

Tezcatlipoca (MM): the Aztec god of the smoking mirror might still have degenerate worshippers in the deserts and jungles of Mexico and Central America. Tezcatlipoca also left behind devices for contacting him: flat, polished shards of obsidian, like black mirrors. These mirrors might be found in the possession of certain tribes, in lost ruins, or stowed away with other Aztec artifacts in the archives of some Spanish mission. These mirrors might grant prophetic visions or nightmares to their users; however, their use carries the dreadful price of possible possession by the god of the Smoking Mirror or some other form of Nyarlathotep.

Othuyeg (MM): this tentacled cyclopean monstrosity and its spawn live underground in a lost city believed to be the basis of the "Seven Cities of *Cibola*" sought by early Spanish explorers and later treasure hunters. The city is said to lie somewhere in the Midwestern U.S., probably Kansas, Oklahoma, or Colorado. Local tribes may have legends of "The Serpent That Shakes the Earth" who lives in a lost underground city shunned by the wise (undoubtedly causing confusion for investigators familiar with chthonians). Or a group of settlers may have established a town



nearby and fallen under Othuyeg's influence in the same way the German villagers fell under the sway of Othuyeg's "cousin" Cyaegha (see *Call of Cthulhu Rulebook,* and Eddy C. Bertin's "Darkness, My Name Is"). Treasure hunters seeking the Seven Cities of Gold might discover that the fabled city contains not riches, but horrible death.

Reptile People (MM): the squat lizard-like denizens of Arabia's "Nameless City" may have cousins or brethren in a sister city somewhere in the Southwestern deserts. Local tribes are sure to have legends of the lost city, attracting explorers and treasure-seekers (some conquistadors might even have vanished while searching for it). Half buried in the desert sands, the city and its occupants still sleep, waiting for some unwitting soul to find and awaken them. (See Lovecraft's tale "The Nameless City" for further ideas).

Sand-Dwellers: there are numerous tribes or enclaves of these creatures scattered throughout the deserts of the Southwestern U.S. and Mexico. Perhaps better described as wingless bats rather than koala bears, the sand-dwellers may be known to neighboring tribes, who may worship or appease them, but more likely fear their wrath. Sand-dwellers may abduct humans for sacrifice to their nature-oriented gods, or travelers may stumble across their "hives" or unwittingly desecrate holy shrines or artifacts. These creatures have long been a target of ridicule among Mythos fans, but a thoughtful Keeper can make them formidable and frightening enemies by making them furtive and monstrous, and surrounding them with dread and atmosphere. Their appearances, for instance, should always be at night, heralded by sandstorms, bloodcurdling music played on bone-pipes, and percussion, or weird inhuman chants. Witnesses should only get fleeting glimpses of hunched emaciated figures with bestial faces.

Sasquatch (MM): legends of giant hairy humanoids abound across most of North America, especially the Pacific Northwest. There may be numerous family units or small clans of them hidden in forests and perhaps even the desert hills. They have been known to abduct humans as food, sacrifices, or mates. American Indians may worship them or leave offerings for them, but the sasquatch normally avoid contact with humans. They have been linked to the fungi from Yuggoth, and may occasionally serve as allies or slaves to those aliens. Though generally believed to be less intelligent than humans, their ability to avoid detection suggests that they are more cunning than they're given credit for. It is quite possible the sasquatch, or at least selected tribes of them, may be more advanced, perhaps as secretive and inscrutable—and as alien?—as the mi-go themselves.



Serpent People: serpent folk are a good choice for a recurring enemy in an Old West campaign. Slumbering members of this race have been awakening over the past few centuries, studying the world of this era and seeking to begin building the next great empire of the serpent people. Some have infiltrated human society using magical disguises and scientific means, always seeking to undermine human civilization. A serpent person disguised as a shaman, army officer, politician, or rancher might commit some atrocity that causes unrest between whites and American Indians, or may foment conflict among groups of ranchers or other landowners. Other, more secretive serpent folk might engage in scientific studies in an attempt to find ways to bring down humanity using genetic manipulation, poisons, or disease. Due to their reclusive nature, serpent folk are more likely to seek the assistance and worship of American Indians rather than whites, given the white men's greater technology and numbers. Serpent people might be found as leaders of so-called "worms of the Earth" (degenerate serpent folk, see following). Scientifically minded serpent people might also seek means of genetically or magically "raising up" their degenerate kin from their debased state. Networks of active serpent men may be in contact with each other, coordinating their efforts. There are very likely hidden vaults in the deserts and mountains where hundreds or even thousands of serpent people lie in millennia-long slumber, waiting for other members of the race to find and awaken them.

Shantaks: these giant horse- or dragon-headed flyers may be the basis of the "Thunderbird," the great bird whose flight causes storms in some American Indian legends. Shantaks may be guardians of lost cities or hidden treasures, bound in their task by Mythos races or human sorcerers, or they may be summoned to serve as mounts or servants by such creatures. There may be remote aeries in the western mountains where shantaks "roost" or hibernate, awaiting their masters' calls. Legends of giant carnivorous "piasa birds" along the northern Mississippi River may actually have been past shantak activity, and it's also worth noting that there are newspaper stories from the 1880s about giant reptilian bird-like creatures sighted and killed near Tombstone, Arizona.

Shudde M'ell: the enormous ruler of the chthonians might be known to some tribes through legends of a great serpent-like god who shakes the earth with his writhings, and who is thus a subject of fear and appeasement. A debased tribe or cult may actually perform sacrifices to "He Who Makes the Earth Shake." As always, there may be sites or artifacts (chthonian eggs?) sacred to Shudde M'ell that might be disturbed and whose transgressors might draw its terrible destructive wrath.

Spectral Hunters (MM): spectral hunters are almost always created by American Indian shamans and used as servants to guard tribes, shamans, and holy sites. Since spectral hunters must be formed from willing persons, they were often famed warriors and tribal leaders in life. Spectral hunters persist after the death of their creators, so a dead or scattered tribe might leave behind a malefic invisible horror unable to venture far from the focus artifact to which it is tied. A lost cliff dwelling might be haunted by several of these creatures, while a sacred cave or canyon might have as few as one or two. Spectral hunter focus artifacts might be kachina dolls, sand or rock paintings, or weapons or objects they had used in life. (See "Devil's Canyon" in the *Shadows of Yog-Sothoth* campaign).

Tsathoggua: the toad-god was worshipped in K'n-yan, and in the lightless gulf of N'kai beneath it. The K'n-yanians might have carried vestiges of Tsathoggua's worship to the surface world, leaving behind impossibly ancient temples, statues, or other artifacts—which, if disturbed, might yet attract the toad-god's attention or that of his spawn. There may yet be isolated cults who serve Tsathoggua with sacrifices. Gold-hungry conquistadors or adventurous prospectors might have delved into deep caverns that connect to N'kai, and thus encountered Tsathoggua; the dark god may have allowed such intruders to escape under the condition that they would start new cults or commit sacrifices in its honor. Tsathoggua might even reach out in dreams to attract sensitive victims with promises of treasure and power. In most cases the dark god will exert its will by sending its formless spawn rather than appearing in person.

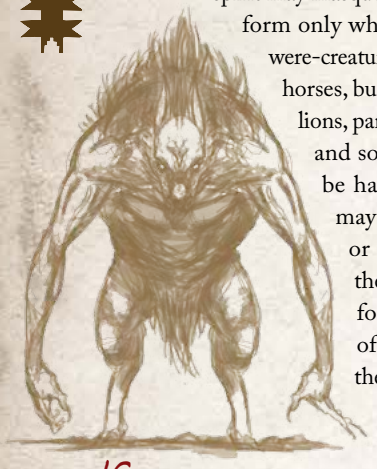
Vampires: all manner of bloodthirsty horrors can be found in the Old West. An aristocratic European vampire who has fled the threat of extermination in his homeland for the wilder expanses of the American west, a cursed American Indian warrior who plagues the whites and his own people alike, an ancient Aztec fiend awakened by hapless explorers or treasure-hunters, ravenous after centuries of sleep, or a conquistador who sought to escape his homeland, or who was infected when he arrived in the Southwest. Robert E. Howard's story "The Horror from the Mound" depicts a rancher's foolish excavation of a cursed mound and his battle with the old Spanish vampire entombed within it. The film *The Curse of the Undead* deals with a gunslinging (!) Spanish vampire who falls in love with a female rancher. Other types of vampires might not retain any humanity, instead becoming ravening bloodthirsty animals who kill during the night and hide in the darkness from the burning sun.

Wendigo (MM): the American Indians of North America are well acquainted with the endlessly hungry wendigo. They know that to eat human flesh is to damn themselves to the endless hunger, loneliness, and wandering of the wendigo. They also know that those who spend too much time without human companionship in winter may drift into wendigo-ism as well. And then there are those who hear the wail of the wendigo and are sometimes called to join them. Even worse, some have heard the nightmare wail of the Wind Walker himself, Ithaqua, the one they call Wendigo, whose cry few can resist. For these reasons some tribes are known to leave sacrifices to Wendigo and his once-human thralls. White men ignorant of these legends, or scornful of them, may find themselves falling prey to these horrors. Hunters, trappers, prospectors, and others spending time removed from human settlements may hear the wendigo's call, or encounter these lost souls. Settlers confined to their homes during harsh winters might run out of food and supplies, perhaps calling for drastic (i.e., cannibalistic) measures to survive. And always, the wendigo stalk the winter wildernesses, subconsciously longing for human contact, but doomed to destroy any that they meet.



Wendigo (Ithaqua)

Werewolves and other Lycanthropes: there are many possibilities for using lycanthropes in Old West games. Werewolves might have emigrated from Europe, or been infected by an affected immigrant. They may be remorseless killers or haunted individuals desperate to end their curse. An American Indian may have been cursed or blessed with lycanthropy, or a traveler might have been bitten by a wolf, or drunk water from the paw print of one. Animal spirits may possess travelers and transform them into beasts, or the beast-spirit may masquerade as human and assume its true form only when it hunts or feeds. In the U.S., were-creatures may include foxes, coyotes, dogs, horses, buffalo, deer, antelope, elk, mountain lions, panthers, bears, boars, vultures, eagles, and so on. Most lycanthropes can only be harmed by silver or fire, but some may have other unique vulnerabilities or powers. The Keeper should use the statistics and skills of the animal form, usually with the Intelligence of the human form; in cases where the animal form's SIZ and Hit Points are fewer than the lycanthrope's human form, use the higher total.

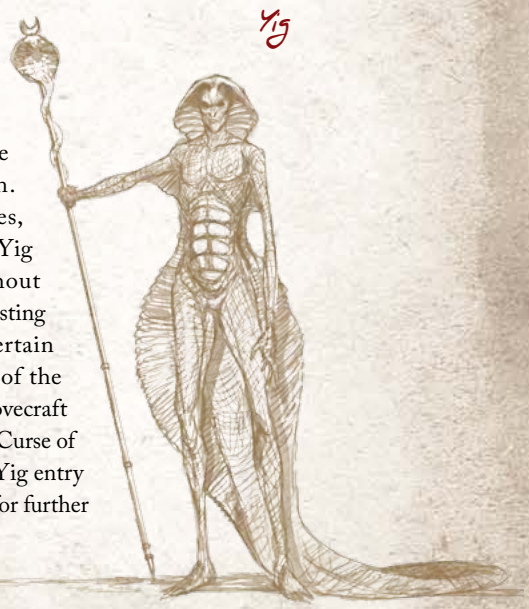

Werewolf

Worms of the Earth (Degenerate Serpent People) (MM): tribes or enclaves of degenerate serpent folk exist throughout the west. They may be stunted or man-sized, half-human and half-serpent, fully serpentine, or anything in between. They might serve or worship a full serpent man, carrying out his or her wishes without question. The worms may abduct people and animals for food, sacrifice, or experimental subjects, or they may kidnap or kill intruders into their domains. Degenerate serpent folk lacking an atavistic leader are less likely to willingly make contact with humans. Local tribes may have legends of the fearsome dark people of the hills, whom they may appease with offerings of food or sacrifices. A hapless prospector might stumble into the underground lair of the worms, perhaps escaping to return to civilization half-mad from what he has seen, but clutching some mysterious treasure that tempts others to trace his steps. Or the worms may seek to retrieve some treasure or artifact taken by an unwary explorer.

Xo Tl'mi-Go (MM): these awful creatures apparently originated in Mexico but might be found elsewhere in the Southwest. They are nocturnal creatures, and cannot stand the daylight. Thus, in the modern era they move about in the sewers of large cities, but in the Old West they might use rivers and underground passages to travel. A city or town on a river, for instance, might suffer a series of monstrous attacks that are in fact the work of the xo tl'mi-go, who slink into the water to escape. Or perhaps the attacks take place aboard a riverboat, and the hideous things cling to the bottom of its hull during the day.

Yidhra (MM): the multiform goddess is known to have been worshipped in New Mexico and Texas by the Apache and Comanche. There are probably small tribes of her genetically mutated "Children" who are extremely protective of their fertile homelands and particularly resistant to displacement by the whites. The mutations of Yidhra's Children vary from tribe to tribe, so one group may appear ophidian while another may be vulturine. The protean goddess may appear in any of her many forms, most likely the beautiful woman Yolanda or the giant vulture Y'hath. As Yolanda, she might found a community of prosperous farmers with very Pagan religious beliefs, perhaps involving blood sacrifices (an Old West version of *The Wicker Man*?). Of course, slaying Yolanda or Y'hath may result in the terrible Xothra erupting from the earth into which the earlier avatar's blood has soaked.

Yig: Yig is known to many tribes either as a god of serpents or fertility, or both. He may be actively worshipped or occasionally appeased with various types of offerings. Any attack on a tribe devoted to Yig might draw his wrath; a troop of soldiers might find themselves beset with poisonous snakes after such a raid. Yig is a particularly vengeful god, and is known to send his Children after his enemies or inflict his curse upon them. Tides of Yig's venomous Children might plague a fort, tribe, ranch, or town that has somehow offended the Father of Serpents. Likewise, individuals or communities afflicted with Yig's curse might find their own children born with monstrous snake-like mutations (the Spawn of Yig). Several of Yig's outcast spawn might form an entire community, either hidden in some lost canyon, warren of caves, or even in some shunned ghost town. Shrines, stones, statues, and artifacts sacred to Yig are scattered throughout the Old West, and molesting them in any way is certain to draw the attention of the Serpent Father. (See Lovecraft and Bishop's story "The Curse of Yig" and the Spawn of Yig entry in *Malleus Monstrorum* for further ideas).


Yig

AVATARS OF YIDHRA

Xothra, avatar of Yidhra

"The mode of locomotion of this creature remains utterly mysterious; the limbs are atrophied almost as completely as in whales, yet it unquestionably lived on land. The eyes had also atrophied, giving it the aspect of a gigantic mole. The teeth indicate that it was carnivorous..."

—Walter C. DeBill, Jr., Predator

Xothra is one of the many avatars of the Outer God Yidhra, all telepathically linked and forming a world-spanning whole.

Cult: Xothra appears to be known mainly in the Southwest United States and Central America. Like all followers of Yidhra, Xothra cultists are supposedly immortal, their lands blessed with fertility and abundance in exchange for regular sacrifices. Like other Yidhra cultists, Xothra's faithful suffer gradual genetic mutations that make them more like their god: these followers slowly lose their sight and mobility as their eyes and limbs atrophy.

Other Characteristics: Xothra must have frequent and varied sacrifices to survive and evolve. Yidhra sometimes absorbs victims in an obscene fusion, rearranges their genetic makeup, and then gives birth to them as monstrous subhuman fruit of Yidhra.

Fruit of Yidhra gain +30 CON, but reduce INT to 05, reduce APP by 70, and reduce Sanity to 00. Such unfortunates become subhuman creatures with animal characteristics (claws, fur, scales, tentacles, etc.).

If Xothra is starved of sacrifices it shrivels and deteriorates, eventually dissolving into a pool of inert genetic material, its followers suffering identical fates.

Telepathy: nearly immobile, Xothra gluts its insatiable appetite by using mind-controlled minions to bring it sacrificial victims. By overcoming a victim's POW with its own, Xothra creates puppets to do its bidding. The Outer God's mental control extends within a 60-mile radius of its lair. Part of the telepathic control consists of hallucinations used to entice or threaten. Xothra might have an unwilling minion hallucinate that a friend has fallen into a deep crevice in its cave and beg for the person to go get help; anyone returning with the mind-controlled dupe will become food for the creature. Most victims do not realize they are under the mental control of Xothra; a successful POW roll allows an unwilling minion to realize what is happening. A second successful POW roll (or an Extreme success on the first roll) is then required to break free of Xothra's hold. Failure means that not only did the victim not break free but he or she is also unable to tell anyone about their condition. The Outer God also telepathically controls numerous local predatory animals to bring it food and act as protectors as needed.

XOTHRA, He Who Sleeps in the Earth and Wakes to Devour

STR 355	**CON** 535	**SIZ** 395	**DEX** 70	**INT** 125
APP —	**POW** 300	**EDU** —	**SAN** —	**HP** 93
DB: +8D6	**Build:** 9	**Move:** 1/2 burrowing		**MP:** 60

Attacks per round: 1
Xothra may use its crushing claws or swallow its victim's whole (each round it can swallow up to a total of 125 SIZ points).

Fighting	80% (40/16), damage 2D6+8D6
Swallow	75% (37/14), damage 8D6
Fusion	95% (47/19), special*
Dodge	n/a

***Fusion:** Once swallowed, the victim is transformed through genetic mutation into a fruit of Yidhra, and then expelled out of Xothra's mass.

Armor: 10-point thick hide.
Spells: all summon and bind spells, and all spells which affect the mind; others as the Keeper desires.
Sanity loss: 1/1D20 Sanity points to see Xothra.

AVATARS OF YIDHRA (CONTINUED)

Y'hath, avatar of Yidhra

"…and the Mother of Darkness shall reign, bringing endless life to her servitors, the Lurkers in the desert, Xothra the Devourer in the earth, the great-winged Y'hath in the sky."

—Walter C. DeBill, Jr., Predator

Y'hath is one of the many forms taken by the Outer God Yidhra, appearing as a great vulture-like horror with blazing eyes and a beak full of fangs.

Cult: Y'hath has some worship among native peoples of the southwestern United States and Central America, as well as in north and central Africa. Like all Yidhra's worshipers, Y'hath's cultists are said to be immortal, their crops and livestock blessed with fertility and abundance. The vulturine avatar must be provided with regular sacrifices or it withers and dies, leaving an inert puddle of ooze. Y'hath's followers suffer the same slow genetic mutations every other Yidhra cult experiences—these cultists slowly developing lanky, bird-like features—and die the same withering death if Y'hath is starved of sacrifices.

Y'HATH, *Vulturine Horror*

STR 125	**CON** 385	**SIZ** 105	**DEX** 150	**INT** 125
APP —	**POW** 300	**EDU** —	**SAN** —	**HP** 49
DB: +2D6	**Build:** 3	**Move:** 8/25 flying		**MP:** 60

Attacks per round: 1 or 2

Y'hath can attack with its beak or claws once per round if on land. It may also swoop silently out of the sky, snatching up victims in its toothy beak, crushing them or dropping them from a great height (those dropped suffer 1D6 hit points of damage per 10 feet of the fall). While aloft, Y'hath may attack with a single beak snap or two claws each round.

Fighting	80% (40/16), damage 2D6+2D6
Claw Grab (mnvr)	80% (40/16), victim is held and borne aloft, damage 2D6
Dodge	75% (37/15)

Armor: 5-points feathers and hide.
Spells: all summon and bind spells, and all spells which affect the mind; others as the Keeper desires.
Sanity loss: 1/1D8 Sanity points to see Y'hath.

CHILD OF YIG

	Copperhead	Rattlesnake
STR	30	40
CON	40	40
SIZ	20	30
DEX	90	90
POW	60	60
HP:	6	7
DB:	n/a	n/a
Build:	–2	–2
Move:	8	9

Attacks per round: 1

Often these snakes appear so swiftly that the victim is startled (Listen or Spot Hidden roll to avoid ambush) and automatically hit unless he or she can react swiftly (Dodge roll). The Child of Yig will pursue and continue to attack unless it is killed. If the target is bitten, the poison is Strong (2D10 damage), causing a few minutes of agony and then usually death; an Extreme CON roll halves the damage. Attempting to suck out the poison requires a successful First Aid roll, which reduces damage by half. Immediately cutting off the bitten limb may also prevent death, but at great and permanent cost.

Combat

Fighting	50% (25/10), damage 1+poison
Dodge	45% (22/9)

Skills

Stealth 70%.

Armor: none.
Sanity loss: 0/1 to see a Child of Yig.
Spells: all summon and bind spells, and all spells which affect the mind; others as the Keeper desires.
Sanity loss: 1/1D8 Sanity points to see Y'hath.

Yig, Child of (Sacred Snakes of Yig) (MM): usually taking the form of very large rattlesnakes or copperheads (or snakes local to the region), with white crescents on their heads, these monster snakes are directed and controlled by Yig or his servants, and are often left to guard sacred places and artifacts.

Zuchequon (MM): the western tribes knew of Zuchequon, though it's not clear if they actually worshipped him, or how widespread his cult may have been. The cursed bells used to summon the black god are buried somewhere in the West, where they might be unearthed by miners, prospectors, or the plain unlucky. Given that Zuchequon can be called by certain musical tones, it's possible he might be summoned by accident. Or the great dark may come with an eclipse and remain behind to plague a certain area. If, for whatever reason, Zuchequon is called, its presence might at first be limited to nocturnal forays in which it blocks out the stars, terrifying men and animals. After such a visitation, people and animals suffer discomfort of the eyes, eventually attempting to blind themselves. Investigators may come upon a town where everyone has gone mad and gouged out their own eyes—with nightfall fast approaching.

MYTHOS BOOKS

When one thinks of the Old West, one doesn't usually think of the setting as a place where you'd find a lot of books, especially dry old scholarly tomes. More often the types of books found will be Bibles, schoolbooks, dime novels, mail-order catalogs, almanacs, and lawbooks. If the investigators do stumble across someone with a sizeable library, chances are the fellow with all those books is probably up to no good. In coming west, most folks carried only the essentials needed to get by and luxuries, such as books, were either left behind or abandoned along the way. If someone kept their books, they did so because they were very important to him or her.

Nevertheless, it is still quite possible to run across Cthulhu Mythos books in the Wild West. Works such as the Charles Leggett edition of *The Mysteries of the Worm* (an English translation of *De Vermis Mysteriis*), the 9-volume folio edition of *The Revelations of Glaaki*, and the Bridewell edition of *Nameless Cults* (an English translation of *Unaussprechlichen Kulten*) were published in England in the 1800s, and while uncommon, they might crop up from time to time in the possession of occultists, cultists, scholars, and curious clergymen.

Another volume that might be found in America is the expurgated version of Captain Abner Ezekiel Hoag's *Ponape Scripture*, published in the late 1700s. It's not likely to be useful to anyone out West, but copies might turn up in coastal cities, such as New Orleans or San Francisco. Investigators might be the ones commissioned by a collector to courier a valuable and rare book from one end of the country to another—with such priceless artifacts come numerous dangers and many who would stoop to devious tactics to possess such a tome for themselves.

Chinese immigrants or their masters might have brought with them copies of such rare foreign works as the *Book of Dzyan*, the *R'lyeh Text*, or the *Seven Cryptical Books of Hsan*. Asian sorcerers might use these works to lead cults of their countrymen in cities, and among railroad workers crossing the wilderness.

Similarly, immigrating European scholars and cultists might bring with them virtually any other Mythos book, from *Cultes des Goules* to *Unaussprechlichen Kulten*, or even the *Necronomicon* in any of its many forms (perhaps most likely is the corrupt *Sussex Manuscript*). Due to the sheer number of different translations and editions, works such as the *Book of Eibon*, *De Vermis Mysteriis*, the *Necronomicon*, and *Unaussprechlichen Kulten* are most likely to have survived the crossing to America and made their way west.

Despite these suggestions, major Cthulhu Mythos tomes are likely to be quite scarce in Old West campaigns. Even traditional magical grimoires will probably rarely be found. Nevertheless, other types of useful written works can be used this setting. Diaries and journals of explorers or settlers might offer cryptic clues or lengthy descriptions of strange creatures, rites, or events their authors experienced. These might be simple farm-folks' daily journals or accounts of the travels of Spanish explorers and missionaries. Some examples are included in boxed text nearby.

Another possibility is the discovery of an old Mayan or Aztec codex, a scroll-like "book" filled with pictographs and other illustrations. Artifacts such as these should be extremely rare, since virtually all of them were destroyed by Spanish missionaries and explorers over the past 300 years. Understanding a Mesoamerican codex might require successful uses of skills such as Anthropology, Archaeology, Cthulhu Mythos, History, and Occult. An example of a Cthulhoid codex is included nearby.

Finally, adventurers in the West may discover ancient carvings, paintings, and similar artworks depicting supernatural entities or events. These might have been the work of extant tribes or their lost ancestors, or early hominid races, or non-human creatures, and might take the form of cave paintings, rock carvings, bizarre statues, and so forth. An example appears nearby.

PISTOLS AT DUSK

The Stranger in Blue rode into town as the sun rose over the hilltops in the East. He wasn't going to stay long enough to see it set over the horizon in the West.

The double-doors of the Oasis Saloon swung open. Every pair of eyes in the building fixed themselves on the Stranger, only to drift back once the threat was assessed. One man continued to stare as the Stranger approached his table. The Stranger took a chair out from the table and sat down directly in front of the man. The man at the table smiled as he poured himself another glass of bourbon whiskey and said, "It's been a long time, Jim. What's an old friend doing in these parts?" Jim let his coat drift open just enough to show the butt of his pistol.

"Zebediah Stanford...wanted in Missouri, Kansas, and Oklahoma for arson, armed robbery, and murder...and after six months of chasing you around this god-forsaken desert, I've finally found you."

"Stranger, I don't know who you are but you've got the wrong man. This man is an upstanding citizen of this community who has brought peace and prosperity to the area. He chased the Banton Gang out of town and dug three wells that has helped our town grow.", an old man from a nearby table intervened.

"Is that so?" Jim mused, " Turn yourself around overnight, Zeb? I still remember the faces of the women and children that you and your men slaughtered, you goddamn sunova—." Jim reached for his gun.

"Wait!" the bartender shouted. The room fell silent. "You can't just fight in the middle of my establishment. We have rules in town about settling disagreements. You're gonna have to duel outside if you want to kill each other."

"You choose the weapons. I'll choose the time," Zebediah said.

"Pistols. When?" Jim replied.

"Dusk. See you then, Jim." Zebediah tipped his hat and walked away, bearing a large grin from ear-to-ear.

It was a queer time to duel. Jim guessed that it was a dirty trick to get the setting sun in his eyes or somethin'. He didn't like it but he would rather have his weapon of choice over anything else. The six-shooter he received as a Cavalry Sergeant in the War of the States had never left his hip and never let him down.

"Mister, you just stole my bounty." Jim turned around to see an older manwith a grizzled beard carrying a lever-action Winchester rifle. Jim figured he must've been a bounty hunter.

"Heh, I don't know who you are but I haven't stolen anything from anyone. Especially you." Jim turned his back on the man and heard the familiar sound of the lever being pushed forward on the man's rifle. Jim ducked and quickly turned around—revolver in his left hand. He fired.

The bullet sunk into the shoulder of the man. "Aaargh!" he shouted as he fell to the ground, holding his wound. Jim approached slowly, letting his spurs accent every step.

"Please don't kill me. I'm begging you, I have a wife and kids in Oklahoma. Please don't kill me." Jim stopped directly in front of the man and put the barrel of his revolver to the man's forehead.

"BANG!" Jim shouted. The man beneath him cried out in terror and a dark patch appeared in the lap of his pants. "Now, don't let me see you again," Jim said as stepped over the man, kicking him in the jaw mid-step.

The jangling of two sets of boot spurs was the only thing heard in town as the sun was getting close to the horizon. Jim approached from the West, hoping that the sun behind his back would give him an advantage by blinding Zeb.

The bounty hunter glared out of the second story window of the Oasis Saloon. He had spent his last coin on renting a room with a good view of the Main street. "I'm gonna kill that sumbitch and take that goddamned bounty. Nobody takes food away from my family." He racked the lever of his Winchester, and waited.

Jim couldn't tell what exactly had changed about the man since he had seen him earlier that day, he chalked it up to a feeling of determination. No matter. Jim planted his heels in the dirt and spoke, "Zebediah Stanford. Wanted in Missouri, Kansas, and Oklahoma for arson, armed robbery, and murder. I've got a warrant for your arrest but I think I'll just shoot you instead. Any last words?"

"Yeah. Go fu—" Zeb pulled the revolver from his holster. Jim had already pulled the trigger on his. Zeb collapsed to the ground without a sound. Just a "thump" from the body falling.

Jim approached the body, his revolver still aimed at the corpse. A strange sound was gurgling from the body. Jim leaned in closer to hear. "TEKELI-LI! TEKELI-LI!" the thing squealed as it exploded in a mass of flesh.

Opposite: Pistols at Dusk by Jonathan Wyke





Continued on page 150

SAMPLE NON-TRADITIONAL CTHULHU MYTHOS BOOKS

Key

- **Sanity Loss:** automatic for reading the book.
- **Cthulhu Mythos (gain):** first number shows points gained from an Initial reading / second number shows points gained for a Full reading.
- **Mythos Rating:** percentage chance for finding a useful reference within the book.
- **Skill Points:** add values to reader's skills.

An Account of the Travels of Carlos Maria Busqueros in the Territories of New Spain, 1641–1647

- **Language:** Spanish
- **Sanity Loss:** 1D2
- **Cthulhu Mythos:** 0/1 point
- **Mythos Rating:** 3%
- **Study:** 4 weeks
- **Spells:** none
- **Skill Points:** +2 Anthropology, +2 History, +1 Occult

A slim, privately published account of the expedition of Spanish adventurer Carlos Busqueros into the borderlands between present day Texas, Mexico, and Arizona in the mid-1600s. Much of the narrative deals with Busqueros's party's quest for gold and silver, and their often-violent encounters with various tribes and villages. In one chapter Busqueros speaks with a mad old Indian who claims to have traveled with evil desert spirits to visit their god, a giant panther with a faceless human head. To the Spaniards' horror, the Indian's fellow tribesmen kill him, stating that to speak of the statue of the desert god (they believe the old man saw a statue, not the god) is to invite its wrath. Busqueros considers seeking the lost statue, hoping to find riches there, but is dissuaded when his Indian guides mysteriously vanish and abandon him.

Myths and Legends of the Native Inhabitants of New Spain

- **Language:** Spanish
- **Sanity Loss:** 1D3
- **Cthulhu Mythos:** 1/2 points
- **Mythos Rating:** 9%
- **Study:** 5 weeks
- **Spells:** none
- **Skill Points:** +4 Anthropology, +3 History, +3 Occult

A scholarly treatise written in 1797 by Father Cristofor García-Villada, a Spanish missionary, and published in Mexico City in 1803. This book relates several tales told to Father García-Villada by various southwestern tribes, including the Pima, Papago, Apache, Pueblo, Hopi, Navajo, Mojave, Yuma, and Zuni. There are creation myths, trickster tales, legends of famous warrior-brothers, and stories of horrible monsters. Notable among these tales are those of the furtive and frightful "Lost People of the Desert" (sand-dwellers), the worship or respectful avoidance of the vengeful snake-god Yig, giant flesh-eating thunderbirds (a colony of shantaks?), and the bloodthirsty gods of the Aztecs (including versions of Cthulhu, Shub-Niggurath, and Nyarlathotep). If the Keeper wishes, there may be additional stories of ancient creatures dwelling in the deserts and beneath the mountains of the Southwest, as related by the superstitious tribe members.

The Diary of Agnes Miller

- **Language:** English
- **Sanity Loss:** 1D3
- **Cthulhu Mythos:** 0/1 point
- **Mythos Rating:** 3%
- **Study:** 1 week
- **Spells:** none
- **Skill Points:** None

This unique handwritten journal was found in the burned ruins of a settler's cabin in Colorado; the entire family of settlers was believed to have been murdered by American Indians. The journal is the work of a 14-year old girl, and is primarily taken up with her daily routine of chores. There are increasingly disturbing references to mysterious forces at work in the hills and woods: strange whispering/buzzing voices are heard chanting in the woods, dogs disappear or are killed, livestock are mutilated, a neighbor vanishes, something crawls across the cabin roof. The final entries are a harrowing account of the nocturnal siege of the cabin by unseen forces following the disappearance of Agnes Miller's father. The writing ends abruptly during the account of the siege.

Journal Found in a Deserted Cabin

- **Language:** English
- **Sanity Loss:** 1D8
- **Cthulhu Mythos:** 1/4 points
- **Mythos Rating:** 15%
- **Study:** 6 weeks
- **Spells:** Contact Ghoul, Summon/Bind Nightgaunt, and flawed versions of 2 to 3 others
- **Skill Points:** +6 Occult

Another unique handwritten book, this one found in an isolated cabin in the wilderness. The nameless writer begins the journal lamenting the fact he was driven from his previous home by an angry mob. The writer further bemoans the loss of his entire library, especially his priceless copies of the *Necronomicon* and the *Book of Eibon*. As the narrative continues he vows to continue his worship of the dark gods in hopes of one day gaining revenge on his persecutors. His studies in his new home are plagued with failure, however, as he is forced to work from memory, and his remote hideout is far from civilized areas inhabited by his allies "the necrophages" (ghouls). Near the end of the journal the author claims to have been visited in dreams by a shadowy figure promising whole new worlds of knowledge. After a few additional mundane entries the journal simply ends.

The McCoy Codex

- **Language:** English
- **Sanity Loss:** 1D2
- **Cthulhu Mythos:** 0/2 points
- **Mythos Rating:** 6%
- **Study:** 2 weeks
- **Spells:** none
- **Skill Points:** +2 Anthropology, +2 History, +1 Occult

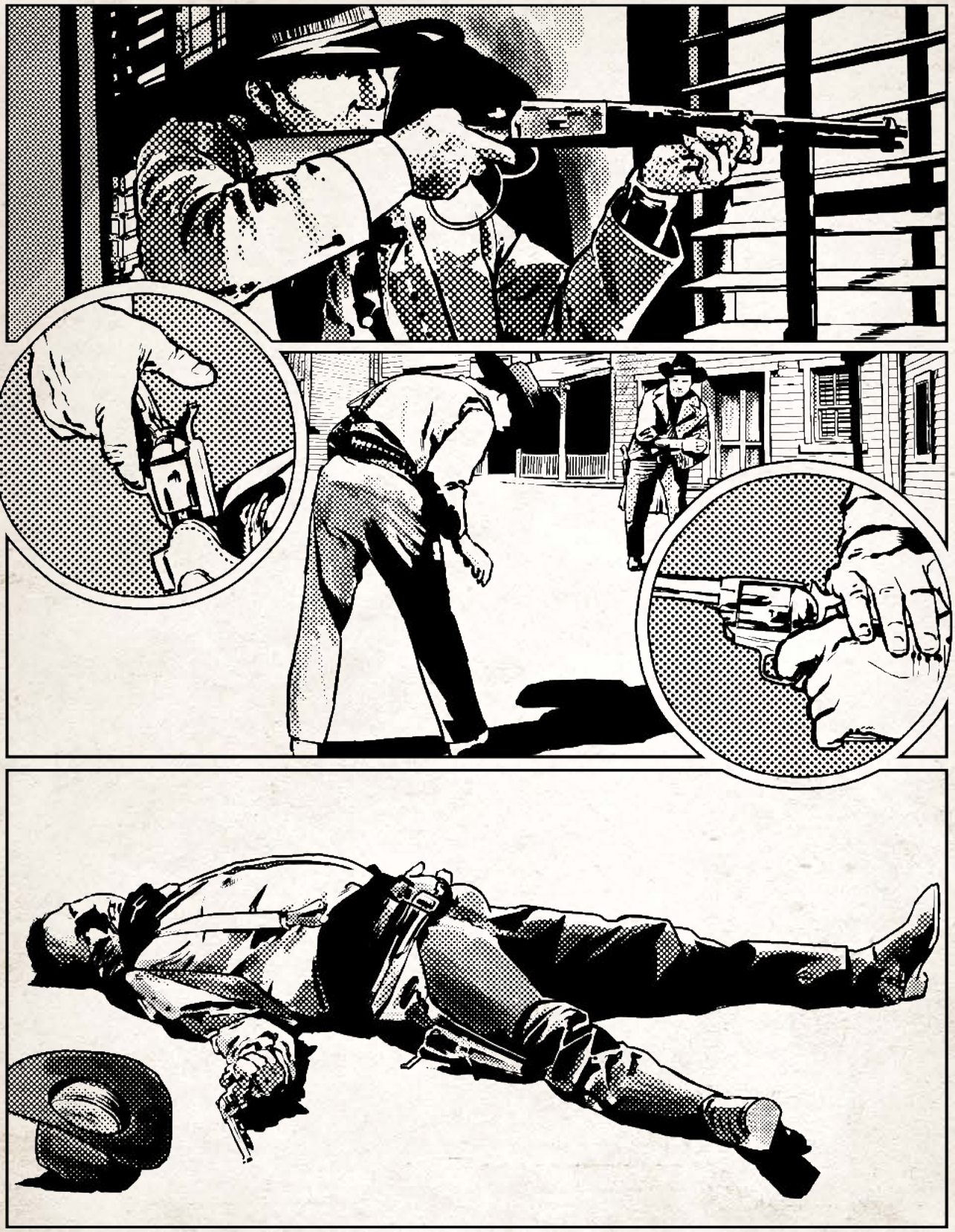
The *McCoy Codex* is named for gambler and outlaw Charles McCoy, who won it away from a drunken Mexican general in a poker game in Chihuahua, and later sold it to a wealthy Texas businessman who collected Indian artifacts. The codex itself is a set of fourteen pieces of animal hide, each about 15 inches square, bound together with leather straps to form one long scroll-like book. The pages are covered with illustrations done in blood and ink, depicting a variety of activities, from farming to hunting to battles between tribes. An Anthropology, Archaeology, or Hard History roll identifies the work as Mayan in origin, and with that recognition a successful Occult roll identifies one section as a depiction of the entry to the Mayan Hell, Xibalba. This portion shows Mayan warriors going into Hell and fighting vainly against giant demons with vertical mouths, eyes on the sides of their heads, and two forearms jutting from each elbow. A Cthulhu Mythos roll identifies these creatures as gugs, and the point of entry as the Vaults of Zin in Earth's Dreamlands. A successful Hard **Navigate** roll might then lead the reader to an actual physical entry to those Vaults somewhere in the jungles of Mexico.

Rock Carvings Found in a Cave in Mourning Canyon, New Mexico Territory

- **Language:** Spanish
- **Sanity Loss:** 1D3
- **Cthulhu Mythos:** 1/2 points
- **Mythos Rating:** 9%
- **Study:** 1 week
- **Spells:** none
- **Skill Points:** +2 Occult

Prospectors discovered a cavern in the mountains of the northeast New Mexico Territory whose walls contained scattered carvings that seemed older than any tribal artworks seen anywhere in North America. The crude carvings depict a race of humans with tails in cities of high spires, low rounded houses, and wide plazas adorned with statues of a giant creature like themselves, but with snake-like heads. Other scenes depict smaller tailed creatures in those same cities, the buildings now in ruins, and the larger creatures shown lying supine beneath the ruins. The smaller creatures grovel with what appear to be large snakes, worshipping the fallen tailed race. A Cthulhu Mythos roll identifies the carvings as the work of a primitive (degenerate) serpent folk, and allows the viewer knowledge of the spell Contact Worms of the Earth (degenerate serpent folk), which costs 1D4 Sanity and 3 magic points to cast.





Continued on page 155

SHAMANIC (FOLK) MAGIC

At the Keeper's option, shamanic or folk magic may not outwardly appear as Mythos magic while still enabling the spell caster to influence or change the world around them. Folk magic may be a watered-down version of Mythos magic, learnt through misunderstanding and passed down over generations, which, while a pale reflection of true magic, can still perform minor feats. Or it may simply be the trappings and staging of wise people whose high First Aid and Medicine skills have been learned through practice and the passing-down of learned information, as well as a good working knowledge of "pharmacology" in their local environment.

Some of the following spells are noted as "(Folk)"—this is a descriptive device to denote those spells that could be considered distillations of Mythos magic, reduced over the centuries from what were once mighty spells to lesser, more limited versions usable and understandable by humans, and learned through diverse means. Certain folk magic spells, such as Healing, are strange bedfellows for *Call of Cthulhu* and more likely to be found in epic fantasy games; if you feel such spells have no place in a horror game, then feel free to remove them. If you prefer darker, grittier games where magical practice is only feebly understood by mankind and where ofttimes the result of magic is pain, misery, insanity, and death, then ignore folk spells completely.



A Hopi Snake Priest

Any of the spells found in the *Call of Cthulhu Rulebook* can be used with *Down Darker Trails*. The following list includes spells from the *Call of Cthulhu Rulebook* that are particularly suitable for Western games (these noted with ‡), as well as some additional spells whose descriptions follow. Spells marked * should only be available to those "medicine men" or Mythos wizards who are especially powerful and knowledgeable about the Cthulhu Mythos. Note that some spells' names have been changed to better reflect the setting, with the original spell name given in parentheses.

- Alter Weather (Folk)
- Augur (Folk)
- Baneful Dust of Spider Woman *(Hermes Trismegistus)*
- Banishment of the Midewiwin† *(Banishment of Yde Etad)* ‡
- Become Spectral Hunter*
- Bind Enemy
- Bless Blade
- Blight/Bless Crop (Folk)
- Bring Sandstorm *(Haboob)*
- Cast Out The Devil
- Cause Disease (Folk)
- Cloud Memory ‡
- Command Animal (Folk)
- Command Ghost (Folk)
- Create Self-Ward
- Curse (Folk)
- Deflect Harm
- Dream Vision (Folk)
- Enchant Knife ‡
- Enchant Pouch (Folk)
- Evil Eye ‡
- Fire Communication (Folk)
- Flesh Ward ‡
- Healing (Folk)
- Ill Luck (Folk)
- Implant Fear ‡
- Medicine Dust *(Powder of Ibn-Ghazi)* ‡
- Power of Manitou *(Nyambe)*
- Remortification
- Send Dream
- Summon / Bind Child of Yig*
- Skin Walk (Bat Form) (Folk)
- Unmask Demon
- Voorish Sign ‡
- Warding ‡
- Words of Power ‡
- Wrack* ‡

† *The Midewiwin were a Grand Medicine Society of Ojibwan and Algonquian shamen whose rituals cured disease.*

Alter Weather (Folk)

- **Cost:** 10+ magic points; 1 Sanity point
- **Casting time:** 3+ minutes

Moderates or exacerbates weather conditions. Large groups may cast the spell to achieve greater meteorological effects. The Keeper establishes the base conditions. Every 10 magic points sacrificed effects one level of change (see table following). The caster may expend as many magic points as they wish, as can any participant who knows the spell. Participants ignorant of the spell may only contribute 1 magic point apiece.

Casting the spell costs every participant 1 Sanity point, and requires a song-like chant to be uttered for three minutes per level of weather change. The effective radius of the base spell is two miles; this area can be widened at a cost of +10 magic points for each additional mile. The change in the weather lasts 30 minutes for every 10 magic points of the total contributed, but violent weather, such as a tornado, lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 10 magic points to change, thus to change the two levels from "partly cloudy" to "heavy clouds" takes 20 magic points. For snow to fall the temperature must be 30 degrees Fahrenheit or lower, otherwise the precipitation is rain, not snow.

Weather Components:

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Cloud Cover	Clear	Foggy	Partly Cloudy	Cloudy	Heavy Clouds	—	—	—
Wind Direction	North	Northeast	East	Southeast	South	Southwest	West	Northwest
Wind Speed	Calm	Breezy	Gusty	Strong Steady	Gale	Hurricane	Tornado	—
Temp.	One level raises or lowers the temperature in the area of effect by five degrees Fahrenheit.							
Precipitation	Dry	Drizzle or Mist	Rain [Snow]	Hail [Snow]	Heavy Rain [Heavy Snow]	Thunderstorm [Blizzard]	—	—

Augur (Folk)

- **Cost:** 4 magic points; 1D2 Sanity points
- **Casting time:** 5+ minutes

Casting grants portents of the future —if the caster is enlightened enough to understand them. The tools for scrying vary and could be anything from animal entrails to watching bird flight patterns in the sky. Time of casting can vary due to the tools and nature of the scrying.

The chance of understanding an augury is a roll equal to or less than the augur's POW. A portent may be vague, subtle, and come as a misty vision, an otherworldly murmur, an overpowering emotion, or a sudden insight—the future is not a book to be read, but rather a message or impression upon the caster's mind. Successful use of the spell should provide at least one useful piece of information to the caster.

Note: *the Keeper should prepare the portent with care. Revealing too much can easily rob players of their sense of free will and can limit the Keeper's freedom of action. Revealing too little is pointless and frustrating. A well-balanced portent can add meaningful thrills and chills to the game when the Keeper stages future events which seem to correlate with the portent.*

Baneful Dust of Spider Woman (*Hermes Trismegistus*)

- **Cost:** 4 magic points
- **Casting time:** 2 days to create; 1 round to use

This spell only affects creatures of non-terrestrial origin (excluding humans, deep ones, ghouls, sand-dwellers, serpent people, etc., but including flying polyps, elder things, mi-go, or star-spawn of Cthulhu, etc.). Anyone may use the gold-colored dust created by the spell.

The dust's effects are horrible and cost sensitive observers 0/1D3 Sanity points to see. A creature covered in the dust flinches and flails, and sometimes screams. Its body smokes and burns, as if eaten by powerful acid. Only the most fearsome entities continue to fight after an application of this terrible dust.

To apply the dust requires that the target be within throwing range. With a successful Throw roll, the dust burns the extraterrestrial creature for 2D6 points of damage. Armor does not protect against the dust. Each successful throw of the dust causes the same damage. If the Throw is missed, the nimbus of the dust still inflicts 1 hit point of damage. The creature escapes damage only if the Throw roll is fumbled.

The formula for the dust requires uncommon ingredients in a proportion of combined weight roughly equal to two pounds. Two ounces of this concoction is enough for one dose. Sixteen doses would be made each time the formula is prepared. Brewing the dust is a consuming job, taking two days to prepare and dry the mixture. Next, the caster invests 4 magic points, after which a successful **Science** (Chemistry, Pharmacy) or **Medicine** roll is required for a batch to work. The Keeper should make this roll in secret, as the caster will not know whether a batch is effective or not.

Spider Woman is a benevolent grandmotherly Navajo spirit who taught her sons how to kill monsters.

Become Spectral Hunter

- **Cost:** 16 magic points; 10 POW; 3D6 Sanity points
- **Casting time:** 1 hour

The caster targets a willing volunteer who is transformed into an invisible, hideous humanoid monster, able to guard, pursue, or attack. The spell requires a specially made figurine, the blood of several animals, and the loss of all Sanity points of the target of the spell. The target is transformed permanently and becomes essentially immortal.

The spectral hunter is linked to the specially prepared figurine and unable to venture far from the place in which the figurine resides. If the figurine is destroyed, the creature is dispelled; however, the creature is able to (magically) refashion a new figurine over the course of a week. Should the figurine be destroyed at the same time a "Chant of Dismissal" is spoken, the spectral hunter is banished permanently.

See box on the following page for information about spectral hunters.

***Note:** the Chant of Dismissal was allegedly known by the Hotethk tribe of the Mojave Desert (who also knew how to create spectral hunters) and is said to have been transcribed by at least one visitor to the area before the Hotethk disappeared.*

Bind Enemy

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1 day

Either by physical or magical attack, this spell renders the target unable to harm the caster for the next seven days. A variable number of magic points are sacrificed into a small effigy of the target—the caster must invest more magic points than the target possesses for the spell to work. For the spell to take effect the caster must win an opposed POW roll with the target. If the target wins, the spell fails.

It normally takes a day to gather the materials, construct the effigy, and chant the ritual that seals the magic points into the effigy. The effigy must contain a portion of the target (this could be a few hairs, nail clippings, blood from the target, or something else of a personal nature).

The spell is broken if the caster attacks the target or if the effigy is destroyed.

Bless Blade

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 hour

Makes a weapon (knife, sword, etc.) capable of damaging or killing entities that cannot be harmed by mundane weapons. Requires the blood sacrifice of an animal (or animals) of at least SIZ 50. The blade of the knife must be of an elemental metal, such as iron or silver. Once made, the weapon is invested with 5 POW points by the spell caster.

If the blade is broken, melted, or otherwise damaged it permanently loses its magical ability; however, it will not be harmed when used in attacks against supernatural entities, and deals damage as per its weapon type.

SPECTRAL HUNTER

Large, hideous humanoids 7 feet in height, covered in rubbery, jet black flesh. Their red eyes, like their mouths filled with shark-like teeth, are overly large. A long, tapering nose dangles from their face, and their bodies are horribly thin and reedy, with distended abdomen. Their limbs terminate in gross appendages, with feet resembling a man's and hands that are more like huge crab-like pincers. Being slightly immaterial, they appear to float above the ground. Spectral hunters are formidable foes, often created to guard important sites or objects.

SPECIAL POWERS

- **Invisible:** may become invisible at will, imposing one penalty die on attempts to hit them.
- **Invulnerability:** only enchanted weapons or spells can damage a spectral hunter when it is invisible. However, certain forms of light can make the hunter visible—viewing the monster through a specially constructed lens or arrangement of lenses allows the hunter to be seen and negates its invulnerability.
- **Binding:** the life of the hunter is bound to that of the figurine that is used in its creation. The hunter can never be more than one mile away from the figurine. If this figurine is partially damaged the spectral hunter is injured (taking 1D8 damage), whereas the complete destruction of the figurine means that the monster is dispelled, but may return in 7 days. Only by destroying the figurine while reciting the Chant of Dismissal can the monster be permanently destroyed.

SPECTRAL HUNTER, *hideous unseen watcher*

STR 100 **CON** 40 **SIZ** 95 **DEX** 55 **INT** 65
APP — **POW** 90 **EDU** — **SAN** — **HP** 13
DB: +1D6 **Build:** 2 **Move:** 8 **MP:** 18

Combat

Attacks per round: 1 (bite or pincer)
Fighting* 40% (20/8), damage 3D6+1D6
Dodge* 40% (20/8)

** Bonus die applied when invisible.*

Armor: 1-point rubbery hide; invisible (see above).
Skills: Stealth 70%.
Spells: 1D6 spells at the Keeper's discretion.
Sanity loss: 1/1D6+2 Sanity points to see a spectral hunter.

Blight/Bless Crop (Folk)

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 1 hour

As the caster chooses, the spell causes one acre of vegetation to wither and die slowly as if parched, or to blossom and grow with vigor. The caster must plant the skeleton of an animal (such as a mouse, wolf, or bird) within the area of land to be blessed or blighted.

"Blooding" the caster (striking the face hard enough to draw blood) breaks the spell, allowing the crop to return to its natural state if conditions are preferable (if winter is coming then there will not be enough time for the crop to mature).

Bring Sandstorm (*Haboob*)

- **Cost:** 20 magic points; 1D4 Sanity points
- **Casting time:** 1 hour

The caster calls upon the forces of nature, focusing strong, swirling winds. In a desert, arid plains, or among coastal dunes, this has the effect of producing a sandstorm.

The whirling storm is roughly 20 miles across, with winds averaging 30 MPH and gusts of roughly twice that. Apply appropriate penalties or increase difficulty levels in line with the actions of characters caught in the storm.

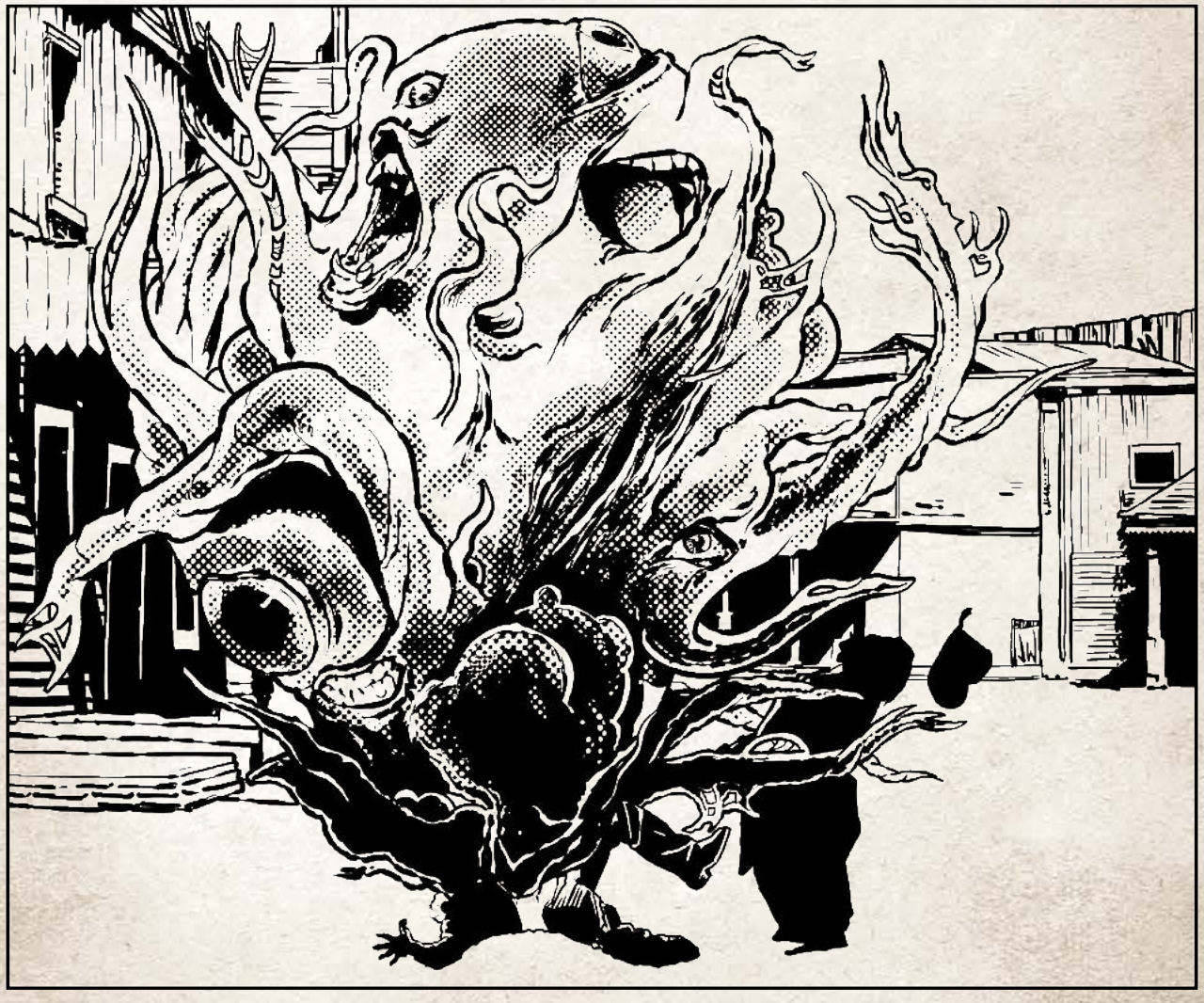
Cast Out The Devil

- **Cost:** 10 magic points; 1D4 sanity points
- **Casting time:** 1 day

Frees the target of possession by alien entities. This elaborate and draining spell takes a full day to cast, requiring many components of tribal magic. For the spell to take effect, the caster must succeed in an opposed POW roll with the possessing entity. Up to two willing assistants, who also know the spell, may spend 10 magic points to support the caster, each adding a bonus die to the roll. This spell is seldom attempted without such help.

The spell may be used against many foes: it can help a person possessed by Y'golonac or by a mind from the Great Race of Yith, or can expel the brood of Eihort. If the creature that emerges from the victim is visible, all those witnessing the exorcism must make the appropriate Sanity roll.





Cause Disease (Folk)

- **Cost:** 8+ magic points; 1D4 Sanity points
- **Casting time:** 5 rounds

Afflicts the target with a feverish illness resembling cholera, malaria, pneumonia, etc. For the spell to take effect an opposed POW roll must be made between the caster and target. If the target wins, there is no effect.

If the caster wins, symptoms such as high fever, nausea, vomiting, dehydration, and loss of concentration follow. The victim loses 1D6 points of STR, CON, and DEX (roll separately for each) per day for a number of days equal to the number of magic points the caster has invested in the spell. If the victim survives, he or she regains these points naturally over time. If any of the characteristics reach zero, the victim dies.

To cast the spell, the attacker obtains some personal item of the target, especially something that has touched the mouth. The object is buried in a deep hole with shreds of poisonous plants. The hole is filled and a specially carved stone placed on top. A short chant follows and the spell is cast.

Bed rest is the only treatment that seems to maintain clarity of mind. Retrieving the buried object and burning it and the poisonous plants breaks the spell; otherwise, the spell runs its course.

Command Animal (Folk)

- **Cost:** 1 magic point; 1D3 Sanity points
- **Casting time:** 1 round

The caster compels one animal of a particular species to obey a single command. Each version of this spell commands one type of creature; thus, "Command Raven" would only affect members of the *Corvus* genus, and so on. Each such spell must be learned separately. Command spells may exist for any natural animal.

The command is answered naturally, the target animal moving by natural means towards the caster. This animal is compelled to obey one order by the caster, even to the extent of attacking its own kind; it will begin to act in the round following the spell casting. The caster's command must be simple, specific, visualized, and limited in duration. Upon completion of the command the animal is freed and cannot be compelled again for one day.

The caster must be able to see the animal and the command must be something that the creature could naturally accomplish and comprehend. "Protect me from harm forever" would not be a valid command, but "slay that human" would be. Orders might include carrying something somewhere, presiding at some ceremony, attacking, or going to a specific nearby location to appear as a warning.

The effect of the spell usually lasts until the caster's command has been carried out. If the animal is prevented from completing the task, such as by being shot or incapacitated, the spell's effect fades. Otherwise, the spell diminishes and ends on completion of the task or over the course of 1D10+5 minutes—whichever occurs sooner.

Command Ghost (Folk)

- **Cost:** 10+ magic points; 1D3 Sanity points
- **Casting time:** 10 minutes

Compels a ghost to come forth to answer specific questions. The casting must be performed at night. A mammal's blood is poured upon the grave or ashes of the dead person whom the caster wishes to contact. The spirit will refuse to re-enter this world of its own volition, so for the spell to take effect the caster must make an opposed POW roll in order to force it to appear. If successful, the ghost manifests, appearing as it did at the time of the person's death; Sanity loss for viewing the ghost depends upon the nature of that death.

The ghost summoned by this spell only responds to questions about events which occurred while the spirit lived. Each question costs the caster one magic point (and another opposed POW roll, at the Keeper's discretion, if the questions are troubling for the spirit). The spirit departs when the caster loses an opposed POW roll, or after an hour of questioning, whichever occurs first.

Create Self-Ward

- **Cost:** variable magic, POW, and Sanity points per day of casting
- **Casting time:** variable (days)

This mighty spell effectively slows down the advance of age, as well as protecting its user from physical damage. This is a rare and powerful enchantment.

The caster must gather personal effects, hair, nail clippings, etc., and place them within a small leather or cloth bag. The caster then spends several days in close contact with the bag, each day uttering ritual chants while expending a chosen number of magic points.

The subsequent rate of aging depends on the number of days spent in creating the Self-Ward. For a three-day casting, the caster spends 3 magic points per day and thereafter ages one year for every three; for a six-day casting, the caster spends 6 magic points per day and thereafter ages one year for every six, and so on. On the final day of the ritual, the user must endow the bag with POW points equal to five times the number of days spent creating the Self-Ward, and 1D6 Sanity points for each day.

Besides the benefit of longer life, the ward-bag (if held or worn) provides armor, deflecting points of damage equal to the number of magic points sacrificed in creating it. If the ward-bag is not in the possession of the caster but has not been destroyed, he or she receives half of such protection (round fractions up).

If the ward-bag is destroyed or emptied, or the caster is killed, the spell is broken; the caster rapidly ages until his or her physical age agrees with his or her chronological age (see Aging, page 98, *Call of Cthulhu Rulebook*). He or she also loses a number of CON points equal to the POW placed in the Self-Ward.

Curse (Folk)

- **Cost:** 3 magic points; 1D6 sanity points.
- **Casting time:** 1 round

The caster mutters a curse (which must be heard by the target) causing physical or mental harm. The caster must overcome the target's POW in an opposed roll. If successful, the target loses 10 characteristic points (chosen by the caster from STR, DEX, CON, APP, INT, or POW) until the following dawn. No characteristic may be reduced below 1 point.

Deflect Harm

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** Instantaneous

A defensive spell that negates various physical attacks upon the caster by invoking the secret names of the Outer Gods. The caster intones the awful names and holds out a hand toward the source of attack. Until dropping the hand, the caster may deflect successive attacks by expending magic points equal to the rolled damage for each attack. If an attack would have missed, no magic points are expended. Upon dropping of the hand, the spell ends, but may be recast. The caster may deflect any number of attacks until out of magic points, and may choose at that point to continue the spell by burning hit points instead (though this may be counterproductive!). He or she may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the actual damage will be. If the caster lacks the points to fully stop a particular attack, the spell ends and the attack hits or misses as it would in ordinary circumstances.

Dream Vision (Folk)

- **Cost:** 3 magic points
- **Casting time:** 1 hour

Brings forth dreams or nightmares portending to the future. May be cast upon the shaman or at a chosen target visible to the caster. Casting may require the ingestion of certain hallucinogenic plants or compounds. The dreams are unusually vivid, possibly featuring some form of spirit guide, although the information related is usually cryptic and metaphorical in nature and imagery. Dreams may cost Sanity as well, depending on their content.

Enchant Pouch (Folk)

- **Cost:** 3 magic points; 1D3 Sanity points
- **Casting time:** 7 hours

Imbues a small pouch with beneficial magic which aids its owner. The enchantment costs the caster 3 magic points and 1D3 Sanity points; however, the pouch's owner must also sacrifice 5 POW and 1D4 Sanity points, plus a variable number of magic points (see following). A small animal must be sacrificed while the caster chants over the pouch and its contents (usually small items of significance to the supplicant).

The magical aura produced by items in the small pouch improves one aspect of the wearer's life, specified before the creation of the bag. In game terms this equates to increasing one skill by five percentiles for each five magic points the owner invests in the bag.

Fire Communication (Folk)

- **Cost:** 5+ magic points; 1 Sanity point.
- **Casting time:** Instantaneous

Allows two sentient beings to communicate magically by voice at a distance without other apparatus other than a fire. This requires two casters. At an arranged time, each participant lights a fire and speaks the words of the spell over and over until the other's voice can be heard. This spell works clearly at up to ten miles; for each additional ten miles or fraction thereof an additional magic point must be spent by each of the casters. Maximum range is one hundred miles. Putting out the flames breaks communication.

Healing (Folk)

- **Cost:** 12 magic points; optional POW; 1 Sanity point
- **Casting time:** 2D6 rounds

This spell provides healing of physical injuries. The caster must touch the injured person while repeating a short phrase . In some variations of the spell, preparation of certain ingredients (healing herbs, oils, etc.) must also be applied.

Once the spell has been invoked, the healing process is accelerated: after 2D6 rounds the injured person is healed for 2D6 hit points (up to normal maximum hit points). The spell does not actually regenerate flesh, but rather it melds wounds together, leaving awful scars (and possibly other lasting physical ailments at the Keeper's discretion). The healing is only permanent if the caster also spends 1 POW per hit point healed; otherwise the healing is temporary and the wounds reopen after a day. Note that this spell cannot bring back the dead to life.

Deeper magic: a variant of the spell may mentally heal a person, allowing the target to regain 2D6 Sanity points and

curing any insanity currently suffered. Again, the effects are temporary (24 hours) unless the cater sacrifices 1 POW per Sanity point regained.

Ill Luck (Folk)

- **Cost:** 4 magic points; 1D6 sanity points.
- **Casting time:** 1 round

The caster mutters a curse or passes a cursed item to the target, causing the target to experience bad luck for 24 hours. The caster must overcome the target's POW in an opposed roll: if successful, the target suffers bad luck (must take a penalty die on all Luck rolls for the next 24 hours).

Power Of Manitou (Nyambe)

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 6 rounds

The caster performs a debased ritual calling upon various Mythos gods for their favor. In return, the caster receives 2D6 magic points. Any magic points stored in excess of the caster's normal pool do not regenerate once spent.

It is suspected that certain Mythos deities will require a formal bond of servitude from the petitioner, or a sacrifice or some other gesture, to demonstrate their devotion before the entity grants their request for magical power.

The Manitou are the most powerful spirit-beings in Ojibwan/ Algonquian mythology.

Remortification

- **Cost:** 1D6+1 Sanity points
- **Casting time:** 1 round

Forces the ghost of a deceased person to appear. This spell must either be cast over the grave of the deceased or in the place where the person died. When it appears, the ghost re-enacts the person's movements (and vocalizations, if appropriate) from the moments just before their death. The ghost is immaterial, and cannot hear or perceive the caster; thus, it cannot answer questions. Objects pass right through it. It cannot physically harm anyone or anything, but may cost Sanity points to see.

Send Dream

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** 10 minutes

The caster sends a short, specific dream to a target (a single scene, or an image or emotion, such as foreboding or horror). A special etched, copper bowl is required, which is filled with herbs and blood from the caster and set alight, producing a greenish smoke. The target must be asleep and within 20 miles of the caster and the caster must win an opposed POW roll versus the sleeping target for the dream sending to be successful.

Deeper magic: A variant causes horrific nightmares derived from the Mythos knowledge of the caster (who must have at least 20% in Cthulhu Mythos). The spell cost is the same, except the Sanity cost is 6 points. Upon waking, the spell's target recalls the nightmare, resulting in loss of 1D4 Sanity points. Should successive Mythos induced nightmares be directed at the same target over a prolonged period, the target may gain points in the Cthulhu Mythos skill at the discretion of the Keeper.

Summon/Bind Child of Yig

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** instantaneous

Brings forth one of Yig's special snakes. The spell may be cast only in an area where Yig's worship is strong (currently or historically). Yig's special snake appears coiled around the caster's leg. Viewers who see this happen lose 1/1D4 Sanity points from surprise and dismay.

The spell requires the sacrifice of 1 magic point per 10 percentiles chance for success (i.e. 3 magic points provides 30% chance of success). A result of 96–100 is always a failure—a rolled result of 100 should always have bad consequences for the summoner.

For **Child of Yig**, see pages 144-145.

Skin Walk (Bat Form) (Folk)

- **Cost:** 12 magic points; 1D8 Sanity points
- **Casting time:** Instantaneous

Allows the caster to assume the form and capabilities (flight and acute hearing) of a bat, while retaining his or her intelligence and intentions. Assuming the form of a bat costs 1D8 Sanity points each time, up to a cumulative maximum loss of 8 points. The spell must be cast while the sun is down and its effects last only until the sun rises.

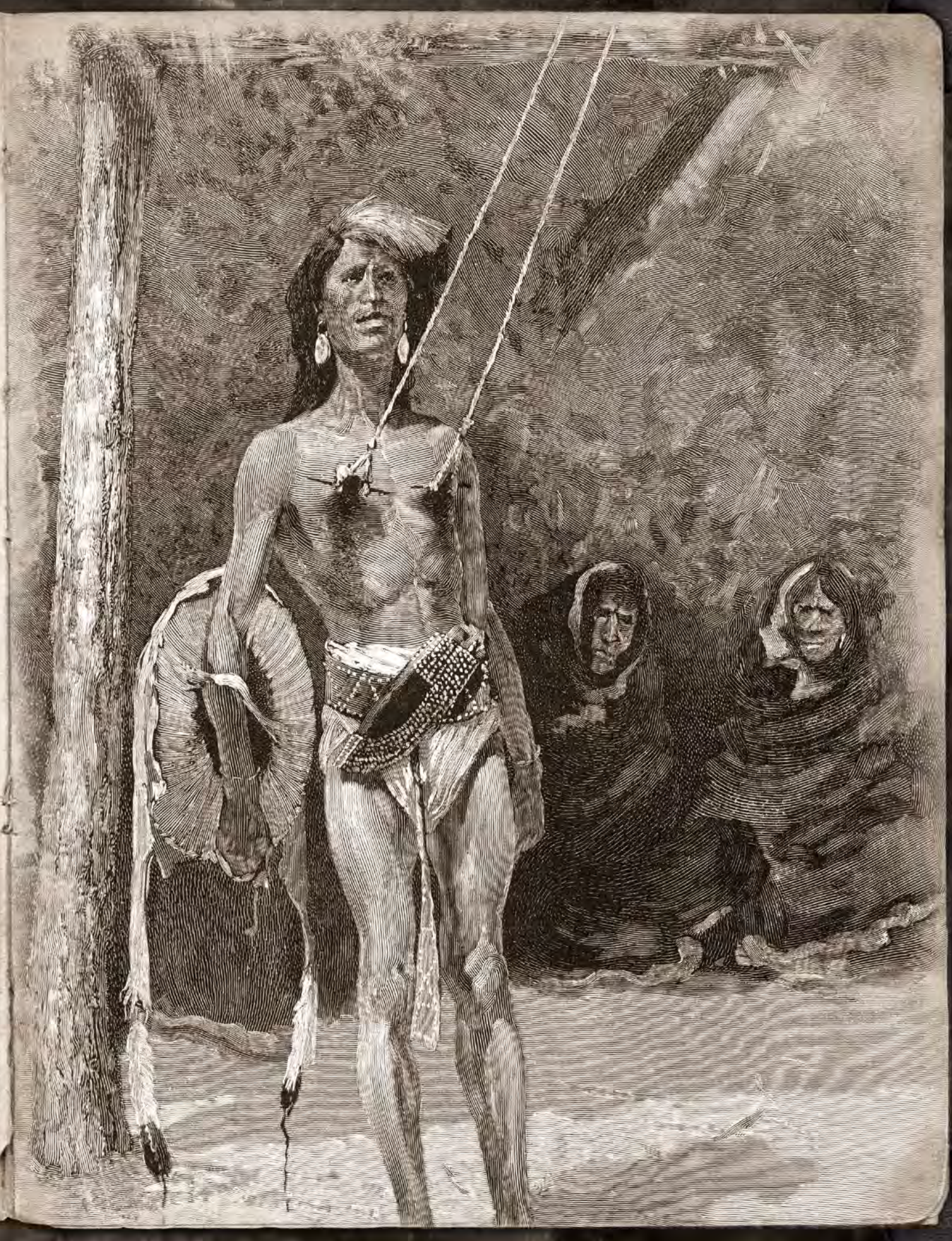
Some shamans have crafted alternative versions of this spell, allowing them to assume a different animal form, such as a coyote, bird, or horse.

Unmask Demon

- **Cost:** 5 magic points per participant; 1D4+1 Sanity points (per participant)
- **Casting time:** 3 rounds

Through arcane gesticulation and word, this spell destroys any magical disguise used by a living target. The spell requires the

Opposite: The Sun Dance



participation of a group of at least three people who chant clearly and rhythmically while their leader breaks a raw unfertilized egg on which has been drawn an image of the target. For the spell to take effect the caster must succeed in an opposed POW roll with the target: success allows the participants in the spell to see the real identity of the target when next viewed. Sanity may be lost when the target's true form is thus revealed.

CULTS AND SECRET SOCIETIES

The West was home to a variety of different secret societies and cults: from Christian splinter sects to vigilante gangs and American Indian tribal societies. The following are a few examples of the types of weird groups that might be encountered in *Down Darker Trails*.

The Black Gulf Canyon Gang

Not far from Blue Rock Park in the Colorado Rocky Mountains broods Black Gulf Canyon. On certain dark nights a gang of dangerous men gathers, led by an Englishman named Jack Smith. Smith sets up a set of measuring scales and offers to kill any man for the price of a pound of gold; he asks the same price for the desire of any woman. Smith apparently possesses some knowledge of sorcery or hypnotism, as every man who pays his price gets his wish: his victims disappear and later return pitifully begging for death, as if physically tortured or psychologically scarred by their ordeals. A gang of twenty or so thugs serves as Smith's bodyguard. It's unclear how Smith's customers learn of his services, but he is wary enough to have escaped at least one large posse sent after him.

Note: the Black Gulf Canyon Gang appears in "The Novel of the Dark Valley" in Arthur Machen's novel *The Three Impostors*.

The Church of the Holy Resurrection

Members of the Church of the Holy Resurrection are actually cultists of the charnel god Tulzscha, the green flame of death and corruption. Their ancestors had emigrated from southern Europe to settle in the southern colonies of the United States. Initially they kept to themselves, but suspicions grew as outsiders came to their settlements and eventually their activities were exposed. The cultists scattered and fled, eventually founding another town of their own in the west. For generations they have hidden their worship of Tulzscha behind an obscure Christian splinter sect they call the Church of the Holy Resurrection. But once again others are moving into their town, perhaps drawn by fertile land or mining claims, and the Resurrectionists' rites may be exposed. Only a few of their number have risen again as Crawling Ones, the powerful sorcerers who serve as the cult's elders, and they stay out of sight in the cult's secret worship site (an underground grotto several miles from town). The outsiders in town shun the Resurrectionists, and have started their own church and cemetery. For their part, the cult are wise enough to carry out their Solstice rites far from the prying eyes of the outsiders, and their sacrifices are secured from neighboring towns, American Indian villages, and hapless travelers in the region.

The Danites

The Danites were a secret society formed in Missouri in 1838 by a renegade member of the Mormon Church. The organization's purpose was to violently oppose the enemies of Mormonism, but when Joseph Smith learned of its existence he excommunicated the Danites' founder and members before they could carry out any such activities. Nevertheless, 19th century writers continued to portray the Danites as a force active throughout the 1800s, secretly and ruthlessly fighting the enemies of the Mormons. They were known by a variety of other names, notably the Destroying Angels, Avenging Angels, and the Brothers of Gideon. Investigators or other Westerners who meddle in the affairs of the Mormons or who bring harm to a member of that church may find themselves hunted by these relentless avengers.

The Horse Brothers

The Horse Brothers are a small tribe of Sioux who worship the horse. They treat their horses better than themselves, feeding them first, bowing to them before riding them, and so forth. The Brothers are not cruel to their animals in any way, and anyone who injures a horse is himself injured in the same way (if the horse is shot, the transgressor is shot; if the horse is lamed, the culprit has his arm or leg broken). Because of this bond between man and animal, the Horse Brothers have drawn the favor of the horses of the invisible (see page 137), spirits that take the form of horses. The Horse Brothers' shamans can sing the Ghost Horse Song to contact a horse of the invisible for certain religious ceremonies, or to carry out acts of vengeance against enemies of the tribe and its sacred animals. These wrathful spirit horses may also appear of their own accord if the tribe is seriously threatened or attacked. The Horse Brothers' equine spirit guardians manifest as great black stallions with fiery red-orange eyes.

The People of the Pit

Hidden somewhere in the mountains of the southwestern U.S. is a vast mine complex inhabited and worked by a disparate "community" made up of prospectors, drifters, American Indians, lost settlers, and travelers taken captive in the region. There are at least 30–40 residents living in caves and chambers throughout the complex. The mine was discovered by a hapless prospector who delved deeply enough to find a terrible secret far beneath the earth: a lost temple to some forgotten blasphemous god. Is it an idol of slothful but sinister Tsathoggua, or dark, bloodthirsty Gol-goroth? Or is it the actual presence of an amorphous nightmare such as M'nagalah? (See *Malleus Monstrorum* for these entities, or choose another suitable one). Whichever the case, the horror in the pit demanded obeisance and sacrifices from the prospector. The old sand-rat agreed, and brought back the first of many animal sacrifices. Then he began recruiting other people to aid his quest for blood for the pit-fiend: other miners, wayward travelers, and so forth. The small band came to live in the mine, using silver dug from the walls to lure others in. A perverse community developed, and the inhabitants formed family units, some with women and children stolen from stagecoaches and towns; trapped in the oppressive darkness with the mine-dwellers, these captives eventually accepted their fate. Every few weeks—most likely on the dark of the moon—the people of the pit make a human sacrifice to the dark god below. Most of these sacrifices are abducted from the surface world, but when no such prey can be found a member of the cult must be offered instead. In addition, once a year a lottery is made and the chosen cultist is sacrificed; in this way the god of the pit ensures that its people will seek to grow their cult so the odds of being chosen in the lottery will lessen for each. For this reason the people of the pit frequently venture out into the civilized world, hoping to bring or lure others to the mine. The pit-folk are mostly insane, but not overtly so, and they have developed the ability to see clearly in darkness.

The Seers of Hali

In Arizona lies a wide, open desert that spans the horizon, awash in a mirage-lake that mysteriously persists even after dark. Centuries ago a splinter of the alien lake of Hali, on a planet in the Hyades, seeped into the Southwestern desert. The ancient Apache who lived in the region dreamed of strange spirits in the mirage-lake, and eventually made sacrifices to them. They found that each sacrifice made gave them the temporary ability to see into the future, albeit vaguely, and a cult grew among the scattered tribes and medicine men of the region. Eventually other tribes learned of these sorcerous tribe's dealings with the huge pale horrors that lived in the lake, and during one gathering these others wiped out the followers of Hali. But the lake still appeared, and soon others returned to sacrifice to the gigantic sickly white polypous god, which they called Hali, in return for the gift of prophecy. Indians and white men alike now venture into the desert wastes when the moon is full, dragging the unfortunate man or beast that they intend to sacrifice. Hali is not the true name of the god, and the god may not be a single entity; whether Hastur, or the spawn of Hastur, the being travels to Earth to accept sacrifices. The lake and the god remain for only a few hours during the full moon, when Aldebaran is above the horizon. But with each sacrifice the mirage-lake grows larger, perhaps soon spreading its influence throughout the West.

The Servants of the Leaden Cloud

Shuddering tribal elders whisper legends to the white men who venture into the Southwestern desert, telling tales of horrible flocks of great bird-like monsters that descend from the night skies to snatch human prey from the mesa tops. So numerous are these descending beasts that they dimly veil the bright moon. These lunar-dwelling creatures are the "fishers from the outside" (see *Malleus Monstrorum*), servants of the Great Old One Groth-golka made in his horrific cyclopean image. The fishers are worshipped by bird-masked madmen who craft haunting idols out of clay and stone depicting these scaly winged horrors. The cult also etches scenes of its rites into the facets of certain sacred decahedronal stones. Amidst smoking bonfires, the Servants of the Leaden Cloud perform savage ritualistic dances and deliver an eerie cawing summons to call down the winged ones to devour mass human sacrifices bound to rows of megalithic altars. The origins of this far-flung cult are shrouded, but their rites are described in books as diverse as the *Ponape Scripture*, Prinn's *De Vermis Mysteriis*, Von Junzt's *Unaussprechlichen Kulten*, and *The Book of Eibon*.



CHAPTER 6

LOST WORLDS OF THE OLD WEST

In this chapter a number of optional "lost worlds" are presented, which investigators might discover while roaming and delving into the mysteries of the Old West. Of these, only Lost Valley has a specific geographic location, as set out in the story that it is taken from, but even this is subject to the Keeper's whims. All of these lost worlds are essentially moveable by the Keeper. There are probably many well-hidden and well-guarded entrances into K'n-yan throughout North America, the Shadow-Desert may be accessible practically anywhere, and El Canon De Los Viejos can be placed anywhere that best serves the Keeper's needs.

LOST VALLEY

*Inspired by Robert E. Howard's "*The Secret of Lost Valley,*" AKA "*The Valley of the Lost*"*

Deep inside the isolated Palo Pinto Mountains of north-central Texas is the underground city of a race of pre-humans, known as the Old People. Remnants of a sophisticated civilization, they have degenerated into a serpent-like race. Their above ground city was destroyed by the nomadic ancestors of the pyramid dwellers of Mesoamerica, and while they are no longer known to modern man, they may figure in American Indian legends of the region.

The Old People are dwarf-like humanoid creatures of unknown ancestry. They appear strikingly inhuman; their skulls are peaked on the top and flattened on the sides, with no ear holes present on the sides of the head. Their eyes are reptilian, small and slit-like, and their jaws protrude like a python's snout. Two pointed fangs show when their mouths are open, and their bite is poisonous. Their hands and feet are unnaturally sinuous; they do not wear any garments, nor carry any weapons, and their skin is whitish like the belly of a snake. They no longer use spoken language, instead relying on communicating telepathically. Their gait is a combination of the walk of a man and the slithering of a snake.

The Old People developed an advanced civilization thousands of years before the arrival of early man and large mammals in North America. Their fertile valley home was well suited to their needs, and they felt no pressure to expand outside its boundaries. A single city was built here, made of towering buildings constructed of wood and stone—not unlike the skyscrapers of today—but fashioned with an alien architecture apparently based on abnormal physics. The streets were tight and curving, having no need to allow the passage of vehicles or large beasts of burden. The inhabitants of the city were much more human then, with less-pronounced pointed heads, smaller jaws, near-human extremities, and skin of a dark, slate-like color. They garbed themselves in colorful, flowing robes adorned with eerie-looking jewelry and metalwork, and occupied themselves performing obscene and terrible rituals, alien to the mind of modern man.

Somewhere around 30,000 to 35,000 years ago the first wave of humans migrating from the north reached the city. These newcomers hated and feared the Old People, and for unknown reasons they stopped to destroy the city rather than go around it. The battles were fierce and protracted; the Old People fought back with their advanced technology but could not cope with the ever-increasing numbers of the enemy. A final battle took place inside the city itself, street-by-street, building-by-building. No longer considering the Old People a threat, the invaders left the survivors in the ruined city and moved on, eventually settling in Central and South America.

Their city in ruins, their population a mere fragment of what it once was, the Old People moved up the valley into a series of caves that had been formed by the leaching of water through the limestone bedrock. The Old People expanded the tunnels into the underground city they now inhabit. Soon after their migration they hid the entrance to the city by constructing a secret door in one of the caves, keeping out wandering men and animals—this was now the only way into the city.

Opposite: K'n-yan by Jonathan Wyke

SPELLS OF THE OLD PEOPLE

Possess Corpse *(Create Zombie variant)*

- **Cost:** 10+ magic points and 1D10+ Sanity points
- **Casting time:** 10 minutes

When a wizard wants to place his or her spirit into the body of a dead person, they call together a group of Old People, who gather in front of the sacred altar, gem, and statue. The dead body is placed upon the altar face up and the wizard lies on top of the body, placing his or her mouth against the corpse's mouth; the crowd then begins a voiceless chant and starts to writhe, tom-toms sound, and the wizard draws upon the magic points of those in attendance to cast the spell. The caster sacrifices 10 magic points and loses 1D10 Sanity points, while all others present lose 1 magic point each.

Once the caster's spirit has been transferred, his body falls to the floor as if lifeless. The formerly dead body is now a zombie animated by the wizard's spirit (with the caster's INT and POW), and under his or her control for as long as desired. Each full day spent controlling the corpse causes the caster to lose an additional 1D6 Sanity points. The wizard's spirit returns to his or her body if the zombie is destroyed or if the wizard wishes to end the spell.

Project Thoughts

- **Cost:** 2+ magic points and 1D3 Sanity points
- **Casting time:** 5 minutes

The wizard draws a triangular figure on the floor in front of the altar, leaving a phosphorescent mark. A specially prepared dust is sprinkled into the figure, which starts to spiral upward, finally coalescing into the shape of a feathered serpent; the shape then breaks into a greenish cloud. The wizard is then able to project his or her thoughts onto the cloud, causing images to form. This spell is primarily used as a form of non-verbal communication, to relay detailed information or show historical events. The spell costs 2 magic points and 1D3 Sanity points to cast, and an additional 2 magic points per five minutes of thought projection.

As the years passed, the Old People became less dependent on the outside world, developing ways of obtaining food from inside the Earth, and their bodies adapted to the dark: they began to change physically, becoming more bestial, shunning the harmful sunlight.

The ruins of the Old People's abandoned above-ground city decayed and fell apart from the onslaught of time. As the second wave of migrants arrived from the north, they found the scattered remains of the buildings disturbing and frightening. The valley was shunned and remained unsettled.

Expanding their new sanctuary, the Old People transformed the caverns into a semblance of the buildings they had abandoned. The upper reaches of the caves are lined with shaped stone, decorated similarly to the valley ruins, but as the passages go deeper the stonework becomes increasingly primitive, finally ending in rooms and passages that are crudely hacked out of the surrounding limestone. Daring members of the race have ventured very deep into the Earth. Many of these explorers never returned, and the few who did were changed by the dark and terrible secrets they had learned in the bowels of fathomless deeps.

The main thoroughfare passage leads into a large, natural cave located an unknown distance from the surface. This cave was made into a likeness of the main altar room of the ruined city, and is the only room still maintained with the methods of the ancients. The remaining members of the race gather here to perform the terrible rites of their ancestors. A large stone altar sits in the center of the room; upon it rests a large glowing gem and a crystalline statue. The gem's glow lights the center of the room, leaving the far corners dark. The floor is worn to a glass-like polish by the passing of millions of inhuman footsteps.

Powers and Spells

After moving underground, the Old People delved further into the dark arts of their ancestors. Wizards of the race are able to telepathically project their thoughts into the minds of humans in the valley above, planting unwholesome thoughts and dreams. They can also read the minds of their victims, using this information to remain aware of what is happening in the valley. The most learned wizards are able to transport their spirits into dead bodies, bringing them to a semblance of life. The reanimated corpses are sent out into the valley to do the bidding of the wizards.

It is unknown if the Old People worship any of the Great Old Ones. Their revered crystal statue of a winged serpent suggests a possible connection to Quetzalcoatl (Yig), but in their subterranean delving they may also have discovered lost vestiges of Tsathoggua's worship. The Old People are not related to serpent people, though there are similarities; if anything the Old People seem to have more in common

with sand-dwellers, and it is possible that these races and humanity developed separately from a common ancestor on the evolutionary tree.

The Old People brought three objects of veneration from their home city: an altar, carved from a single stone of unearthly origin, covered with obscene snake-like, bat-winged images; a large flaming gem of an unnatural greenish color; and a large crystalline statue of a feathered serpent. The altar was placed in a vast cave deep inside the hills, with the stone and statue atop it. The gem's glow is the only light to be found in anywhere in the city. Green flames flicker around the gem, making the crystal statue appear alive and moving. Used together these three items are the source of the Old People's sorcery. A wizard, identifiable by an unusually shaped gold circlet worn on its head, gathers the members of his race around the altar to lead them in the ancient rites of power, drawing on the energy of the throng to cast his spells. The crowd chants silently, writhing to the beat of soft drums hidden in the far reaches of the room. Humans witnessing such rites are subject to a Sanity roll (1/1D4 points loss).

Scenario Suggestions

The most likely way to discover the Palo Pinto site is for someone to stumble across the hidden entrance. Travelers taking shelter from flash flooding or hunters looking for a place to spend the night could stumble on the door. Anyone settling in the valley suffers strange and terrible dreams, losing anywhere from 0/1 to 0/1D3 Sanity points each night. These nightmares eventually drive the victim to commit some violent and inexplicable act. A homestead wife might imagine that snakes are infesting the house and burn it down to "save" her family, or a rancher might wake up in blood-soaked clothing, unable to remember the night before—and find upon venturing outside that all his animals have been hacked to pieces with a knife or ax. Events such as these could lead a party of investigators into the situation.

Investigators may also be led to the area via clues found exploring the ruins of Central or South America, or by researching the cultures of these areas. These clues should be very vague on the specifics. An archeologist might discover a crude map carved on the wall of a previously undiscovered Toltec ruin, or an anthropologist working in one of the great museums of the world might unearth a similar clue in the archives.

The Old People are only known to have built the Palo Pinto city as described, but the Keeper may decide that other cities remain undiscovered elsewhere in the Old West. The inhabitants of these cities have probably lost all memory of—and contact with—these other locations. Should the Keeper decide to include additional Old People cities, it is recommended that they be rare and extremely difficult to find, most likely hidden away in remote mountains or canyons. It is left up to the Keeper to decide if these other cities developed along the same lines as the known one. In a remote enough location, a complete above-ground city could be found.

The Old People

It was not their dwarfish features which caused his shudder, nor even the unnaturally made hands and feet—it was their heads... ...Peaked and malformed, curiously flattened at the sides. There was no sign of ears, as if their organs of hearing, like a serpent's, were beneath the skin. The noses were like a python's snout, the mouth and jaws much less human in appearance than his recollection of the skull would have led him to suppose. The eyes were small, glittering, and reptilian. The squamous lips writhed back, showing pointed fangs, and John Reynolds knew that their bite would be as deadly as a rattlesnake's. Garments they wore none, nor did they bear any weapons.

—Robert E. Howard, *The Secret of Lost Valley (AKA The Valley of the Lost)*

THE OLD PEOPLE

char.	*average*	*rolls*
STR	55	(3D6) ×5
CON	55	(3D6) ×5
SIZ	40	(2D6+2) ×5
DEX	55	(3D6) ×5
INT*	50 (70*)	(3D6) ×5
POW*	55 (70*)	(3D6) ×5

For a wizard, increase **INT and **POW** to 4D6 ×5.*

HP: 9
Average Damage Bonus (DB): 0
Average Build: 0
Average Magic Points: 11 (14*)
Move: 8

Combat

Attacks per round: 1 (claw or bite)

Fighting	40% (20/8), damage 1D4*
Dodge	25% (12/5)

**If bite: 1D4 + poison (victim must succeed in an Extreme CON roll—if failed take 1D6 damage).*

Skills

Climb 65%, Communicate Telepathically 80%, Stealth 75%.

Armor: 1-point scaly skin.
Spells: Wizards know up to 2D4 spells.
Sanity loss: 0/1D6 to see one of the reptilian Old People.

K'N-YAN:

Inspired by H. P. Lovecraft and Zealia Bishop's "The Mound"

The subterranean blue-litten world of K'n-yan is at least as old as Atlantis, Mu, and Lemuria, since ancient K'n-yanian records refer to the destruction of all of these lost worlds. The humans of K'n-yan have long kept themselves separated from the rest of the world, rarely venturing above ground and forbidding any strangers to leave who somehow stumble into their realm. So well have they kept their existence a secret that few texts refer to them, and even the authoritative Friedrich Wilhelm von Junzt deems them a myth.

The size of this underground world is unknown but thought to be great, perhaps as large as the entire North American continent under which it lies. One entrance to K'n-yan is located in Caddo County, Oklahoma, but others undoubtedly exist. Despite their many adaptations the K'n-yanians still require fresh supplies of oxygen. K'n-yan is lit by a blue glow, a form of radiation that permeates this underground world.

The people of K'n-yan believe that those living on the Earth's surface are in some way corrupted or polluted by outside forces. Legends of the surface-dwellers' dealings with "space devils" are probably a mythic interpretation of the mi-go's long-term tampering with human development. The K'n-yanians believe themselves untainted by the mi-go, and their legends even state that they were spawned on another planet, separate from the human race, and brought here by their octopus-headed god, Tulu. Nevertheless, they are indeed as human as we, and their ancient legends are little more than racist propaganda. The K'n-yanians are untainted by the mi-go, which may go some way to explain their ability to develop natural human talents unknown or only guessed at by surface dwellers.

Although most of their history is one of an underground race, they occasionally build cities upon the surface, usually during inter-glacial periods. An especially notable one is said to have stood on the slopes of Mount Kadath.

K'n-Yan History

The K'n-yanians were once a great people, building cities decorated with silver and gold that possibly gave rise to the legends of lost golden cities that so intrigued the first Spanish explorers of North America. K'n-yan scientists discovered the secrets of atomic power and explored the art of genetic engineering, creating a strange species of semi-intelligent creatures they still use as mounts.

The people of K'n-yan were also able to develop their latent mental powers, learning how to communicate telepathically and how to dematerialize themselves and other objects. Dematerialized or semi-dematerialized humans from K'n-yan visiting the outer world have occasionally given rise to stories of spirits or ghosts haunting certain areas. Some few have even developed the ability to enter their own dreams, making a near-material connection with ghosts and memories of the past. Most importantly, the people of K'n-yan have learned the secret of immortality. Most of them are ancient; consequently, reproduction among them has stopped, or almost so. The only deaths are due to accidents or suicides.

Inevitable Decline

Immortality has resulted in decadence: boredom so profound that the K'n-yanians seek relief by means of intoxication, gastronomic and sexual orgy, and the creative torture of other human beings, usually their slaves. Despite these diversions, many of the otherwise immortal citizens eventually opt for voluntary death. As their numbers have declined, the people have gathered in the centrally located city of Tsath, leaving much of the underground world deserted, its cities falling to ruin. Slaves and machinery do all the work, and the valuable Tulu-metal that serves as currency is distributed to individual citizens in quantities sufficient to keep the ruling class from want and need.

Slaves are without rights and kept in line by hypnotic suggestion, rendering them zombies without will. Many slaves have spent time in the amphitheater undergoing public torture and are badly mutilated, yet advanced K'n-yan science and magic keep them alive and functional. Even dead and headless corpses perform chores, animated by a combination of atomic power and hypnotic suggestion; these undead slaves are called y'm-bhi. Slaves are also used to feed the K'n-yanians' carnivorous mounts, the horned gyaa-yothn.

The people of K'n-yan revere the names Azathoth, Nyarlathotep, and Shub-Niggurath, but in particular they worship the anthropomorphic serpent-god Yig and the octopus-headed god Tulu (Cthulhu). An alien material they call Tulu-metal forms the basis of their economy, and is believed to have been brought to this planet by Tulu himself. There seems to be a nearly inexhaustible supply of this strangely self-magnetic metal hidden away somewhere in the form of ancient cyclopean idols of alien manufacture.

K'n-yan writing is a form of hieroglyphics unknown to modern linguists, but most resembling the mysterious Rongo Rongo Tablets found on Easter Island. This script is actually based on R'lyehian glyphs, the language supposedly brought to this world by Cthulhu and his spawn and occasionally used by the deep ones.

Yoth and N'kai

Beneath K'n-yan lie yet deeper worlds. Red-litten Yoth was explored eons ago by the pre-decadent K'n-yanians. Here they found the ruins of an ancient pre-human civilization, including abandoned buildings and strange roving animals. The former inhabitants of this world were quadrupeds and believed to be reptilian. Some of the roaming wild creatures were captured and, once crossbred with mammalian stock from K'n-yan, yielded the broad-faced, single-horned, flesh-eating gyaa-yothn—now used

by the K'n-yanians like surface humans use horses. It is unclear if these animals were degenerate members of the once-ruling race of Yoth or merely one of the many synthetic life forms the Yothians are believed to have been capable of producing.

Miniatures of the toad-god Tsathoggua were also discovered in Yoth. Yothic manuscripts, once deciphered, described the black onyx temples that housed these statues, as well as the existence of a deeper world, N'kai, which lay beneath Yoth. N'kai was once inhabited by strange-sensed beings that lived without light and worshipped Tsathoggua, among other gods. It is from black-litten N'kai that the toad-god statues were supposed to have originated. When the K'n-yanians brought these statues back to their world they erected temples devoted to Tsathoggua that soon rivaled those of Yig and Tulu. It is said that one branch of the cult eventually carried the worship of Tsathoggua to the surface, making a gift of one of the statues to the people of Lomar, who likewise built an appropriate temple in its honor.

The men of K'n-yan later explored the black gulf of N'kai, but once they saw the black things slithering through stone troughs there, Tsathoggua's cult was abolished and his stone images were destroyed with disintegrating rays. The only trace left of the toad-god is the name of the great city of Tsath, originally named for the god. Subsequent visits to Yoth failed to reveal the entrance to N'kai, and many in K'n-yan now argue that its existence is a myth.

Note: this section was originally written by Keith Herber, and appeared in *The Keeper's Companion, Volume One*. The K'n-yanians and gyaa-yothn are described in detail in the *Malleus Monstrorum*. The undead slave-things, called y'm-bhi, should be treated as zombies, but with Sanity loss of 1D3/2D4, since most are surgically or mechanically altered.

THE SHADOW-DESERT

The Shadow-Desert is a bleak parallel version of our world, a sort of "pocket universe" where the sun shines dimly at best, where shadows are long and indistinct and sometimes appear where no shadow should be. In many ways it resembles Earth's Dreamlands, as it is accessible both physically and via dreams. The Shadow-Desert is known to many American Indian tribes, whose shamans and heroes sometimes venture there, either physically or in dreams, on vision-quests. These tribes know of magical and pharmaceutical methods of entering the eerie desert world, passed down from shaman to shaman. Anyone physically present in the Shadow-Desert who dies is actually dead, though he or she may stalk the Shadows as a specter thereafter; dreamers slain there lose 1D8 Sanity points and awaken in the real world when the spell or drug that sent them there (see following) wears off.

The Shadow-Desert has grey-shrouded days but never fully descends into night, instead wallowing in a lingering twilight half of the time (watches stop working in the Shadow-Desert). Mirages are common, sometimes appearing as lakes or pools, buildings, cities, rock formations, or beings (human and otherwise), any of which may or may not actually exist. Cryptic symbols, statues, stones, bones, wall paintings, carvings, and grotesquely ornamented trees and cactus are signposts to unknown destinations, left by unguessable travelers.

Physically and geographically the Shadow-Desert is very similar to the real world. Many real-world roads exist as faint trails in the Shadow-Desert, though railroads are not found there (the iron rails prevent their appearance). Familiar cities and towns may appear as mirages or shadows, and in other cases the settlements (or slightly different versions of them) may actually exist as ghost towns inhabited only by specters and more shadows. The only supplies to be found in the Shadow-Desert are those that can be gathered (like firewood), hunted (animals), or taken from other inhabitants (e.g. ammunition or gear taken from a fellow traveler); in the ghost towns of Shadow only the buildings exist, not the whiskey, food, guns, or horses.

Among the inhabitants one might find in the Shadow-Desert are sand-dwellers, serpent men (both atavistic and degenerate), lloigor (as often in physical form as astral form), spectral hunters (always visible here), savage human-like tribes (self-mutilating Tcho-Tcho-esque Indians called "The Scarred Ones," and so on), the desh (a spectral Mythos race described in the *Malleus Monstrorum*), spirits, ghosts, wraiths, walking dead men, and any number of human wanderers: vision-seeking American Indians, marooned white men, lost prospectors, questing sorcerers, and innocents sucked into the shadows against their will. There are undoubtedly other creatures as well, everything from snakes, birds, and other recognizable wildlife to beasts from the Dreamlands or Earth's past, as well as monstrous alien horrors and spectral figures of every description.

Using the Shadow-Desert

The Shadow-Desert is intended to be a strange, barren world full of cryptic dream-like happenings. Each time an investigator enters the Shadow-Desert the Keeper should call for a Sanity roll, and if failed, the character is beset by visions during his or her travels, haunted by vengeful enemies (even, and perhaps especially, dead ones), tormented by failures, and plagued by ghosts and dreams. The Keeper can either assess regular Sanity losses for each mind-rocking incident the investigators witness, or he or she can call for a general loss of 1/1D6 or more Sanity points for each day spent in Shadow.

Despite its nightmarish qualities, the Shadow-Desert can offer refuge for those brave enough to seek it out. Characters surrounded or pursued by enemies might choose to physically cross over into Shadow to elude their foes. This can leave those pursuers baffled when their quarry vanishes from their grasp and shortly afterward reappears several miles away.

SPELLS FROM THE SHADOW-DESERT

Shadow Sojourn

- **Cost:** 4 (or 6) magic points and 1D4 (or 1D6) Sanity points
- **Casting time:** 5 minutes of singing and chanting

This spell allows the caster to travel (or send others) into the Shadow-Desert in dream form. The subject's body remains in a sleep-like trance in the real world while his or her consciousness enters Shadow. The dreamer can be roused from sleep normally, otherwise the target's mind is returned to his or her body when the spell ends.

Each use of the spell costs 4 magic points and 1D4 Sanity points to cast on one's self, or 6 magic points and 1D6 Sanity points to cast on another person. Normally the spell lasts for a number of hours equal to one-fifth of the caster's POW, but each additional magic point expended adds another 12 hours to the duration. If this spell is cast on an unwilling person, the caster must overcome the target's POW in an opposed roll.

Deeper Magic: a powerful variant of this magic allows the caster to send the target's physical body to the Shadow-Desert: costing the sorcerer POW points rather than magic points, and an additional Sanity point. The target vanishes from the real world and reappears at the same location in the Shadow-Desert. The target remains in the Shadow-Desert until he or she finds a way to return to the real world, by magic or Shadow-Gate (see following).

Create Shadow-Drug

- **Cost:** 5 POW and 1D3 Sanity points
- **Casting time:** 5 minutes of singing and chanting

This rare recipe is known to a few southwestern American Indian medicine men. It requires a variety of ingredients, mostly animal bones and herbs (some of which can only be obtained in the Shadow-Desert itself). Each casting creates 1D6+6 individual doses of the drug. The drug can either be ingested or smoked, and costs 1D6 magic points and 1D4 Sanity points to use. The effects appear 15 to 20 minutes after the drug has been taken.

The drug makes the user sleepy, and when it takes effect he or she falls into a deep sleep from which they will not rise until the dose has worn off. Each dose lasts 2D6+2 hours; additional doses add the same amount of time again. Additional doses are dangerous, however, as each dose after the first requires a successful CON roll, otherwise the user's body enters a coma, leaving his or her mind trapped in the Shadow-Desert. For up to two doses, the CON roll is Regular, for three to four doses it is Hard, and for any more the roll is Extreme.

While the drug lasts, the user's mind is transported to the Shadow-Desert, usually entering at a place corresponding to his or her location in the real world; rarely (perhaps 5% of the time), the dreamer appears at another location, either at random or due to some emotionally charged event in their past. When the drug wears off the user awakens.

Shadow-Gate

- **Cost:** 10 POW and 5 Sanity points
- **Casting time:** 10 hours

This spell creates a magical gate into the Shadow-Desert dimension. Shadow-Gates enter the Shadow-Desert in the location corresponding to where they were made in the real world, and vice versa; these gates cannot be made to cross through space, only from dimension to dimension. Creating a Shadow-Gate requires the caster to draw, carve, or paint diagrams, which, if disturbed, destroy the gate. Once established, those using the gate lose 1D4 magic points and 1 Sanity point. If the caster wishes, once the gate has been created and used, he or she may automatically make a return gate to the real world, at no additional cost. Such gates allow users to physically travel to the Shadow-Desert, where they remain until they can physically return to the real world by the same or another Shadow-Gate, or other powerful magic

This weird parallel desert-world can be used in a campaign in a variety of ways. Inhabitants of the Shadow-Desert may make raids on residents of the real world: bands of sand-dwellers or subhumans attacking western towns or tribal settlements and then vanishing back to their home-dimension. A vengeful serpent man or shaman may use magic to transport an entire western town to Shadow; the town is mysteriously abandoned in our world, but in Shadow the people desperately seek to return home, perhaps briefly manifesting as "ghosts" in the real world. Similarly, a shaman might curse a lone enemy into the Shadow-Desert, precipitating a search and rescue mission. A band of American Indians or outlaws from our world might commit atrocities here and use the Shadow-Desert as an escape route. An unfortunate character might be plagued by nightmares of a person, place, or object somewhere in the Shadow-Desert, a "curse" that requires him or her to travel there to find the source of torment and somehow deal with it or lay it to rest. Or the investigators might simply unwittingly blunder into this parallel world and have to find their way out.

Ultimately, anything might lie behind the final veil of the Shadow-Desert. Was it created by the desert-warped dreams of men? Ancient shamans? K'n-yanians? A powerful Mythos race such as the serpent men? Yog-Sothoth? Hypnos? One or more of the Great Ones of Earth's Dreamlands? Scheming Nyarlathotep?

EL CANON DE LOS VIEJOS

El Canon De Los Viejos is the place where time has stood still and terrors of the past can trouble the people of the present. Within the confines of canyon is a veritable lost world of prehistoric menace: some enter in the interests of science, others seek reward, and some simply do not realize their path of adventure has taken a very wrong turn indeed.

This lost world can be set up any number of ways for Keepers and players wanting to try their hands at some cowboys and dinosaurs action. The entrance to this lost world may be hidden, difficult to access, or magical in nature. The canyon may hold only a few creatures or species, or it may be a vast unknown habitat for prehistoric animals. One suggestion for creating a lost world of this type of limitless size would be to have the canyon contain a magical gate to the prehistoric past, perhaps created by Elder Things, Yithians, or serpent people. The investigators might be led to the place by following a dinosaur that escaped through the gate into their time. Are the Westerners caught up in a conflict between cro-magnons and neanderthals? Are they somehow trapped in this dangerous lost world (entrance collapse, gate failure, etc.) and forced to find another way home? Are there Mythos entities up to something in the world of El Canon De Los Viejos?



El Canon De Los Viejos by M. Wayne Miller

Interested Keepers are referred to such films as *The Valley of Gwangi* and *The Beast of Hollow Mountain*, also Edgar Rice Burroughs's books: *The Land That Time Forgot* and *The People That Time Forgot* (and their film adaptations) for further inspiration.

The following statistics depict the most iconic or interesting dinosaur species. The Keeper can alter these to create additional species or other types of ceratopsians (horned dinos), hadrasaurs (duck-billed), predators, and so forth.

ALLOSAURUS, *carnivore*

Large bipedal predator; averaging 28 feet in length.

char.	*average*	*rolls*
STR	250	(5D6+32) ×5
CON	160	(4D6+18) ×5
SIZ	200	(4D6+26) ×5
DEX	65	(2D6+6) ×5
POW	50	(3D6) ×5

HP: 36
Average Damage Bonus (DB): +5D6
Average Build: 6
Move: 12

Combat
Attacks per round: 1 (bite or tear)

Fighting	45% (22/9), damage 2D6+DB
Dodge	32% (16/6)

Skills
Sense Prey 45%.

Armor: 10-point hide.
Sanity loss: 0/1D4 to see an allosaurus.

APATOSAURUS, *herbivore*

One of the biggest land creatures to have ever existed; average length of 75 feet. Quadruped, with a long neck and with an equally long, whip-like tail.

char.	*average*	*rolls*
STR	310	(4D10+40) ×5
CON	205	(42D10+30) ×5
SIZ	360	(4D10+50) ×5
DEX	20	(1D6) ×5
POW	35	(2D6) ×5

HP: 56
Average Damage Bonus (DB): +7D6
Average Build: 8
Move: 7

Combat
Attacks per round: 1 (tail bash or trample)

Fighting	50% (25/10), damage bonus
Trample*	50% (25/10), damage bonus ×2
Dodge	10% (5/2)

**Trample: targets all within 20 feet.*

Skills
Scent 25%.

Armor: 14-point hide.
Sanity loss: 0/1D6 to see an apatosaurus.

PTERANODON, *omnivore*

Among the largest flying animals ever known; average 18 feet wingspan.

char.	*average*	*rolls*
STR	90	(5D6) ×5
CON	80	(3D6+6) ×5
SIZ	175	(10D6) ×5
DEX	65	(2D6+6) ×5
POW	35	(3D6) ×5

HP: 25
Average Damage Bonus (DB): +2D6
Average Build: 3
Move: 6/18 flying

Combat
Attacks per round: 1 (bite or claw)

Fighting	40% (20/8), damage 1D6+half DB (bite 1D8+half DB)
Dodge	32% (16/6)

Skills
Spot Prey 60%.

Armor: 4-point hide.
Sanity loss: 0/1D6 to see a pteranodon.

STEGOSAURUS, *herbivore*

One of the most distinctive dinosaurs, with its spiked tail and back plates; average length of 30 feet. Large quadruped, heavily built.

char.	*average*	*rolls*
STR	145	(4D6+15) ×5
CON	135	(2D6+20) ×5
SIZ	145	(4D6+15) ×5
DEX	35	(2D6) ×5
POW	35	(2D6) ×5

HP: 28
Average Damage Bonus (DB): +3D6
Average Build: 4
Move: 6

Combat

Attacks per round: 1 (tail bash or trample)

Fighting	35% (17/7), damage 2D6+DB
Trample	30% (15/6), damage bonus ×2
Dodge	32% (16/6)

Skills

Scent 25%.

Armor: 8-point hide.
Sanity loss: 0/1D3 to see a stegosaurus.

TRACHODON, *herbivore*

At 15–18 feet tall, standing and running erect on hind legs.

char.	*average*	*rolls*
STR	145	(3D6+18) ×5
CON	145	(3D6+18) ×5
SIZ	175	(3D6+24) ×5
DEX	80	(3D6+6) ×5
POW	35	(2D6) ×5

HP: 32
Average Damage Bonus (DB): +3D6
Average Build: 4
Move: 10

Combat

Attacks per round: 1 (bite or trample)

Fighting	35% (17/7), damage 1D6+half DB
Trample	30% (15/6), damage bonus
Dodge	40% (20/8)

Skills

Scent 40%.

Armor: 6-point hide.
Sanity loss: 0/1D3 to see a trachodon.

TRICERATOPS, *herbivore*

Another very distinctive dinosaur, with its three horns, skull frill, and stocky build; average length up to 29 feet. Quadruped, heavily built.

char.	*average*	*rolls*
STR	205	(3D6+30) x5
CON	175	(3D6+24) x5
SIZ	205	(3D6+30) x5
DEX	55	(3D6) x5
POW	35	(2D6) x5

HP: 38
Average Damage Bonus (DB): +4D6
Average Build: 5
Move: 10

Combat

Attacks per round: 1 (horn gore (impaling) or trample)

Fighting	40% (20/8), damage 2D6+DB
Trample	30% (15/6), damage bonus
Dodge	40% (20/8)

Skills

Scent 35%.

Armor: 8-point hide, 15-point head. Attacks have 25% chance of hitting the head, unless attacking from the rear.
Sanity loss: 0/1D4 to see a triceratops.

TYRANNOSAURUS REX, *carnivore*

Iconic, apex predator and one of the largest known land predators. Bipedal, with a massive skull balanced by a long, heavy tail; average length up to 40 feet in length, with a tail 13 feet long.

char.	*average*	*rolls*
STR	335	(10D6+32) x5
CON	175	(4D6+21) x5
SIZ	265	(6D6+32) x5
DEX	80	(2D6+9) x5
POW	65	(2D6+6) x5

HP: 44
Average Damage Bonus (DB): +6D6
Average Build: 7
Move: 12

Combat
Attacks per round: 1 (bite, tear with its fore claws, or kick)
Grab and bite (maneuver): grabs its prey with its fore claws and then tears with its bite.

Fighting	60% (30/12), damage 2D6+DB (kick 1D6+DB)
Grab and Bite (mnvr)	60% (30/12), damage 1D6+DB, following round bite for 2D6+DB
Dodge	40% (20/8)

Skills
Jump 50%, Listen 45%, Sense 35%, Spot Hidden 45%, Track 50%.

Armor: 10-point hide.
Sanity loss: 1/1D6 to see a tyrannosaurus rex.

VELOCIRAPTOR, *pack carnivores*

A pack hunter (1D6+3 encountered together); average length 6.8 feet, and 1.6 feet high.

char.	*average*	*rolls*
STR	80	(3D6+6) x5
CON	65	(2D6+6) x5
SIZ	45	(1D6+6) x5
DEX	70	(4D6+6) x5
POW	50	(3D6) x5

HP: 11
Average Damage Bonus (DB): +1D4
Average Build: 1
Move: 12

Combat
Attacks per round: 1 (bite or tear)

Fighting	50% (25/10), damage 1D6+DB
Dodge	40% (20/8)

Skills
Jump 70%, Listen 45%, Scent 30%, Spot Hidden 40%, Stealth 50%, Track 40%.

Armor: 3-point hide.
Sanity loss: 0/1D4 to see a velociraptor.

CRO-MAGNON MAN, *omnivore*

The first early "modern human," robustly built and intelligent; the body was heavy and solid, with strong musculature. The forehead was fairly straight (rather than sloping like in Neanderthals).

char.	*average*	*rolls*
STR	65	(2D6+6) x5
CON	55	(3D6) x5
SIZ	65	(2D6+6) x5
DEX	50	(3D6) x5
INT	35	(2D6) x5
APP	40	(2D6+2) x5
POW	50	(3D6) x5
EDU	—	—
SAN	50	(3D6) x5

HP: 12
Average Damage Bonus (DB): +1D4
Average Build: 1
Move: 7

Combat
Attacks per round: 1

Fighting	40% (20/8), damage 1D3+DB (stone knife 1D4+DB)
Spear (thrown)	35% (17/7), damage 1D8+half DB (or rock 1D6+half DB)
Dodge	45% (22/9)

Skills
Climb 55%, Jump 55%, Listen 40%, Natural World 45%, Navigate 50%, Spot Hidden 45%, Stealth 40%, Swim 45%, Throw 45%, Track 40%, Trap 40%.

Armor: none (furs and hides may offer up to 2-point armor).
Spells: shaman with **INT** 60+ may know 1D4 spells at the Keeper's discretion.
Sanity loss: none.



NEANDERTHAL MAN, *omnivore*

Closely related to modern humans, yet more robustly build, with shorter limbs, a barrel-shaped rib cage, reduced chin, and a large nose (somewhat higher on the face than in modern humans). Nomadic, made use of advanced tools, used language, and lived in complex social groups.

char.	*average*	*rolls*
STR	85	(3D6+6) x5
CON	65	(2D6) x5
SIZ	65	(2D6+6) x5
DEX	55	(3D6) x5
INT	45	(2D6+3) x5
APP	35	(2D6) x5
POW	50	(3D6) x5
EDU	—	—
SAN	50	(3D6) x5

HP: 13
Average Damage Bonus (DB): +1D4
Average Build: 1
Move: 7

Combat

Attacks per round: 1

Fighting	55% (27/11), damage 1D3+DB (club 1D6+DB)
Spear (thrown)	50% (25/10), damage 1D8+half DB
Dodge	45% (22/9)

Skills

Climb 60%, Jump 45%, Language (Neanderthal) 40%, Listen 40%, Natural World 35%, Navigate 35%, Spot Hidden 45%, Stealth 40%, Swim 35%, Throw 50%, Track 40%, Trap 30%.

Armor: none (furs and hides may offer up to 2-point armor).
Spells: shaman with **INT** 60+ may know 1D4 spells at the Keeper's discretion.
Sanity loss: none.




MWM

CHAPTER 7

DESIGNING OLD WEST ADVENTURES

"Sooner or later, that's a stone cold fact:
Four men ride out and only three ride back."

—The Eagles, "Doolin-Dalton"

The information contained in *Down Darker Trails* allows for games with varying degrees of historical realism, Western adventure, and supernatural horror. The Historical West chapter set the stage for roleplaying in the "true" West, and the Supernatural West chapter lays the groundwork for horror adventures. In addition, the two scenarios included are specifically written to introduce new Keepers and players to the Old West setting for *Call of Cthulhu*.

The following offers the Keeper additional ideas for designing campaigns and scenarios.

Campaign Types

There are a wide variety of possible frameworks for Old West campaigns and the prospective Keeper should either see what type his or her players would prefer, or come up with an original idea and then try to incorporate the players' interests into it.

The simplest and most obvious way to set up any campaign is to have the investigators be residents of the same town or county—the two town settings in this book were written specifically for this purpose. Player characters can be merchants, ranchers, farmers, local law enforcement, or can have virtually any other occupation. Adventures run the gamut from holdups or gunfights in town to uncovering mysteries in the surrounding countryside, hauntings, raids by local tribes or creatures, and so forth.

Similarly, the investigators might be employed on the same ranch, or on neighboring ranches. Investigators may be the ranch owners or their family, or cowhands or other staff working on the ranch (or ranches). Another option might see the investigators hired as hands on a cattle drive. Adventures might involve rustlers or bandits, range wars between ranchers and farmers, conflicts with American Indians, and any other type of mystery or horror tale the Keeper wishes.

Players might also want to play a group of law-enforcement officers, whether a town sheriff and deputies, territorial marshals, Pinkertons or other agency operatives, or even a gang of bounty hunters. Such a framework would also include something like the Secret Service agents of the old *Wild Wild West* television show, or perhaps an Old West version of *The X-Files*. Again, any type of scenario is possible with groups such as these, from spaghetti Western-style bounty hunting to investigating supernatural horrors in the deserts and mountains.

Another option would be to have the investigators be soldiers assigned to the same troop, fort, or garrison. In this case, the investigators could be enlisted men, officers, scouts, or other staff, and their duties might see them in conflicts with American Indians or outlaw bands, or investigating strange occurrences in nearby towns or wildernesses.

Investigator groups might also consist of treasure-hunters or prospectors searching the wilds for precious metals and lost treasures. These people might be gunmen, prospectors, or even scholarly types. A variant of this type of campaign framework might involve scouts, mountain people, or other explorers delving into the western mountains, deserts, and other wildernesses. The search for gold or glory (or whatever lies over the next hill) might lead them to face tribes, outlaws, lost civilizations, monsters, and other hauntings.

Player characters might also be employees or officials involved with the building of the railroads across the West. Investigators could be surveyors, scouts, lawyers or company officials searching for viable routes; engineers and laborers doing the actual construction work; or security hired to guard either of these groups. The *Hell on Wheels* television series deals with the construction of the Union Pacific Railroad just after the Civil War, for those seeking inspiration and ideas for such a campaign. Once again, many types of scenarios are suggested, from horrors found or unearthed in the wilderness, to attacks by American Indians, outlaws, or even rival railroad companies.

Opposite: The Fishers from Beyond by M. Wayne Miller

Players wishing a more scholarly bent to their campaign might make up a scientific or anthropological expedition somewhere in the West. Investigators might include scientists, scholars, manual laborers, guards, scouts, photographers, or artists. They might be studying plant or wildlife, making geological or archaeological finds, or researching the lives and history of American Indian tribes. Again, a wide range of possibilities is suggested, from unearthing horrors and lost civilizations, to conflicts with American Indians and outlaws.

The players might also choose to follow the "owl hoot trail," and portray a gang of outlaws. In this case, likely investigator occupations include outlaw and gunfighter, obviously, but most other types are possible as well—good men and women gone bad, for whatever reason. Some or all members of such a gang may even be innocent people hounded by the law, or righteous men and women fighting a corrupt system of politicians and big ranchers like contemporary Robin Hoods. The commission of crimes and brushes with the law are obvious adventure material, but such people might also come into conflict with American Indians, bandits, and bounty hunters. They might also stumble across mysteries and horrors in their flights and hideouts in the wilderness.

A final idea is the possibility of a campaign in which the player characters are all American Indians. The campaign would then portray their struggles with the forces of nature (weather, wild animals), enemy tribes, white settlers, soldiers, and other villains. Again, just about any type of adventure is possible, from the conflicts listed above to discovering horrors and lost worlds in the wilderness.

Creating Adventures

Once a campaign framework has been selected, the next step is creating scenarios for it. Two introductory-level adventures are included in this book. This article serves as a primer for creating additional Old West adventures, both horror and otherwise.

The simplest method of creating Old West horror adventures is adapting existing *Call of Cthulhu* scenarios to the Wild West. Some older adventures are even already set in the western United States, making transitions fairly simple. Among these are "Devil's Canyon" (*Shadows of Yog-Sothoth*), "The Secret of Castronegro" (*Cthulhu Companion*, *Cthulhu Classics*) and "The Spawn" (*The Great Old Ones*). Looking at the *Call of Cthulhu Quick-Start Rules*, it would take very little work to adapt "The Haunting" to the *Down Darker Trails* setting. Other adventures might require a little more effort, but basically anything is possible.

Clever Keepers might also look to other Western-related Chaosium books for inspiration. *Devil's Gulch* offers a complete town setting for the *Basic Role Playing* system, with short scenarios. *Blood Brothers 2* contains "The Evil Gun," a Western horror adventure for *Call of Cthulhu*, and the *Basic Role Playing* adventure collection *Blood and Badges* contains three Western adventures.

Another method is to use adventures written for other Old West games. Several books of scenarios and settings exist for the *Deadlands* roleplaying game (Pinnacle Entertainment Group), and some of these might be translatable for use with *Down Darker Trails*. There are also a few such books for the *Aces & Eights* RPG (Kenzer & Company). The Keeper might be able to cull ideas from other in-print Western RPGs such as *Coyote Trail* or *Wild West Cinema*, or, going back a bit, White Wolf's *Werewolf: Wild West* series. If you can find them, some of the modules for TSR's old *Boot Hill* game were pretty good as well. With the exceptions of the *Deadlands* and *Werewolf: Wild West* books, these adventures are non-supernatural, so the Keeper will have to do some tinkering to invest more horror in such games.

Apart from game scenarios, there are mountains of Western novels to draw ideas from, from Zane Grey to Robert B. Parker, Louis L'Amour to Elmore Leonard. Comic books and graphic novels, such as DC's *Jonah Hex* and *All-Star Western*, Marvel's *Blaze of Glory* and *Apache Skies*, Moebius's *Blueberry*, Vertigo/DC's *Loveless*, and Dynamite's *Lone Ranger* are good sources of plots. Again, most of these are non-supernatural, but a few offer the occasional weird element. Even non-Western stories can be refitted to the Old West. Homer's *Odyssey* and several of Shakespeare's plays have been made into Western films and novels.

The plots of Western movies might also suggest scenarios (see the appendix Bibliography for a selection of weird Western films, such as *The Burrowers*, *The Valley of Gwangi*, and *The White Buffalo*). Or how about *Mackenna's Gold*, with the hidden valley full of gold—and perhaps something else, something old and evil and waiting. The 1970s horror film *Equinox* deals with a group of young people discovering an old book of magic in the wilderness; they are hunted by monsters seeking the book's return, and end up wandering into a bizarre parallel world. Now imagine that plot with a group of Western adventurers!

There are any number of desert-set horror and science fiction films from which to draw inspiration: from the giant creature and alien flicks of the 1950s and 1960s (*Tarantula*, *Them!*, *The Black Scorpion*, *The Monolith Monsters*, *It Came from Outer Space*) to the more recent degenerate cannibal horrors of *The Texas Chainsaw Massacre* and *The Hills Have Eyes*. Any of these monstrosities might prey on residents or travelers in scenarios set in the Wild West, and with a little work could be made sufficiently Lovecraftian (e.g. *Tarantula* or *Them!* could have some basis and relationship to Atlach-Nacha or Leng spiders; *It Came From Outer Space* might concern the mi-go or insects from Shaggai).

Continuing along science fiction lines, Keepers may wish to incorporate steampunk elements into their campaigns: airships

and other strange vehicles, proto-automatic firearms, electric weapons, and other advanced gadgets using 19th-century technology with a baroque twist. This brand of archaic pulp science fiction may clash with the darker horror of the Cthulhu Mythos and standard *Call of Cthulhu*, so it's beyond the purview of *Down Darker Trails*. Interested Keepers should look to *Pulp Cthulhu* and the old *Wild Wild West* television show and the movie of the same name for inspiration and ideas.

The Bibliography (see page 242) lists some of the better examples of supernatural Western fiction. Notable among those listings are the works of Robert E. Howard, whose stories were the chief inspiration behind the emphasis on action-horror in *Down Darker Trails*. It's also worth pointing out that Lovecraft himself set a few tales in the Southwest, including "The Mound," "The Curse of Yig," "The Electric Executioner," and "The Transition of Juan Romero." Other Mythos tales touching on the southwestern U.S. include August Derleth's "The Gable Window," Henry Kuttner's "The Bells of Horror," and the novels of Adam Niswander.

Aside from fictional and cinematic inspirations, the Keeper can also create scenarios using elements and creatures from American Indian myth and legend, whether it's something as obvious as the Thunderbird (shantak?) or as subtle as Coyote the Trickster being a manifestation of Nyarlathotep. Individual tribes' creation myths might suggest the involvement of greater cosmic entities or otherworldly races. Other legendary creatures, such as the sasquatch, the hodag, La Llorona, or rumors of surviving dinosaurs might offer ideas for adventures.

The Old West is a vast area, much of it desolate and unforgiving, with a long history that includes everything from Central and North American Indian tribes, Spanish explorers and missionaries, and finally other European settlers. Over the millennia and centuries any of these peoples might have stumbled across eldritch forces in the Americas. Did they worship them? Fear and placate them? Or were they destroyed by them?

With this long history of exploration and settlement, there are countless ruins to be uncovered. Such places might have been "left behind" by pre-human aborigines, later American or Mexican Indians, the Spanish, or more recently vanished settlers. They might be pueblo cities, cliff dwellings, Spanish missions, ghost towns, or other, more mysterious habitations, made by no human hand—lost in the deserts, the mountains, or underground. Who can say what might be found there now? Were these places completely abandoned, or might someone or something remain there, not dead but sleeping—until disturbed by some hapless Westerner?

Those old places are bound to engender rumors of lost civilizations and hidden treasures, and it's inevitable that brave or foolhardy Westerners would turn out to seek them. Hidden mines, abandoned missions, lost cities, buried gold: these are a sure draw for those seeking an "easy" fortune. But what truths might be hiding behind those legends and rumors? Why were those places lost or abandoned, and what horrors might still be lurking there, guarding their hoards or lying in wait for those foolish enough to believe the legends?

What might Western residents have brought with them from back east, or from Europe? Some might harbor secret obsessions that drove them from more populated areas into the Wild West: the vampire chased from his homeland by a vengeful mob; the sorcerer whose infernal dealings with unsavory entities required more secrecy than his civilized surroundings could offer; or the ghoul changeling whose inhuman appearance and habits drove her to a more sparsely populated region.

The less-civilized and -populous places make excellent places for the development of cults. These might be the work of charismatic leaders or of reclusive sects seeking new safe havens. Members of such a cult might have brought its twisted faith with them, or they might have discovered some new and terrible source of worship when they arrived. Western cults might operate in the open, in the guise of some Christian offshoot, or they might worship in secret, just like the terrible cult that inhabits Kingsport in Lovecraft's "The Festival." Other fictional examples include the sinister (sorcerous?) gang in "The Novel of the Dark Valley" in Arthur Machen's *The Three Impostors*, and the strange activities of the Mormons in "The Story of the Destroying Angel" in Robert Louis Stevenson's *The Dynamiter*. The latter story features the Danites, or "Avenging Angels," militant (and allegedly ruthless) defenders of the Mormon Church—good fodder for a Western adventure.

The Keeper has a wealth of clichés to weigh and consider in developing adventure ideas: greedy town bosses and ranchers, horse-thieves, rustlers, prospectors, claim-jumpers, noble or bloodthirsty American Indians, lost Spanish mines and missions, dangerous wild animals, bank or stagecoach or train robberies, shady gamblers, deadly gunslingers, cattle stampedes, fires in town or on the prairie, rattlesnakes, skulls, bleached bones, sun-blasted deserts, canyons, kidnapped schoolmarms, Mexican bandits, gruff lawmen, railroads, buffalo hunts, ghost towns, lost civilizations, treasure maps, hidden loot, grim bounty hunters, ruthless outlaws, stagecoaches, soldiers and wars, grudges and other lasting effects of the Civil War, feuding families or ranchers or businessmen, mining and prospecting for precious metals, abandoned cliff-dwellings, vultures twirling in the sky, and so on!

Atmosphere should also play an important role in Western adventures. Emphasize the untamed nature of the land, the often-lawless towns, the remoteness of wilderness areas far from civilization and aid for desperate investigators: the wide-open spaces where the investigators might be the only human beings for countless miles, the harsh landscape, the dark dark nights, the burning hot sun, and the dirty and haggard ill-tempered people.


MWM

CHAPTER 8

PAWHETON

A locale for the Old West: Pawheton, a gold-rush town in the Dakota Territory. Pawheton is a place of danger and adventure, with even darker secrets hidden in the surrounding wooded hills. This chapter provides an overview of the locale's history and its key people, as well as local threats and possible Mythos connections.

- **Population:** 800+
- **Location:** Dakota Territory, somewhere between Pierre and Sturgis, or on Sulfur Creek about 40 miles northeast of Sturgis.
- **Alternate location:** Colorado, somewhere west of Fort Collins and north of Rocky Mountain National Park.

HISTORY

Jack Stratton was born Nolan Wilson in a small town in Illinois. He drifted south before the Civil War, already engaging in the criminal activities (rustling, bank robbery, pimping) which soon drove him back north to Illinois and Ohio. Stratton fought for the Union in the Civil War, and afterward his extra-legal activities (now including several counts of murder and armed robbery) sent him west ahead of the law. He hid out as a prospector, fought Indians, and eventually opened a trading post in what would soon become the mining camp of Pawheton. When gold was discovered on the Pawheton River, Stratton and his men dammed the river above their trading post to allow easier access to the gold dust and nuggets in the riverbed. A gold rush resulted and almost overnight Pawheton's population grew from a few dozen men to a few hundred. Soon there will be over a thousand dirty, desperate, determined men here.

The camp was originally a gathering of tents, lean-tos, and ramshackle huts scattered up and down the gulch, with Stratton's log-cabin trading post near the center. As the first few prospectors arrived, Stratton opened gambling and drinking establishments in large tents. When the rush hit Stratton could barely keep up with the number of newcomers and businesses coming to Pawheton; he made a killing selling lots in town and claims along Pawheton Creek (formerly the river). And when the prospectors did find a little color or a few nuggets, Stratton usually got most of that too, through his saloons, his gambling tents, his brothels, or his store. With the few trusted companions who had helped him carve out the Pawheton mining camp, Stratton was rapidly making a small fortune.

As word of the Pawheton strike spread, other interested parties saw the camp as a great opportunity for investment. One such party was a Kansas City bank who dispatched Walter Pennebaker, one of its brightest young officers, to Pawheton with orders to buy plots of land with an eye toward building long-term "respectable" businesses. Pennebaker was smart but cautious: knowing he was out of his element in the rough frontier, he came to Pawheton with a handful of tough gunmen and an Irish wolfhound. His first steps were to build a livery stable and a gambling house/brothel, acts which earned Pennebaker the resentment of Jack Stratton. Stratton had been duped, having sold the land to Pennebaker's proxies, who then handed them to him for development.

A fierce rivalry has developed between Stratton and Pennebaker—Stratton derisively calls him "Pennybanker," a nickname that has caught on in the camp. Since there is no organized government in Pawheton, and no official law, each man enforces his own "rules" on his own premises. Punishments range from fines and beatings to expulsion from the camp, with Stratton's generally being the more violent of the two. Crimes occurring outside the Stratton and Pennebaker establishments and serious offenses (such as murder) are tried by miners' courts, with juries selected from whoever happens to be in town at the time (sober or otherwise). In these cases punishments might be fines, imprisonment in the town jail (a stout four-celled cabin),

Opposite: Jack Stratton and Walter Pennebaker by M. Wayne Miller

expulsion from the camp, or, especially for murder cases, immediate hanging. Even acquittals sometimes don't do any good: more than one defendant found not guilty has subsequently been lynched by an angry mob unhappy with the result of the "trial."

Though the "town" of Pawheton is only a few months old, it is growing rapidly. Pennebaker has just finished building a hotel and a land and assay office, again drawing the ire of Jack Stratton. More prospectors and businesses appear every week, and most of their gold and scrip ends up in the hands of the two most powerful men in the camp. Stratton and Pennebaker make careful feints at one another, each spreading rumors about the quality of the other's goods and services, the trustworthiness of his gambling establishments, the potency of his whiskey, the health of his whores, and so on. "Ringers" pick fights and break up the rival's joints, or mistreat the whores, while rival clerks, bartenders, and dealers are beaten in alleyways. The war between the two continues unabated.

With the town growing so fast, residents are starting to call for official elections, especially a town sheriff. Pennebaker and Stratton both oppose the idea: Pennebaker because he fears Stratton's role in founding the town will work in his favor, Stratton because he's afraid Pennebaker might actually win and that an official government might lead to an increase in law and order, and the exposure of his past crimes—the very thing that drove him to the frontier in the first place.

LOCATIONS

The locations detailed below and shown on the nearby map of Pawheton aren't necessarily the only businesses and residences in the camp. There are doubtless a few other stores and services in operation, and certainly dozens and dozens of residences—be they tents, huts, or actual houses. The named residents are only the most prominent or useful persons found in the town. There are hundreds of prospectors along the gulch and in the neighboring hills, with more arriving every day: men and women, good and bad, immigrants from China and Europe, rough and civilized folk alike, not to mention a few families—all struck with gold fever.

There are scores of other folk in camp as well: hunters, trappers, horse traders, woodcutters, carpenters, gamblers, conmen and hucksters, pimps, whores, drifters, freight drivers, gunmen, murderers, thieves, holdup men, and countless others. Most live in tents and lean-tos, a few in cabins, and some even sleep under the stars and wander the town and hills during the day. For many, life in the camp is a desperate hand-to-mouth existence.

1. Pawheton Land and Assay Office (building)

One of the newest buildings in town, this structure is rather plain, with a single story and heavily-shuttered windows. Lining the walls inside are shelves containing ledgers showing lot and land claims in the Pawheton area. The place is sparsely furnished, the most notable piece being a countertop with two sets of scales for weighing gold.

The office was set up by Walter Pennebaker, who installed one of his former accountants, Joseph Talbot, as assayer. Talbot's a family man, but his wife and kids are still in Kansas City. Talbot and his employees (all locals) are fair in their dealings.

2. Becker's Place (tent saloon)

A small tent and awning covers a board laid across two kegs here. The gruff Milt Becker runs the place, selling homemade whiskey, beer, and pickled eggs. Patrons stand at the bar or sit at very rough tables and chairs out in the open beyond the awning.

3. Waldron's Beer and Ale (tent saloon)

A simple tent saloon, run by an ex-buffalo hunter named "Tuff" Waldron.

4. Steephill (tent saloon)

This tent saloon is actually a big awning stretched out from the back of the gulch. The bar serves cheap whiskey and seating consists of sections of tree trunks set upright. This is a rough place, prone to drunkenness and violence.

5. Applejack Saloon (tent saloon)

One of Jack Stratton's earliest ventures, the Applejack is a huge tent, big enough to fit several tables and several dozen men. It is a rowdy place, but a couple of men with sawed-off shotguns keep order. Card playing and hard drinking are the order of the day here. Whiskey, beer, and hard cider are the main fare.

6. Abe's Whisky and Ceegars (tent saloon)

Abe Daughtry's large tent saloon is kind of quiet, with a few regular card-players. Abe sells decent whiskey and cigars, just like the sign says.

7. Miner's Rest Saloon (tent saloon)

Not much rest in here. A big tent saloon catering to dirty, sullen prospectors, the Miner's Rest serves dirt-cheap whiskey and beer. The clientele are rough and unfriendly; fistfights are common.

8. Whiskey Garden (tent saloon)

One of the better tent saloons in town, the Garden has a well-stocked bar and enough tables to seat a few dozen people. It's fairly quiet, but there's a shotgun beneath the bar, and the bartenders and staff wield axe-handles if things get too rowdy.

9. Shallow Water Saloon (saloon, building)

One of the roughest places in town, the ramshackle single-story Shallow Water serves harsh whiskey to hard men. Proprietor Will Parfitt has had so many broken windows he doesn't bother to fix the glass anymore. There are fights nearly every night, and at least four shootings have taken place here. Parfitt and his bartenders are usually armed with revolvers or shotguns, but they prefer to use clubs.

10. The Elkhorn Saloon (saloon, building)

This large, two-story affair was the first permanent structure Jack Stratton built after founding the trading post and opening his tent saloon and brothel. The Elkhorn was one of the nicest buildings in Pawheton until Pennebaker came to town and started building his projects. The Elkhorn has lots of room for tables and a long polished bar, with an enormous rack of elk antlers mounted above it; Stratton claims to have shot the beast himself. The place is usually packed, and though there are brawls and occasional gunplay, the patrons' fear of Stratton usually keeps them well-behaved. Stratton and his men are frequently found here.

11. Morningstar Saloon (saloon, building)

An average place, with a fairly quiet clientele.

12. Philips Bros. Hardware (tent)

The amiable Philips brothers, Ted and Tim, both in their early 30s, operate this large, well-stocked tent store. They have tools, lanterns, mining equipment, rope, some outdoor clothing, and simple everyday items, but no weapons.

13. The Pawheton Trader (general store, log building)

The original trading post built by Stratton when he settled in the area, the Trader is a long, low-ceilinged log cabin stuffed with merchandise—everything from a large selection of clothing to guns and ammunition, traps, tools, whiskey, and foodstuffs (flour, coffee, jerked beef, deer, pork, sugar, and canned goods). Stratton's old friend, Mordecai Albertson, runs the place, and is willing to special order un-stocked items at a hefty markup.

14. Great Eastern Freight (tent)

Walter Pennebaker started this little business to bring mail and freight into Pawheton. Former stage driver Alvin Feeny is the boss, and he usually employs two to four men as guards. Mail and sometimes gold are shipped out (under heavier guard), and goods sold in local stores are brought in on the return trips.

15. Pawheton Livery (building)

Another business started by Pennebaker, the local livery stable is housed in a big barn and corral. Many local residents who own horses keep them here. The proprietors are old-timer Rich Garland and an African-American man named Pony Jones (who supposedly earned his name through horse-thievery). Horse rental is $40 a day, $75 for a wagon.

16. Reid's Smithy, Noble Reid (building)

Not far from the livery is the home and forge of Noble Reid, a tall, burly African-American man. The only blacksmith in town, Reid is backed up with work and could use some help.

17. Doctor Landon Henry (cabin)

This little cabin at the back of the gulch is home to Pawheton's doctor, the shaky Landon Henry. Landon is a decent physician, but his nervousness is off-putting, and there are (correct) rumors that he fled west after botching an abortion in Chicago. Henry's First Aid skill is 70%, Medicine 45%, Science (Pharmacy) 40%. He occasionally uses laudanum to ease his nerves.

18. First Pawheton Assembly of God Church (tent)

The gulch's only church services (non-denominational) are held in this tent, presided by the angry fire-and-brimstone preacher Reverend Thomas Duffy. The good reverend portends imminent doom for the gulch and its sinful inhabitants, and has been known to rabble-rouse in the saloons. He's been in a few fistfights as a result, and he defends himself ferociously.

19. Faro's Fillies (brothel tent)

This tent is divided into tiny partitions each containing a broken down bed and a prostitute. The place is run by Stratton's friend Faro Jones. There's usually a line of seedy, half-drunken men outside.

20. Pawheton Ladies Club (brothel, tent)

Similar to Faro's place, but with an even seedier reputation and clientele.

21. Monty's Real Girls and Real Beds (brothel, tent)

Monty Grasso's tent brothel is slightly nicer than his competitors'—the girls tend to be younger and prettier, and the beds newer. As such, his prices are a little higher.

22. Flint's Beds (boarding tent)

This large tent is lined with dozens of cots. Zeke Flint charges two bits a night to sleep here along with all the other cheap drunks and vagabonds. Thieves are a constant threat, so keep your hands on your valuables.

23. Tommy Eastlund (butcher, cabin)

This cabin is home to Tommy Eastlund, another old friend of Jack Stratton. Tommy lives in one part of the cabin, and cuts meat in the other larger part. He hunts for deer, elk, bear, and other game in the hills, which he butchers and sells to locals. Other hunters also bring him their kills to render. Tommy is distant and mute—he once saw a party of sasquatch (see pages 189-190) while out hunting, and between the sighting and the creatures' Cloud Mind ability his psyche was scarred, though he still can't remember what he saw.

24. The Pawheton Original (gambling house, building)

One of the newest buildings in town is Jack Stratton's two-story gambling house. He named it the Original to put Pennebaker's fancier Kansas City Grand in its place: "Remember, I was here first." It deals poker, faro, blackjack, and roulette, but the clientele is still pretty rough. Jack and his men have offices and rooms on the second floor. The atmosphere is similar to the Elkhorn Saloon, and the few fights and fracases are handled just as roughly here.

25. Jock's House of Cards (gambling house, tent)

Jock Twilley's gambling tent is mostly poker and faro, and he serves whiskey. It's not as fancy as the permanent gambling houses, and the patrons are pretty low-rent. Beware of thieves, cheats, and pickpockets.

26. The Kansas City Grand (gambling house and brothel, building)

This fancy two-story establishment is the largest and finest building in Pawheton, built by Walter Pennebaker. The furnishings are ornate, the staff well-mannered and well-dressed, the whiskey good, the women pretty, and the games plentiful. The Kansas City reeks of class in the otherwise uncivilized gulch. Pennebaker has an office (and safe) upstairs, and most of his girls ply their trade in second-floor rooms.

27. Jail (cabin)

Not far from the Elkhorn Saloon is a smallish cabin divided into four cells, each with a padlocked door. This is Pawheton's "jail," such as it is. Criminals and other offenders are thrown into one of the cells and locked in—Jack Stratton has the only keys—until they come to trial, their fines are paid, or other circumstances warrant their release.

Each cell is about eight feet square, barely big enough for two people, though as many as three have been tossed in on busy nights. Friends might pick the lock or chop through the split-log doors (STR 175, HP 40), though other camp residents would raise the alarm—and there'd be hell to pay.

28. Lone Pine Hotel (hotel building)

Another especially fine new two-story building, built by Pennebaker: there's a good restaurant frequented by non-guests, several decent rooms and a few very nice ones, and even a bathroom.

29. Damon Otis (tent)

Damon Otis is a squirrelly old-timer who serves as the town undertaker. He operates out of a tent here, hiring laborers to dig graves and carpenters to fashion cheap pine coffins. He helps arrange funeral services with Reverend Duffy for those that want them. Otis has been known to charge for a coffin and then bury the deceased without it to save money.

30. Lauralee's Good Eatin (restaurant, tent)

This tent operation is run by Lauralee Canavan, whose prospector husband was stabbed to death here in Pawheton, leaving her to fend for herself. The food is good but not cheap, and the atmosphere isn't much to speak of. Lauralee also does a little prostitution on the side to help make ends meet.

Jack Stratton, *age 41, ruthless town boss* (AKA Joe Dexter, AKA Nolan Wilson)

Jack Stratton is a stocky, sullen man in his 40s. He wears simple clothes, usually clean (he rarely wears his old shapeless campaigner's hat, instead opting for dark suits and vests). Stratton always carries his Army revolver on his belt, and usually has a Bowie knife on his belt and another in his boot: given his murderous past, it's no surprise he has no qualms about using these tools to protect himself and his operations. In his businesses, Jack usually has access to a sawed-off shotgun or a club of some kind.

He is a vengeful man. Petty offenses may earn a beating from Jack or his men, or at worst a tarring and feathering, but to seriously offend Stratton is to risk his murderous wrath. Steal from him or cheat him and you may find yourself missing a hand, or your body might never be found at all. Still, Jack has a dark sense of humor, and an almost fatherly protective attitude toward his favorite allies and employees. Jack doesn't forget a friend, but they damn well better not forget him either.

Jack has living quarters in the original trading post (now the general store) and above the Elkhorn Saloon. Stratton's closest companions are his thugs and trusted employees, such as Mordecai Albertson and poor Tommy Eastlund.

- **Description:** he has long, black hair and a black beard, his eyes are small dark and beady, and he seems to wear a perpetual frown. When he does smile, it's to sneer or mock.
- **Traits:** vengeful with a murderous wrath.

Opposite: Pawheton and Surrounding Environs by Andrew Law

CAMP DIRECTORY

1 Pawheton Land and Assay Office
2 Becker's Place
3 Waldron's Beer and Ale
4 Steephill
5 Applejack Saloon
6 Abe's Whisky and Ceegars
7 Miner's Rest Saloon
8 Whiskey Garden
9 Shallow Water Saloon
10 The Elkhorn Saloon
11 Morningstar Saloon
12 Philips Bros. Hardware
13 The Pawheton Trader
14 Great Eastern Freight
15 Pawheton Livery
16 Reid's Smithy
17 Doctor Landon Henry
18 First Pawheton Assembly of God Church
19 Faro's Fillies
20 Pawheton Ladies Club
21 Monty's Real Girls and Real Beds
22 Flint's Beds
23 Tommy Eastlund
24 The Pawheton Original
25 Jock's House of Cards
26 The Kansas City Grand
27 Jail
28 Lone Pine Hotel
29 Damon Otis
30 Lauralee's Good Eatin

ALL HEIGHTS MARKED IN FEET

The crosses are caves. Also marked the cave mining claims I encountered

VICTORY HILL

MAGGIE RITTER CREEK

HUMBOLDT MTN

GRANITE PEAK

BRICK PEAK

MUSKRAT CREEK

PAWHETON RIVER

HERBERT PEAK

PAWHETON DISTRICT

Stratton's Dam

STRATTON PEAK

Pawheton Gulch and Camp

Vulture Gulch

PAWHETON CREEK

PAWHETON RIVER

SCHEMMERHORN RIVER

ASH HILL

THE CAMP IN
PAWHETON GULCH
SCALE 10 RODS = 1 INCH

N

MAP OF PAWHETON AND ITS CLOSE ENVIRONS

From actual surveys by K. GARDNER & P. R. REASE

DAKOTA TERRITORY

under the direction of L. J. COOK, Civ & Topographical Engineer of New York

P. WILLARD JR. & Co PUBLISHERS

A.B. LEASK | ASSISTANT PUBLISHERS | A. SIMONDS
R. LORIMER | | S. HERN

1870

SCALE 1 MILE = 1 INCH

JACK STRATTON

STR 75	**CON** 80	**SIZ** 60	**DEX** 65	**INT** 70
APP 55	**POW** 70	**EDU** 60	**SAN** 65	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 14	

Combat

Brawl	80% (40/16), damage 1D3+1D4 (knife or club 1D6+1D4)
.45 revolver	60% (30/12), damage 1D10+2
10-g. sawed-off shotgun	55% (27/11), damage 4D6+2/1D6
Dodge	40% (20/8)

Skills

Accounting 30%, Charm 25%, Climb 60%, Credit Rating 51%, Fast Talk 65%, Gambling 55%, Intimidate 65%, Law 30%, Listen 55%, Natural World 55%, Navigate 55%, Persuade 50%, Psychology 45%, Language (English) 35%, Language (Local Indian Dialect) 30%, Ride 45%, Science (Geology) 40%, Stealth 45%, Spot Hidden 55%, Track 45%, Trap 45%.

Armor: 2-point leather vest (provides protection 40% of the time).

Stratton's Men

Stratton has 10 to 15 trustworthy men that serve as his bodyguards, enforcers, and thugs-of-all-trades. His most trustworthy lieutenants are Faron "Faro" Jones, Johnny Wilson, Vaughn Paxton, "Sneaky Pete" Kleiner, and "Swede" Nielsen. They supervise Stratton's businesses and take care of any problems that arise. These are the men Stratton sends to beat or murder his enemies, and sometimes to rob people entering or leaving Pawheton. For more of Stratton's lackeys, use the statistics for an **Outlaw** (see page 133).

FARON "FARO" JONES, JOHNNY WILSON, VAUGHN PAXTON, and "SNEAKY PETE" KLEINER

STR 70	**CON** 70	**SIZ** 65	**DEX** 65	**INT** 65
APP 50	**POW** 60	**EDU** 50	**SAN** 55	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 12	

Combat

Brawl	75% (37/15), damage 1D3+1D4 (knife or club 1D6+1D4)
.45 revolver	65% (32/13), damage 1D10+2
12-g. sawed-off shotgun*	55% (27/11), damage 4D6/1D6
.44 rifle*	55% (27/11), damage 2D6+1
Dodge	40% (20/8)

**Pick either.*

Skills

Fast Talk 45%, Gambling 45%, Intimidate 50%, Language (English) 20%, Listen 40%, Ride 50%, Spot Hidden 45%, Stealth 45%, Throw 40%.

"SWEDE" NIELSEN

STR 85	**CON** 80	**SIZ** 80	**DEX** 60	**INT** 70
APP 45	**POW** 55	**EDU** 55	**SAN** 50	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 8	**MP:** 11	

Combat

Brawl	90% (45/18), damage 1D3+1D4 (knife 1D6+1D4)
.45 revolver	50% (25/10), damage 1D10+2
.44 rifle	55% (27/11), damage 2D6+1
Dodge	30% (15/6)

Skills

Fast Talk 30%, Gambling 40%, Intimidate 60%, Language (English) 20%, Listen 40%, Ride 40%, Spot Hidden 45%, Stealth 40%, Throw 45%.

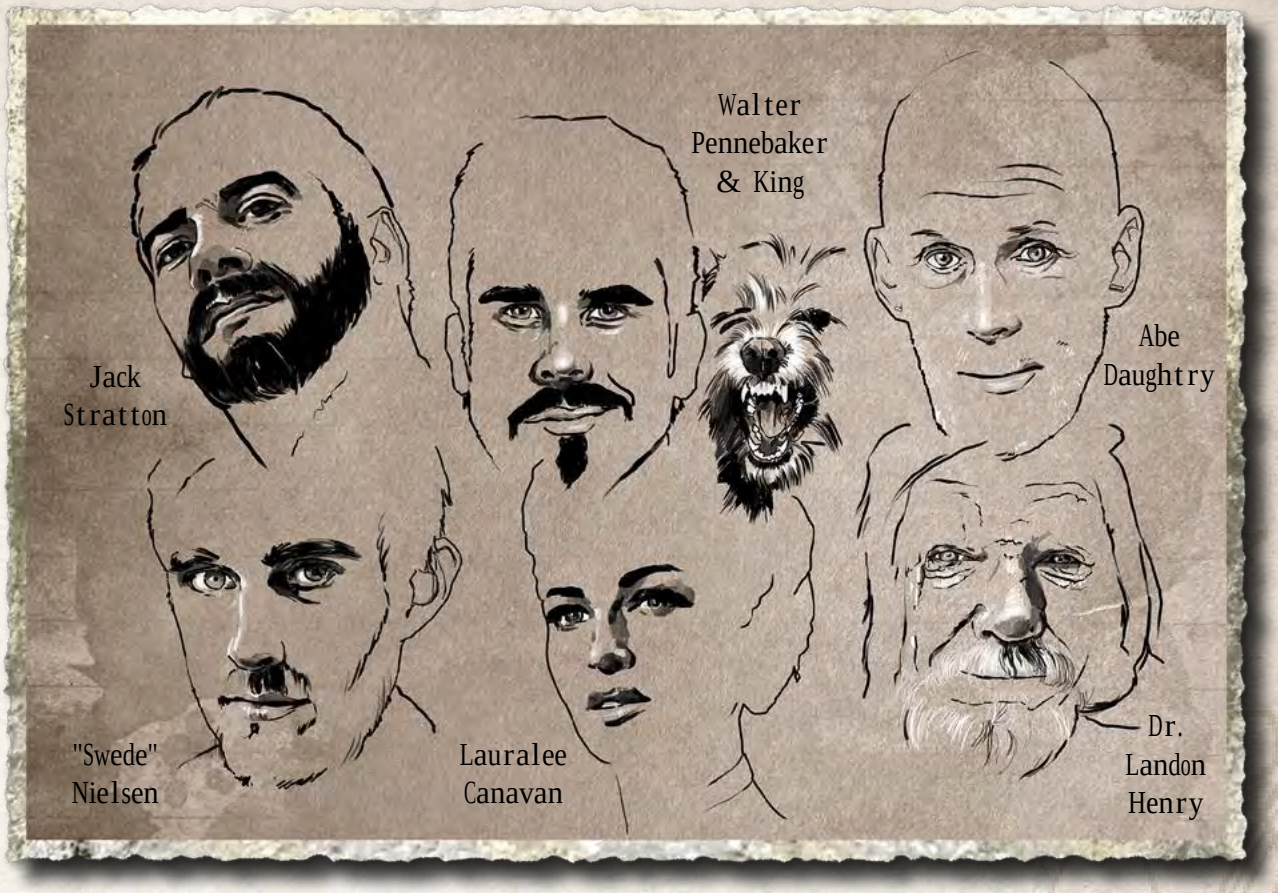
Walter Pennebaker, *age 29, up-and-coming town boss*

Walter Pennebaker, formerly of Kansas City, was an up-and-coming officer in one of the city's largest banks. When Pennebaker's superiors learned of the gold strike at Pawheton Creek they dispatched Pennebaker to buy up lots and start businesses in the burgeoning camp. Realizing that this undertaking was not without risks, they sent a handful of armed guards to protect Pennebaker and their investment.

Pennebaker spent his entire life in the city, so his assignment to the frontier was a shock to him. Far from being a timid tenderfoot, Pennebaker attacked his job with fervor. Even when it brought him into conflict with Pawheton's grim founder, Jack Stratton, the young banker stood his ground. In addition to starting a land and assay office, and such services as a hotel and livery stable, Pennebaker has also taken the initiative to build a big fancy gambling house and brothel, thus going into direct competition with the dangerous Stratton.

When Pennebaker first arrived in Pawheton he maintained a strict dress code of fashionably tailored suits and derby hats, but in order to fit in, he has turned to more commonly made suits and a casual hat. He carries his revolver in a shoulder holster, and is almost always accompanied by two or three of his bodyguards. He also owns an Irish wolfhound, named King, which he sometimes walks through the camp.

Walter Pennebaker ("Mr. Pennebaker" to his employees, bodyguards, and few friends; "Pennybanker" to Stratton and others in camp who disdain the "eastern dandy") is clever



and ambitious, and not above bending or breaking the law to further his interests. He's learned enough strong-arm tactics in Pawheton to use them—carefully—against Stratton on occasion. He knows not to push Stratton too far, however.

- **Description:** tall, good-looking, youthful man.
- **Traits:** ambitious, risk taker, and prepared to play dirty.

WALTER PENNEBAKER, *businessman*

STR 55	**CON** 55	**SIZ** 70	**DEX** 65	**INT** 75
APP 70	**POW** 65	**EDU** 80	**SAN** 65	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 13	

Combat

Brawl	40% (20/8), damage 1D3+1D4
.36 revolver	40% (20/8), damage 1D10
Dodge	35% (17/7)

Skills

Accounting 65%, Charm 65%, Credit Rating 60%, History 45%, Law 55%, Library Use 50%, Listen 45%, Natural World 25%, Persuade 65%, Psychology 50%, Language (English) 80%, Ride 30%, Science (Geology) 30%, Spot Hidden 45%.

KING, *fierce Irish wolfhound*

STR 45	**CON** 65	**SIZ** 25	**DEX** 80	**INT** —
APP —	**POW** 40	**EDU** —	**SAN** —	**HP** 9
DB: –1	**Build:** –1	**Move:** 12	**MP:** 8	

Combat

Fighting (bite)	55% (27/11), damage 1D6–1
Dodge	40% (20/8)

Skills

Jump 80%, Listen 75%, Scent & Track 90%.

Armor: none.

Pennebaker's Men

Pennebaker has 8 to 10 men in his employ as bodyguards. Most of them—former bank guards and ex-lawmen—came with him from Kansas City; a few others were sent for as he expanded the bank's interests in Pawheton. These men will do anything to protect Pennebaker and the bank's operations in Pawheton, up to and including assault and murder in defense of these parties; they won't however, indiscriminately commit crimes.

PENNEBAKER'S MEN

STR 65	**CON** 60	**SIZ** 70	**DEX** 65	**INT** 60
APP 55	**POW** 60	**EDU** 65	**SAN** 60	**HP** 13
DB: +1D4	**Build:** 1		**Move:** 7	**MP:** 12

Combat

Brawl	65% (32/13), damage 1D3+1D4 (club 1D6+1D4)
.44-40 revolver	65% (32/13), damage 1D10+2
.44-40 rifle	60% (30/12), damage 2D6+1
Dodge	35% (17/7)

Skills

Fast Talk 40%, Intimidate 45%, Law 35%, Language (English) 45%, Ride 45%, Spot Hidden 50%, Persuade 35%, Psychology 50%, Stealth 55%, Throw 60%.

Armor: none.

LOCAL LEGENDS AND GOSSIP

The following legends are local to Pawheton region; the gossip is hearsay around the town. Keepers should pick and choose which of the following are relevant to their campaigns, expanding upon and/or using these examples as inspiration.

LEGENDS

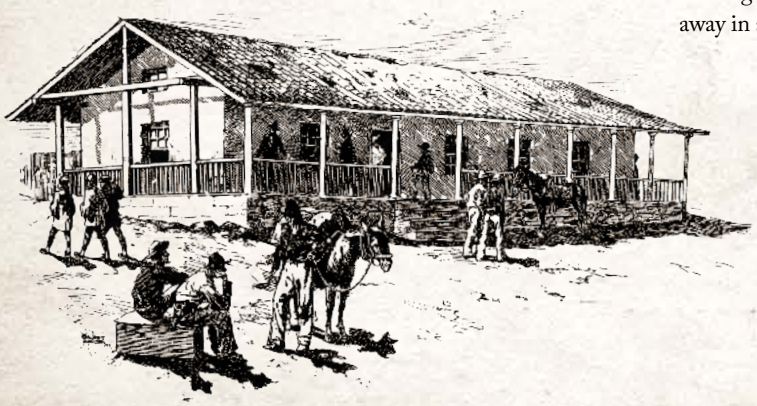
- The ghost of an old mountain man, named Harry Doran, stalks the hills. Ten years or so ago "something" captured Doran and tortured and killed him. His spirit wanders the hills, and to see him is supposedly a sign that someone is about to die.

Note: Jack Stratton tells a particularly blood-freezing story of his own encounter with Harry Doran, replete with blood-dripping scalp, eyeless sockets, and gore hanging from where his privates used to be (Sanity loss for Jack's version is 0/1 point). Is it true? Who knows?

- There are evil spirits in the neighboring hills. They whispered terrible things to the Indians that hunted and tried to settle here, and the Indians left in fear. Hunters, trappers, prospectors, and even Indians still occasionally vanish in the hills—all victims of the spirits.
- The evil spirits may actually be ancient Indians or their ghosts, as from time to time a traveler in those hills is found staked out or strung up, horribly tortured and mutilated, just like Indians have been known to do to their enemies.
- Some Indians are said to venture into the Pawheton woods to harvest certain rare plants that grow only here. They use these plants to make a liquor or tea that gives them great ferocity and strength in battle.
- According to some, there are large, hairy man-like creatures who stalk the woods. Most people put such tales down to the witnesses being drunk or having spent too much time alone in the wilds.

GOSSIP

- Mr. Pennebaker's "associates" are actually Pinkerton operatives who have papers that say they can't be tried for any crimes they commit.
- Doc Henry brews a special tonic from local plants and whatnot that cures just about any ill you can name, even a hangover.
- Local hunter and butcher Tommy Eastland saw something out in the woods that drove him crazy and that's why he's the way he is.
- Reverend Duffy says that Pawheton is a den of iniquity and evil, and that unless every man gets down on his knees and begs for salvation the whole town is going to be swept away in another flood.



Opposite: Death by Starvation or something more sisnister?



CTHULHU MYTHOS AND OCCULT FEATURES

The Mi-Go Mines

For several centuries the region around Pawheton has been mined by the mi-go. They have numerous small outposts in caves in the hills and mountains, where they burrow and sort out the ores they need with their alien technology. All told, there are perhaps a half-dozen such small mines, mostly north of the man-made dam on Pawheton Creek, around Humboldt Mountain, Victory Hill, and Granite and Brick Peaks.

At each mine there are 1D4+1 fungi at work, one of which is armed with a mist-projector (see *Call of Cthulhu Rulebook*) and one other knows spells (see following). Each mine contains a Gate to Yuggoth (9 magic points and 1 Sanity point to use) through which the ore is transported. The mi-go miners are all in contact with one another, and if any mine is invaded the creatures attempt to kill all intruders to prevent exposure; if necessary, they will call mi-go from the other mines for aid, or use the Gate to Yuggoth and bring back an extermination force.

These mi-go worship Shub-Niggurath, as they have done ever since they arrived. During their rites on the dark of the moon, the fungi summon one of Shub-Niggurath's dark young to serve as the goddess' proxy in receiving sacrifices. The dark young manifests in a tree or other plant at the summoning site (each rite is held at a different location); its fecund spirit mutates and grows within the plant host until it bursts free as a full-grown spawn of Shub-Niggurath. Once the sacrifice has been accepted and the rite is over, the dark young either stalks away for unknown purposes or discards its temporary form, leaving it to rot. The shattered trees and rotting hulks left behind by these transmutations sometimes retain the dark young's virulent "sap," as described below.

The fungi have tried to keep a low profile since the coming of the white man. They had used fear and abduction to keep the tribes people away from their mine works, but the whites came in greater numbers and have been mostly resistant to superstition and fear. The fungi do occasionally have to abduct some unlucky prospector or hunter who has stumbled upon their activities, and sometimes they mutilate the body and leave it to be found so that others will believe it was the work of American Indians.

Currently, the influx of white men into the area has forced the mi-go to become increasingly secretive. They have turned a local prospector, Jed Finscher, into their informer and agent among the residents of Pawheton (see following). The mi-go use Finscher to spy on the movements of prospectors and townsfolk alike, and with his help they foment distrust, chaos, and bloodshed. Unfortunately, what the mi-go have learned tells them these humans are unlikely to go away soon, and their spread through the region will further endanger the fungi's mining operations here. The mi-go are planning to completely wipe out the intruders soon, probably either through some sort of plague, or by destroying the dam on the Pawheton River and letting the resultant flood destroy the town, allowing them to murder the survivors and carry off the bodies.

For further information and statistics for the mi-go see the *Call of Cthulhu Rulebook*.

Jed Finscher, *age 50, the mi-go collaborator*

Jed Finscher was one of the first prospectors in the area and his claim on Muskrat Creek in the Pawheton hills brought him a few occasional nuggets—enough to keep him fed and drunk. But one night he followed sounds of a disturbance to a narrow valley where he found a horde of giant insect-like creatures holding weird glowing crystals and singing in weird buzzing voices. Frozen with terror, he could only watch as an old pine in the midst of the creatures bulged and twisted and then "some-thing" stepped out of it and snatched at the mound of deer and other wildlife piled before it. He must have screamed, as the next thing Jed knew was being surrounded by the insect-creatures—and they were speaking English to him in their whispery buzzing voices. Finscher was paralyzed while the things asked him questions about himself and the nearby "man-hive" and the "digging men" and, helpless, he answered. Then came an offer—stay silent and help us and we will give you "yellow-metal"—and a threat: speak of us and you will suffer forever but never die.

Finscher accepted the "offer," and the insects gave him a small bag full of gold nuggets. In return, the creatures told him to spy on his neighbors and lead them away from certain areas. As time went on the creatures gave Finscher more nuggets and told him to spread rumors about his fellow prospectors, to turn them against each other however he could—easy enough with Stratton and Pennebaker already at odds with each other. The mi-go used this chaos to hide whatever steps they had to take to keep their operations a secret.

Finscher wears a shapeless hat and a bearskin robe over his dirty bib overalls. He loves to drink, and likes to buy others drinks. His claim in the hills seems to keep him in regular nuggets worth about a hundred dollars a week. Jed lives alone in a little shack up in the hills. He usually carries his Navy revolver, and around his claim he totes a shotgun or an axe. Hidden in the thatched roof inside his shack is a bag full of gold nuggets (worth a total of 3D6 × $100).

As the mi-go's agent, Finscher attempts to lead people away from their mining outposts, usually by giving false leads to useless claims, or by saying he's already found a certain place

to be a bust. In town he spreads subtle rumors to turn residents against each other ("I hear tell Zeke's been nosin' around yore stake, pard,'" or "Danny tol' Reggie you couldn't hit a bull's ass with a handfulla banjos," or "Zeke says there's a $200 bounty on Reggie's head from down Kansas way"). If followed, he might try to lead pursuers into traps or an ambush by himself or the mi-go. The fungi might also supply Finscher with doses of the Shub-Niggurath sap (described below) to poison enemies and cause further malice and confusion.

- **Description:** tall and thin, with long straggly hair and a greying beard.
- **Traits:** nervous tic that makes his left eye twitch, and a perpetual leering grin.

JED FINSCHER, *crazed prospector*

STR 65	**CON** 70	**SIZ** 70	**DEX** 50	**INT** 60
APP 40	**POW** 50	**EDU** 50	**SAN** 00	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 5	**MP:** 10	

Combat

Brawl	70% (35/14), damage 1D3+1D4
Wood axe	55% (27/11), damage 1D8+2+1D4
.36 revolver	40% (20/8), damage 1D10
12-gauge shotgun	55% (27/11), damage 4D6/2D6/1D6
Dodge	40% (40/8)

Skills

Climb 65%, Cthulhu Mythos 10%, Fast Talk 55%, First Aid 40%, Listen 45%, Natural History 45%, Navigate 50%, Language (English) 50%, Science (Geology) 60%, Spot Hidden 50%, Stealth 50%, Throw 40%, Trap 30%.

Armor: 1-point leathers and furs.

The Shattered Trees and the Rotting Hulks

Throughout the Pawheton area, especially north of town, wanderers occasionally find shattered tree trunks that **Spot Hidden** or **Natural World** rolls identify as having exploded from within. Some of these burst and splintered remains contain globs of a stinking greenish-yellow sap-like substance; most of the time the globs have solidified, but sometimes they may be soft and sticky, like molasses. Anyone viewing the sap-like substance may attempt a **Cthulhu Mythos** roll to recognize the sap as having been generated by Shub-Niggurath or her dark young (provoking a **Sanity** roll, 0/1D2 loss). Up to 1D6 ounces of this oozing material can be harvested from the shattered trunk and used in the **Brew Sap of Shub-Niggurath** spell (see box nearby).

An even rarer discovery, sometimes made in the Pawheton woods, are large piles of rotting, stinking plant and tree matter—up to a dozen yards across and as tall as a man. The decaying plant-matter consists of bare, slimy whip-like branches, unfamiliar plant-leaves, and hard root-like masses all surrounding a bloated and black fibrous "trunk." Anyone approaching one of these piles must succeed in a **CON** roll or spend 1D4 rounds being physically ill from the stench. Anyone who inspects one of the masses discovers it is caked with the sticky greenish-yellow "sap" (as described above); again, a successful **Cthulhu Mythos** roll identifies the sap as having been generated by Shub-Niggurath or her dark young. Anyone who has witnessed the death of a dark young recognizes the rotting vegetation as the remains of such a creature. Understanding the implications calls for a **Sanity** roll (0/1D3 loss). A careful person might gather up to 3D6 ounces of the sap for use in the Brew Sap of Shub-Niggurath spell.

Both of these types of remains are the result of the fungi summoning dark young to accept sacrifices during their religious rites. The dark young's essence manifests in a nearby tree or shrub and bursts out of it when it has fully formed, leaving behind the slimy shattered trunk. When the ritual has ended the essence of the dark young sometimes abandons the temporary form and returns to Shub-Niggurath, leaving behind the disgusting rotting vegetable mass.

The Sasquatch

Several decades ago the mi-go in the Pawheton area brought in several members of a large humanoid race to aid their mining operations. This terrestrial race had been captured and enslaved millennia ago by the fungi, who bred and used them for physical labor. In the Pawheton hills, however, the creatures escaped the fungi and fled to the wilderness, where they formed their own community. Over the centuries, similar escapes throughout the Northwestern U.S. and other areas have given rise to similar sasquatch enclaves.

The sasquatch live mainly in the hills west of Pawheton (on Stratton and Herbert Peaks), but also wander and forage in the forests for miles in all directions. There are about 20 creatures in the community, comprising around a dozen adults and some juveniles or young. Sasquatch usually try to avoid human contact, often using their Cloud Mind ability to avoid lone witnesses, but may attack if threatened or cornered, especially if their young are present. They are quite intelligent and omnivorous, using primitive weapons and traps to hunt.

All sasquatch hate and fear the mi-go, as their folklore recalls their subjugation by the winged ones from the stars. They might interfere with the fungi's activities if they outnumber the aliens, perhaps even intervening on behalf of endangered humans. Then again, increased human intrusions into their domain may cause the hairy giants to attack small groups of travelers or isolated prospectors, either pummeling them from a distance with stones or beating them to bloody pulp with their mighty fists.

The sasquatch should be played as a secretive and intelligent gorilla-like race, wild and unpredictable: shy and reclusive one moment and roaring angry giants the next.

SASQUATCH, *sample adults*

	#1	#2	#3	#4
STR	110	100	100	120
CON	65	70	75	80
SIZ	120	105	105	100
DEX	70	60	75	80
INT	65	60	55	70
POW	60	70	65	60
HP	18	17	18	18

Average Damage Bonus (DB): +2D6
Average Build: 3
Average Move: 8
Average Magic Points: 12

Combat

Attacks per round: 1

Fighting	65% (32/13), damage 1D6+DB
Rock (thrown)	50% (25/10), damage 1D6+half DB
Dodge	40% (40/8)

Cloud Mind: if the target fails an opposed **POW** roll the sasquatch is invisible to that target for up to the sasquatch's POW in seconds (or until the sasquatch touches the target).

Skills

Climb 70%, Jump 55%, Listen 75%, Scent 50%, Stealth 60%, Spot Hidden 65%, Track 50%, Trap 45%.

Armor: 3-point furry hide.
Sanity loss: 0/1D8 to see a sasquatch; 0/1 to hear their howl.

SASQUATCH, *sample juvenile*

STR 70	**CON** 60	**SIZ** 70	**DEX** 60	**INT** 50
APP —	**POW** 50	**EDU** —	**SAN** —	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 10	

Combat

Attacks per round: 1

Fighting	40% (20/8), damage 1D6+DB
Rock (thrown)	30% (15/6), damage 1D6+half DB
Dodge	30% (15/6)

Cloud Mind: if the target fails an opposed **POW** roll the sasquatch is invisible to that target for up to the sasquatch's POW in seconds (or until the sasquatch touches the target).

Skills

Climb 60%, Jump 45%, Listen 55%, Scent 50%, Stealth 50%, Spot Hidden 50%, Track 25%, Trap 20%.

Armor: 2-point furry hide.
Sanity loss: 0/1D8 to see a sasquatch; 0/1 to hear their howl.

The Ghost of Harry Doran

Harry Doran was a mountain man who had lived with and fought with American Indians since before the Civil War. He came to the Pawheton River region ten years ago, before Stratton or anyone else had begun prospecting. Doran ran afoul of one of the local tribes who sometimes hunted in the area, and they captured him and tortured him for days before he finally died. Since then, Doran's silent ghost has stalked the hills and forests. He appears as a big and burly fur-clad bearded man; his clothes and hat are caked with blood. The figure bleeds from its tongue-less mouth, its earless head, and its mutilated hands, and it carries a ragged handful of bloody hair—his scalp—in one half-fingered fist.

Typical sightings involve the figure lumbering out of the trees or over a hill to stand mutely and stare, before retreating the way it came or inexplicably vanishing.

A sighting of Doran's ghost calls provokes a **Sanity** roll (1/1D6 loss). Anyone who fails their Sanity roll also suffers the ghost's curse, causing the victim to suffer from bad luck: until the next sunrise, current Luck* is halved, a penalty die is applied to all skill and characteristic rolls, and the malfunction number for all firearms is reduced to 75.

**If the optional Spending Luck rule is being used, the victim cannot spend or gain Luck points.*

PAWHETON ADVENTURE SEEDS

- The investigators become involved in the conflict between Stratton and Pennebaker. Do they pick a side? Are they—or someone else—looking for Nolan Wilson or Joe Dexter?
- Stratton might start sending out road agents to rob Pennebaker's freight wagons or payroll couriers, perhaps making the attacks look like American Indians. Or maybe a local tribe or outlaws start raiding any and all persons or vehicles trying to reach Pawheton.
- Road agents might start shaking down prospectors when they try to come into town to spend their gold.
- Hunters or prospectors start disappearing in the farthest claims along Pawheton gulch. Claim jumpers? American Indians? Mi-go? Sasquatch? A lingering dark young?

BREW SAP OF SHUB-NIGGURATH

This rare magic allows the caster to convert the harvested sap of Shub-Niggurath or one of her dark young into a powerful but dangerous drug. The spell is rarely discussed in written works and, where it is mentioned, grave warnings are given as to the dire consequences of its employment. The spell is more commonly known to primitive shamans and priests of Shub-Niggurath.

To distill the sap the sorcerer must boil it in clean water, sacrificing 3 magic points plus 1 point of Sanity per dose he or she wishes to create. Each dose requires 1 ounce of harvested sap. Once distilled and brewed the sap can be mixed into any liquid, or drunk on its own; its potency is the same regardless.

The person consuming a dose must make a **CON** and a **POW** roll. If two doses are consumed together the difficulty of the rolls are increased to Hard, and if three or more doses are taken together the difficulty becomes Extreme.

Regardless of these results, the imbiber loses 1D10 Sanity points as he or she filled with an animalistic euphoria. If the CON roll succeeds, the user gains 20 STR points and 20 CON points for the next 24 hours (adjust hit points and damage bonus accordingly); if the roll fails, the imbiber's physical form is grotesquely mutated, and he or she must make a **Luck** roll. If the Luck roll is passed, the imbiber gains 1D10 permanent points of STR, CON, and DEX (roll for each), as well as losing 10 points of APP and a further 1D10 Sanity points. If the Luck roll is failed, the imbiber permanently reduces STR, CON, DEX, and APP by 10 points each, as well as losing a further 1D10 Sanity points.

If the POW roll succeeds there is no further effect, but if this roll fails the victim is driven mad with horrific animal lusts, suffering an immediate bout of madness where they behave in an animalistic fashion and permanently lose 1D3 × 10 points of INT, as well as an additional 1D10 Sanity points. Resulting delusions may take the form of seeing all manner of weird and dangerous threats to which the imbiber reacts violently, and further bouts of madness probably increase the animalistic behavior even further.

The drug's effects wear off after 24 hours, but the physical and psychological ravages of failed CON and POW rolls are permanent. Individuals who are physically mutated due to the drug's effects may suffer twisted posture, boils, acne, excessive hairiness, skin disorders, changes in eye color, bad body odor, or any number of other maladies.

Shub-Niggurath's Brewed Sap is normally used in religious rituals by faithful followers of the Black Goat, though some also use it as a test for warriors and medicine men. It might also be used to poison enemies; in this case a **Spot Hidden** roll might be allowed to detect the tang of the sap and the clouding of the liquid if it is slipped into a drink. A single drink of the tainted sap might reduce all of its effects (good or bad) by half.

- A person in town has some sort of fit of madness. Is it a disease? Poison in the water? Bad food or liquor? Is someone using the Sap of Shub-Niggurath? A medicine man or sorcerer seeking revenge?
- One night someone raids one of the brothels and carries off several whores. Was it crazed prospectors? Or sasquatch obtaining breeding stock?
- A famous gunslinger, bounty hunter, or lawman comes to Pawheton. Is he looking for somebody or just passing through?
- Local elections may cause increased tension between Stratton and Pennebaker. Prospective office holders might be bribed or threatened by these men, or seek protection from them.
- The mi-go finally run out of patience with the "man-hive" on Pawheton Creek. They plan to demolish the dam upstream of the town. Can the investigators find out about the plot before it's too late? Or are they present when the dam blows, the flood crashes through town, hundreds are killed, and the mi-go swoop in to wipe out the survivors?
- See the scenario **Something From Down There** (Chapter 10)



CHAPTER 9

SAN RAFAEL

A locale for the Old West: San Rafael, on the Texas and Mexico border, a place where rival families feud, ghosts of the past strike terror, and legendary riches may be uncovered. This chapter provides an overview of the locale's history and its key people, as well as local threats and possible Mythos connections.

- **Population:** 1,200+
- **Location:** Texas, southeast of El Paso (about 125 miles), between the Eagle Mountains and Sierra Vieja, along the Rio Grande.

HISTORY

The San Rafael region was settled in the mid-1700s, when Spanish priests and their American Indian servants built a remote mission in Mexico, just across the Rio Grande River from the town's current location. It was a good spot, as there was a shallow ford in the river nearby. Within a few years, however, hostile tribes raided the mission, eventually driving out the priests and destroying the San Rafael mission. The surviving missionaries and their servants fled across the river into the valley, succeeding in part because their attackers feared evil spirits and demons living in the mountains and canyons there. The priests carried a few artifacts and valuables from the old mission, which they buried near the site of the future town. When they returned some months later, they built a new church and a village around it, which they named in honor of the lost mission.

The village of San Rafael grew steadily, as Mexican farmers and ranchers settled in the valley around the time of Mexican independence in 1821. After the Texas revolution in 1836, Anglos moving west across the state settled in the San Rafael valley and the nearby village. More whites drifted west and settled in the region after the Civil War. Rustlers began to frequent the area, as the ford allowed the easy traffic of men and cattle across the Mexican border.

It was cattle-rustling that brought the Sandoval family to San Rafael. The Sandovals procured a large spread of land in the valley, and their cattle business became the most prosperous in the area. The Sandovals were and are the major political and economic force in San Rafael. Hector Sandoval, the current patriarch of the family, started the local bank with his capital, and then used his influence to get officials, like Victor Garcés and Ricardo Mateo, elected alcalde (mayor) and town marshal, respectively. Hector Sandoval's sons and his younger brother Fernando have the run of the town and valley, protected by the Sandoval name.

The number of lesser crimes committed in San Rafael itself and the widespread trafficking of stolen cattle and horses through the area resulted in the assignment of a trio of deputy United States marshals to the town. The marshals have had their hands full trying to keep the Sandovals in line while investigating crimes and chasing outlaws through the valley.

The current population of San Rafael is about 1,200 people, of which roughly 60% are Hispanic; most of the rest are white, with a few American Indians and African-Americans. Many local businesses are owned by Mexicans, but the whites are slowly overtaking them in population and civic importance.

Local Crime

Hector Sandoval's sons and his brother, Fernando, frequently cause trouble in the San Rafael valley. While Hector has long since abandoned the rustling game, he turns a blind eye towards his family's criminal activities. The Sandovals and their men sometimes raid ranches across the river in Mexico, bringing back a dozen or so cattle or horses, which they quickly sell to ranchers in El Paso or elsewhere in Texas. Fernando and his nephews are rowdy and lawless in San Rafael as well; they drink, break up saloons, shoot out

Opposite: The Village of San Rfael by Jonathan Wyke

windows, rough up anyone who offends them, and generally raise hell. In the past, when these matters were brought to the attention of town marshal Ricardo Mateo, he did nothing more than ask the Sandovals to tone it down for a while. This resulted in the appointment of deputy U.S. marshal Doug Kirby to San Rafael, and while things have calmed down slightly, the Sandovals remain the swaggering scofflaws they've always been.

Not surprisingly, town marshal Mateo is corrupt; he accepts bribes in lieu of prosecution for many local crimes, and not just from the Sandovals. He also assesses fines, often for minor offenses.

Juan Díaz, owner of the Black Rose Cantina (and brothel), is wanted for robbery and murder in Mexico, and he runs his business in San Rafael with the same level of brutality. Fights and beatings are common in the Black Rose, especially if a customer roughs up one of Díaz's girls. Díaz also provides shelter and information—for a price—to Mexican bandits and criminals fleeing across the border from the Mexican authorities.

Longhorn Saloon owner Bob Sutton also has links to criminal activity in the region. Sutton is allied with a number of outlaws and rustlers operating on both sides of the border, and he and his confederates keep an extremely well-hidden ranch in the Sierra Vieja Mountains southeast of San Rafael. Rustlers and outlaws can hide themselves or their animals there until it's safe to move. Outlaws sometimes stop in the Longhorn to pay Sutton for the privilege of hiding out on his ranch.

LOCATIONS

The following locations are by no means meant to be the only persons, sites, and businesses of interest in San Rafael. There are over a thousand people in the town, the neighboring farms and ranches, and the nearby valley. The businesses and individuals described are intended to create a home setting from which investigators can make forays into various mysteries and adventures in the region. Keepers are urged to create additional stores and personalities as desired. There are plenty of lesser trades and stores likely to exist in a town such as San Rafael, from horse traders to carpenters, cantinas, vaqueros, merchants, craftsmen, freighters, and so forth. Basically, San Rafael is a smallish, border town surrounded by cattle and horse ranches and small farms.

1. Town Square and Market

Running through the center of town is an open plaza bordered by low walls. On most days a few farmers and other vendors sell foodstuffs, produce, and other goods—small game, vegetables, tortillas and beans, fish, cornmeal, woven hats and clothing, and so on. On Fridays and Saturdays the place teems with such vendors.

2. The San Benito Mission Church

This church was built to replace the old San Rafael mission across the river, which was destroyed by American Indians over a century ago. The Catholic congregation is almost all Mexican, and is presided over by Father Felipe Canalejas. There are rumors of old Spanish treasures hidden away in the church (see **The Treasures of the San Benito Mission**, page 203).

3. La Rueda De Carreta

La Rueda de Carreta (The Wagon Wheel) is a little cantina operated by Antonio Veles and his wife and daughters. The food is decent, the drinks inexpensive, and the atmosphere is quiet. Mostly Mexican patrons, but whites are not unwelcome.

4. El Toreador Cantina

The Toreador is a much rougher establishment than the La Rueda de Carreta. Run by Tomás Navarro, a gruff, scar-faced fellow, it does not serve food, but the booze is harsh and cheap, and fights are common—especially between Mexicans and Anglos. There have been a few stabbings here in the past, and at least one gunfight. This is a favorite haunt of the Sandoval brothers.

5. General Mercantile

Felix Páez runs this general store, stocked with almost everything but hardware items.

6. San Rafael Church of Christ

Most of the Anglo population of San Rafael attends the non-denominational services here, presided over by young Reverend Joshua Anderson. Anderson and his wife and children live in town.

7. Juan Carrillo

Carrillo and his son operate the largest livery stable and blacksmith shop in San Rafael. They rent horses and wagons, and repair and build all sorts of tools and equipment.

8. Longhorn Saloon

The Longhorn is a good-sized saloon, gambling house, and hotel, frequented by Anglos and Mexicans alike. It's a loud, good-timey place, where scuffles occasionally break out, but usually nothing very serious. There is a nice bar, poker and faro, a handful of prostitutes, and rooms for rent upstairs. Prices are a little higher than other places in town, but the Longhorn is also a little classier.

The saloon is owned and operated by a hard case named Bob Sutton. Sutton dresses in a nice gray suit, and usually carries a gun. Once upon a time he ran with various outlaws—from bank and stage robbers to cattle rustlers. Sutton still receives visits from unsavory old friends. For a price, he harbors wanted criminals either in the hotel or on the hidden ranch

Opposite: The San Rafael Valley by Andrew Law


TO EL PASO
TO DELAPORE
ALL HEIGHTS MARKED IN FEET
NEW MAP
OF
SAN RAPHAEL VALLEY
AND ITS VICINITY
From actual surveys by P. SMYTHERS & G. POTTS
STATE OF TEXAS
under the direction of L.J. COOK, Civ & Topographical Engineer of New York. 124 Broadway
P. WILLARD JR. & Co. PUBLISHERS
A.B. LEASK S. HERN | ASSISTANT PUBLISHERS | D. SIMONDS A. BELL
1869
SCALE IN MILES
Border Track
EAGLE PEAK
EAGLE MOUNTAINS
COTTONWOOD CANYON
OXFORD CANYON
SQUAW PEAK
HIGH LONESOME PEAK
SAN RAFAEL VALLEY
VAN HORN MOUNTAINS
CHINA CANYON
GREEN RIVER
LOBO VALLEY
SQUAW CREEK
ECHO CANYON
EAGLE CANYON
TEXAS
RIO GRANDE
28
ANGULO
25
29
COULSON
27
PITTS
26
SANDOVAL
HERNANDEZ
NEEDLE PEAK
SIERRA VIEJA
SAND CREEK
HOG CANYON
HOG CREEK
1-24
SAN RAFAEL
8
SUTTON?
VAN HORN VALLEY
ROMERO
SCANLON
SCORPION CREEK
CHALK MOUNTAIN
JOHO CANYON
VIEJA CANYON
VAN HORN CREEK
SOLDIER MESA
SOLDIER CANYON
RIO GRANDE
SIERRA PILARES
MEXICO
CHIHUAHUA
PROPERTY OF THE
SANDOVALS

that he and his friends maintain in the hills southeast of town. Sutton also hides stolen cattle on the ranch, but always for a price. Sutton personally visits the ranch only in the direst of emergencies, but there are always 1D4+2 of his own men there in addition to any "guests" they might be entertaining (use the statistics for **Cowboys** (page 132), **Gunfighters** (page 126), or **Outlaw** (page 133) as necessary).

BOB SUTTON, *age 32, saloonkeeper and criminal contact*

STR 60	**CON** 70	**SIZ** 60	**DEX** 50	**INT** 65
APP 55	**POW** 65	**EDU** 60	**SAN** 60	**HP** 13
DB: 0	**Build:** 0	**Move:** 8	**MP:** 13	

Combat

Brawl	60% (30/12), damage 1D3 (club 1D6)
.36 revolver	45% (22/9), damage 1D10
12-g. sawed-off shotgun	50% (25/10), damage 4D6/1D6
Dodge	30% (15/6)

Skills

Accounting 35%, Credit Rating 60%, Fast Talk 45%, First Aid 45%, Intimidate 75%, Law 35%, Language (English) 60%, Language (Spanish) 40%, Persuade 60%, Psychology 40%, Rope Use 60%, Spot Hidden 50%, Stealth 40%.

Armor: none.

9. United States Marshal's Office

This narrow little office is the headquarters of U.S. Deputy Marshals Doug Kirby (age 40), Vic Reese (51), and Monty Tyler (23).

Marshal Kirby was assigned to try and put a stop to all the rustling and outlaw traffic across the border in the San Rafael valley, or at least curtail it. Kirby is a fair-minded man who understands the limitations of operating in a town where the Sandovals run things and whites are outnumbered nearly two-to-one by Hispanics. He's not afraid of the Sandovals, but knows it'll take a serious criminal charge (such as murder) to actually see one of them in court. The older deputy, Reese, is a sour individual with a racist streak, while Tyler is still "green" and prone to acting without thinking. All are honorable lawmen.

The U.S. Marshals' jurisdiction is the entire San Rafael valley, while the Town Marshal and his deputies only have authority within the town. Kirby's marshals can arrest suspects in the town; their prisoners are usually held in the town jail until or unless they need to be transferred elsewhere. There is a palpable rivalry and tension between Kirby's marshals and Mateo's men (see following).

THE U.S. MARSHALS

	Kirby	Reese	Tyler
STR	65	75	60
CON	60	70	65
SIZ	70	75	65
DEX	60	50	70
INT	70	65	65
APP	60	75	50
POW	65	60	55
EDU	65	55	50
SAN	65	60	55
HP	13	14	13
DB:	+1D4	+1D4	+1D4
Move:	6	6	8
Build:	1	1	1
MP:	13	12	11

Combat

Fighting	65% (32/13), damage 1D6+DB
.45 revolver	55% (27/11), damage 1D10+2
.44-40 rifle	60% (30/12), damage 2D6+1
Dodge	40% (20/8)

Skills

Charm 35%, Credit Rating 40%, Fast Talk 50%, First Aid 40%, Intimidate 45%, Law 55%, Listen 45%, Language (English) 55%, Language (Spanish) 30%, Navigate 60%, Persuade 30%, Psychology 45%, Ride 55%, Rope Use 30%, Spot Hidden 60%, Stealth 55%, Track 50%.

Armor: none.

10. Town Marshal's Office and Jail

Ricardo Mateo (age 51) is the Town Marshal of San Rafael, and his deputies are Felipe Valenzuela (age 34), Adolphe Peña (age 29), and Carlos Páez (age 49).

Mateo was supported in his bid for election by Hector Sandoval, and he is very much in the Sandoval family's pocket. Mateo and his men turn a blind eye toward the shenanigans of the Sandovals, especially the rustling activities of Hector's sons and his brother Fernando; the latter are outside their jurisdiction anyway, and the former they at most punish with fines (which they use to pay off insulted or injured parties).

Mateo and his men accept bribes from many locals for a variety of favors, from "protection" to assessing fines on rival businesses, overlooking lesser criminal offenses, and so on. They will dismiss or play down any criminal charge against the Sandoval family in any case short of serious injury or murder. In most cases, especially armed robbery and assault, Marshal Mateo and his men carry out their duties impartially.

THE TOWN MARSHALS

	Mateo	Valenzuela	Peña	Páez
STR	65	70	70	65
CON	55	60	70	70
SIZ	65	70	65	70
DEX	65	60	70	65
INT	65	60	65	60
APP	55	45	50	60
POW	60	50	45	55
EDU	65	55	55	60
SAN	60	50	45	55
HP	12	13	13	14
DB:	+1D4	+1D4	+1D4	+1D4
Move:	6	8	9	6
Build:	1	1	1	1
MP:	12	10	9	11

Combat

Fighting	60% (30/12), damage 1D6+DB
.45 revolver	45% (22/9), damage 1D10+2
.44-40 rifle	45% (22/9), damage 2D6+1
Dodge	40% (20/8)

Skills

Credit Rating 50%, Fast Talk 35%, Intimidate 50%, Language (English) 25%, Language (Spanish) 45%, Law 45%, Listen 40%, Navigate 30%, Psychology 40%, Ride 45%, Spot Hidden 50%, Stealth 35%, Track 45%.

Armor: none.

11. San Rafael Schoolhouse

This largish adobe building schools both the white and Hispanic children of the town. Old Mae Curtain is the head teacher, assisted by Velma Hugley and Annamaria Rodríguez.

12. San Benito Camposanto

This old Mexican cemetery lies not far from the mission church. It is a labyrinth of graves, from simple wooden or metal crosses to traditional headstones and aboveground crypts of adobe and stone.

13. Green Fields Cemetery

This newer graveyard is mostly used by San Rafael's white population, and consists mostly of wooden crosses and markers of wood and stone.

14. Rio Grande Restaurant

This popular main street eatery is run by Harold and Millie McCandless, who serve breakfast, lunch, and dinner—everything from bacon and eggs to steak and potatoes, fresh bread, pie and other desserts, as well as enchiladas and other Mexican dishes prepared by Miranda Santos.

15. San Rafael Gazette

Henry Ellis runs the local paper all by himself, writing, printing, and distributing the *Gazette* at least once a week. Ellis is overworked and could use some help. He'd like to try and use the paper to fight some of the injustices in town, such as the transgressions of the Sandovals and the traffic of outlaws and stolen cattle in the area. Unfortunately, he fears reprisals from the Sandovals and doesn't want to upset the local law by pointing out their shortcomings.

16. Bank of San Rafael

Juan Carlos Pérez, who was appointed by Hector Sandoval, manages the local bank. Sandoval's capital helped start the bank, and through Pérez he maintains considerable influence in local affairs, deciding who does and doesn't receive loans, for instance.

17. Peel's Hardware

Nick Peel's hardware store carries common building materials, tools, ammunition, and a few firearms.

18. Bill's Barbershop

White-haired, old Bill Foster cuts hair and shaves mostly white customers here. This is an excellent place to hear local news and gossip, if you can separate the truth from the fiction.

19. Barberia

Maximilian Serra is the Hispanic counterpart to Bill Foster. White customers are less likely to hear any useful rumors or gossip here.

20. Doctor Alan Collins

Doctor Collins is pushing 60 now, and looks considerably older. He still treats most locals, but some are beginning to question his skills. Eighteen years ago he was sorely affected by the death in childbirth of the wife of a local rancher, and he hasn't been the same ever since.

Note: Doctor Collins is described in greater detail in the scenario **Scanlon's Daughter**, page 223.

21. Jimena Méndez

Many Hispanic residents of San Rafael come to Jimena Méndez for the treatment of diseases and other ailments. Depending on who you ask, Jimena is either a "curandera" (healer) or a "bruja" (witch).

Note: the curandera is described in greater detail in the **Cthulhu Mythos and Occult Features** section, page 203.

San Rafel's Famous
TOWN MARKET
LOCAL PRODUCE AT THE BEST PRICES.
Wilson Street, N - Location 1

F.Pino presents
General Merchantile
FOR YOUR EVERYDAY NEEDS
All paying customers welcome
36 Wilson Street, NW - Location 5

CARILLO AND SON
LIVERY STABLE AND BLACKSMITH
Rent, Buy, Board, Repair - all needs met!
Wagons also available, and grazing
41 Third Street, NE - Location 7

LONGHORN SALOON
Gambling, Entertainment, Refreshment, Beds
GIVE IT A TRIAL! YOU WILL BE SATISFIED!
30 Wilson Street, NW - Location 8

Presented with Compliments of
J.B.BALLARD AND CO.
J.Garces, George C. Emory, C.F.Peterson x^{nd} Quentin Pilsbury
No. 53 Eagle Street, SE
(See ★ on the map!)
REAL ★ ESTATE ★ BUILDING
Experts at settling non-residents and managing farms and ranches.
With offices in El Paso.

Rio Grande Restaurant
You'll never eat better
BREAKFAST, LUNCH, AND DINNER!
Proprietors: H.McCandless
1 Wilson Street, SE - Location 14

San Rafael Gazette
The finest read in Texas
SUBSCRIPTIONS AVALIABLE
Local News, Local Articles, Local Commentary
11 Wilson Street, SE - Location 15

J.C.PEREZ
Reliable provider of
BANKING SERVICES
Loans, Deposits, Notes
Best security guaranteed!
40 Wilson Street, NW - Location 16

N.PEEL
Dealer in
HARDWARE
Metals, Cutlery, Housefurnishing, Tools, More.
14 Wilson Street, SW - Location 17



1 TOWN SQUARE AND MARKET
2 THE SAN BENITO MISSION CHURCH
3 LA RUEDA DE CARRETA
4 EL TOREADOR CANTINA
5 GENERAL MERCANTILE
6 SAN RAFAEL CHURCH OF CHRIST
7 JUAN CARRILLO
8 LONGHORN SALOON
9 UNITED STATES MARSHAL'S OFFICE
10 TOWN MARSHAL'S OFFICE AND JAIL
11 SAN RAFAEL SCHOOLHOUSE
12 SAN BENITO CAMPOSANTO

Drawn and Colored by P.Koch El Paso TX.

BIRD'S EYE VIEW OF

SAN RAFAEL

EL PASO COUNTY, TEXAS, 1869

13 GREEN FIELDS CEMETERY
14 RIO GRANDE RESTAURANT
15 SAN RAFAEL GAZETTE
16 BANK OF SAN RAFAEL
17 PEEL'S HARDWARE
18 BILL'S BARBERSHOP
19 BARBERIA
20 DOCTOR ALAN COLLINS
21 JIMENA MENDEZ
22 VICTOR GARCES
23 BLACK ROSE CANTINA
24 DIAZ FUNERAL HOME



Key citizens of San Rafael by Jonathan Wyke

Opposite: San Rafael Map by Andrew Law

22. Victor Garcés

Victor Garcés is the alcalde (mayor) of San Rafael. Garcés is another good friend and appointee of Hector Sandoval. His position is largely ceremonial, since Sandoval pulls his strings.

23. Black Rose Cantina

Juan Díaz runs the Black Rose Cantina, which also serves as a brothel. Díaz is a short, stout, grim-looking figure, with green eyes and a dark moustache. He is brother to Victorio Díaz of the Díaz Funeral Home. Juan is ill-tempered and brutal, a former bandito making his nest in San Rafael and a dangerous man to cross.

Juan has 8 to 10 girls working for him, "entertaining" guests in rooms in the back of his establishment. He also has a pair of bartender/bouncers on hand, and neither he nor they take any crap: if someone causes a ruckus in his bar or harms one of his girls, Juan Díaz and his men will beat the holy hell out of them, rob them, and toss them out the door. There are rumors (and they are true) that he has done far worse to some offenders.

Like his counterpart Bob Sutton, Díaz is sometimes visited by his old compañeros, seeking refuge in the States for crimes committed across the border; he usually hides them in the back rooms. Díaz and his brother are also distant kin to the sinister Díazes of Castronegro, New Mexico Territory.

JUAN DÍAZ, *age 37, taverner and ex-bandito*

STR 65	**CON** 70	**SIZ** 60	**DEX** 60	**INT** 70
APP 40	**POW** 65	**EDU** 50	**SAN** 55	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 13	

Combat

Brawl	70% (35/14), damage 1D3 + 1D4 (knife 1D4+2+1D4)
.45 revolver	50% (25/10), damage 1D10+2
10-g. shotgun (2B)	50% (25/10), damage 4D6+2/2D6+1/1D4
Dodge	45% (22/9)

Skills

Accounting 35%, Charm 40%, Credit Rating 58%, Fast Talk 60%, Intimidate 75%, Language (English) 40%, Language (Spanish) 50%, Law 35%, Listen 60%, Psychology 40%, Sleight of Hand 50%, Spot Hidden 50%, Stealth 40%, Track 45%.

Armor: none.

24. Díaz Funeral Home,

The local funeral home is operated by the tall, thin, green-eyed and pale-skinned Victorio Díaz. Victorio and his staff are

competent and reverent and largely well-liked in town. But Victorio is rather creepy, and there are sinister rumors about him and his brother Juan Díaz (see **Black Rose Cantina**) circulating in San Rafael. If the Keeper desires, there may be more to Victorio (and Juan) than meets the eye.

25. Hector Sandoval

Hector Sandoval's ranch is located north of San Rafael. Hector's herd runs to about 900 head, depending on the season. Hector lives in the main hacienda, along with his daughter, Inés , and several servants. Hector's sons Miguel, Agustín, Antonio, and Francisco live in a smaller house, and Hector's brother Fernando lives with his wife Carlotta, son Gonzalo, and daughter Dolores in yet another guesthouse on the ranch. The ranch employs dozens of servants and ranch hands, all of whom are loyal to (or fearful of) the Sandovals. Hector and his family are detailed in **The Sandoval Family**, nearby.

26. Alex Hernandez

The Hernandez spread is another of the larger ranches in the valley, with about 400 head of cattle. The Hernandezes are friends with Hector Sandoval, though Alex disapproves of Hector's hell-raising sons and brother.

27. Charley Pitts

Charley Pitts is the largest Anglo rancher in the valley, with about 500 head of cattle. He and his family (including two sons) and their hands live on this sizable spread. Charley and his boys occasionally butt heads with their neighbors, the Sandoval clan, when some of the Pitts' cattle disappear or are mysteriously killed, fences are pulled down, and so forth. Charley Pitts is well-liked among the Anglo population of San Rafael.

28. José Angulo

José's spread is typical of the small ranchers in the valley: about 200 head, maintained by José and his family (his wife, their children, her father, and both of their mothers) and just a couple of additional hands to help out.

29. John Coulson

Coulson's is another typical small ranch. He and his handful of cowboys keep about 150 head of cattle. The rough, taciturn Coulson and his men are bachelors, and they occasionally come to town to blow off steam. There are rumors that Coulson and some of his cowboys are wanted men, and that they still steal a few cattle now and then. Coulson is the type of fellow who'd round up a herd to drive to market in Kansas.

30. Miscellaneous Farms and Ranches

There are approximately a dozen or so additional farms and ranches spread throughout the valley, most with cattle, but a few raise horses or crops. The Keeper is free to develop these places as needed, and a couple are prominently featured in the scenario **Scanlon's Daughter** later in this book.

THE SANDOVAL FAMILY

Hector Sandoval is the most powerful man in the San Rafael valley. He and his brother Fernando came to the area in the 1860s and started a ranch to accommodate the large herd of cattle they had procured through various means—mostly by stealing it from rancheros on the other side of the Rio Grande. In no time at all, Hector's ranch became the most prosperous in the valley, and with the money came power and influence. In the past decade the Sandoval family have cemented their influence in San Rafael, starting the local bank with their money, helping elect officials sympathetic to their interests, and making sure that the town grows in ways that will benefit them.

The Sandoval ranch consists of the main hacienda (occupied by Hector and his daughter Inés), a smaller ranch house (occupied by Hector's sons), another ranch house (occupied by Hector's brother Fernando and his family), a modest house for the servants' quarters, a bunkhouse for the ranch hands, three barns, a storehouse (foodstuffs and similar supplies), several cattle pens, and a couple of remote outriders' shacks. The main house is the most opulent, with large rooms, rich furnishings, and an atmosphere of country elegance. Hector's sons' house is a simple sprawling one-story affair, somewhat rundown from the comings and goings and mischiefs of four rowdy young men. Fernando's house is built along lines similar to the one shared by his nephews, but with some of the refinement of Hector's abode.

Hector Sandoval is 44 years old, tall, broad, and handsome, with twinkling blue eyes. Hector is not an evil man, but one who is accustomed to power and having things his way. He is proud, with a sense of fairness that is generally only overcome by his protectiveness for his family members. Still, even they can go too far sometimes.

Hector's sons: Miguel (age 25), Agustín (24), Antonio (22), and Francisco (20), are brash young bravos. They are capable riders and ranch hands, but their family's power and their uncle Fernando's bad influence often leads them into trouble: carousing in town, shooting out windows, getting into fights, or stealing cattle from Mexico (usually…). The Sandoval boys are arrogant troublemakers whose futures are uncertain: will they settle down to build the town peacefully as their father has done, or will their bad influences lead them to more serious crimes and abuses of the family's power?

Hector's daughter Inés (age 17) looks just like her late mother. Hector dotes on her, and she is very ladylike despite having four obnoxious older brothers and growing up without a mother.

THE SANDOVALS

	Hector	Miguel	Agustín	Antonio	Inés	Francisco	Fernando	Gonzalo
STR	70	65	70	75	50	70	65	60
CON	70	70	65	65	60	70	65	60
SIZ	80	65	65	75	55	65	75	55
DEX	50	55	65	60	70	80	60	70
INT	70	70	75	60	70	60	60	60
APP	65	70	60	50	75	60	50	65
POW	75	60	55	55	65	50	60	50
EDU	70	60	55	50	55	55	60	40
SAN	75	60	55	50	65	50	55	50
HP	15	13	13	14	11	13	14	11
DB	+1D4	+1D4	+1D4	+1D4	0	+1D4	+1D4	0
Build	1	1	1	1	0	1	1	0
Move	6	8	8	8	8	9	7	9
MP	15	12	11	11	13	10	12	10

Combat

Brawl	65% (32/13), damage 1D3+DB (knife 1D4+2+DB)
.45 revolver	50% (25/10), damage 1D10+2
.44-40 rifle	55% (27/11), damage 2D6+1
Dodge	40% (20/8)

Skills

Charm 45%, Credit Rating 70%, Fast Talk 50%, Intimidate 55%, Jump 45%, Listen 40%, Natural World 65%, Navigate 45%, Language (English) 55%, Language (Spanish) 60%, Ride 70%, Rope Use 60%, Spot Hidden 40%, Stealth 50%, Throw 45%, Track 35%.

Armor: none.



The Sandoval Family by Jonathan Wyke

Fernando Sandoval (age 38) is several years younger than his brother. While Hector sowed his wild oats and eventually settled down to become a respectable rancher and civic leader, Fernando is still something of a hellion. When he was younger, Fernando used to ride with Hector and his rustler friends, and he never fully gave up the business. He still likes to carouse and ride across the border to pilfer a few head of cattle to add to the Sandoval herd. Fernando often behaves more like an older brother to his nephews, and they relish the opportunity to raise hell (and hide behind the family name for protection). Unless reined in soon, Fernando could lead the Sandovals into trouble their name can't shield them from. Fernando's lovely wife Carlotta (age 31) also lives on the Sandoval ranch, along with their children Gonzalo (15), and Dolores (12). Gonzalo is almost old enough to start riding with his father and older cousins, something that Carlotta fears greatly.

In addition to the Sandoval brothers and their families, about a dozen cowhands and over a dozen servants (cooks, maids, a butler, laundresses, stable boys, etc.) live on the ranch. The family also keeps a few dozen horses, some chickens, and pigs.

In dealing with their neighbors, the Sandovals are generally fair and friendly, though there have been a few troubles with Charley Pitts that have nearly come to violence. Pitts and the other neighbors know that Hector's sons and his brother Fernando are to blame for these troubles, and when these problems are brought to Hector's attention he usually deals with them quickly and fairly.

SAMPLE COWHAND

STR 75	**CON** 75	**SIZ** 75	**DEX** 55	**INT** 55
APP 45	**POW** 55	**EDU** 50	**SAN** 55	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 11	

Combat

Brawl	55% (27/11), damage 1D3+DB (knife 1D4+2+1D4)
.36 revolver	45% (22/9), damage 1D10
.44-40 rifle	45% (22/9), damage 2D6+1
Dodge	30% (15/6)

Skills

Fast Talk 45%, Intimidate 45%, Jump 60%, Listen 45%, Natural World 45%, Navigate 60%, Language (English) 45%, Language (Spanish) 50%, Ride 80%, Rope Use 70%, Spot Hidden 45%, Stealth 60%, Throw 55%, Track 60%.

Armor: none.

LOCAL LEGENDS AND GOSSIP

LEGENDS

- The Mexican Indians seldom crossed the Rio Grande at San Rafael because they were afraid of demons that lived in the surrounding mountains and canyons.
- Spanish explorers and more recent travelers have reported seeing ghostly lights in the Sierra Vieja to the east. There is supposed to be gold and silver in those mountains, but it is said to be guarded by spirits.
- La Llorona, the Crying Woman, sometimes walks the banks of the river. She has drowned young men who tried to woo her, and carried off young children who have wandered away from their mothers.
- There is an old mountain lion living in the Eagle Mountains that still hunts the valley north of town. It's as smart as a man, and over the years it has killed hundreds of cattle and dozens of men who have tried to hunt it.
- On moonlit nights the ruins of the old, original Spanish mission sometimes appear in the desert across the river, but no one's been able to find them for nearly 150 years now.
- Travelers sometimes claim to hear church bells ringing somewhere across the river. Some people say there's a fortune in gold hidden in the lost Spanish mission.
- There is a treasure of gold and jewels in the new mission building.

GOSSIP

- The Sandoval family built their empire by rustling cattle in Mexico and bringing them across the river into Texas, where the Rurales couldn't follow. They still buy stolen cattle from bandits and rustlers from south of the border, but now they've bought off the Rurales to leave them alone.
- Hector Sandoval has bought off the town marshal, Ricardo Mateo, and the other Mexican officials in town, so his sons and his brother Fernando can't be touched, and Marshal Kirby is afraid to do anything to them as well.
- The old "curandera" Jimena can cure you if you pay her, but if you cross her or try to cheat her she can kill you just as easily.
- Victorio Díaz, the undertaker, sometimes sits and drinks and talks to graves at night. His brother Juan sometimes sits with him, laughing and drinking while they talk with the dead. Juan has sent his brother a few customers—men who foolishly angered him in his brothel.

- The San Rafael Valley is occasionally used as an escape route by outlaws fleeing from Texas to Mexico. They may have hideouts somewhere in the hills and canyons, and there may be someone in the area hiding them or otherwise aiding their flight.
- Despite John Coulson and his boys being wanted for rustling cattle in Kansas, they still get up to it here.

CTHULHU MYTHOS AND OCCULT FEATURES

The Curandera

Many of the Mexican residents of San Rafael, especially the older ones, won't go to Doctor Collins for treatment of their ills. Instead they go to Jimena Méndez, whom some call "curandera" (healer) and others call "bruja" (witch)—though they say the latter with respect (and never to her face).

Jimena is in her 50s, and knowledgeable about medicine and the occult. She lives in a small adobe house, with a black cat and a crow, and dozens and dozens of vials, bottles, bundles, jars, and other containers of strange herbs, plants, animal parts, organs, bones, and so forth. There is also a primitive laboratory where she concocts her powders and potions.

Jimena can treat injuries to man and beast alike, diagnose ailments, dispense remedies, tell fortunes, and perform any number of other marvels, usually for a small price (often slightly higher for Anglos). Those who mock or offend her, however, may be cursed or plagued with evil visions. Once she has been offended, it is hard to get back on her good side, as many locals have discovered to their chagrin. Just like the warnings concerning La Llorona, mothers sometimes whisper warnings about Jimena Méndez to unruly children.

Jimena knows the local legends concerning La Llorona, the lost mission, and the mountain spirits of Sierra Vieja (but nothing of the alien truth behind the latter), and perhaps others as well. She warns that all of these legends are true and that to trespass in these areas is to tempt dark fate. Jimena might engage the investigators to seek out rare herbs or animals for her folk remedies, travels that could take them into dangerous, fantastic, or otherworldly realms.

JIMENA MÉNDEZ, *age 53, healer*

STR 50	**CON** 65	**SIZ** 55	**DEX** 55	**INT** 75
APP 45	**POW** 90	**EDU** 65	**SAN** 35	**HP** 12
DB: 0	**Build:** 0	**Move:** 6	**MP:** 18	

Combat

Brawl	55% (27/11), damage 1D3+1D4 (knife 1D6+1D4)
Dodge	27% (13/5)

Skills

Credit Rating 25%, First Aid 80%, History 60%, Intimidate 60%, Language (English) 35%, Language (Spanish) 60%, Listen 40%, Medicine 50%, Natural World 70%, Occult 60%, Persuade 40%, Psychoanalysis 30%, Psychology 55%, Science (Pharmacy) 45%, Spot Hidden 55%, Stealth 40%.

Armor: none.

Spells: Augur, Blight/Bless Crop, Command Animal, Compel Animal, Curse, Evil Eye, Dream Vision, Healing, Warding.

The Treasures of the San Benito Mission

The mission church at San Rafael was the repository of a handful of artifacts and treasures rescued when the earlier mission (across the Rio Grande) was destroyed by American Indians in the early 1700s. Survivors of the raid took these items when they fled, later sealing them in ceramic jugs and burying them before moving on. When the priests returned a few months later to help found San Rafael, they placed these treasures in the archives of the cellar of the new mission. Busy with the construction of the new village, the priests forgot about the collection of artifacts and, consequently, most of them remain hidden in crumbling jugs and rotting crates.

Investigators seeking access to the archives must either be religious figures (preferably Catholic ones), scholarly types, or wealthy church benefactors. Even then, a Hard **Persuade** roll is required to gain admission from Father Canalejas: priests and Mexican characters only require a Regular success.

The archive is a large storage area, cluttered with shelves containing dozens of volumes of old church records, religious paraphernalia, mundane American Indian artifacts, boxes, crates, jars, jugs, and so forth. A character spending at least 2 hours searching the archive may attempt a Hard **Library Use** or **Spot Hidden** roll: if successful (and the Keeper wishes), the searcher has found one of the following interesting items amid the detritus. Only one such roll is allowed per visit given the amount and state of disorganization.

- Several crumbling stone statuettes, each a few inches high, are wrapped in a cloth. An **Anthropology**, **Archaeology**, or Hard **Occult** roll recognizes some of the crude, faded carvings as depictions of figures from Aztec and Olmec mythology.
- There are a few broken, crumbling stone figurines (similar to those mentioned above), which a successful **Cthulhu Mythos** roll identifies as sand-dwellers.

- In one of the oldest volumes of the records is an account in Spanish of an old Indian's claim that he had discovered gold in the mountains across the river. A combined roll of **Spanish**, **History**, and **Navigate**, and some time, would be needed to decipher the clues in the text to find the gold.
- One old jug is filled with sand, within which is a flat, fossil-studded piece of sandstone with a curious star-shaped design carved into it. A **Cthulhu Mythos** roll recognizes it as a functioning Elder Sign.
- There may be a few valuable items also hidden in the archives: a gold cross worth $3,000, bags of gold dust or nuggets worth a total of $200 to $1,000, and so forth, at the Keeper's discretion.
- There might be other items of interest as well, if the Keeper desires: American Indian fetishes or weapons, occult or Mythos books, useful Spanish documents, old maps, and so on.

The Crying Woman

Residents of San Rafael try to avoid the banks of the river as darkness falls. They fear the comings and goings of La Llorona, the spectral Weeping Woman of Mexican legend. This baneful spirit is said to have formed when an adulterous Mexican woman drowned her own children so that she could be with a married man; however, he spurned her and she either drowned herself or was drowned by her angry neighbors. Since then, the Crying Woman has stalked the banks of rivers throughout Mexico and the southwest, wherever there were Mexican populations. She may appear as a comely young woman to lure young men to watery deaths, or as a frightful middle-aged woman come to snatch children and drown them as she did her own children. Mothers warn their children to come when called, lest La Llorona come for them. In San Rafael, the Crying Woman is sometimes seen or her heartbreaking wail heard along the banks of the river. Some say she is merely a legend, but nevertheless over the years there have been a few unexplained deaths by drowning, as well as other uncanny disappearances.

LA LLORONA, *the Weeping Woman, A ghost from Mexican folklore.*

STR 100* **CON** 150* **SIZ** 60* **DEX** 80* **INT** 80
APP 35/70** **POW** 100 **EDU** — **SAN** — **HP** 21
DB: +1D4* **Build:** 1* **Move:** 10 **MP:** 20

**When manifesting in physical form.*
***As a comely young woman.*

Manifestation: La Llorona may spend 2 magic points to physically manifest, allowing her to interact with humans; she appears "real" in the guise of her choosing (either a young and alluring young woman, or a hateful-looking middle-aged woman). This manifestation lasts for up to five minutes; she can prolong it by spending another 2 magic points for each additional five minutes.

Combat

Attacks per round: 1

May only attack if physically manifest, usually attempting to lure a victim to the water and then pull them under to strangle and drown them. On land, she may also strike out with long, sharp nails. In spirit form, the Weeping Woman may cast spells.

Fighting	65% (32/13), damage 1D4+1D4
Grab (mnvr)	65% (32/13), if successful, the target is dragged below the water and strangled: each round following roll **Fighting** skill (plus a bonus die for winning the maneuver) vs. target (who may fight back or opt to try and break free with an opposed STR roll). If La Llorona wins, the target takes 1D8 strangulation damage and must make a CON roll or begin to drown (taking an additional 1D4 damage per round).
Dodge	55% (27/11)

Skills

Charm 80%, Jump 70%, Stealth 55% (90% in water at least knee-deep), Psychology 70%, Listen 55%, Language (Spanish) 100%, Spot Hidden 75%, Swim 100%.

Armor: none, but the Weeping Woman takes no damage from non-magical attacks; fire does half damage; magic weapons and spells do normal damage.
Spells: Implant Fear, Mental Suggestion, Send Dreams†, Wail of La Llorona‡, others at the Keeper's discretion.
Sanity loss: 1/2D3 Sanity points to see La Llorona in terrifying ghostly form; none if appearing in "human" guise.

†*May direct the dreams of a sleeper within 20 miles with a successful opposed* ***POW*** *roll. The target is free to act upon the dreams as they fit; call for Sanity rolls as appropriate to the content of the dream.*

‡*Hearing La Llorona's eerie wail provokes a* ***Sanity*** *roll (1/1D3 loss).*

The Spirits of the Mountains,

In the Sierra Vieja Mountains east of San Rafael there are vestiges of an intermittently-used mi-go mining operation. There are perhaps a dozen or so of these cave networks scattered throughout the mountains and hills. Most of the tunnel entrances have been collapsed, but (if the Keeper wishes) they might be found with successful **Science**

(Geology) or Hard **Spot Hidden** rolls. If the passages are cleared, searchers might discover traces of whatever metals the fungi were mining, and perhaps other, more valuable ores they discarded. There may even be alien mining equipment left behind as well: laser-like boring tools, smelting machines, sophisticated elemental detection devices, and so on. A **Cthulhu Mythos** roll might identify the race behind the operation and equipment—a further successful Hard **Cthulhu Mythos** roll might allow the investigator to determine how to operate such devices (but roll separately for each device). Obviously, believing one knows how to operate alien technology does not necessarily lead to successful (or error-free) operation; Keepers are advised to ensure that such machinery does not overly unbalance the game.

Most of these complexes will have an operating magical Gate (costing at least 1 magic point and 1 Sanity point for each use) that links to the largest such outpost in these mountains; in some mines the Gate has been rendered inoperable. The main outpost is where the fungi gathered their ore and transported it through another Gate to Yuggoth itself. That Gate (and its return) still exists as well (costing 9 magic points and 1 Sanity point to use). There may be warning devices in the main outpost to alert the fungi on Yuggoth that the mine has been entered. In that case, or if humans use the Gate to Yuggoth, the intruders may find themselves facing hordes of armed mi-go intent on keeping their operations secret.

The few American Indians that lived and traveled in the area wisely avoided these mountains, since the region was inhabited by flying spirits and ghost lights, and many who trespassed into the mountains never returned. Consequently, some travelers left offerings to the mountain ghosts hoping to buy safe passage through this haunted country. The local tribes told the Spaniards about the mountain spirits, and they too saw the lights and flying demons. But the Spanish believed there was gold in the Sierra Vieja and they insisted on exploring the mountains. After a few expeditions disappeared, however, they gave up, finally convinced that there were indeed harmful spirits in the region. Thus, there may be old American Indian and Spanish artifacts and remains in the mi-go mines as well.

Locals still recount the legends of the mountain spirits; indeed, a few prospectors have vanished in the Sierra Vieja over the past century. Some now believe that the weird lights seen in the high country are the ghosts of those who have trespassed into the realm of the mountain spirits. Most locals are afraid to venture far into this area, or stay very long—a very wise decision, since the fungi occasionally return to temporarily resume their operations here. If the mines were being used again, each complex might have 2D6 mi-go at work there, a few of which would be armed.

The Ghost Mission

A little over a century ago the Spanish mission of San Rafael was founded at the edge of the desert, just across the Rio Grande from where the village of San Rafael was later founded. When local tribes attacked and destroyed the mission, the priests and a few servants managed to make it across the river safely. The superstitious tribespeople didn't follow, fearing the demons that lived in the desert and the spirits that lived in the mountains. The mission was abandoned.

Over the years, travelers in the region swear they have seen the original mission's white adobe walls in heat mirages in the desert, and others have seen its craggy ruins on moonlit nights. Other tales tell of barely-heard bells tolling in the desert wind.

The ruins are lost in the ever-changing desert sands, but Keepers might allow searchers a small chance to find the old mission with a successful Extreme **Spot Hidden** or other appropriate roll. There may be Spanish, Aztec, or American Indian artifacts inside, perhaps even gold treasures or other valuables. The ruins might also be haunted by restless spirits, most likely the wraiths of slaughtered priests and servants, but possibly spectral hunters or similar guardians left behind by the raiders to keep other intruders from rebuilding and repopulating the mission.

One intriguing option might be for the lost mission to be more easily found in the **Shadow-Desert** (Chapter 6, page 167). The mission in the Shadow-Desert would almost certainly be haunted by some creature or creatures: perhaps something more powerful than mere spirits, something that would explain the mission's ghostly appearances in the real world. Undead or alien sorcerers attempting to use it to enter our world? Some ploy of Yog-Sothoth's? A machination of the Old Ones or some sort of cosmic fault?

The Hidden People of the Desert

Several miles southeast of San Rafael, in the Sierra Vieja mountains, exists a large enclave of sand-dwellers: small, hunched, lightly-furred humanoids that look like wingless bats (see *Call of Cthulhu Rulebook*). These reclusive creatures have lived in the desert for millennia, seldom making contact with other species. They have been content to worship the Faceless God of the Desert, Nyarlathotep, offering sacrifices to Him directly, or sometimes through His "agent," a servitor of the outer gods called T'lanoleth. T'lanoleth manifests as a loathsome, stinking tentacled toad-thing, whose scaled hide is so brittle it crackles with every movement.

The sand-dwellers live in a network of caves and tunnels hidden in a remote canyon. They keep the entrances to their domain hidden. If anyone should stumble into their caves, the creatures would make every attempt to ensure that that person would never live to tell of the find. The tribe consists of over 100 creatures, roughly half of which are adult males,

with the remainder divided evenly between females and young. Their leader is an ancient shaman who has used magic to travel in dreams and in bat form to spy on the nearby human settlement.

It may be that in the future the sand-dweller shaman will send his people to contend with the nearby humans, for whatever reason. Perhaps the humans have despoiled a holy place or relic or killed a wayward member of the tribe, or maybe some foolish human has contacted them for dark and sinister reasons. Whatever the case, the sand-dwellers will act furtively: hiding in darkness and sandstorms, chattering their grunting chants and playing their alien pipes and percussion, biding their time until they decide to act.

SAND-DWELLER SHAMAN

STR 60	**CON** 80	**SIZ** 90	**DEX** 70	**INT** 90
APP —	**POW** 90	**EDU** —	**SAN** —	**HP** 17
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 18	

Combat

Attacks per round: 2 (claws or weapon)

Fighting	50% (25/10), damage 1D6+1D4 (bone club 1D6+1D4)
Dodge	40% (20/8)

Skills

Stealth 70%, Listen 70%, Spot Hidden 60%.

Armor: 3-point rough hide.

Spells: Bat Form (see nearby), Bring Haboob (variant: magic point cost and storm size halved), Contact the Lord of the Desert (the Faceless God, Nyarlathotep), Enchant Pipes, Summon/Bind Hunting Horror, Summon T'lanoleth, Wither Limb.

Sanity loss: 0/1D6 Sanity points to see a sand-dweller.

The Pilgrim Stone

Very few travelers know of this low flat stone, just off the road leading north through the San Rafael valley. A **Spot Hidden** roll made at dusk reveals the outline of a large snake-like head, like a shadow or a fossil, just visible in the surface of the stone. A **Cthulhu Mythos** roll identifies the figure as a sign of Yig, Father of Serpents. When the stone is approached, the character with the lowest POW present must make a **Luck** roll: if failed, there is a snake of some kind under the edge of the stone or sunning itself atop it. Anyone who molests the serpent in any way will later be visited by a large rattlesnake with a white crescent pattern on its head—one of the children of Yig (see page 144 for statistics).

The few people who do know of the stone often come here to make offerings in return for blessings. They bring gifts of eggs, honey, or freshly-killed rabbits, mice, or rats, which they leave atop the stone. Those who leave such offerings should make a Luck roll: if successful, they will receive some small boon from the Father of Serpents, such as receiving a vision, having a wound healed or a disease cured, good fortune (a bonus die to an important roll), or whatever else the "pilgrim" needs and the Keeper feels is appropriate.

The stone is sacred to Yig and anyone bold or foolish enough to destroy it will forever after be plagued by his venomous children, if not worse. If the Contact Yig spell is cast here, the stone ensures automatic success.

SAN RAFAEL ADVENTURE SEEDS

- Further transgressions by the Sandoval clan might result in criminal charges against them, or a vigilante committee might organize to retaliate against them. Whichever the case, violence is sure to result, and either side, or the local law, might seek reinforcements to aid in the fray.
- Lawmen or bounty hunters might stake out San Rafael hoping to land wanted men—from either side of the border—who might be holed up in Juan Díaz's Black Rose Cantina or on Bob Sutton's hidden ranch.
- La Llorona might begin a campaign of mysterious daylight sightings and late-night attacks on amorous young men and the innocent children of San Rafael. Some might believe it is an incarnation related to the ancient Aztec goddess Civacoatl, who always carried a cradle that was empty. Or is the Weeping Woman trying to tell the people of San Rafael something?

SPELL: BAT FORM

- **Cost:** 12 magic points; 1D8 Sanity points
- **Casting time:** Instantaneous

Allows the caster to assume the form and capabilities (flight and acute hearing) of a bat, while retaining his or her intelligence and intentions. Assuming the form of a bat costs 1D8 Sanity points each time, up to a cumulative total of 8. The spell must be cast while the sun is down and its effects last only until the sun rises.



- Strange lights are sighted in the Sierra Vieja mountains. Is it prospectors? Fugitives, outlaws, or bandits? Or have the fungi from Yuggoth returned to resume their mining operations there?
- A half-dead, half-mad peón stumbles into town, babbling that he found the ruins of the old mission in the desert across the river. He talks of gold, but fears to return, as a "demon" guards the treasures within.
- An outlaw, who has been staying at Bob Sutton's hidden ranch southeast of town, rides into town, badly wounded. He says that unseen enemies raided the ranch in the night, wiping out everyone but him. Indians? Bandits? Mi-go? Or the reclusive sand-dwellers?
- A strange dark-haired, long-limbed, green-eyed fellow—named either Díaz or Vilheila-Pereira—arrives in town and looks up the similarly-featured Díaz brothers. Soon strange songs are heard being sung in the Díaz Funeral Parlor, and weird lights seen in the cemeteries.
- Persons thought long dead are seen in town after dark. Bodies are found drained of blood.
- Large rattlesnakes, with moon-like crescents on their heads, appear all over town. They seem to be drawn to a particular location and cause all manner of panic. What is attracting them? A relic of Yig? A person who has angered the Father of Serpents?
- See also the scenario **Scanlon's Daughter** (Chapter 11).


MWM

CHAPTER 10

SOMETHING FROM DOWN THERE

Something From Down There is suitable as an introductory scenario for players and Keepers for the *Down Darker Trails* setting. It can be set in any location where mining is taking place, whether it's in the mountains near San Rafael, the hills outside of Pawheton, or somewhere else of the Keeper's devising. The situation is fairly straightforward, but successfully dealing with the problem may test even experienced investigators. If a party of more than 4 or 5 investigators plays the scenario, the Keeper might want to have the main opposition be especially crafty in its tactics, or perhaps add an additional creature to the fray to present more of a challenge.

KEEPER INFORMATION

Jim Owens and his brothers, Paul and Elvin, along with their cousin Frank Cooley and their friend Newt Parker, have a small silver mine in the hills, some 20-odd miles from the nearest town. Normally every weekend they send a couple of men to town for supplies and to blow off steam, but no one's seen anyone from the mine for a couple of weeks now.

Unfortunately, in attempting to dynamite a section of rock, Jim and his companions opened a breach into a vast, deep chasm. They lowered Elvin into the abyss on a rope, deeper and deeper, until finally a few hundred feet down he found a ledge with a passage leading away from the still-deeper pit. The small passage opened into a vast chamber that was empty save for strange trenches cut into the floor and a series of small, curiously-carved basalt images—not quite statues or idols, but clearly not naturally-occurring either. Elvin was spooked, but thoughtful enough to take one of the small stones up with him when he left. The Owens brothers locked up the mine for the night and went back to camp, still uncertain of what exactly they'd found.

That night, after they'd all hit the sack, something oozed up from the abyss, out of the mine, and into the miners' camp. Their weapons had no effect on the black plastic nightmare that beat, strangled, and crushed the life from all five men. Sunrise found the formless spawn of Tsathoggua slithering through the camp, curiously investigating this new upper world it had never seen before. The sun, while not harmful to the creature, made its ever-roiling flesh uncomfortably dry, so it reclaimed the stone idol taken from the chamber in the abyss and returned to the mine. There it devised a plan to further reconnoiter the upper world: it dragged the bodies of the four remaining miners (it had eaten Paul) into the mine and squelched part of its foul black self into the corpses. Three of the corpses were thus raised as "zombies," while the fourth, Elvin Owens, contained enough of the spawn's essence (intelligence) that it could see and act directly through Elvin's dead body. The other dead men remained in the mine while the spawn used Elvin's body to search the camp, dredging memories out of his brain to identify and understand elements of this strange new world.

Into this bizarre tableau blundered a claim-jumping desert rat named Trapper Clegg. He and his brother and friends had long had an eye on the Owens' claim, but the Owens brothers kept a locked gate on the place, and they were well armed to boot. When Trapper noticed that the gate was open and the Owens' camp was deserted, he sneaked down for a look, but found more than he bargained for in the mine. He was already prepared to run when the pile of dead men rose up, drooling black bile and shambling toward him. He never made it out, and soon joined the ranks of the black-drooling corpses.

When Trapper's friends came looking for their missing compañero, they were met by five lurching, grey-skinned men with black ooze dribbling from their gaping mouths. Trapper was with them, but when his friends tried to drag him away he clawed and bit at them. They fired into the shambling mob, but their bullets merely punched holes in flesh that oozed more black filth—still the dead men came after them, chasing them out of the camp.

Opposite: Frank, Jim, and Newt confonts the Investigators by M. Wayne Miller

And so the situation remains. The folk in the nearest town are worried about the Owens boys and a few have suggested that someone should go take a look up at Sullivan's Gap to see if something's happened to them.

The investigators will have to find their way through Sullivan's Gap, where a mountain lion dwells, a crazed old prospector wanders, and the frightened, angry claim-jumpers lie in wait, while in the mine, the black plastic nightmare lurks, pondering a way to venture further into the surface world.

INVESTIGATOR INFORMATION

The investigators are whiling away their time in a town not far from a rugged canyon called Sullivan's Gap (perhaps near San Rafael or Pawheton). The talk of the town for the past few days has been the absence of any of the boys from the Owens brothers' silver mine up in Sullivan's Gap. The brothers and their friends send two of their men to town for supplies and merriment every weekend, but they've missed two weekends in a row now. Folk are starting to get concerned and the sheriff has talked about sending some men up there to see if the Owens boys are all right. Trouble is, no one's exactly sure where the Owens mine is, since those boys are awfully secretive about their digging.

If the investigators aren't sufficiently curious to go check up on the miners themselves, they may be approached by a local saloonkeeper, a good friend of the missing men, who offers the investigators $10 each or a night's recreation—on the house—if they'll go see what happened to the Owens boys. Alternately, perhaps Hettie Pointer, the young local sweetheart of Newt Parker, begs the investigators to find her missing beau.

The investigators will also recall that the men from the mine usually brought in anywhere from $50 to $200 worth of silver every week to purchase supplies and put on account at the local bank. They could reasonably assume that there could be a small fortune out there, or a reward of some kind if the Owens are in trouble.

SULLIVAN'S GAP

Sullivan's Gap is a few hours' ride outside of town, in a rough region of cliffs, crags, and gullies. Narrow and steep paths climb into the hills. Once the investigators reach the winding pass, they have to figure out how to find the mine. Two ideas suggest themselves: using a **Track** roll to find and follow the most likely trail, or a Hard **Science (Geology)** roll to estimate the most likely spot for a silver deposit. In either case, the roll equates to approximately two hours' time spent searching the area.

If they decide to use Track, a success turns up the tracks of various travelers through Sullivan's Gap, most on horseback, but some afoot. Notable among the footprints is a lone walker in well-worn boots, who has left many prints up and down the gap recently (this is Rudolph Zimmer; see **The Armored Lunatic**). If an investigator succeeds with a Hard success on the Track roll, he or she notes not only the tracks described above, but also one of the following: either the tracks of a large mountain lion (see **The Wrong Cave**), or the tracks of a group of four mules heading into the hills (see **The Claim-Jumpers**). If the roll is actually an Extreme success, the investigator has also found the old tracks of two mules heading into the gap, possibly from town— the track of the Owens boys' last supply trip. This last trail leads directly to the Owens brothers' mine.

If a Hard **Science (Geology)** roll is successful, the investigator has ascertained the most likely spot for a silver deposit in the area, which leads the party further into the gap and towards the Owens' mine.

The investigators should be able to find the mine fairly easily but, if not, they may have to camp overnight somewhere in the gap. The Keeper should feel free to introduce the mountain lion or the armored lunatic at any time during the search, in the daytime or at night.

The Armored Lunatic

At some point in their travels in Sullivan's Gap the investigators may cross paths with a bizarre figure: a tall, thin, sunburned old man with long scraggly white hair and beard, dressed in a tattered white shirt, dungarees, and dilapidated boots, and wearing a metal helmet and breastplate, with a long sword dangling at his belt. This is Rudolf Zimmer, a German prospector driven mad by heat and solitude.

The madman has taken to wearing some old conquistador armor he found and stalking around Sullivan's Gap, believing himself to be a conquistador and those he meets are savage Indians. He demands food and water from travelers, threatening and attacking those who refuse him. The fact that he barks his requests in German makes for a bizarre sight:

"I am Capitan Rudolf Zimmer, servant of their majesties King Ferdinand and Queen Isabella of Spain. I claim this land in the name of their majesties and demand that you bring me food and water, and whatsoever other riches and valuables with which you may seek to purchase the favors of God and Spain. Attend me, savages! I demand your compliance in the name of Spain! Act quickly or God's blade will separate your mortal soul from your physical body!"

And so on. A successful **Language (German)** roll is required to understand the old madman's imperious ravings.

Zimmer is barely a threat, but if denied or provoked he will draw the rusty old sword and attack "the enemies of Spain." The armor he wears covers his upper torso and head, and has a 60% chance of providing 5 points of protection (roll for each hit). Zimmer is half-starved and completely mad, so there is little that can be done for him.

If Zimmer is somehow subdued (or killed) and the breastplate is taken off him, a successful **Spot Hidden** roll notices something scratched onto the inside of the armor—a map! Zimmer knows nothing about the map. A successful **Language (Spanish)** roll could decipher the cryptic words on the map, phrases that might indicate locations or landmarks in the Keeper's campaign (e.g. "Needle Rock," "San Rafael Mission," "Devil Mountain," and so forth). What and where the map leads to are left for the Keeper to decide, along with whether or not the map is genuine. Whatever the map's directions, ensure the investigators understand that the maps is to somewhere reasonably far-off, so as to be too far out of their way with regard to their current mission (thus keeping them on track for this scenario).

Zimmer might be spotted coming up the trail toward the party, or sighted standing regally on a ridge above. His appearances may be comical, mysterious, or menacing, as the Keeper wishes. Perhaps the investigators encounter him early on and then forget about him until he returns to attack them, or perhaps he falls victim to the formless spawn or the claim-jumpers.

Statistics for Rudolf Zimmer can be found in the **Characters and Monsters** section at the end of the scenario.

The Wrong Cave

The investigators may have discovered the tracks of a mountain lion in their search, leading to her lair in the hills of Sullivan's Gap. A successful **Spot Hidden** roll spies a small cave in the cliffside (alternatively, a successful **Natural World** roll might deduce the possible lair). If the investigators clamber up to examine the area, they discover several sets of mountain lion prints entering and leaving the cave.

Call for a group **Luck** roll: if failed, the cougar is inside and she barrels out of the cave mouth, attacking the intruders without warning (allow a **Listen** roll to detect her approach, should the investigators be aware of the possibility of a mountain lion). If ambushed, a **Dodge** roll evades the snarling cat's attacks on this first round of combat. If the cougar isn't inside when the investigators arrive, the Keeper may have her return sometime later, while they are poking around.

The cave is only accessible to persons of SIZ 65 or smaller. A few feet inside, the delver discovers three mewling, still-blind mountain lion cubs, at most only days old. If taken away from their mother, each has only a 50% chance of surviving for more than a few days. If they survive and are cared for, they might each be worth as much as $25 if sold in a small town or $50 in a larger city. Unfortunately, if the mother lion finds the investigators in her den she'll fight to the death to protect her cubs.

If the cubs are killed or taken in her absence, she'll trail the perpetrators with the intent to attack when a suitable opportunity presents itself.

Statistics for the mountain lion can be found in the **Characters and Monsters** section at the end of the scenario.



The Claim-Jumpers

For the past few months, Rand Boggs, Melvin Clegg, Joe Barkley, and Melvin's brother "Trapper" have lurked in the hills and crags of Sullivan's Gap, stealing from prospectors and their claims. They knew about the Owens brothers' mine, but the crafty Owens built a locked gate at the mine opening, plus they were always armed and ready to defend their claim, so the claim-jumpers' efforts were stymied. Trapper Clegg noticed that the mine gate had been left open for a few days and when he went to investigate he was slain and "resurrected" by the formless spawn. When Trapper's brother and friends came looking for him they were attacked by a horde of walking dead men—including Trapper. The claim-jumpers' bullets didn't stop the walking corpses, so they fled in terror.

Boggs, Clegg, and Barkley are still hiding out in Sullivan's Gap, terrified by what they found at the mine but too stubborn to give up on the silver and loath to leave Trapper to his fate. The claim-jumpers will probably stay out of sight and let the investigators discover the horrors of the camp before revealing themselves. They will claim they are fellow miners who came to check up on their friends the Owens brothers, only to lose one of their men—Melvin's brother Trapper—to the shambling dead. Boggs and his men suggest an alliance with the investigators to kill the dead men and get to the bottom of this nightmare. Of course the claim-jumpers will try to get the investigators to bear the brunt of the zombies' attacks, intending to finish-off the newcomers once the undead are dead again. Boggs and his friends have no idea there's something else in the mine behind it all.

Boggs is big, bearded, and gruff but friendly; he carries a double-barreled shotgun. Clegg is the quiet one, tall with long blonde hair and a drooping moustache. Barkley is tall, dirty, and pot-bellied, with a leering snaggle-toothed grin. Clegg and Barkley both carry old Henry rifles. All three men ride mules up in Sullivan's Gap, though they're not above stealing good horses if the chance presents itself.

Psychology rolls won't reveal much about Boggs's men, as they're genuinely unnerved by the zombies they faced; only Hard successes detect their ulterior motives in wanting to return to the mine camp. If driven off, or if the Keeper otherwise wishes to hold the claim-jumpers in reserve, they'll wait until the investigators have defeated the zombies and perhaps entered the mine before striking. If they lose another man, however, the cowards will run off to find safer hunting grounds.

There are $50 bounties on the heads of Rand Boggs and Joe Barkley for armed robbery, as anyone making a **Law** or Hard **Know** roll recalls on seeing these men. They react violently if accused of these crimes, perhaps trying to capture the investigators to use as bait for the walking dead.

Opposite: Owen Brothers' Camp and Mine by Andrew Law

THE OWENS BROTHERS' MINE

The trail up to the Owens' mine camp winds through narrow rock clefts and at one point into a short tunnel, until finally it leads into a small box canyon with steep rocky walls 50 to 70 feet high. The camp consists of four tents and a small, roofed shelter for the now-absent mules. Two of the tents were used as sleeping quarters, while the other two were used for supplies. A few hundred yards up the canyon, a ledge ascends to a cave gouged into the rock wall—the mine entrance (see map nearby).

There has been so much traffic in the camp that Track rolls are almost useless; successful rolls do pick out curious signs that some large mass has been dragged through the camp and up the ledge to the mine (actually the movements of the formless spawn). Wind and weather have obscured or otherwise removed all external traces of blood and black ooze from the struggles that have occurred here, but a **Spot Hidden** roll may discover two Colt revolvers in the dust of the camp, with all their cartridges fired. Another **Spot Hidden** roll turns up a handful of spent Spencer rifle cartridges.

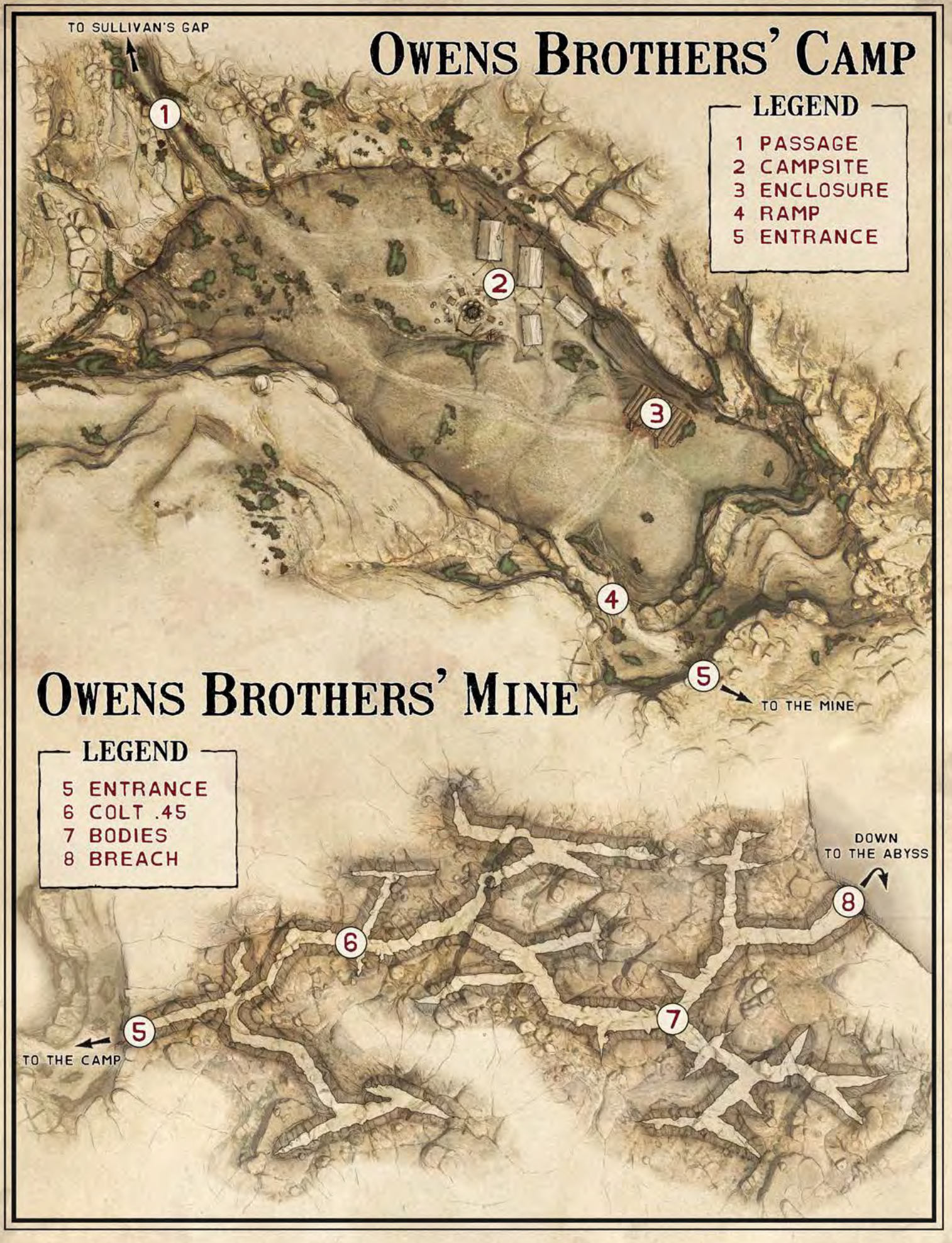
The Camp

There is a central fire pit surrounded by five crude wooden chairs, with various pots, pans, plates, and utensils scattered around and a large pile of firewood.

The mule shelter is a simple open-sided structure, with a low roof overhead and four stalls. The stalls are empty, and a successful **Spot Hidden** roll notes that the loose wooden bars that served as "gates" for each stall have been broken down, as if the mules bolted out of confinement. The undisturbed saddles are still here as well.

The two larger tents were used as quarters for the men. Jim and Paul Owens shared one, while brother Elvin bunked in the other with Frank Cooley and Newt Parker. Personal effects in each tent suggest their occupants, but the following notable items are also present:

- Various items of clothing and personal belongings are scattered around both tents, as if someone had been searching for something (this was actually the formless spawn using Elvin's body and mind to pore through and identify the items).
- In the tent with two bedrolls, there is a Colt revolver lying on one bedroll and an old Spencer rifle on the other. All cartridges in the revolver have been fired, and the rifle has only two unfired rounds in the magazine. There are two gun belts (without guns), two hats, and two pairs of boots in this tent.
- If the bedroll is moved, a **Spot Hidden** roll may detect something buried in the sandy earth a few inches below one of the two bedrolls in this tent. It is a wooden trunk and contains several small bags containing a total of 2D10 × $100 worth of silver dust and nuggets. A compartment inside the lid of the trunk holds the deed for the Owens'


TO SULLIVAN'S GAP
OWENS BROTHERS' CAMP
LEGEND
1 PASSAGE
2 CAMPSITE
3 ENCLOSURE
4 RAMP
5 ENTRANCE
1
2
3
4
5
TO THE MINE
OWENS BROTHERS' MINE
LEGEND
5 ENTRANCE
6 COLT .45
7 BODIES
8 BREACH
DOWN
TO THE ABYSS
8
6
7
5
TO THE CAMP

COMBAT IN THE MINE

Combat in the mine is perhaps inevitable and perilous. The space is cramped and the tunnel is unstable. No more than two characters should be able to fight side by side, and a fumbled Fighting skill roll should indicate that the attacker strikes either the nearest wall (see following) or a fellow combatant (for normal damage, no damage bonus).

Missed Firearms attacks and fumbled Fighting combat rolls that strike walls should roll half normal damage for the attack, treating this sum as a percentage chance of some sort of mishap in the mine. These mishaps might range from a minor rock fall (1D3-1 damage) to a minor cave-in (1D6 damage), to a major collapse (1D6 × 1D6 damage), with areas of effect ranging from 1 yard to 2D4 yards in diameter. Center the area of effect where the damage was likely to have been done (adjacent to the attacker who fumbles a Fighting roll, or in line with the target of a missed Firearms attack). Allow perceptive investigators the opportunity to **Dodge** or **Jump** out of the way of serious damage (perhaps further reducing or eliminating the possible damage). The Keeper is urged to use these rules judiciously, and not wipe out an entire party due to a single fumbled roll. Still, if they're foolish enough to throw around sticks of dynamite in the mine, they should expect to pay the consequences.

mining claim. Anyone who has inspected the mine can, with a successful **Science (Geology)** roll, estimate its value at roughly 2D3 × $1000.

- The other tent contains three bedrolls, one gun belt (with no gun), one pair of boots, two hats, a box of cartridges for the Spencer rifle, a banjo, and various personal effects, including a photograph of Hettie Pointer, Newt Parker's sweetheart.

The two smaller tents are used for storing supplies. One tent holds bags of flour, coffee, and sugar, as well as barrels of salted beef and water, a half-empty case of whiskey bottles, and tins of beans, peaches, pears, and so forth. Some of the bags have been cut open and a few barrels staved in.

The other small tent is filled with tools and the like: picks, shovels, hammers, 200 feet of rope (in 50-foot lengths), lanterns, lamp oil, wooden matches, bandages, bits of lumber, 40 feet of chain, and, perhaps most importantly, a case and a half of dynamite sticks (37 sticks in all), 70 feet of fuse, and 50 blasting caps. Several of these tools and items are scattered around the tent, as if the place had been rummaged through.

The Mine

The ledge up the canyon wall leads into the mine entrance. A wooden gate was built across the mine opening, but it has been (recently) thrown off its hinges and lies on the ledge nearby; an **INT** roll suggests that the gate was broken open, as its heavy padlock is still intact (with part of the frame remaining attached to it).

The tunnel itself is six to seven feet high and five to nine feet wide, with a few wooden joists at irregular intervals supporting the ceiling. There are a few side passages, most only a few yards deep, where veins of ore were briefly followed or sought. The nearby mine map shows the layout of the tunnels. A successful **Science (Geology)** roll makes out the main natural passage that cuts deeper into the mountain. A few dozen yards along the main passage the investigators find a Colt .45 revolver with four rounds discharged and two unfired (this was where Trapper Clegg fell to the zombies, before joining them).

The Keeper should punctuate the investigators' search of the mine with clattering sounds of rock and dust falling, wooden timbers creaking beneath the mountain's weight, and so forth. A **Jump** or **Dodge** roll might be required from time to time to avoid a mishap of some kind: tripping over a stone for 1D2–1 damage, a rock falling from above for 1D3–1 damage, or a minor cave-in doing 1D6 damage.

The Keeper should bear in mind that the zombie miners will probably move to interfere before the investigators can do much exploring in the mine.

A successful **Science (Geology)** roll indicates there is still at least a few thousand dollars of silver ore left in the depths of the mine. Delvers in the mine can, given time, casually gouge out 1D6 dollars' worth of ore with a few minutes' work with a pick or knife. Also, near the mine's deepest part is the breach into the chasm that falls away into darkness (see **The Abyss Below**), the origin of the Owens brothers' fate.

Dead Men Walking,

While in the mine, at one junction of passages, the investigators discover four bodies lying on the ground. The four men are obviously dead, and have been so for several days. Their skin is grey, their clothing is filthy, and closer inspection shows that most of them have suffered what appear to be gunshot wounds. Some sort of dark pus or ooze has crusted in these wounds, and dribbles from the corpses' mouths, noses, and ears. Two of the men (Trapper Clegg and Frank Cooley, who had been on watch the night the formless spawn came out of the mine) wear boots and empty gun belts, while the other two (Jim Owens and Newt Parker) are in their stocking feet. None are armed. Seeing the bodies calls for a **Sanity** roll (0/1D3 loss).

The dead men remain motionless unless touched, in which case they rise up to attack the intruders, drooling black ooze. Left undisturbed, they will also rise up to attack when "Elvin Owens" confronts intruders (see following). Anyone witnessing the dead miners' grim resurrection should make a **Sanity** roll (1/1D8 loss). Impaling weapons do only 1 point of damage to these undead, and all other attacks do only half damage. Any time a zombie is struck, black pus oozes from the wound; this calls for a second **Sanity** roll (0/1 loss) the first time it occurs.

If the zombies are roused, or left alone and bypassed, a fifth miner then approaches from the passageway ahead. He wears hat, boots, and gun belt, and carries a Colt revolver in one hand. Like the others, he appears to have been dead for some time, provoking a **Sanity** roll (1/1D8 or 0/1D4 loss if the investigators have already seen the other zombies rise). This was Elvin Owens, now inhabited by the intellect of the formless spawn. "Elvin" and the other dead men (who now rise up) attempt to kill anyone who ventures into the mine. The formless spawn intends to make zombies of the investigators, aiming to inhabit one of them since Elvin's brain is now useless as a source of information to the creature. Thanks to the spawn, the puppet Elvin has some personality, grinning with black oozing lips, and even speaking in crude, echoing sentences: "Friends, don't be afraid," "Welcome. I'm Elvin," "Stay. There is silver for all."

While the zombies may attack with fist and bite, the spawn-driven Elvin can also fire his pistol (and even reload if necessary). They will pursue intruders all the way out of the mine but no further than the camp, since the spawn is currently reluctant to venture farther. If the investigators escape, the spawn subsequently hides the zombies elsewhere in the mine, hoping to ambush the intruders if they return. A new "puppet" might be selected from freshly killed victims, used as Elvin was previously. Given suitable provocation, the spawn might surge forth to destroy the intruders, using the zombies as its vanguard.

Statistics for the zombies and puppet Elvin can be found in the **Characters and Monsters** section at the end of the scenario.

The Pitch-Black Thing

The black thing lurking in the mine is one of the formless spawn of Tsathoggua. It is a large blob of black protoplasm that can briefly takes forms and limbs according to the forms of life it knew in the black abyss: bats, rats, snakes, insects, and the like. It moves by a grotesque hopping/lurching/flowing motion, throwing part of its body forward and sliding the rest of its bulk to catch up. It has no eyes, ears, or organs of any kind, as its protoplasmic "skin" acts something like a bat's echolocation hearing, detecting movement, sound, and heat, and in that way sensing its environment.

The spawn is immune to most forms of attack, save magic, fire (a hit with a torch does 1D4 damage, a thrown lantern does 1D6), chemicals, and electricity—explosives do half damage. If the creature is injured, it crawls back to the breach, slithering down the wall of the chasm to **The Abyss Below**. At the Keeper's discretion it either remains there, wary of the surface world, or waits until the intruders have left before venturing out again.

The spawn has, thus far, confined its explorations to the Owens' camp, using the failing electrical impulses of the possessed Elvin Owens' brain to identify things it finds. It will soon want a new vessel (perhaps a claim-jumper or investigator) to explore further into the surface world. The creature is loath to move about in full sunlight in its natural form, and so may build up a small force of zombies and travel by night, while staying in caves during the day, as it makes its way toward the nearest town—there it will learn as much as it can before returning to the abyss, perhaps to rouse its brethren to try and build a new Tsathoggua cult among the surface-dwellers.

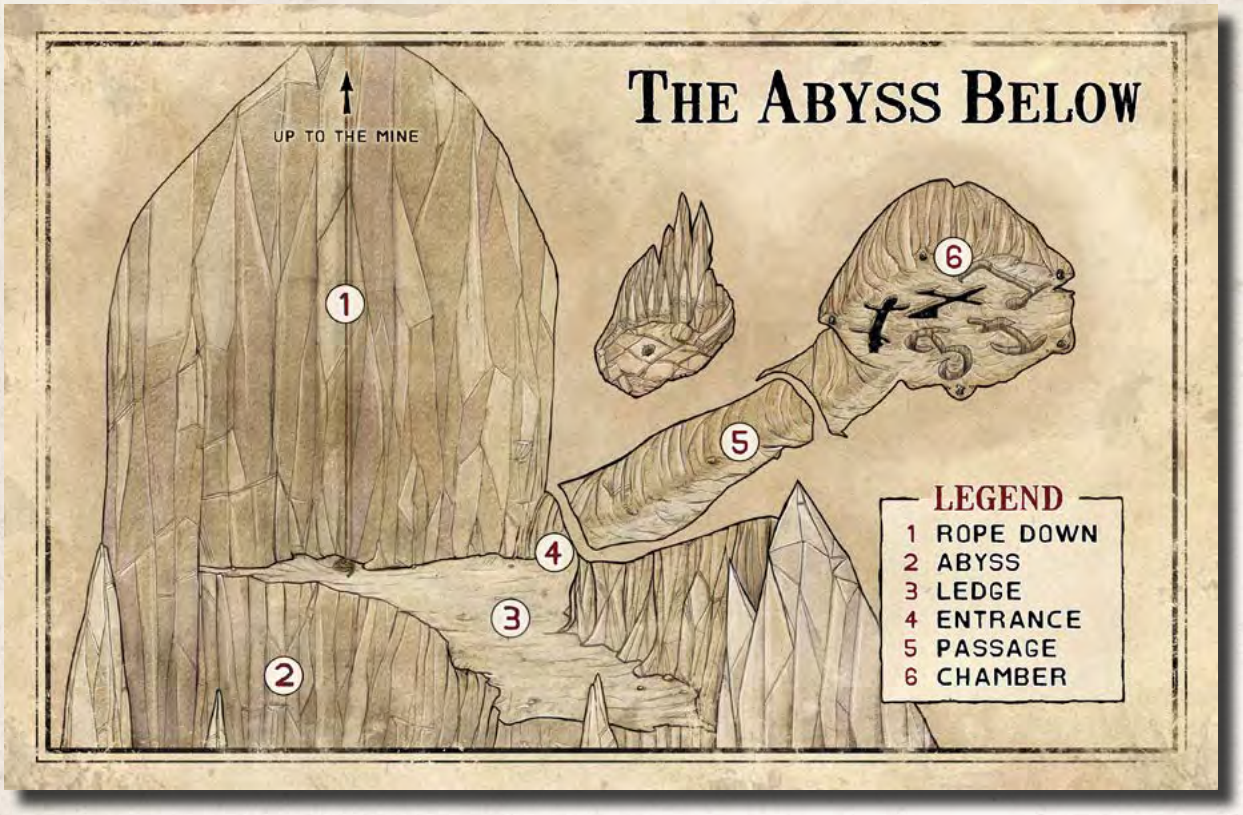
Statistics for the spawn of Tsathoggua can be found in the **Characters and Monsters** section at the end of the scenario.

The Abyss Below

The deepest section of the mine ends abruptly at a recently-dynamited section, where a gap in the wall opens into an enormous chamber beyond. This breach looks out into a massive chasm, nearly 50 yards across, reaching a hundred feet or more into the hillside above and plunging deeper than the eye can see below. Bats and other unseen, unidentifiable creatures flutter, skitter, and chitter in the darkness of the chasm. A Hard **Spot Hidden** roll (or a torch dropped into the abyss) reveals a broad ledge about 200 feet down. There is a large coil of rope (nearly 250 feet long) next to the breach, along with a few picks, spikes, and other tools. A second **Spot Hidden** roll finds where the rope was secured to a metal ring fastened to the wall.

Anyone lowered into the chasm by rope should make a **Climb** roll (allow a bonus die if the climber is being assisted); a failed roll may mean a minor mishap (the rope is snagged or the climber's hold is poor), while a failed pushed roll or a fumble could indicate that the rope has broken, plunging the delver into the abyss. A kindly Keeper might allow a **Luck** roll for this poor soul to fall and land on the ledge (possibly suffering broken bones and unconsciousness, and the loss of all but 1 hit point—such a victim dies within 1D3 hours without a **First Aid** roll). If the Luck roll fails, he or she lands on the ledge but is killed in the fall. A fall victim's status won't be known unless someone goes down to check on him or her.

Once on the ledge, the delver sees the abyss falling away ever deeper below, but in the rock wall can be seen a smoothly worn passage, which slopes gently downward. If followed, the smooth passage goes about 100 feet until it opens into a circular chamber, about 50 feet across, with a domed ceiling about 30 feet high at its peak. A nearby map depicts the ledge and this chamber. There are five large trenches or pits cut into the floor,



The Abyss Below Map by Andrew Law

each a different shape. The strange curving trenches are each about 8 feet long, 2 feet wide, and 2 feet deep; a successful **Cthulhu Mythos** roll recognizes the trench-shapes as sigils from the ancient Tsath-yo language. Two of the pits are filled with a black tarry liquid (three if the spawn has fled here from the mine above); these are two of Tsathoggua's formless spawn, but they won't react unless injured (by fire or explosives) or if the idol nearest their sigil/trench is disturbed. Thus roused, the spawn attempt to mercilessly slay all intruders.

In a small recess in the wall near each sigil/trench there stands a strange chunk of black basalt, about the size of a man's head. These pieces' smooth surfaces are either expertly carved or polished into vague shapes: close examination can discern features on each that may include a wide toothy maw, slit-like eyes, pointed ears, bat-like nostrils, and hunched fore- and hind-quarters. A successful **Anthropology** or **Archaeology** roll posits that these images were carved by no known human culture. Viewing one of the things up close calls for a **Sanity** roll (0/1 loss), and anyone who fails such a roll may be plagued afterward with the dream-sendings of Tsathoggua (see **Conclusion**). A **Cthulhu Mythos** roll may identify these idols as depictions of the Great Old One, Tsathoggua, and also suggests the actual nature of the black pools.

Note that the idols adjacent to any unoccupied trenches/pools can be taken away without fear of immediate retribution. Each idol weighs about 10 pounds. See the **Conclusion** for the ramifications of such thefts.

RUNNING THE SCENARIO

This is a fairly straightforward adventure. The investigators search Sullivan's Gap for the trail to the Owens brothers' mine, possibly encountering the mad prospector or the mountain lion before they find the miners' camp, where they find the miners missing and observe signs of a possible gunfight and/or search. The claim-jumpers may appear at this time to warn the investigators of the undead miners, or they may let the newcomers blunder into them inside the mine. The zombie miners and the claim-jumpers are probably dealt with at some point, and the mystery of what happened to the miners may or may not be unearthed.

The wild card in this adventure is the formless spawn hiding in the mine (or in the abyss below). The monster initially tries to use its zombie slaves to deal with intruders, hoping to add any new casualties to its undead ranks. Note that any fresh corpses left in the mine or the camp can be turned into zombies—so if the investigators and claim-jumpers clash and some are slain, the spawn can zombify the fallen.



The Formless Spawn breaks the Breach by M. Wayne Miller

If all the zombies are slain, the monster may retreat as the intruders advance into the mine. If necessary, it slithers back to the chamber in the abyss, where its brethren can aid it in destroying the surface dwellers. If the investigators don't pursue the creature into the depths, it may slink back into camp later to try and catch them unawares, as it did the Owens brothers. Alternatively, it may lie low in hopes they'll go away or come down to face it on its home ground in the chamber below. Perhaps, depending on the Keeper's longer-term campaign plans, the monster wants any surviving investigators (or claim-jumpers) to take one of the idols away with them, thereby potentially fostering the makings of a new cult to its master, the dreadful Tsathoggua.

Once the investigators have encountered the formless spawn, they may decide it's too tough an opponent and try to seal the thing up in the mine. This is a very reasonable decision, although later they may have to explain or cover up their reasons for sealing up a lucrative silver claim. On the other hand, the spawn may turn the tables on its adversaries and cave in the tunnel that leads into the box canyon where the Owens' mine is located, trapping the investigators there so it can kill them at its leisure.

CONCLUSION

To successfully complete the scenario, the investigators need to deal with the formless spawn in some reasonably permanent manner. If the creature was actually slain, each investigator should be awarded 1D10 Sanity points. If the thing was driven into the mine and the entrance was sealed with dynamite, the reward is only 1D6 points. An additional 2D4 Sanity points are awarded if the zombies were all destroyed. Each of the three claim-jumpers who were captured earns them another Sanity point apiece. If the mad armor-wearing prospector Rudolf Zimmer survives, this also earns an additional point of Sanity.

If the spawn is not killed, or the entrance to the mine is left open, the investigators eventually lose 1D8 Sanity, as some time in the near future the monster (or one of its brethren in the abyss) will ooze forth to wreak havoc on nearby settlements: people disappear, some to return as black-drooling zombies, and others become worshippers of the black lords from below. This may also occur if the Owens' mine is found and worked by new owners, perhaps as a result of the sale of the deed found in the camp.

In addition to the mine deed, there are a few other valuables and monetary rewards to be gained from the investigators' actions at the camp, including the hidden ore stash, any

additional scrapings they harvest from the mine, and several weapons, tools, and supplies lying about the camp, including any unused dynamite, which could be sold in town. There are also $50 bounties for the capture of Rand Boggs and Joe Barkley, and any additional rewards promised by prospective employers from the beginning of the scenario. If appropriate, the investigators may also want to break the news to Hettie Pointer concerning the death of her beau, Newt Parker. The investigators may also be put on the trail of the map inscribed inside the old Spanish breastplate worn by Zimmer.

If the investigators were foolish enough to steal any of the crude idols found in the chamber in the abyss, they may be plagued by nightmares as a result—these nightmares may also afflict anyone who failed their Sanity roll when examining the idols in the abyss chamber. Each night for 2D6 nights after an idol is taken (or the Sanity roll was failed on viewing one), the thief must make a successful **POW** roll to avoid suffering terrible dreams of that dark chamber below the earth, where writhing black shapes bubble up from the sigil-trench-pools, twisting about one another in horribly suggestive ways, and seeming to whisper the thief's name with unseen mouths, calling him to them. Each nightmare calls for a **Sanity** roll (0/1D3 loss). If the POW roll is fumbled, the hapless victim is compelled to take the idol back to its underground place, even if the mine entrance was dynamited shut. In this case the nightmares are automatically suffered every night until the victim either goes mad or returns the idol to some place sacred to the slumbering toad-god Tsathoggua. Treat this compulsion and curse as an insanity, an obsession to return the idol at any cost. The sufferer may sleepwalk or otherwise be unaware of his or her attempts to return the idol, or they may actively pursue this quest, certain that the price of ignoring this duty would be their own destruction. If an idol-thief loses all Sanity before the idol can be returned to a sacred place, they become a worshipper of Tsathoggua.

CHARACTERS AND MONSTERS

RUDOLF ZIMMER, *age 70+, crazed German prospector*

STR 50	**CON** 70	**SIZ** 50	**DEX** 55	**INT** 60
APP 40	**POW** 45	**EDU** 60	**SAN** 0	**HP** 12
DB: 0	**Build:** 0	**Move:** 4	**MP:** 9	

Combat

Brawl	25% (12/5), damage 1D3
Rapier	35% (17/7), damage 1D6
Dodge	20% (10/4)

Skills

Language (English) 10%, Language (German) 60%, Shout Out Crazy Orders 70%, Stealth 30%.

Armor: Conquistador breastplate and helmet, offering 5-point protection 60% of the time.

MOUNTAIN LION, *protective mother*

STR 80	**CON** 50	**SIZ** 70	**DEX** 90	**INT** —
APP —	**POW** 65	**EDU** —	**SAN** —	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 12	**MP:** —	

Combat

Attacks per round: 2

Attacks with either two claws or claw and bite. May attempt maneuver to pin down prey, gaining bonus die to next attack, which is raking (claw) or biting. Prey may attempt a DEX or STR roll, opposed by the lion's STR, on the following round to break free.

Fighting	60% (30/12), damage 2D6 + 1D4
Pin (mnvr)	60% (30/12), success grants bonus die to next attack
Dodge	45% (22/9)

Skills

Climb 70%, Jump 40%, Stealth 90%, Track 80%.

Armor: 1-point fur.



THE CLAIM-JUMPERS

	Rand	Melvin	Joe
STR	80	70	65
CON	70	65	70
SIZ	80	75	70
DEX	65	55	55
INT	65	55	60
APP	45	55	50
POW	65	50	40
EDU	60	50	65
SAN	60	46	35
HP	15	14	14
DB:	+1D4	+1D4	+1D4
Build:	1	1	1
Move:	8	7	7

Combat

Fighting	45% (22/9), damage 1D3 + DB
.45 revolver	45% (22/9), damage 1D10+2
12-g. shotgun (2B)*	45% (22/9), damage 4D6/2D6/1D6
.44 rifle**	45% (22/9), damage 2D6+1
Dodge	30% (15/6)

*Rand.
**Melvin and Joe.

Skills

Climb 55%, Fast Talk 40%, Jump 35%, Listen 40%, Psychology 25%, Spot Hidden 45%, Stealth 45%.

Armor: none.

FORMLESS SPAWN OF TSATHOGGUA, *the pitch-black thing*

STR 90	**CON** 60	**SIZ** 120	**DEX** 90	**INT** 70
APP —	**POW** 70	**EDU** —	**SAN** —	**HP** 18
DB: +2D6	**Build:** 3	**Move:** 12	**MP:** 14	

Combat

Attacks per round: 2 (limited to 1 bite per round)

Due to their extreme fluidity they are able to attack in a wide variety of ways, forming whips, tentacles, and other appendages with which to bludgeon and strike their opponents.

- **Bite:** the victim is instantly swallowed. Each round thereafter the victim takes 1 point of damage from constriction—the damage done per round progressively increasing by 1 point (e.g. on the second round 2 points of damage are taken, and so forth). While swallowed, the victim may take no action, though friends may attempt to slay the monster to free him or her. A formless spawn can make one bite attack per round and can continue to swallow prey until having swallowed its own SIZ in prey. While digesting a victim, a spawn may continue to fight but may not shift location without disgorging what it has swallowed.
- **Grab** (mnvr): grabs an opponent using one of its whip-like appendages; range is 24 yards.

Fighting	60% (30/12), damage 2D6+2D6
Grab (mnvr)	60% (30/12), opponent is held, damage 1D6+2D6
Bite	30% (15/6), damage swallowed, see note.
Dodge	45% (22/9)

Armor: immune to all physical weapons, even enchanted ones (wounds close up immediately); can be harmed by magic, fire, chemicals, and other forces (takes half damage from explosives).

Spells: Contact Formless Spawn of Tsathoggua, Create Zombie (variant).

Sanity loss: 1/1D10 Sanity points to see a formless spaw



UNDEAD MINERS, *zombie puppets*

	Elvin*	Jim	Frank	Newt	Trapper Clegg
STR	100	95	110	100	95
CON	110	100	115	100	95
SIZ	65	70	80	70	65
DEX	35	20	25	10	20
INT	70*	—	—	—	—
POW	70*	05	05	05	05
HP	17	17	19	17	16
DB:	+1D6	+1D6	+1D6	+1D6	+1D4
Build:	2	2	2	2	1
Move:	8	6	6	6	6

**Elvin is possessed by the spawn's intellect.*

Combat

Attacks per round: 1

Elvin

Fighting	50% (25/10), damage 1D3+1D6
.45 revolver	20% (10/4), damage 1D10+2
Dodge	N/A

Others

Fighting	30% (15/6), damage 1D3+DB
Dodge	N/A

Skills (Elvin only):

Listen 15%, Language (English) 55%, Spot Hidden 20%, Stealth 40%.

Armor: impaling weapons cause only 1 point of damage, all other attacks cause half damage.

Sanity loss: 1/1D8 Sanity points to see a zombie (or 1D3/1D8 if the person was known to the viewer).



CHAPTER 11

SCANLON'S DAUGHTER

Scanlon's Daughter is set in 1870; it can be set just about anywhere the Keeper desires, but the default location is near the border town of San Rafael, detailed in Chapter 9 of this book. Most of the events take place on the ranches of the Scanlon and Romero families, so investigators with ties to ranching are most suitable for play; other investigators may be friends or neighbors of one of the families or interested parties from San Rafael. The adventure is playable with smaller groups, but if more than 3–4 investigators are to play the Keeper should increase the degree of hostility between the Scanlon and Romero families.

KEEPER INFORMATION

Vicente Romero is a young hand on his family's cattle ranch near the town of San Rafael, Texas. Vicente is in love with the daughter of a local horse rancher, a stern patriarch named Everett Scanlon. Everett Scanlon disapproves of his teenage daughter Juliet's romance with the young Hispanic, and does his best to prevent their trysts. The vaqueros of the Diamond S ranch have standing orders to beat the hell out of any hands from the Romeros' ORO brand ranch, and they've already carried out those orders a few times—the feud is now bubbling toward harsher violence. To make matters worse, a nightmare from the Scanlon family's past is about take a role in the feud that will mean death for many on both sides.

Everett Scanlon bought the land for his ranch from Gustavo Romero almost two decades ago. As Scanlon and his men were moving piles of loose stone they unearthed a nest of hundreds of rattlesnakes. The disgusted ranchers shot, smashed, and killed the whole writhing horde, and in doing so they drew the ire of Yig, the Father of Serpents. When Scanlon moved his pregnant wife Francis onto the ranch, Yig sent a whisper into the wind, and one night that wind and that whisper reached the ear of Francis Scanlon as she slept. When she gave birth four months later, two babies emerged. One was a beautiful little girl. The other was also female—but not quite human. Its head was oddly flat, its eyes were snake-like slits, its tongue forked, and its skin rough and almost scaly to the touch. This thing hissed and bit the midwife assisting in the birth, and the poison and shock killed the old woman almost instantly. The horrified father quickly plunged a knife into the infant snake-thing's heart. The strain of these terrible events was too much for Francis Scanlon; her mind snapped, leaving her in a catatonic state.

The proud, hardheaded Everett Scanlon was now faced with horror and scandal, so he convinced the attending physician, Doctor Collins, to help him cover up what had transpired. Scanlon tossed the corpse of the child-thing he had killed into the creek, and he and Collins secretly took his stricken wife to a convent outside of Delapore, several hours' ride north of San Rafael. On their return they told everyone Scanlon's wife had died giving birth to his only daughter, Juliet, and the locals readily accepted their version of events. The old midwife was buried in a grave marked for Francis Scanlon.

But Yig was not yet finished with Everett Scanlon. He revived little Juliet's murdered sister, and for several years that feral creature lived all alone in the dusty brush country. And, as Yig had hoped, one day a very young Juliet Scanlon encountered her ophidian-featured twin near the creek. The girls instinctively recognized each other and a secret friendship grew between them. Everett Scanlon eventually learned of Juliet's furtive comings and goings, and when he followed her and saw her companion he was horrified. When he tried to shoot his monstrous "daughter," Juliet screamed and stepped between them, allowing "Violet" to escape.

Since then Everett Scanlon has been forced to accept Juliet's friendship with her snake-like sister. He hopes to kill Violet someday, but he knows that if he does he will lose Juliet as well. The two girls—now young women—still meet in secret, and Juliet has taken to teaching and caring for Violet. For her part, Violet secretly watches the activities

Opposite: Scanlon's Daughter by M. Wayne Miller

of Juliet and Everett Scanlon. She has seen Juliet's clandestine trysts with Vicente Romero, and she is torn between similar longings of her own and the fear that she might lose her only companion, her sister Juliet.

In the days to come, Violet Scanlon will attempt to court a lover of her own, but his horrified reaction will bring his death at her hands. Soon others from the Diamond S and ORO ranches will die, and each side will blame the other. Juliet and Vicente will be caught in the deadly feud, and jealous Violet may seek to take other "lovers," or perhaps even attempt to steal Vicente from her sister. Unfortunately, to Violet "love" usually means "death."

The investigators enter the picture when the first of Violet's victims, a Diamond S cowboy, is found dead on the Romeros' ranch.

INVESTIGATOR INFORMATION

The investigators can be drawn into this tale in a number of ways. Residents of San Rafael (or whatever town the Keeper uses as a campaign setting) may hear of the suspicious death of Nick Clayton, a hand on the Diamond S ranch owned by Everett Scanlon. Lawmen or other interested parties might then look into the cowboy's death.

The scenario assumes that at least some of the investigators are ranch hands at the Romero's ORO ranch. Other options would be to have them be employed on other ranches (but not the Scanlon Diamond S ranch) or in San Rafael itself. Ideally, the investigators should be employed at the ORO ranch, as this way they will have no knowledge of the Scanlons' past or Juliet's suspicious movements, and they will want to protect young Vicente from the threat that seems to be closing in on him; furthermore, they will be more prone to attacks by Violet, mimicking her sister's trysts with men from the other side of Scorpion Creek. Investigators employed by the Scanlon ranch should have been working there only a few weeks, having perhaps only just been employed, otherwise they might have had time to stumble across Violet or discover some of the Scanlons' other secrets.

If the investigators are employed at the Romeros' ORO ranch they may be the ones who discover Nick Clayton's body.

The Scanlon and Romero Feud

Everyone on the Scanlon and Romero ranches (and many a San Rafael resident) is aware of the feud between the Scanlons and Romeros. Everett Scanlon has always been protective of his only daughter, his only blood family, and when she began meeting with young Vicente Romero he ran the young man off and forbade her to see him again. Gustavo Romero was offended by Scanlon's dismissal of his son, telling Vicente to stay away from the Anglo girl. The couple (of course) disobeyed their parents, and have been sneaking away to go riding in the evenings, and swimming and picnicking on weekends. When Everett Scanlon next caught the pair together again he blackened Vicente's eye, but the young man walked away without fighting back. Gustavo and Alfonse Romero, however, have sworn to even the score against anyone from Scanlon's ranch should the opportunity present itself. Scanlon has told his men to do the same to anyone from the ORO ranch as well. There have been a few scuffles and fistfights so far, but it could get worse. But Juliet and Vicente still meet, now rarely and more discreetly than ever.

THE BODY

Nick Clayton's body is found in a stand of scrubby oaks on the Romero side of Scorpion Creek. Investigators employed by Romero could find it by accident, while Scanlon's men might find it while searching for their missing ranch-hand. Investigators not employed by either side probably hear about Clayton's death and arrive on the scene after the body has been taken away. In this case the body was found by Romero's men and taken to Scanlon's ranch.

Clayton is found on the ground lying face up, his eyes bulging from their sockets, a look of shock and agony on his face. His arms are held close to his sides, his fingers locked in claw-like gestures. There are also bruises on his mouth, and the skin of his lips is split in a couple of places. His unfired Colt revolver lies a few inches from his rigid grasp.

Anyone examining the body who succeeds with a **Medicine** or Hard **First Aid** roll discovers that several of Clayton's ribs are broken, and there are rough bruises on his forearms and back—hypothesizing that he was squeezed to death (non-medical investigators might draw the same conclusion with a Hard **INT** roll). Seeing the body calls for a **Sanity** roll (0/1 loss, or 0/1D3 loss for friends or coworkers of Clayton).

A **Track** or Hard **Spot Hidden** roll discovers signs of a struggle in the area: Clayton's booted prints and a much smaller barefoot print. The latter tracks return to the creek, where their trail is lost.

Keeper Note: last night Violet approached Clayton in the dim moonlight, and he mistook her for Juliet Scanlon. When she coyly led him across the creek he followed, and when he realized his mistake it was too late, as Violet quickly hugged and tried to kiss him. Clayton vainly tried to draw his gun, but her great strength prevented his escape, and he died, crushed to death in her grasp.

If the Romeros discover the body, they put it in a wagon and deliver it to Scanlon's ranch. They claim to have found the body on their land not far from the creek; they paid no heed to the surroundings, but claim they had nothing to do with Clayton's death. There is considerable tension, but unless the



Nick Clayton's Body by Jonathan Wyke

investigators on either side start a fight, the occasion remains somber. If Scanlon's people find the body, they are approached by 1D3+2 ORO riders (including any investigators) and possibly Alfonse and Vicente Romero. Again, unless the investigators start a fight, the situation, while tense, doesn't become violent.

When Clayton's body is taken to Doctor Collins (see following) for examination, he determines that the cause of death was having the breath crushed out of him, as if by a very strong man. This is all he'll say for now.

THE ROMERO ORO RANCH

The Romeros have about 250 head of cattle on their ranch southeast of San Rafael, on the north side of Scorpion Creek. The Romeros have owned this land for two generations and the hacienda is one of the finest in the valley. Gustavo Romero and his wife Cecelia live here with their sons Alfonse and Vicente, the latter of whom is involved with Everett Scanlon's daughter. In addition to the sprawling two-story villa, there is a bunkhouse for their cowhands, a storage barn, woodshed, cold-storage house, stables, two cattle barns, and an outrider's shack. See the map of the ORO and Diamond S ranches and their environs for the general layout.

None of the Romeros know anything about the Scanlons' secrets (the twin birth, Francis Scanlon's survival, and Violet's existence).

Note: statistics for all of the Romeros can be found at the end of the scenario in the **Characters and Monsters** section.

Vicente Romero

Vicente is the handsome younger son of rancher Gustavo Romero, and the secret lover of Juliet Scanlon. He is quiet, sensitive, and intelligent, compared to his brother and most cowhands. He is madly in love with Juliet, and while he'd prefer to have her father's blessing, it's crossed his mind to run away with Juliet. Unfortunately, she won't go, since that would mean abandoning her sister to the mercies of her father. Vicente has tried to cool down the tempers of his family and friends with regard to the Scanlon feud, since they've strongly suggested that he leave Juliet alone for everyone's sake. Vicente is too infatuated, however, to give up.

As the scenario progresses and Violet's actions begin throwing suspicion on Juliet, Vicente refuses to believe that she could be responsible for the killings plaguing the Diamond S and ORO ranches. If the investigators persist in making

theories that Juliet is a killer or some sort of monster, he'll break with them, perhaps to the point of asking his father to fire them (if they're ORO hands). Presented with indisputable proof of the danger to him (perhaps after he has seen Violet up close, for instance), Vicente might finally be convinced to run away with Juliet—but can she be convinced?

Traits: Vicente won't hesitate to defend himself, but he's normally a peaceable sort.

Alfonse Romero

Alfonse is Vicente's older brother, a hard-working, hard-playing cowboy, quick to laugh but just as quick to fight. He kids his brother about mooning over Juliet Scanlon, and while he wishes Vicente would leave her alone, he grudgingly stands by him. In a way, he likes the idea of feuding with the horse ranchers, but he also resents the idea that Scanlon thinks his daughter is too good for the likes of Vicente. As such, Alfonse is quick to rise to the challenge when things heat up between the ORO and Diamond S hands.

Traits: Alfonse is good-looking and amiable, but with a hot temper sometimes.

Gustavo Romero

Gustavo is the patriarch of the ORO ranch, father to Vicente and Alfonse. He is powerfully built, steely-eyed, with grey hair and bushy moustache. Gustavo's father started the ORO ranch decades ago, with Gustavo inheriting it after his father's death. It was Gustavo who sold Everett Scanlon the land south of Scorpion Creek where he started the Diamond S nearly twenty years ago. Gustavo got along with Scanlon back then, but the horse rancher changed drastically after his wife died giving birth to their daughter Juliet: he became less friendly, more sullen and secretive. The elder Romero had little contact with him after that, his interest only renewing when Vicente began seeing Juliet Scanlon. Gustavo warned his son against this relationship, and his reservations were confirmed when Scanlon tried to break up the young couple. Having told Vicente to leave the girl alone, Gustavo was outraged when Vicente later turned up with a black eye, courtesy of Everett Scanlon. He forbade the young man to see the girl again, and told his men to watch out for him.

Once the ORO men come under attack, whether by Violet or the Diamond S hands, Gustavo tells his men to defend themselves as they see fit, and that any Diamond S man caught on ORO land should be beaten and dragged back to



The Oro and Diamond S Ranches Map by Andrew Law

their own spread. If Vicente or Alfonse are killed, Gustavo would be enraged enough to strap on his guns and go after Everett Scanlon himself. Being a fair-sized rancher in the San Rafael valley, Gustavo has some small influence with the town marshals, and his casual friendship with the Sandovals earns him a bit more pull; this means that his men aren't liable to be arrested for brawling with Scanlon's men, but if there's killing involved, Gustavo may have to use his clout to make a case for self-defense (assuming there is any).

Traits: Gustavo is reserved but determined to look out for his family's interests, and will snap to anger if provoked.

Cecelia Romero

Gustavo's wife Cecelia is a cheerful outdoorsy woman. She cooks, cleans, and sews for the family, and also helps out with the herd every once in a while. She doesn't care much for Vicente's affair with the Anglo girl: Cecelia doesn't like Juliet's father, and the fuss he's made over the young lovers has left her thoroughly disgusted. She wishes Vicente would find someone else, as the trouble with Everett Scanlon is boiling over into both families and their ranches.

Traits: Cecilia is homely, welcoming, and cheerful.

Romero Ranch Hands

The Romeros have a half-dozen or so cowboys working for them. If any of them are not investigators the Keeper can use any of the following for the rest: lanky old Lúis Vásquez, shady Henry West, glum Frank Clay, dim-witted Timmy Weathers, and slow-moving Alex Reyes, and his surly brother Juan. If necessary, use the statistics for the Miscellaneous Ranch Hands given at the end of this scenario.

The hands take care of the cattle, with one cowpoke staying out at the outrider's shack for a day or two at a time before being replaced by another. The cowboys are expected to cook and clean for themselves, though Señora Romero sometimes makes a grand feast for the whole outfit. The Romero hands are faithful to their employer, and are very protective of "little" Vicente, whom most treat like a kid brother (despite his age).

Traits: the ranch hand will do just about anything to protect Vincente, and if anything happened to him—or to Alfonse for that matter—they'd seek vengeance on the perpetrator.

THE SCANLON DIAMOND S RANCH

Everett Scanlon's Diamond S ranch is located on the south side of Scorpion Creek. Scanlon has anywhere from 50–80 horses at any given time, tended by Scanlon and his hands. Scanlon's daughter, Juliet, also helps out around the place, and they employ a Mexican woman, Elena García, and her daughter, Christina, to do the cooking, cleaning, and laundry. In addition to the four horse barns and various corrals, there is a simple one-story ranch house, a small adobe hut for the servant women, a small cabin for the ranch hands, a stable, and a smokehouse-cum-storehouse.

The ranch also includes a tiny cemetery plot with a single grave in it; the gravestone is inscribed "Francis Scanlon 1833–1852" (assuming the scenario's start date is 1870). There is a body in the grave, that of the midwife killed 18 years ago, though there's no way to identify whose body it is, and Scanlon would probably kill whoever dug it up. With a successful **INT** roll anyone who thinks about it long enough realizes they've never seen Everett Scanlon visit his wife's grave, though Juliet occasionally does. See the map of The ORO and Diamond S ranches and environs for the general layout.

Note: statistics for everyone at the Diamond S ranch can be found at the end of the scenario in the **Characters and Monsters** section.

Everett Scanlon

Everett Scanlon is in his late 40s, tall, rangy, and weathered and tanned by a hard life in the sun. He has dark hair, cold blue eyes, and an even colder disposition. Wracked by the events of the past, Scanlon would do anything to protect his daughter and make her happy, but Juliet's friendship with her "sister" has put him at odds with her: if Everett were to kill his monstrous offspring, he would lose Juliet as well, so he is trapped. Once Violet starts killing people, Everett will confront Juliet with the idea that something has to be done; unfortunately, between Juliet's stubbornness and the simultaneously escalating feud with the Romeros, Everett won't be able to convince her or act fast enough. Scanlon is torn between losing his daughter to a suitor he despises and a monstrous daughter he's already killed once.

Throughout this adventure Scanlon tries to protect Juliet and deal with Violet himself, while sending his ranch hands to face the Romeros. He's no coward and if his men are in trouble he'll back them up. Scanlon tries to keep the feud non-lethal, and will only kill to defend himself or Juliet. He strongly suspects that Violet killed Nick Clayton and, as her attacks add up, he tries to track her down, alone, to stop her.

As the scenario progresses, investigators who meet Scanlon and who succeed with a **Psychology** roll will note his increasing stress (which he will claim is due to the troubles with the Romeros).

Should the investigators follow Scanlon as he searches for Violet, they must use **Stealth** to avoid his notice; otherwise he will angrily confront them, telling them to get back to where they belong. He will restrain from directly attacking unless they seriously provoke him.

Scanlon has placed his "late" wife Francis in a convent in a nearby town (see **Digging up the Past**, page 234). Every few weeks he visits the convent to give the nuns money to care for her, though he never reveals himself to her. He would be violently angry if someone were to find out about Francis, especially if they disturbed her.

Traits: Scanlon is cold, calculating, and prone to anger.

Juliet Scanlon

Juliet is Everett's 18-year-old daughter, thin and attractive, with dark hair and fair skin. She is smart, but very quiet and reclusive. Juliet is a good rider and likes to help out with the herd, but her father is protective of her and wishes she would be more ladylike. She is also rebellious, as her continuing relationship with Vicente Romero demonstrates, which also accounts for her attachment to her ophidian-featured sister, Violet.

Juliet thinks of Elena García as an aunt, but does not confide in her; she has shared some of her secrets with Elena's daughter Christina, whom she considers a little sister, but she has not told the girl about her other true sister, Violet.

When Juliet first met Violet, many years ago, they instantly bonded, each twin recognizing the other despite the fact Violet had grown up in the wild. Juliet visited her friend frequently, and Violet grew more and more "human." Juliet brought Violet her old clothes and taught her to speak, and to avoid other people—who would neither understand nor accept her troubling appearance. When Everett Scanlon discovered the two girls together he tried to kill Violet, but Juliet intervened and it was only later when he realized that this was the daughter he thought he had slain so many years earlier.

Juliet loves her sister, and she would do nearly anything to protect her. If Juliet is confronted about the strange girl out in the scrub, she will claim that she is a lost Mexican girl she has befriended. If pressed with accusations that the "Mexican girl" is a murderer who has to be stopped, Juliet will be driven to say that the girl shouldn't be harmed because she's her sister (though she doesn't know how or why she is the way she is).

Juliet has mostly avoided men all her life, but a chance meeting with Vicente Romero some months ago stirred something within her. The older boy was different, not like her father, and not like the rough vaqueros and horse traders she had grown up with. She believes Vicente to be shy, sensitive, and kind. Her growing love for the young cowboy threatens to tear her family apart, pitting Juliet against her father—and perhaps her sister as well.

Juliet often sneaks away from the ranch when everyone else is occupied elsewhere. She rides to the creek, where she wanders its banks, sometimes in reverie, sometimes seeking Violet, and at other times trysting with Vicente. Anyone following her must succeed with a **Stealth** roll to avoid her notice; otherwise, she may simply ride on without rendezvousing with anyone.

Traits: Juliet is intelligent, yet quiet and reclusive; although, she can be curt and haughty with her father's hired hands, especially if they are meddling in what she considers her business.

Elena García

Elena, 37, is the Scanlons' housekeeper. She is loyal to her employers and would never do anything to hurt them or jeopardize her own position. She knows nothing of the Scanlons' past, since she was hired some years after Juliet's birth. Elena does know of Juliet's budding affair with Vicente Romero. She thinks it's a good thing, and that Mister Everett is too protective of Miss Juliet; still, she keeps her opinions to herself.

Traits: Elena is very loyal to both Juliet and Everett Scanlon; taking pride in her work.

Christina García

Christina is Elena's 12-year old daughter, and her helper around the Scanlon house. Christina is a pretty little girl, shy and quiet, and perpetually barefoot—her mother is constantly telling her to put on her shoes. Note that this seemingly trivial matter is intended to bring suspicion on Christina when the investigators discover bare footprints at the scenes of attacks made by Violet.

Christina thinks of Juliet as an older sister, and is starting to pick up her habits, notably her sneaking out to wander the ranch—especially the creek. A **Charm** or **Fast Talk** roll might get Christina to reveal what Juliet might be up to at any given time.

Traits: forever going barefoot, Christina is a typical 12-year-old: inquisitive, somewhat shy, and quiet.

Scanlon Ranch Hands

Everett Scanlon employs only a few ranch hands, they are seasoned foreman Deacon "Deke" Melville, hot-headed young Johnny Gibbs, quiet Elliot "El" Horton, grizzled Vic Petersen, and of course the late Nick Clayton. Use the statistics for **Miscellaneous Ranch Hands** given at the end of this scenario.

None of the vaqueros know anything about Francis Scanlon or Juliet's sister Violet, though they are aware of Juliet's secret comings and goings, which they attribute to her meeting with "that bean-eater Romero boy." One or two of the hands know that their boss rides up to Delapore—alone—once every month or so, but none of them know why.

Scanlon's boys are loyal to him and will faithfully defend him and his daughter, including beating the crap out of any Romero personnel they come across—but they won't kill anyone unless it's clearly self-defense. They're are itching for some kind of fight now that Nick Clayton is dead, found on the Romeros' side of the creek.

Traits: Faithful to the Scanlons, hard-working, and itching to unleash their anger at the death of their friend Nick Clayton.

INTERESTED PARTIES IN SAN RAFAEL

San Rafael is likely to be the setting for various altercations between ranch hands from the feuding families (see **Events**). Other residents of the town have roles to play as the scenario unfolds, notably the local and federal law enforcement, and the troubled, secret-harboring Doctor Collins.

The Keeper should ensure they have read over the San Rafael section in Chapter 9. Note that page references refer back to Chapter 9 and the pertinent entries for San Rafael.

The Town Marshals

See Chapter 9, pages 196–197.

Technically, the suspicious death of Nick Clayton and any other crimes committed outside of town are the responsibility of the U.S. Marshals, but initially Marshal Kirby and his men cede their authority in the matter to Town Marshal Ricardo Mateo. Not surprisingly, Mateo isn't terrifically interested in what could be the accidental death of an Anglo ranch hand, so he does little about it—certainly there are no clues as to who committed the crime (if there was a crime at all).

Mateo is unlikely to take any action with regard to brawls or beatings occurring outside the town, unless someone is seriously injured or killed. In that case he'll reluctantly arrest the assailant(s) and hold them for trial when the circuit judge comes around in a few weeks. Melees in town are slightly more serious, especially if there is property damage done in a saloon or some other business. Mateo may hold everyone involved for 1D3 days (1D3+1 for Anglos), and probably charge them fines of 1D6 × $5. Anyone resisting arrest is liable to get a good thrashing from Mateo and his deputies.

If there is killing involved, things get even more serious. Unless a good case can be made for self-defense (or a bribe of 2D3 × $100 is paid), the accused killer is held in jail for trial, as noted above. If the jail fills up, Mateo may send prisoners to El Paso to be held for trial. Anyone who shoots at Mateo or his deputies, or otherwise threatens their lives, will find no mercy from them; they'll shoot to wound and at least severely beat those who eventually surrender.

In most cases Mateo is liable to side with the Romeros, but he won't believe foolish tales of snake curses, were-snakes, and the like. His first instinct is to stay out of feuds like this, so unless there's serious injury, death, or property damage Mateo is likely to do just that.

The U.S. Marshals

See Chapter 9, page 196.

Even though the U.S. Marshals initially defer to the town marshals regarding the death of Nick Clayton, subsequent crimes committed inside or outside of San Rafael will draw their attention and action. In town, Doug Kirby and his men probably arrest troublemakers and throw them in the town jail. The marshals won't act on simple brawls outside of town but if there's any gunplay and someone gets hurt, they'll investigate and arrest those involved. In short, the federal marshals are more likely to act on criminal activity than their local counterparts.

Doctor Alan Collins

See Chapter 9, page 197.

Doctor Collins is the only person in town (other than Everett Scanlon) who knows that Scanlon's wife Francis is alive, but insane, in a convent in nearby Delapore. Doctor Collins was present when Francis gave birth and witnessed the serpent-featured Violet's biting of the elderly midwifing servant and her immediate death, followed by Everett Scanlon's murder of the monstrous infant. These events sorely affected Collins, and in a daze he agreed to help Scanlon cover up what had occurred: the two buried the servant in a grave marked for Francis, and they both took Francis to the convent in Delapore. Everett, alone, weighted down the dead snake-child and threw it into the creek. Doctor Collins has never forgotten that horrible night and the hours that followed, and it has left him jittery and absent-minded.

Collins will be called on to examine any mysterious deaths that occur during the scenario, and if there are signs of snakebites and talk of snake-women, giant snakeskins, or related subjects, he grows noticeably upset. He claims a childhood incident with a nest of rattlers left him with a severe snake phobia, but a **Psychology** roll infers that his anxiousness is much deeper. A **Charm**, **Fast Talk**, **Intimidate**, or **Persuade** roll might get him to open up, but only to the extent that he'll reveal that there are old legends of an ancient snake-god, called Yig, who sometimes curses those who offend him.

Eventually, at a suitable moment, Doctor Collins can be used to reveal more, especially if the investigators keep after him and claim to have seen the "snake-woman." When confronted with such matters, Collins eventually mutters, "But

I saw him kill her! Unless..." An **Intimidate** or **Persuade** roll is needed to get him to open up, in which case he says, "Juliet! Of course! That's the only explanation! Yig cursed them both!" He won't reveal anything else, but will implore the investigators: "Watch Juliet! For all our sakes, watch her!"

Doctor Collins initially believes Juliet to be the cause of the recent murders, since he saw the true serpent-child slain 18 years ago; he believes she must be a "were-snake" of some kind, sent by Yig to avenge the death of the earlier snake-child. Once he's revealed this much, Doctor Collins spends most of the rest of the scenario in an alcoholic haze, until either Violet or Yig sends one of the children of Yig to silence him (see **Yig's Children**, page 238).

VIOLET SCANLON

Violet Scanlon is a very human-seeming spawn of Yig. She would be quite attractive if not for the light, almost feathery sheen of delicate and pale scales covering her entire body. Long dark hair sweeps back from a high forehead above slit-like eyes, a flattish nose, and a fork-tongued mouth, with prominent but not enormous fang-like canine teeth. Her fingers end in sharp talons. Her body is nearly as flexible as a snake's, allowing her to bend and twist in ways no human can. She also possesses superhuman strength and quickness. Violet wears old clothing brought to her by her sister Juliet, including trousers, blouses, bandannas, and even a dress or two; she disdains shoes, however, and always goes barefoot. The two girls would be virtually identical in appearance if not for Violet's ophidian characteristics.

Violet is intelligent, but with a cunning and cruel streak. She has learned much about the world from Juliet, but she is still just a barely-civilized animal. She hates and fears her father and, though she loves Juliet, if she were angry enough her animal instincts would drive her to kill her sister.

Violet is able to Summon and Bind Children of Yig. Encounters with her should always take into account these slithering "shock troops" which may distract would-be attackers, allowing her to strike or flee. Violet is almost always accompanied by at least 1D6 snakes (normal and/or children of Yig). Investigators who attack Violet may experience a nasty surprise as these snakes strike at them (with one or more likely gaining bonus dice to attacks against outnumbered investigators).

Throughout the scenario, Violet stays out of sight in the brush country along the banks of Scorpion Creek. By night she slinks out to spy on Juliet and her lover, and on the other ranches in the area. More details of her activities are discussed in the **Events** section.

RUNNING THE SCENARIO

"Scanlon's Daughter" combines elements of Shakespeare's *Romeo and Juliet* (doomed lovers from quarreling families) with the Hammer horror films *The Reptile* (serpentine daughter) and *Twins of Evil* (the twin girls, one of whom is a vampire). Violet is also a little like Boris Karloff's Frankenstein monster, in that her attempts to act human unfortunately lead to horror and death. But despite her almost child-like innocence, Violet is a monster, spawned by Yig as an instrument of revenge. When attacked by her father, cornered by the investigators, spurned by targets of her affection, or betrayed by her sister, Violet's cold-blooded animal instincts take over.

The story unfolds like a Western mystery, with the investigators trying to discover the truth behind Nick Clayton's death. As they do so they are embroiled in the escalating feud between the Romeros and the Scanlons. Fights break out, livestock are found dead, ranch hands are killed, the lovers are imperiled, past secrets are unearthed, and all involved are constantly plagued by snakes. All clues seem to point to someone or something at the Scanlon ranch, but is Juliet really secretly a monster? Or could it be the servant woman Elena or her daughter Christina? It's entirely possible the investigators could find and kill the spawn of Yig without ever discovering who she really was and why she hung around the Scanlon ranch.

The map of the ORO and Diamond S ranches and their environs shows the basic sites for this adventure, including the ranches, Scorpion Creek, and Violet's lair. The main buildings for each ranch (homes, bunkhouses, storage, etc.) are shown clustered together centrally; it is assumed that other outbuildings and structures (such as barns, corrals, and the ORO outrider's shack) are scattered around the ranches. The Keeper should place these as desired.

EVENTS

The following sections detail the later events of the scenario. The Keeper is free to decide which to use, and in what order. Keeper and players should also bear in mind that the investigators have to work for a living, and much of their time should normally be spent taking care of livestock, mending fences, and other ranch chores—or taking care of their businesses in San Rafael, if they're town dwellers. Investigators who persist in neglecting their duties are likely to be fired, or at least disciplined.

(Vicente) Romero and Juliet

Investigators employed by the Romeros or the Scanlons may want to keep an eye on Vicente and Juliet, especially once there are mysterious attacks on the ORO and Diamond S ranches. The young lovers try to meet in the evenings or very late at night, sneaking out the windows of their rooms and usually saddling up a horse to ride to their rendezvous. Unless someone is specifically watching Vicente or Juliet, a **Spot Hidden** or **Listen** roll (whichever is lower) is needed to see or hear them slipping away. A **Spot Hidden** roll is needed to follow them at a discreet distance, and if the trail is lost a Hard **Track** roll picks it up again (assuming it is dark). If the investigators make a noise or fail in their attempts to follow the pair, Vicente or Juliet may see their unwanted chaperones and attempt to elude them: make opposed **Ride** rolls for all involved; if the investigators fail, they are unable to catch up. (Alternately, use the chase rules from the *Call of Cthulhu Rulebook*.) If either or both of the lovers are caught, they order their captors to leave them alone or they'll be fired, though everyone involved probably knows this is a hollow threat.

Once caught, the clever and determined lovers subsequently adopt a regular schedule of meetings, usually once a day, in specific places on specific days of the week (e.g. Red Sands Gulch every Tuesday morning at 6 a.m.).

The Keeper may wish to have Violet lurking in the shadows watching Vicente and Juliet when they meet. Ideally, have Violet's stalking shadow appear only to quickly disappear when the investigator take note. Violet might also alarm the investigators and come to the lovers' defense if a true confrontation takes place. Remember, Violet is fast and should be allowed to escape the first such encounter; Juliet would, of course, defend her sister if she knew Violet was present.

The Feud

The quarrel between the Scanlons and Romeros started only recently, and thus far has been limited to a couple of scuffles between ranch hands. There was also the incident in which Everett Scanlon caught Vicente with Juliet and belted him, blackening Vicente's eye and threatening to kill him if he didn't stay away from his daughter—leading to the Romeros' threat to return the favor with any of Scanlon's men they encounter, in town or on the range.

Each investigator working as a ranch hand should roll **Luck** once per day: if failed, he or she has spotted 1D3 rival ranch hands working on the opposite side of Scorpion Creek. Either side may hurl insults or challenges, to be dealt with as the player and Keeper see fit.

In the evenings the ranch hands (investigators included) are free to ride into town to let off some steam. Investigators who do so should roll **Luck** again; if successful, there are 1D3+1 rival ranch hands present (rolls of 01–15 might indicate the presence of Romero or Scanlon family members). If the investigators don't make a move, call for a group **Luck** roll: if failed, someone else decides to start a fight, most likely with fists. If anyone is seriously injured or outnumbered, gunplay may result, further escalating the feud. Have the town marshals appear before anything too deadly occurs.

More seriously, 1D3 ranch hands, who spot a lone rider from the rival spread, might decide to ambush their enemy, cracking off a few shots with their Winchesters before retreating back to their own ranch. It would be virtually impossible to prove exactly who fired the shots.

As stated earlier, the law might become involved depending on how serious the conflict becomes.

Dead Livestock

Violet Scanlon becomes increasingly frustrated as the scenario progresses. She will eventually lash out, not only at the menfolk she desires but can't have, but also at the livestock on both sides of Scorpion Creek. Once or twice during the scenario the investigators should come across a dead or dying horse or cow. Ranch-hand investigators riding among the herd might suddenly see them bolt from a lone animal left staggering and sickly-looking before it collapses, close to death.

A careful examination discovers a couple of strange bite marks on the animal: **First Aid** or **Medicine**, or Hard **Natural World** or **Animal Handling** rolls infer that the bite looks strangely human, but with fang-like incisors that apparently injected poison into the animal. Violet, of course, has bitten the creature out of spite.

Stampede!

As hinted in the previous event, Violet's presence tends to spook the cattle and horses on the local ranches, and the creatures' panic may cause a stampede. Anyone riding with the herd must make a **Luck** roll to avoid being caught among the panicked, thundering livestock (a fumbled roll might mean the investigator is actually off their horse and standing amongst the herd when the stampede occurs).

Those caught with the herd must make a successful **Ride** roll to keep from being un-horsed in the fray. Those failing this roll are flung to the ground amid the plunging hooves (and horns, if cows) of the spooked animals; these poor souls suffer 1D4 trample attacks from horses (25% chance, 2D6 damage), or 1D4 charge attacks from cattle (35% chance, 1D10 damage—don't apply damage bonus). Be merciful here and allow quick thinking investigators who make a Hard **DEX** or **Jump** roll to re-horse themselves and, consequently, reduce the number of attacks on them by half (or halve damage, as appropriate).

If someone tries to stop the stampede, they need a successful **Animal Handling** roll or a combined **Ride** and **Rope** roll to



halt the rampaging beasts; if either is fumbled, the ranch hand must make a successful **Ride** to avoid falling among the herd and being trampled, as detailed above.

If the Keeper wishes, the herd may stampede toward a destination harmful to themselves (a gully or cliff), or others (other ranch personnel or the ranch house). If the herd is turned or the stampede halted, the rider who does so earns the gratitude of the rancher, earning a bonus die to all social skills with that ranch for the remainder of this scenario.

Snakes on the Plains

As the scenario progresses, Yig's influence in the area increases due to his sympathy for "Violet." Snakes of all sizes and species suddenly plague residents of the Romero and Scanlon ranches, as well as those in San Rafael and other neighboring farms. Each day each investigator should make a **Luck** roll: if failed, at some point during the day he or she encounters some form of serpent (a fumbled roll indicates the encounter is with a poisonous snake, probably a rattler, that attempts to bite him or her).

Other possibilities include a ranch hand finding a snake in his or her bed, on the path, along a creek bed, or even in a boot! Townspeople might find a snake hiding in a cupboard, under a boardwalk, on the front step, or slithering toward a child or infant.

Anyone who kills more than one snake in such encounters must make a successful roll **Luck** or suffer Yig's baleful influence; this takes the form of the Evil Eye spell (bad luck: all Luck rolls are halved, penalty die to all characteristic rolls, and guns malfunction with rolls of 75% or higher; see page 258, *Call of Cthulhu Rulebook*), with the next sunrise.

Death and the Ranch Hands

In her child-like way, Violet Scanlon wants to be like her sister Juliet; she wants to have a boyfriend, like Juliet has Vicente. Unfortunately, Violet doesn't understand that she is a monster, so when she approaches the ranch hands on the Romero and Scanlon ranches their horrified reactions make her angry. These events are the core of the scenario and so should be handled carefully.

Nick Clayton was the first to fall prey to her, as in the dark, from the rear, Violet looks much like Juliet (she was dressed in Juliet's old clothes). When he got close, Violet hugged him to herself and, as he struggled, her grip grew tighter, squeezing the breath out of him and breaking his ribs as she tried to kiss him. Similar fates await others on the neighboring ranches

(Alfonse Romero is a good possibility, later in the adventure).

By night, Violet creeps along Scorpion Creek, watching for ranch hands out making rounds or wandering among the buildings. If she can catch one alone, she'll try to lure him away, preferably to the scrub country along the creek. On foot, Violet can run faster than a man, so she'll tease him into following her. Unless the intended victim makes a Hard **Spot Hidden** roll, he'll mistake Violet for Juliet. Eventually Violet hides in brush or behind a tree or rock, until her target is in range, then she leaps out and grabs him, attempting to hug and kiss him as she did Nick Clayton. The target might have a chance to **Dodge** if they succeed in a Hard **Listen** or **Spot Hidden** roll to detect the ambush (treat as a fighting maneuver); otherwise they are suddenly caught in her sinewy grasp.

Once the girl's ophidian features can be seen, call for a **Sanity** roll (1D3/1D4+1 loss—the additional loss is due to Violet's attempts to kiss the target). The victim can only escape Violet's "hug" by winning an opposed **STR** roll. An investigator in Violet's grasp can only draw a weapon with a **DEX** roll; if successful, the firearms attack roll is Hard, with no bonus for point-blank range. For her part, Violet doesn't actually injure the target until he makes an attempt to free himself or attack her; on each subsequent round she inflicts 2D4 points of constriction damage. If Violet is injured, she will attempt to bite the target and then flee, perhaps lingering in the darkness to watch and make sure the victim will die—possibly returning or sending a rattlesnake to finish him off if he seems likely to survive. Should anyone else appear, perhaps to aid the stricken victim, Violet will disappear into the darkness.

Violet's venom is similar to a very virulent rattlesnake poison, causing 2D10 damage (strong poison): an Extreme **CON** roll reduces damage by half. The bitten victim's STR, DEX, and Move are halved for 1D6 hours, as he or she writhes with convulsions and fits of vomiting. The region of the body where the bite was inflicted turns a ghastly purplish-black color and swells to nearly twice normal size; if the victim survives, the swelling subsides within 1D6 days. Attempting to suck out the poison requires a successful **First Aid** roll, which reduces damage by half. Immediately cutting off the bitten limb may also prevent death, but with great and permanent cost.

Violet's victims may be discovered in a state similar to Nick Clayton, provoking a **Sanity** roll (0/1 loss or 0/1D2 if the victim was a friend/fellow ranch hand), or they may be found bloated with her poisonous bite (1/1D3 loss or 1/1D4 if the victim was a friend/fellow ranch hand). **Track** or Hard **Spot Hidden** rolls might notice small, bare human footprints at the site of the attack. If following such footprints to find the assailant, see **Tracking the Killer** (page 234).

Should Doctor Collins be called in to examine the bodies of Violet's victims, he is visibly shaken when examining the poisoned remains. He claims a large rattlesnake bit the victim; a **Psychology** roll reveals that he's lying, while a **Persuade** or **Intimidate** roll may get him to open up about his suspicions (see **Doctor Alan Collins**, page 197).

After slaying a victim or two, Violet may decide to make Vicente her next target, pretending to be Juliet and luring him out to the creek. Such a scene would make a good finale for the scenario, with the investigators, Juliet, and perhaps her father or Vicente's family desperately seeking young Romero before Violet has her way with him. The resulting standoff should be interesting, with Juliet trying to defend both Violet and Vicente, Violet trying to claim Vicente for her own (and perhaps jealously lashing out at her sister), and Everett Scanlon and the investigators just wanting to kill the snake-girl.

The Trail of the Snake

While riding along the eastern end of Scorpion Creek, allow the investigators a **Spot Hidden** roll to notice small scraps of snakeskin blown by the wind from a tiny overgrown canyon called Red Sands Gulch (due to the bright red earth found there). If they ride up the gulch to investigate they'll discover increasingly-larger scraps of snakeskin, caught in the mesquite and cacti growing there.

A **Natural World** roll pieces together enough scraps to guess that this snake must be close to ten feet long at least, calling for a **Sanity** roll (0/1 loss).

Other discoveries are even more disturbing. A successful **Spot Hidden** roll uncovers what appears to be an almost stocking-like section of skin, complete with a few toes (**Sanity** roll; 0/1D2 loss). A Hard **Spot Hidden** roll turns up something even more shocking stuck in the brush: scraps of long dark hair, with shreds of snakeskin attached! This discovery calls for a **Sanity** roll (1/1D3 loss). An **INT** roll recalls that Juliet Scanlon, Elena and Christina García, and the Romeros' wives and daughters all have long dark hair such as this.

Those with Medicine, Science (Zoology), or Natural World will be at a loss to determine a creature with both hair and scales, while those making a successful **Occult** roll may recall the legend of the lamia: a child eating monster, whose body is half woman half snake.

Yig's Children

Violet has the spell-like ability to Summon and Bind one of the children of Yig (cost of 5 magic points), which, at Yig's subliminal telepathic urging, she will do so to silence her enemies.

If Doctor Collins reveals what he knows to the investigators, within one or more days—perhaps as the investigators are in town or going to visit him again—the distraught physician

is visited by one of Yig's children: a rattlesnake nearly 8 feet long, with a small white crescent on its head.

Noticing the strange crescent shape symbol upon a child of Yig's head requires a successful **Spot Hidden** roll, which in turn allows a **Cthulhu Mythos** roll to be made in order to recognize the snake as one favored by Yig—provoking a **Sanity** roll (0/1D3 loss) as the investigator concerned recalls that the bite of such creatures is always fatal.

Once a child of Yig has bitten its target, it will slither away unless attacked, in which case it strikes at its tormentors; the creature's only goal is to kill its intended target, and if left alone it eventually departs.

Other prospective targets for these reptilian assassins are:

- Francis Scanlon, once she has revealed her role in the story.
- Everett Scanlon, as the scenario nears its end.
- An investigator who has seen or injured Violet.

Statistics for the children of Yig can be found in the **Characters and Monsters** section at the end of the scenario.

DIGGING UP THE PAST

Only three people in this scenario know the terrible truth behind the Scanlon curse: Everett Scanlon, his insane wife Francis, and Doctor Collins. Everett Scanlon won't reveal what he knows, and is prone to react violently against anyone digging into his affairs. If pressed, Doctor Collins might let slip his (erroneous) suspicions regarding Juliet, but he steadfastly claims Francis Scanlon is dead, since he believes she is harmless and safe where she is.

The only way the investigators are likely to find out about Francis Scanlon is if they discover that Everett makes a regular trip to Delapore every few weeks for reasons unknown to anyone in San Rafael. Probably the easiest way for the investigators to find out about Delapore is through the hands at the Diamond S ranch, some of which know about the Delapore trips.

Delapore is a dusty little town inhabited by fewer than 200 people, about 8 hours' ride northeast of San Rafael. Anyone inquiring there about Everett Scanlon's trips to town may, with a successful **Charm**, **Fast Talk**, or **Intimidate** roll, learn that he visits the Santa Rosa convent, on the edge of town.

Everett Scanlon pays the sisters of the convent good money to keep and care for his wife, so they are extremely reluctant to allow strangers to see her. Unless they can offer a convincing bluff (Hard **Fast Talk** roll) or sneak into the convent (successful **Stealth** roll to escape detection, with failure possibly bringing pursuit by U.S. Marshals when the authorities at San Rafael are informed), the investigators need a successful **Persuade** roll to get permission from the nuns to see "Sister Francisca." Francis is quite insane from the ordeal of giving birth to an infant monster and seeing her husband then kill the creature. She is able to communicate, but is very quiet and childlike. The nuns have been told to never mention her past, which Francis has all but forgotten: she only speaks of her life in the convent.

Francis is small, withered, and looks nearly twice her age, with a kindly but vacant smile. She answers to "Sister Francisca," and initially doesn't remember her original identity. A successful **Psychology** roll confirms that stressing the fragile woman could lead to a breakdown; however, if her interviewers persist with questioning, she soon recalls the awful events that drove her mad:

"Francisca" remembers a dream she once had... In the dream she was a young woman about to have a baby. When she gave birth it was to two babies, two daughters. One was beautiful, but the other was a terrible thing, scaled like a snake. It bit the old woman helping the doctor, and her arm blackened and she died. Then her husband stabbed the little snake-baby and she screamed and screamed and screamed and the doctor gave her some medicine and she slept. When she woke up she was herself again, here at the convent. Wasn't that the strangest dream?

If Francis is forced to recall these events, she becomes hysterical, screaming, "It MUST have been a dream! Please, God, just let it be a dream," and so on. The investigators may attempt to calm her with a **Psychoanalysis** roll, or may make a Hard **Persuade** roll to convince her that this memory is, in fact, "just a dream." In either case, call for a **Sanity** roll (1/1D3 loss), as much for reawakening her hysteria as for hearing her frightful tale. Any such outburst on Francis' part brings the nuns, who alert the authorities (as mentioned earlier). The nuns will certainly inform Everett Scanlon of such a disturbance, and he will be enraged—perhaps even driven to violence—to find anyone meddling in his past. If he does confront the investigators, a Hard **Fast Talk** or **Persuade** roll may be needed to calm him down if the investigators try to convince him they actually want to help.

Tracking the Killer

After the death of Nick Clayton, and subsequent attacks on the ORO and Diamond S ranches, the investigators may discover bare human footprints at the crime scenes. They may try to **Track** the possible assailant, but—initially, at least—the trail should quickly be lost when it crosses rocky ground or the creek.

The investigators' suspicions should be directed toward the women in the area. This includes Juliet, of course, but also young Christina García and perhaps even her mother Elena

on the Scanlon ranch. It should be mentioned somewhere in the course of the adventure that Christina is always barefoot—possibly by having ORO ranch hands spot her playing in the creek. The Keeper should encourage these suspicions, especially when added to the faulty theory (that Juliet is the killer) suggested by the crazed Doctor Collins.

As the adventure draws to a close, the investigators should be allowed better luck in their attempts to track the killer. Hard **Track** rolls might pick up Violet's trail to her lair (perhaps Regular rolls if Violet has been wounded). Failed rolls indicate unclear progress, while fumbled or pushed rolls offer "definite" leads in wrong directions (Christina's prints, perhaps?). Following Violet's trail also means running across the snakes she leaves behind to foil pursuit.

Violet's trail eventually leads to her hidden den above the creek bank. Here, a successful **Spot Hidden** roll spies a cleft in the rocks, with a twisting passage only accessible by humans of SIZ 50 or less. The cleft and passage reek with the smell of reptiles. The passage ends a few yards back in a small cave, which contains a nest made of grass and leaves, some of Juliet's old clothes (handed down to Violet), and scattered bones of small animals and birds. The cave is only big enough for Violet and one other person. If she is inside and a fight erupts, all melee attacks made against her suffer a penalty die due to the cramped space, while firearm attacks do not gain a point-blank bonus. Clever investigators will try to smoke her out of her cave, which works like a charm. Of course Violet might send one or two of the children of Yig out first in order to clear the way ahead of her. Having Everett Scanlon and/or Juliet Scanlon appear just as the investigators are smoking Violet out may add to the drama and potential fall-out.

Violet might not be in her den, however. She may have led her pursuers along the creek so they would be below her when she chooses to pounce on them from the rocks above. She may also toss a rattlesnake or two down onto her victims, just before she leaps herself. If she chooses this tactic, anyone who makes a successful Dodge roll can either dive out of her way, otherwise she attacks unopposed in the first round. Violet's plan is to bite as many people as possible before attempting to flee, if and when she is injured.

ENDGAME

The finale of the scenario is left for the Keeper to orchestrate. Violet Scanlon may try to lure Vicente Romero to his death, pursued by the investigators and other interested parties. Violet might finally be tracked to her den for a final confrontation, or perhaps Yig sends her to slay her sister and father, resulting in a tense nocturnal hunt on the ranch, fraught with attacks by snakes and Yig's children.

CONSEQUENCES

Each investigator receives a reward of 1D3 points of Sanity points if Juliet Scanlon survives the scenario, and a like amount if her father also lives. If Juliet dies, the investigators lose 1D4 Sanity points, and 1D3 Sanity points if her father is killed.

If the investigators kill Juliet, each loses 2D3 Sanity, and if their crime is discovered, they'll probably face murder charges.

If other crimes have been committed (and charges are filed), the investigators may be wanted and pursued by the offices of the law. Such outcomes are left to the Keeper to determine how they play in terms of an on-going campaign.

If Doctor Collins survives, the investigators receive 1D2 Sanity points; if he dies, they lose a like amount. If Vicente Romero dies they lose 1D3 points of Sanity (doubled if he was killed by the investigators). If Francis Scanlon dies there is a loss of 1 Sanity point, as the investigators' meddling is likely responsible. If the investigators kill Christina García as a result of suspecting her of being the barefoot slayer of Nick Clayton (and others), each investigator loses 1D6 Sanity for their grave error, with possible criminal charges to boot.

Finally, the death of poor, monstrous Violet nets each player character 2D4 points of Sanity. If the investigators help unite Vicente and Juliet they should be awarded 1D4 Sanity points; if they are instrumental in ending the Scanlon/Romero feud, each receives an additional 1D3 points of Sanity and the gratitude of the families concerned.

CHARACTERS AND MONSTERS

EVERETT SCANLON, *age 49, distraught father, horse rancher*

STR 65 **CON** 70 **SIZ** 60 **DEX** 55 **INT** 65
APP 55 **POW** 60 **EDU** 75 **SAN** 54 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12

Combat

Brawl	65% (32/13), damage 1D3+1D4
.45 revolver	40% (20/8), damage 1D10+2
.44-40 rifle	55% (27/11), damage 2D6+1
Dodge	35% (17/7)

Skills

Animal Handling 55%, Credit Rating 55%, Intimidate 60%, Law 35%, Listen 35%, Natural World 60%, Navigate 35%, Language (English) 75%, Language (Spanish) 30%, Ride 65%, Rope Use 60%, Spot Hidden 40%, Stealth 40%, Track 30%.

Armor: none.

JULIET SCANLON, *age 17, love-struck daughter*

STR 50 **CON** 60 **SIZ** 55 **DEX** 70 **INT** 70
APP 80 **POW** 60 **EDU** 60 **SAN** 52 **HP** 11
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12

Combat

Brawl	40% (20/8), damage 1D3
.31 pocket revolver	30% (15/6), damage 1D8
Dodge	50% (25/10)

Skills

Art/Craft (Piano) 55%, Art/Craft (Singing) 60%, Charm 55%, Cthulhu Mythos 5%, Fast Talk 60%, History 40%, Listen 40%, Natural World 40%, Occult 20%, Language (English) 60%, Language (Spanish) 35%, Ride 60%, Spot Hidden 45%, Stealth 70%, Swim 45%, Track 30%.

Armor: none.

VICENTE ROMERO, *age 23, lover*

STR 60 **CON** 70 **SIZ** 70 **DEX** 75 **INT** 65
APP 70 **POW** 65 **EDU** 60 **SAN** 65 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 13

Combat

Brawl	60% (30/12), damage 1D3+1D4
.36 revolver	35% (17/7), damage 1D10+2
.44–40 rifle	40% (20/8), damage 2D6+1
Dodge	45% (22/9)

Skills

Charm 60%, Fast Talk 40%, Jump 50%, Listen 30%, Natural World 55%, Navigate 35%, Language (English) 50%, Language (Spanish) 60%, Ride 70%, Rope Use 70%, Spot Hidden 35%, Stealth 45%, Track 35%.

Armor: none.

ALFONSE ROMERO, *age 25, brother*

STR 75 **CON** 75 **SIZ** 70 **DEX** 65 **INT** 60
APP 60 **POW** 60 **EDU** 55 **SAN** 60 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 12

Combat

Brawl	75% (37/15), damage 1D3+1D4
.45 revolver	50% (25/10), damage 1D10+2
.44–40 rifle	45% (22/9), damage 2D6+1
Dodge	55% (27/11)

Skills

Animal Handling 55%, Intimidate 40%, Fast Talk 40%, Jump 55%, Listen 40%, Natural World 65%, Navigate 40%, Language (English) 35%, Language (Spanish) 55%, Ride 80%, Rope Use 75%, Spot Hidden 40%, Stealth 40%, Throw 50%, Track 35%.

Armor: none.

GUSTAVO ROMERO, *age 55, father, cattle rancher*

STR 65 **CON** 75 **SIZ** 60 **DEX** 60 **INT** 70
APP 60 **POW** 65 **EDU** 75 **SAN** 65 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 6 **MP:** 13

Combat

Brawl	60% (30/12), damage 1D3+1D4
.45 revolver	45% (22/9), damage 1D10+2
.44–40 rifle	55% (27/11), damage 2D6+1
Dodge	35% (17/7)

Skills

Animal Handling 70%, Charm 40%, Credit Rating 50%, Intimidate 45%, Listen 40%, Natural World 75%, Navigate 45%, Language (English) 40%, Language (Spanish) 75%, Ride 75%, Rope Use 75%, Spot Hidden 45%, Stealth 35%, Track 45%.

Armor: none.



CECELIA ROMERO, *age 44, mother*

STR 55	**CON** 65	**SIZ** 55	**DEX** 60	**INT** 65
APP 70	**POW** 65	**EDU** 65	**SAN** 65	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 13	

Combat

Brawl	30% (15/6), damage 1D3
.44–40 rifle	35% (17/7), damage 2D6+1
Dodge	40% (20/8)

Skills

Art/Craft (Sewing) 70%, Charm 50%, Fast Talk 60%, History 30%, Listen 45%, Natural World 40%, Occult 30%, Language (English) 30%, Language (Spanish) 65%, Ride 50%, Spot Hidden 45%, Stealth 40%.

Armor: none.

DOCTOR ALAN COLLINS, *age 58, Physician*

STR 45	**CON** 65	**SIZ** 40	**DEX** 45	**INT** 65
APP 55	**POW** 60	**EDU** 90	**SAN** 45	**HP** 10
DB: 0	**Build:** 0	**Move:** 7	**MP:** 12	

Combat

Brawl	30% (15/6), damage 1D3 (or scalpel 1D3)
Dodge	35% (17/7)

Skills

Accounting 35%, Credit Rating 40%, Cthulhu Mythos 5%, Fast Talk 35%, First Aid 75%, History 25%, Language (Latin) 30%, Library Use 40%, Medicine 45%, Occult 20%, Persuade 30%, Psychology 50%, Language (English) 90%, Language (Spanish) 20%, Science (Biology) 45%, Science (Pharmacy) 45%, Stealth 30%.

Armor: none.

FRANCIS SCANLON, *age 35, insane mother*

STR 40	**CON** 45	**SIZ** 50	**DEX** 50	**INT** 55
APP 45	**POW** 45	**EDU** 50	**SAN** 15	**HP** 9
DB: 0	**Build:** 0	**Move:** 8	**MP:** 9	

Combat

Brawl	35% (17/7), damage 1D3
Dodge	25% (12/5)

Skills

N/A (all at base percent).

Armor: none.

"VIOLET SCANLON," *age 17, spawn of Yig*

STR 100	**CON** 130	**SIZ** 55	**DEX** 100	**INT** 55
APP 15	**POW** 60	**EDU** —	**SAN** —	**HP** 18
DB: +1D4	**Build:** 1	**Move:** 11	**MP:** 12	

Combat

Attacks per round: 2 or 1 (2 claws and 1 bite, or 1 hug/crush)

Fighting	75% (37/15), damage 1D4+1D4 (plus poison* if biting)
Hug (mnvr)	75% (37/15), following round automatic crush, damage 2D4
Dodge	65% (32/13)

Violet's bite injects strong poison causing 2D10 damage; an Extreme* **CON *roll halves this damage. The victim's STR, DEX, and Move are halved for 1D6 hours, as he or she writhes with convulsions and fits of vomiting. The region of the body where the bite was inflicted turns a ghastly purplish-black color and swells to nearly twice normal size; if the victim survives, the swelling subsides within 1D6 days. Attempting to suck out the venom requires a* **First Aid** *roll; success halves damage (or quarters it if the victim made the Extreme* **CON** *roll). Immediate amputation of a bitten limb may prevent death, albeit at great and permanent cost.*

Skills

Listen 60%, Spot Hidden 75%, Stealth 80%, Swim 80%.

Armor: 1-point scales.
Spells: none; innate power to Summon and Bind Child of Yig (5 magic points).
Sanity loss: 1/1D8 Sanity points to see Violet Scanlon.

CHILD OF YIG, *rattlesnake*

STR 40	**CON** 50	**SIZ** 40	**DEX** 90	**INT** —
APP —	**POW** 60	**EDU** —	**SAN** —	**HP** 9
DB: n/a	**Build:** –1	**Move:** 8	**MP:** 12	

Combat

Attacks per round: 1

Often these snakes appear so swiftly that the victim is startled (**Listen** or **Spot Hidden** roll to avoid ambush) and automatically hit unless he or she can react swiftly (**Dodge** roll). The child of Yig will pursue and continue to attack unless it is killed.

Fighting	50% (25/10), damage 1+poison*
Dodge	45% (22/9)

A Child of Yig's bite injects strong poison causing 2D10 damage; an Extreme* **CON *roll halves this damage. Attempting to suck out the venom requires a* **First Aid** *roll; success halves damage (or quarters it if the victim made the Extreme* **CON** *roll). Immediate amputation of a bitten limb may prevent death, albeit at great and permanent cost.*

Skills

Stealth 70%.

Armor: none.
Sanity loss: 0/1 Sanity points to see a child of Yig.

RATTLESNAKES, *Violet's friends*

STR 25	**CON** 35	**SIZ** 25	**DEX** 50	**INT** —
APP —	**POW** 40	**EDU** —	**SAN** —	**HP** 6
DB: n/a	**Build:** –2	**Move:** 8	**MP:** 12	

Combat

Attacks per round: 1 (bite)

Bite	40% (20/8), damage 1D2+poison*

A rattlesnake's bite injects strong poison causing 2D10 damage; an Extreme* **CON *roll halves this damage. Attempting to suck out the venom requires a* **First Aid** *roll; success halves damage (or quarters it if the victim made the Extreme* **CON** *roll). Immediate amputation of a bitten limb may prevent death, albeit at great and permanent cost.*

Skills

Stealth 90%.

Armor: none.

MISCELLANEOUS RANCH-HANDS (Scanlon's vaqueros, Romero's cowboys)

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	65	60	70	65	70	60	85	60	65	65
CON	75	60	55	50	65	65	70	60	55	75
SIZ	60	65	60	60	70	65	80	65	65	70
DEX	60	65	55	70	50	65	55	70	65	70
INT	60	55	75	65	60	70	65	75	65	60
APP	45	55	60	50	40	70	60	55	50	40
POW	55	50	65	50	40	55	60	60	50	40
EDU	50	45	40	50	55	60	40	55	50	60
SAN	55	50	65	50	40	55	60	60	50	40
HP	13	12	11	11	13	13	15	12	12	14
DB:	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D6	+1D4	+1D4	+1D4
Build:	1	1	1	1	1	1	2	1	1	1
Move:	8	8	8	8	8	8	8	8	8	8
MP:	11	10	12	10	8	14	12	11	10	8

Combat

Brawl	70% (35/14), damage 1D3 +DB (or knife 1D4+DB)
.45 revolver	40% (20/8), damage 1D10+2
.44–40 rifle	50% (25/10), damage 2D6+1
Dodge	45% (22/9)

Skills

Animal Handling 55%, First Aid 35%, Fast Talk 45%, Jump 45%, Listen 40%, Natural World 60%, Navigate 40%, Language (English) (Scanlons 50%/Romeros 35%), Language (Spanish) (Scanlons 10%/Romeros 50%) Ride 70%, Rope Use 65%, Spot Hidden 35%, Stealth 40%, Throw 45%, Track 30%.

Armor: none.







CHAPTER 12

BIBLIOGRAPHY

The following provides sources of information (factual and fictional) that might inspire or inform players and Keepers.

Key

* Recommended
** Highly recommended
+ Weird Western content

Fiction

The stories "The Secret of Lost Valley," "Old Garfield's Heart," and "The Horror From the Mound" from the collection *The Horror Stories of Robert E. Howard* are recommended for their mix of horror, adventure, and Lovecraftian elements; notable among Howard's other weird Westerns are tales such as "The Man on the Ground" and "The Dead Remember." Some of his other 1930s-era Southern Gothic horror pieces are also well worth reading, especially the nightmarish classic "Pigeons From Hell."

Also highly recommended is Howard's grim two-fisted Western novel *The Vultures of Whapeton* (now corrected to "Wahpeton"), available on its own in old paperback versions, or as part of the excellent Howard Western collection *The End of the Trail*. Other Howard horror collections include *Cthulhu: The Mythos and Kindred Horrors* and Chaosium's *Nameless Cults*, both of which collect Howard's Mythos works, and *Trails in Darkness*, which collects his Southwestern horror tales.

The Lovecraft titles listed below are his Southwestern tales. Lansdale's book is a slightly Lovecraftian tale of a resurrected Indian sorcerer and his zombie horde. *The White Buffalo* is a wonderfully elegiac book (and highly recommended) about the quest of Bill Hickok and Crazy Horse to hunt a great white buffalo that haunts both their dreams.

+Collins, Nancy, *Dead Man's Hand*
*Howard, Robert E., *The End of the Trail*
*+Howard, Robert E., *The Horror Stories of Robert E. Howard*
+Howard, Robert E., *Trails in Darkness*
**Howard, Robert E., *The Vultures of Whapeton*
+Lansdale, Joe R., *Dead in the West*
+Lovecraft, H. P., "The Mound" (with Zealia Bishop), "The Curse of Yig" (with Bishop), "The Transition of Juan Romero," and "The Electric Executioner" (with Adolphe De Castro)
*+Sale, Richard, *The White Buffalo*

Non-Fiction

Most of the titles in this section are fairly self-explanatory. Foster-Harris's book delves into the everyday workings of everything from horse tackle and weapons to clothing and stagecoaches, with lots of helpful line drawings (highly recommended). The Barnard and Monaghan titles are big, profusely-illustrated overviews of various aspects of life in the mid to late 19th century. The Bryan, Patterson, and Simmons books offer many colorful tales of outlaws and western town fracases. Utley's book soberly covers the Lincoln County War and Billy the Kid's role in it. Dee Brown's book is probably *the* essential work on the Indian Wars and the subjugation of the American Indian nations. The Dobie books are excellent collections of tales about cowboys and cattle drives, and lost mines and treasures and those who sought them in the Southwest.

*Adams, Ramon F., *Western Words: A Dictionary of the Old West*
Ames, John, *The Real Deadwood*
*Barnard, Edward S., editor, (Reader's Digest), *Story of the Great American West*
Blackman, W. Haden, *The Field Guide to North American Monsters*
*Brown, Dee, *Bury My Heart at Wounded Knee*

*Bryan, Howard, *Wildest of the Wild West: True Tales of a Frontier Town on the Santa Fe Trail*
*+Dobie, J. Frank, *Coronado's Children*
*Dobie, J. Frank, *A Vaquero of the Brush Country*
Flayderman, Norm, *Flayderman's Guide to Antique American Firearms and Their Values*
**Foster-Harris, William, *The Look of the Old West*
Grant, Bruce, *Concise Encyclopedia of the American Indian*
Israel, Fred L., editor, *The 1897 Sears Roebuck Catalog*
Johnson, Robert Neil, *Southwestern Ghost Town Atlas*
*Monaghan, Jay, editor, *The Book of the American West*
Moulton, Candy, *The Writer's Guide to Everyday Life in the Old West*
O'Neal, Bill, *Encyclopedia of Western Gunfighters*
Patterson, Richard, *Historical Atlas of the Outlaw West*
Rosa, Joseph G., *Age of the Gunfighter*
Simmons, Mark, *Ramblers & Renegades: True Tales of Territorial New Mexico*
Simmons, Mark, *When Six-Guns Ruled: Outlaw Tales of the Southwest*
**Time-Life Books: *The Old West* (27 volumes)
*Utley, Robert M., *High Noon in Lincoln*
Waldman, Carl, *Encyclopedia of Native American Tribes*
+Williams, Brad, and Choral Pepper, *Lost Legends of the West*
+Williams, Brad, and Choral Pepper, *Lost Treasures of the West*
+Williams, Brad, and Choral Pepper, *The Mysterious West*

Magazines

These are the two main historical Western magazines currently publishing, both covering a wide variety of Western topics. *Wild West* features historical subjects (people, events, battles, gunfights, tragedies) almost exclusively, while *True West* also examines other aspects of Old West and modern Western culture (travel, food, fashion, entertainment).

True West
**Wild West*

Films

Most of these titles feature some sort of "weird" element, whether it's human cannibals, an apparent American Indian sorcerer, cowboys versus dinosaurs, or downright Lovecraftian prairie horrors. The non-weird Westerns listed here are given as examples of "adventuring parties" at work. An intriguing adventure idea might see a heroically skillful non-player character scholar or gunfighter leader akin to *The Magnificent Seven*'s Chris assembling a team of player-character investigators for some eldritch inquiry—and then dying first, leaving the investigators to unravel the mystery on their own!

*+*The Burrowers* (2008)
*+*Bone Tomahawk* (2015)
+*Dead Man* (1995)
+*High Plains Drifter* (1973)
**Mackenna's Gold* (1969)
**The Magnificent Seven* (1960)
+*The Missing* (2003)
+*Ravenous* (1999)
+*The Seven Faces of Dr. Lao* (1964)
*+*The Shadow of Chikara* (AKA *Wishbone Cutter*, *Diamond Mountain*, etc., etc.) (1977)
*+*Silent Tongue* (1994)
**Silverado* (1985)
*+*The Stranger's Gundown* (AKA *Django the Bastard*) (1969)
**Tombstone* (1993)
+*Tremors 4: The Legend Begins* (2003)
+*The Valley of Gwangi* (1969)
*+*The White Buffalo* (1977)

Television

In its gritty depiction of the titular mining camp, *Deadwood* almost single-handedly redefined the modern Western as profane, filthy, and amoral. It also inspired the Pawheton setting elsewhere in this book, and is a good example of a town full of colorful player-character-types. *Hell on Wheels* is a similarly gritty depiction of life in a Union Pacific railroad camp just after the Civil War. *Have Gun Will Travel* and *Wanted: Dead or Alive* deal with a traveling troubleshooter and a bounty hunter respectively, and are among the best of their kind. In the author's opinion, *Maverick* is the most consistently entertaining Western TV series ever, covering the full run of the genre from ranching and Indian-fighting to poker games, riverboats, and dabblings in business and high society, from Mexico to the Dakotas, New Orleans to San Francisco. *Lonesome Dove* is another fine depiction of a group of player-character types, this time on a long cattle drive. *The Adventures of Brisco County, Jr.* and *The Wild Wild West* offer Western adventure (sometimes light-hearted or tongue-in-cheek) with weird elements.

+*The Adventures of Brisco County, Jr.* (1993)
**Deadwood* (2004–2006)
Have Gun Will Travel (1957–1963)
Hell on Wheels (2011+)
Lonesome Dove (1989)
***Maverick* (1957–1962)
Wanted: Dead or Alive (1958–1961)
+*The Wild Wild West* (1965–1969)

Comics

Titles such as *Blaze of Glory*, *Desperadoes*, *Jonah Hex: Riders of the Worm*, *Justice Riders*, and *The Sixth Gun* again show groups of characters working together. *Riders of the Worm*, *Lone Ranger and Tonto: It Crawls*, and *San Saba* feature horrors that are at least vaguely Lovecraftian, and sometimes explicitly so.

*+*The Big Book of the Weird Wild West* (Paradox Press 1998)
**Blaze of Glory* (Marvel Comics 2002)
+*Desperadoes: A Moment's Sunlight, Epidemic, Quiet of the Grave, Banners of Gold,* and *Buffalo Dreams* (Image Comics, Homage Comics, IDW Publishing 1997–2007)
+*Hawken* (IDW Publishing 2011–2012)
**Jonah Hex* (DC 1977–1985, 2005–2011)
*+*Jonah Hex: Riders of the Worm and Such* (Vertigo/DC 1995)
*+*Jonah Hex: Two-Gun Mojo* (Vertigo/DC 1993)
*+*Justice Riders* (DC Comics 1997)
*+*The Lone Ranger and Tonto: It Crawls* (Topps 1994)
+*Loveless* (Vertigo/DC 2005–2008)
*+*The Secret of San Saba* (Kitchen Sink 1986)
+*The Sixth Gun* (Oni 2010+)



Music

Recommending background music for roleplaying games is always tricky, since everyone's tastes differ greatly. The following are mostly film and game soundtracks, so primarily instrumental music. Some Keepers might find additional sources in rock, country, or country-rock bands, or other Western film scores. The author recommends further selections from the early Eagles and Dire Straits albums, Waylon Jennings, Neil Young, Stevie Ray Vaughan, Los Lobos, Red Lorry Yellow Lorry, and Bad Company, along with the spaghetti Western scores of Francesco De Masi (*Francesco De Masi's Western Soundtracks*), Nico Fidenco (*Lo Voglio Morto*, *All'Ombra di Una Colt*), and Ennio Morricone (*Da Uomo a Uomo*, *The Good the Bad and the Ugly*, etc).

**Calexico, *The Black Light*
Calexico, *Spoke*
Carpenter, John, *Vampires* soundtrack
Chingon, *Mexican Spaghetti Western*
*Eagles, *Desperado*
**Fields of the Nephilim, *Dawnrazor*
*Gohl, Matthias, *The West* soundtrack
**Morricone, Ennio, *The Legendary Italian Westerns*
*Morricone, Ennio, *Once Upon a Time in the West* soundtrack
**Outlaws*, LucasArts PC game soundtrack
***Red Dead Redemption* game soundtrack
16 Horsepower, *Secret South*
Various artists, *Desperado* soundtrack
Various artists, *Django Unchained* soundtrack
Various artists, *Kill Bill Volume 2* soundtrack
Various artists, *Once Upon a Time in Mexico* soundtrack

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KEVIN ROSS wrote, compiled, and edited material for *Call of Cthulhu* for over 30 years. He helped create the Lovecraft Country series of books, designed the infamous (and now ubiquitous) Yellow Sign symbol, and helmed the award-winning 3rd edition of *Cthulhu by Gaslight*. Future works include two more books in the Down Darker Trails series for Chaosium, as well as *Colonial Lovecraft Country* (forthcoming from Sixtystone Press). Ross also edited two *Dead But Dreaming* anthologies of Lovecraftian fiction and, with Brian Sammons, the western-horror fiction anthology *The Edge of Sundown*.

KEITH "DOC" HERBER was the Chaosium line editor for *Call of Cthulhu* in the early 1990s, during a period of extremely high quality output for the game. Keith worked with Lynn Willis to revamp the fifth edition of the CoC rules, and during this period he also created the popular Lovecraft Country series, penning *Arkham Unveiled* and *Return to Dunwich* books, and editing the *Kingsport* and *Innsmouth* volumes, plus a pair of related scenario anthologies. Keith also created and edited the *Investigator Companions* and the first Keeper's Compendium, adding a wealth of useful material for players and gamemasters. His other CoC works include *The Fungi from Yuggoth* (A.K.A. *Day of the Beast*), *Trail of Tsathoggua*, *Spawn of Azathoth*, and contributions to many, many other titles. In the later 90s Keith also wrote supplements and novels for White Wolf's *Vampire* and *Changeling* games. In 2008 Keith started his own publishing company, the critically-acclaimed Miskatonic River Press. MRP reprinted the Lovecraftian fiction anthology *Dead But Dreaming*, which Keith had set up with the short-lived DarkTales Publications in the early 00s; and the scenario anthology *New Tales of the Miskatonic Valley*, a return to the setting he created nearly two decades earlier. Sadly, Keith died of a heart attack at his home in Lakeland, Florida on March 13, 2009. Husband, father, musician, writer, editor extraordinaire, provocateur, mentor, and friend, his legacy lives on in the outstanding work he did for *Call of Cthulhu*.

SCOTT DAVID ANIOLOWSKI – or better known as SDA – has been writing for *Call of Cthulhu* since 1985. He has dozens of scenarios to his credit and has been published by Chaosium, Triad Entertainments, Pagan Publishing, Miskatonic River Press, and Golden Goblin Press. He is probably best known in CoC for his monster omnibus, *Malleus Monstrorum*. He has also had numerous short stories published by Barnes & Nobles, PS Publishing, Chaosium, MRP, and others, and has edited a number of anthologies for Chaosium, PS Publishing, MRP, and others. SDA lives in The House of Secrets — a Colonial house built in 1874 and on the National Register of Historic Places — in the Buffalo/Niagara region of New York (famed for snow and sport teams that choke). His literary influences number too many to list, and he owns more books than one individual should be allowed to! His other interests include cryptozoology, cartography, cats, carnivorous plants, computers, Chinese food, and probably even some things that don't start with the letter C.

DAVE COLE is a graduate of Cambridge University and a man of many passions. When he isn't telling weird stories set in the Old West, Dave enjoys shooting sports, tinkering with cars, gaming, and becoming a better person. He lives in Bucks County, Pennsylvania with his lovely wife, daughter and his bourbon. His contribution in *Down Darker Trails* is his first published RPG work.

A transplanted Iowan, **TODD A. WOODS** has been in Texas for almost 30 years. Discovering Tarzan and John Carter in elementary school, he has been an avid reader of speculative fiction ever since. He started tabletop roleplaying at Iowa State Univ., first being exposed to the Lovecraft Mythos when he met Kevin Ross in a science fiction class. He has authored or co-authored several scenarios in the popular Lovecraft Country series and others. He was also an in-house playtester for *GURPs* in the early 1990s. He maintains membership in the Austin Film Society, the Robert E. Howard Foundation, and REHUPA. He lives in Austin with his Canadian wife, three cats, Alfred the Wonder Dog (a dachshund), his Harley and a collection of over 2500 movies and TV shows. He's completely lost count of his books.

NICHOLAS NACARIO is Chaosium's in-house graphic designer and editorial assistant. Nick has been involved with Chaosium since he was around 10 years old, spending his Saturday nights playing Elric! and also playtesting *Dragon Lords of Melnibone* and the *BRP* "Big Gold Book" at Charlie Krank's house. Nick began working for Chaosium in 2008 when he was offered a shipping and data entry job. In late 2011 he started working in layout and art direction beginning with the scenario collection, The House of R'lyeh.

PAUL FRICKER grew up in Buckingham, England, where he now lives with his wife, cat, and two children. Having attended art school in the dark days of the 1980s, Paul turned to teaching and making pottery. Regular attendance at gaming conventions led to him developing scenarios for publication, and to his becoming co-author of the seventh edition of the *Call of Cthulhu* roleplaying game. Paul is a co-host of the podcast '*The Good Friends of Jackson Elias*', on which he can be heard talking about horror gaming and related topics. His evenings are spent listening to vinyl, supping home-made cider and yearning for the golden era of the 1970s.

MIKE MASON is the *Call of Cthulhu* Line Editor at Chaosium Inc., and the co-writer of the latest edition of *Call of Cthulhu*, author of *Pulp Cthulhu*, and contributing author and editor for the revised *Horror on the Orient Express*. Mike oversees the *Call of Cthulhu* line, working with writers and artists to produce scenarios, supplements, and campaigns, as well as writing, developing, and editing their content. Mike lives in Gotham, England and enjoys watching horror films, reading history books, and drinking tea.

OLD WEST

Name _____

Player _____

Occupation _____

Age _____ Sex _____

Residence _____

Birthplace _____

CHARACTERISTICS

STR		DEX		INT Idea	
CON		APP		POW	
SIZ		EDU Know		Move Rate	

Major Wound | Max HP

HIT POINTS

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

Temp. Insane | Indef. Insane | Start | Max

SANITY

Insane	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74
75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

DOWN DARKER TRAILS

Max MP

MAGIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

LUCK

Out of Luck	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74
75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

INVESTIGATOR SKILLS

- ☐ Accounting (05%)
- ☐ Animal Handling (05%)
- ☐ Anthropology (01%)
- ☐ Appraise (05%)
- ☐ Archaeology (01%)
- ☐ Art / Craft (05%) _____
- ☐ _____
- ☐ Charm (15%)
- ☐ Climb (20%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- ☐ Disguise (05%)
- ☐ Dodge (half DEX)
- ☐ Drive Wagon/Coach (20%)
- ☐ Elec. Repair (00%)
- ☐ Fast Talk (05%)
- ☐ Fighting (Brawl) (25%)
- ☐ _____
- ☐ _____
- ☐ Firearms (Handgun) (20%)
- ☐ Firearms (Rifle/Shotgun) (25%)
- ☐ _____
- ☐ _____
- ☐ First Aid (30%)
- ☐ Gambling (10%)
- ☐ History (05%)
- ☐ Intimidate (15%)
- ☐ Jump (20%)
- ☐ Language (Other) (01%) _____
- ☐ _____
- ☐ Language (Own) (EDU) _____
- ☐ Law (05%)
- ☐ Library Use (20%)
- ☐ Listen (20%)
- ☐ Locksmith (01%)
- ☐ Mech. Repair (10%)
- ☐ Medicine (01%)
- ☐ Natural World (20%)
- ☐ Navigate (10%)
- ☐ Occult (05%)
- ☐ Op. Hv. Machine (01%)
- ☐ Persuade (10%)
- ☐ Pilot (01%) _____
- ☐ Psychology (10%)
- ☐ Ride (15%)
- ☐ Rope Use (05%)
- ☐ Science (01%) _____
- ☐ _____
- ☐ Sleight of Hand (10%)
- ☐ Spot Hidden (25%)
- ☐ Stealth (20%)
- ☐ Survival (10%) _____
- ☐ Swim (20%)
- ☐ Throw (20%)
- ☐ Track (10%)
- ☐ Trap (10%)
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

CASH & ASSETS

Spending Level

Cash

Assets

POSSESSIONS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. **Player**

Char. **Player**

Char. **Player**

Char. **Player**

ME

Char. **Player**

Char. **Player**

Char. **Player**

Char. **Player**

PULP CTHULHU RULES

OLD WEST

Name

Player

Occupation

Age Sex

Archetype

Residence

Birthplace

CHARACTERISTICS

STR DEX INT Idea

CON APP POW

SIZ EDU Know Move Rate

Dying Max HP Temp. Insane Indef. Insane Start Max

HIT POINTS

00 01 02 03 04 05 06
07 08 09 10 11 12 13
14 15 16 17 18 19 20
21 22 23 24 25 26 27
28 29 30 31 32 33 34
35 36 37 38 39 40 41

Insane 01 02 03 04 05 06 07 SANITY
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

DOWN DARKER TRAILS

Max HP

00 01 02 03 04 MAGIC POINTS
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

LUCK

Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

INVESTIGATOR SKILLS

- ☐ Accounting (05%)
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- ☐ Anthropology (01%)
- ☐ Appraise (05%)
- ☐ Archaeology (01%)
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- ☐ _____
- ☐ Charm (15%)
- ☐ Climb (20%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- ☐ Disguise (05%)
- ☐ Dodge (half DEX)
- ☐ Drive Wagon/Coach (20%)
- ☐ Elec. Repair (00%)
- ☐ Fast Talk (05%)
- ☐ Fighting (Brawl) (25%)
- ☐ _____
- ☐ _____
- ☐ Firearms (Handgun) (20%)
- ☐ Firearms (Rifle/Shotgun) (25%)
- ☐ _____
- ☐ _____
- ☐ First Aid (30%)
- ☐ Gambling (10%)
- ☐ History (05%)
- ☐ Intimidate (15%)
- ☐ Jump (20%)
- ☐ Language (Other) (01%) _____
- ☐ _____
- ☐ Language (Own) (EDU) _____
- ☐ Law (05%)
- ☐ Library Use (20%)
- ☐ Listen (20%)
- ☐ Locksmith (01%)
- ☐ Mech. Repair (10%)
- ☐ Medicine (01%)
- ☐ Natural World (20%)
- ☐ Navigate (10%)
- ☐ Occult (05%)
- ☐ Op. Hv. Machine (01%)
- ☐ Persuade (10%)
- ☐ Pilot (01%) _____
- ☐ Psychology (10%)
- ☐ Ride (15%)
- ☐ Rope Use (05%)
- ☐ Science (01%) _____
- ☐ _____
- ☐ Sleight of Hand (10%)
- ☐ Spot Hidden (25%)
- ☐ Stealth (20%)
- ☐ Survival (10%) _____
- ☐ Swim (20%)
- ☐ Throw (20%)
- ☐ Track (10%)
- ☐ Trap (10%)
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

Natural healing: +2 HP per day.
First Aid: +1D4 HP.
Medicine: +1D4 HP.

FELLOW INVESTIGATORS

Char. _____ **Player** _____

Char. _____ **Player** _____

Char. _____ **Player** _____

Char. _____ **Player** _____

ME

Char. _____ **Player** _____

Char. _____ **Player** _____

Char. _____ **Player** _____

Char. _____ **Player** _____

23151

DOWN DARKER TRAILS

TERRORS OF THE MYTHOS IN THE OLD WEST

Saddle up! Get yourself a posse together and have a look-see what's over that hill.
There's strange rumors coming in from the whisperin' desert.
You'd best put a round in that iron and make haste!

Down Darker Trails is a new setting for *Call of Cthulhu*—the American West of the late 19th century. The era of gold rushes, outlaws and lawmen, discovery and expansion.

Rub shoulders with the likes of Wild Bill Hickok, Crazy Horse, and Calamity Jane, while journeying through towns like Deadwood and Dodge City—names and places that have transcended history to become legend. Down these dark trails the taint of the Cthulhu Mythos stirs, ready to lure the unwary and tempt the power hungry with whispered secrets of cosmic knowledge. This is a West of hidden worlds, lost treasures and cities, dubious deals and unsavory alliances. A land filled with beauty, mystery, terror—*and wild adventure!*

Here you will find the means to create Old West investigators, new occupations, new pulp talents, and new skills. Captured in text and image is the history of the Old West, famous individuals, playing American Indian heroes, notable places and sites, as well as inspiration and guidance on bringing the terrors and mysteries of the Great Old Ones into your games.

Two complete towns, the gold-hungry Pawheton and San Rafael on the Texas border, are fully detailed, providing Keepers with ready-made inhabitants and locales from which to stage campaigns. Four different Lost Worlds are discussed, from the weird subterranean world of K'n-yan to the eerie Shadow Desert.

This supplement is packed with advice on creating Old West campaigns and adventures, contains two different Character Sheets, and includes two complete introductory-level adventures to transport your players to the Old West:

- *Something From Down There*—join the rescue of a group of missing miners whose digging stirred things best left forgotten.
- *Scanlon's Daughter*—a murder mystery set between two feuding Texas ranches.

Down Darker Trails is a setting supplement that is useable with both *Call of Cthulhu* and *Pulp Cthulhu*.

CHA23151 $44.95

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