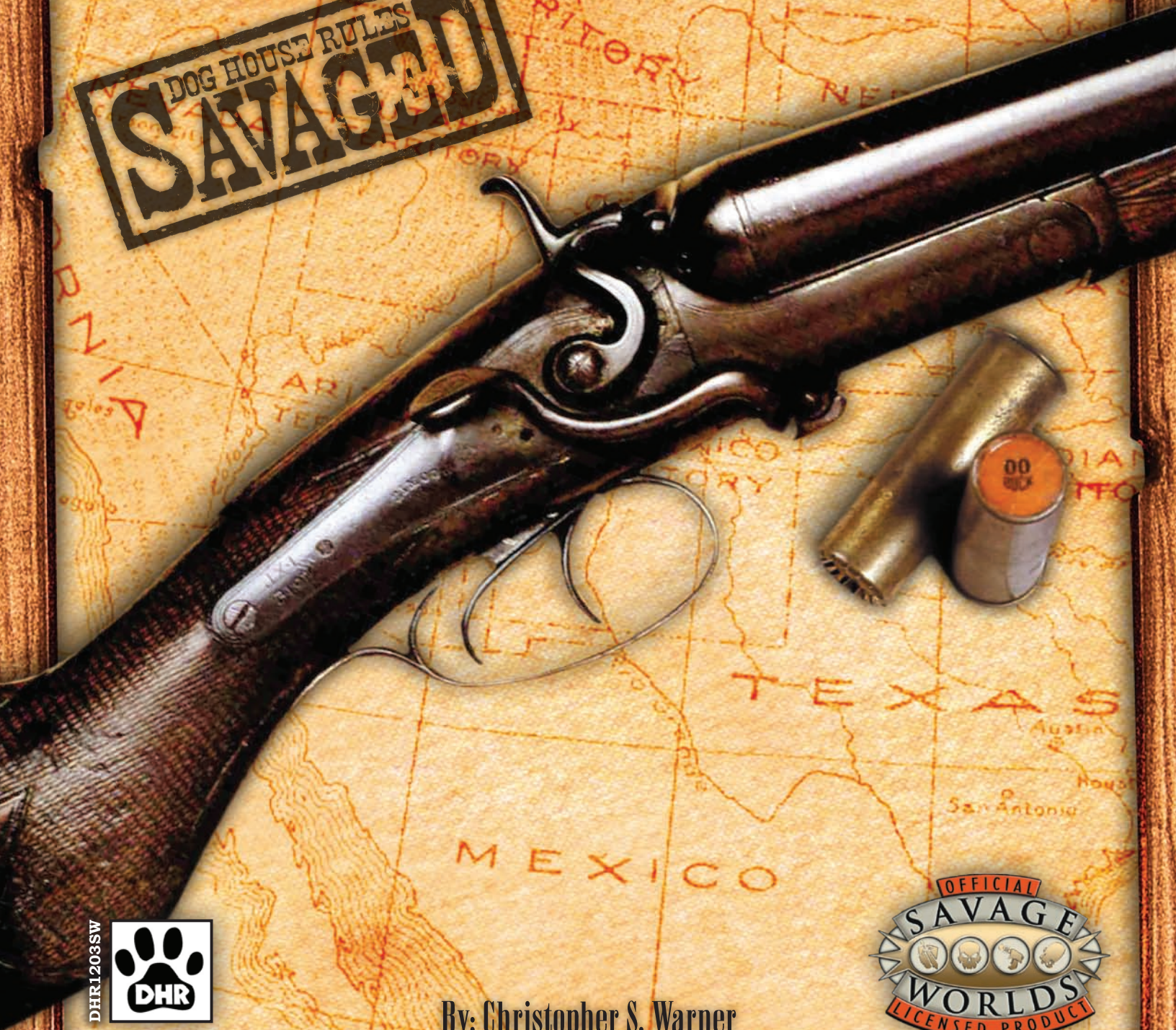


An Old West Adventure for Savage Worlds

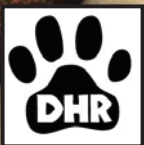
# BUCKSHOTS

## HIDDEN CANYON

DOG HOUSE RULES  
**SAVAGED**



DHR1203SW



By: Christopher S. Warner





# BUCKSHOTS

## HIDDEN CANYON

*Just like re-loadin' a shootin' iron, developin' full-fledged scenarios  
for your Old West gamin' experience can take some time.  
Don't fret none — this quick loadin' Buckshot will do the trick.*

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### Credits

**Author:** Christopher S. Warner  
**Senior Editor:** Bradley W. Hindman  
**Associate Editor:** Mark Olson  
**Layout and Graphic Design:** Karl Keesler  
**Cartography:** Michael K. Tumey  
**Original Artwork:** Manoel Magalhães  
**Proofreader:** Dana Warner

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# BUCKSHOTS: HIDDEN CANYON

## What are Buckshots?

Even the most diligent of GMs can suddenly find themselves needing to think up a new adventure at the drop of a Stetson. But what happens when you're short of both time and energy? Well, the Dog House Gang figgers it's our beholden duty to ride to the rescue and help out. And we reckon that these quick, easy-to-run *Buckshots* adventures should give you the ability to get out of the chute right quick-like, and keep things interesting for those players clamoring for more Old West gaming fun.

Although the statistics provided are specifically for *Savage Worlds*, GMs (we like to call 'em "Judges") should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

For consistency, each Buckshot adventure contains some or all of the same basic sections. A quick review of the elements of a Buckshot is in order.

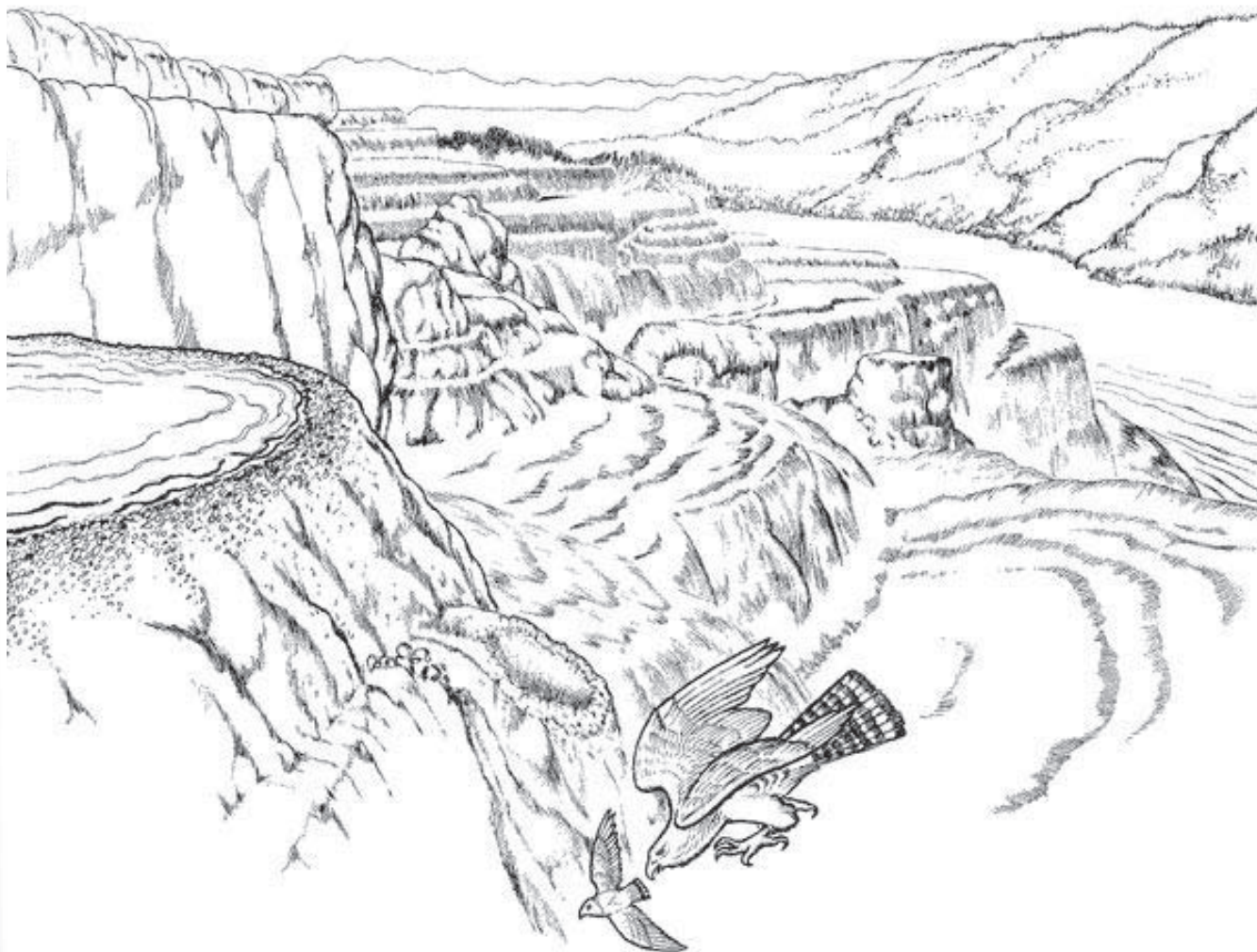
**Introduction:** This brief text introduces the premise of the adventure, identifying the key themes a Judge

should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

**Adventure Synopsis:** This section offers an overall description of the likely progression for the adventure, giving the Judge an idea of the intended flavor, plot and likely storyline.

**For the Judge:** Includes general information about the timing and milieu for the adventure, and any pertinent local area history or backstory needed to set the stage for gameplay.

**Getting Started:** This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started might address any geographical requirements for the adventure (e.g., the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).





# BUCKSHOTS: HIDDEN CANYON

**Scenes:** Each Buckshot adventure is divided into different scenes composing the whole scenario. Here the Judge will find an overall description and general information about each scene along with more specific elements, such as detailed maps of specific locales, notes about the personalities involved and special information about the scene the Judge might need to make things happen. When appropriate, special text for the Judge to read aloud (or adapt as needed) is highlighted in special gray boxes, indicated by the following icon:



Every Buckshot comes with at least one map and an overall description of the area's terrain, foliage, creatures, etc. Typically, this will include a wilderness map complete with graphic presentation of topographic features, relevant structures and scale measurements.

When appropriate, each scene will include one or more detail level maps with descriptions. These specialized locale maps will vary, depending on the adventure, providing specific information crucial to the success of the adventure. These may range from an outdoor locale where a particular encounter occurs to a town street where a gunfight breaks out or a building where characters must spend significant time in order to advance the adventure.

Each map will also include a number-by-number key providing detailed description of important areas for the adventure. For easy reference, each map will be provided in a separate PDF file and the map key will be set in a sidebar with the following icon:



The number-by-number key for such detail maps will also include any necessary game mechanics (e.g., building properties, furnishings, and special terrain effects, etc.), as required. Building maps will include a floor plan in standard 1 inch = 5 feet square scale. If warranted, detail maps will also come with battle map versions.

- 15mm Battle Maps – containing full scale 1/2" = 5' maps you can print and piece together for table-top gaming sessions.
- 25mm Battle Maps – containing full scale 1" = 5' maps you can print and piece together for table-top gaming sessions.

**Forks in the Road:** A few twists on the basic scenario are offered to help Judges fire this Buckshot in the right direction for any given campaign, or to make it possible to extend the adventure beyond the original scope. In addition to making it easier to work this into an existing home-brewed campaign, we figure these ideas will help to keep players from gaining the proverbial keys to the kingdom—that is, those players who purchase this supplement and read all the goodies in order to have an ace up their sleeve. Not that we believe that would ever happen, mind you.

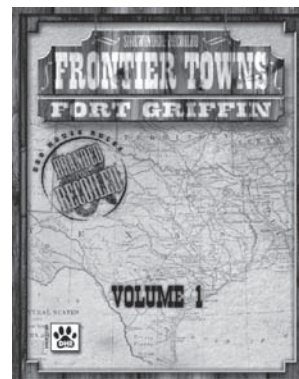
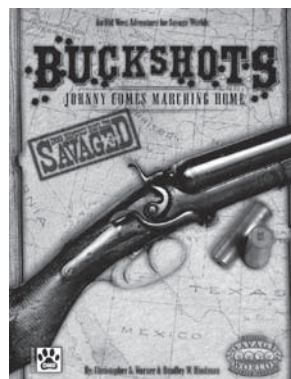
**NPCs and Statistics Blocks:** Obviously, the folks who interact with the heroes are crucial to making any Buckshot playable. Vital antagonists are provided to facilitate the adventure, but feel free to change the names, adjust the stats or introduce new characters whenever it strikes your fancy.

Sometimes a famous personality might be involved in a Buckshot, but most often these folks are just plumb made up. If a famous gunfighter, buffalo hunter or gambler shows up, it's darn likely that we will have taken some "cinematic" liberties with these historical figures if we figured they needed spicing up (or when the real details proved elusive). Those based on the available historical record, whether fact, fiction or somewhere in-between, are noted with a "historical person" icon as shown below.



**Gameplay Aids:** To make it even easier for a Judge to start using this adventure without spending a lifetime in preparation, each Buckshot also comes with extra information that will make it easier for the Judge to handle gameplay. These special adventure tools include combat-version statistic blocks, full character sheets, and adventure specific reference information.

## TAKE A CANDER, PARDNER



Feast your eyes on these and other Wild West game materials available from DHR

Visit the Dog House Gang at  
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# BUCKSHOTS: HIDDEN CANYON

*Brave the unexplored canyon. Track the low-down villains that kidnapped the rancher's daughter. Overcome obstacles and rough terrain. Rescue the young lady. A traditional western adventure for cowpokes ready to prove themselves on the frontier. This brief adventure is designed for 4 to 8 characters of seasoned to veteran rank.*

## Introduction

The majesty of western mountains, plateaus and plains stirs emotions in all travelers. From the breathtaking Teton Range to the wonders of Yellowstone and the awe-inspiring vastness of the Grand Canyon, Mother Nature outdid herself when sculpting the American West. In the spirit of discovery, this Buckshot offers an adventure set in what is now known as Zion National Park in southern Utah. Navigating a wondrous landscape with 8,000 years of human history, the heroes face the challenges of difficult terrain and dangerous bandits to rescue the daughter of Mormon settlers. *Hidden Canyon* is a short adventure designed for seasoned to veteran heroes in a *Savage Worlds* campaign, or any Wild West era game.

## Adventure Synopsis

*Hidden Canyon* is set in the early-to-mid-1870s when the so-called "Texas Invasion" of cattle drives made its way to Utah. The heroes have just participated

in a drive to towns in northern Arizona and southern Utah. Having completed their job, they are relaxing in the small town of Grafton, at the only saloon in town.

A Mormon rancher and his wife are in dire straits. A pack of bandits—led by a man called El Presidente—have abducted their daughter. The bandits have a hideout somewhere in Zion, but no one has been able to find them. The Sheriff took a posse of good men, but they returned defeated—those that did return. The rancher is willing to pay for the heroes' services, but he wants quick action. Whether the heroes agree to help for duty, compassion or profit, it's their job to confront the bandits and retrieve the young woman.

With the aid of a Paiute guide hired by the rancher, as well as the rancher's son, the heroes must search the wilds of Zion canyon for signs of the bandits and locate their hidden encampment. Once the bandits are found, the heroes must physically confront, outwit, or otherwise defeat the bandits and their leader, rescue the girl, and escape.

## The "Texas Invasion," Zion Canyon and Grafton



Before 1870, settlers in the Utah territory didn't have large herds of cattle. The most common livestock were sheep and even then they weren't big business. But as the cattle drives pushed into Utah in the 1870s, more folk arrived in the territory, with new towns and ranches appearing across the region. The railroads also forced changes, with greater access to the region bringing more travelers, traders and settlers.

By the late 1850s, Mormons had begun to settle around the area known today as Zion Canyon. They soon established burghs such as Springdale, Rockville and Grafton near the southern rim of the canyon. Grafton is now a ghost town—little is known about its origins aside from the names on the cemetery markers—while Springdale and Rockville still exist today. The settlers grew crops, raised sheep and cultivated fruit trees, adding cattle to their way of life in the mid-1870s.

Meanwhile, a few men explored the canyon and discovered its incredible beauty. A settler named Isaac Behunin is credited as the first person to use

the name "Zion" to describe the canyon (sometime in the 1860s). He believed he had found the biblical Zion according to the prophet Isaiah. Nephi Johnson was the first Mormon to view the canyon (he was led by a Paiute guide). Brigham Young is said to have tried to settle folk along the Virgin River, but floods made it too difficult and only the higher ground settlements such as Springdale and Rockville survived.

Because the canyon landscape proved as challenging as it was magnificent, settlements tended to stay on the outskirts in the plains. Navigating the canyons severely tested an explorer's mettle, and thus much of the expanse remained mysterious until early in the 20th century. While Mormon scouts such as Johnson and Behunin brought back stories about the splendor and terror of the canyon, it was too vast for only a few adventurous men to survey. After the turn of the century, government-supported surveys finally documented much of the landscape and Congress established Zion National Park in 1919.



# BUCKSHOTS: HIDDEN CANYON

## For the Judge

This adventure is designed for use with 4 to 8 characters of seasoned to veteran rank. Although the plot line and story elements are appropriate for any Wild West roleplaying game, the statistics provided are specifically for use with the *Savage Worlds* game. While this adventure is designed to fit into an ongoing campaign with characters that have successful adventures under their belts, there is nothing to preclude a Judge from using it as a self-contained one-shot for an impromptu evening (or two) of shoot'em up fun.

The adventure provides a fairly straightforward rescue mission with various opportunities for roleplaying. Two cowpokes controlled by the Judge figure prominently; the heroes will need to interact and cooperate with them to accomplish the mission. Additionally, the towns of Grafton and Springdale offer additional chances to question, parlay, horse trade or blow off some steam.



John Wesley Powell mistakenly named the Zion Canyon area Mutkuntuweap, although that is actually the Paiute word for a lower section of the entire area.

## Getting Started

Hidden Canyon is designed to take place in what is today Zion National Park. Known simply as Zion during the time of this adventure, the many canyons and the breathtaking terrain offer a valuable hideout for a daring, no-account band of rustlers working less-than-honorable schemes amongst the newly formed towns and ranches. The Judge could alter the setting to whatever satisfies a hankerin', as long as the notion of a hidden canyon hideout is logical.

The starting point for the adventure is in Grafton, a small southern Utah town, with the default assumption that the heroes have just finished a cattle drive delivering livestock. The exact reason for the heroes' arrival is unimportant, and the Judge should feel free to improvise and utilize a motivation that fits. In an ongoing game, the Judge can time this to occur at a natural junction. For a one-time hoot, just spell out the backstory and move on to Scene 1.

Whether the heroes did indeed arrive in Grafton because of a cattle drive or some other impetus, they

## Weapons Ordinances in the Wild West



Laws against carrying guns within city or town limits were common in the Old West. Despite many pop-culture images of gunslingers prominently displaying their smokewagons in public, the reality was most often the reverse. If a visitin' cowpoke didn't surrender his guns to the local law upon entering town, he could end up in jail, suffer a stiff fine, or worse.

This was true of many famous Old West burgs, large or small, from Dodge City to Wichita and Abilene. Typically, townsfolk possessed firearms that they kept legally within their homes and businesses. But they didn't walk around town with a hogleg in plain view. And they didn't want visitors brandishing guns in their streets and establishments.

Now, as we know from legendary gun battles such as the Gunfight at the OK Corral, these ordinances didn't stop men from carrying a concealed firearm, or blatantly ignoring the law and stirrin' up trouble without a second thought. Still, in general, travelers on the frontier knew that they might be required to surrender their weapons when entering a town.

learn immediately that the burg has a weapons ordinance. When entering the settlement, people are obliged to check their guns with the Sheriff. The players learn this from the cattle boss (or other appropriate Judge character) and he insists that they obey the law when they enter town. If the player characters are the ornery sort, the Judge may decide to tell them this ahead of time, so they can be forewarned. If they can't abide this rule and don't want to enter Grafton, the adventure is essentially over. The ranchers would never hire men who would violate one of their town's most important laws.

Assuming the characters are willing to enter Grafton and honor the weapons ordinance, the cattle boss tells them he has arranged a good meal for them at the Prickly Pear Restaurant. (Or eventually, the characters



# BUCKSHOTS: HIDDEN CANYON

will end up at the only decent place in town even if it weren't arranged by the boss).

The adventure begins in the Prickly Pear—any further preamble needed by the Judge should take place before the heroes sit down for their meal. The *Forks in the Road* section offers alternative starting points and means to get this adventure going.

Also, before beginning the first scene, the Judge should ask the players to make a series of die rolls for use in the various sections of the adventure. These rolls are for non-combat purposes, such as the Notice trait tests detailed in the Scenes section. The pre-rolls will reduce the “must be something important or we wouldn't be rolling” effect and allow the Judge to keep the roleplaying running smoothly. A few written rolls for each die type appropriate to each player are recommended, although the Judge shouldn't actually need that many. The Judge should determine whether to allow players to apply bennies to these rolls.

## Scenes

Six scenes compose this adventure, with multiple incidents occurring in a few.

### Terrain/Location

The adventure takes place in a roughly 50-square-mile area on the Markagunt Plateau, now part of the Zion National Park. This includes Zion Canyon itself as well as the surrounding plateaus, mesas and plains—from the civilization at the south rim to the narrows at the North Fork of the canyon.

The Virgin River (Paiutes called it “Parus” meaning “whirling water”) supports the life around the canyon in the lower river valley. This tributary of the Colorado has two forks that cut through the canyon (the East Fork and the North Fork) and then flows southwestward through the plains into Arizona and Nevada.

## Area Map & Key for the Adventure



The main adventure map shows the area immediately surrounding Zion Canyon, including a few notable rock formations and the towns of Grafton, Springdale and Rockville.

### 1) Grafton

This small, predominantly Mormon burg is where the adventure starts (and probably ends). See the sidebar titled “The Ghost Town of Grafton” on page 11, as well as notes within Scene 1 and 2. The Four O'Clock Ranch is about one mile west of Grafton.

### 2) Springdale

Another small Mormon town near the southern rim of the canyon where the heroes can learn a few important clues as part of Scene 3 (part 1).

### 3) Rockville

The third town in the triangle south of Zion Canyon, Rockville isn't part of the action, unless the Judge wants to embellish the adventure (see **Forks in the Road**). The Dog House Gang has included it for historical accuracy and possible expansion by the Judge.

### 4) Southern Rim of the Canyon

A fertile area where settlers stake their claims, the southern rim provides the most accessible entrance into Zion Canyon—although the Dog

House Gang discourages that course of action for historical and playability reasons.

### 5) The Narrows

The Virgin River cuts its path into Zion Canyon at this northern location. A potential encounter in Scene 3 (part 2) occurs here.

### 6) The Three Patriarchs (Three Giants)

Labeled first by their present-day name, these three impressive peaks on the western side of the canyon serve as a marker for a potential encounter in Scene 3 (part 2).

### 7) The Great White Throne and Echo Canyon

This sculpted, sandstone marvel (denoted by its present-day name) provides a focus for the transition between Scene 2 and Scene 3, guiding travel through part of Echo Canyon from the east—for a preliminary encounter with the rustlers—and ultimately into Hidden Canyon.

### 8) Hidden Canyon

The hard-to-reach hideout of El Presidente and his gang, where the climactic encounters take place.



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The river valley is fertile land, prized by the ranchers who settled there in the mid-19th century. The Markagunt Plateau rises a few thousand feet above the surrounding desert, with the Virgin carving wondrous canyons through the Navajo sandstone.

Hundreds of species of birds and plants inhabit the plateau and canyons in this area, as well as dozens of mammal species. The abundance of life supported by the Virgin amazes when considering the expanse of desert not far off. The varying elevations sustain different flora and fauna, from the prickly pear cactus, sagebrush and desert cottontails at the lower elevations; to the scrub oak, yucca and bighorn sheep of the mid-elevation slopes; and the ponderosa pines, firs and mountain lions of the highlands.

Three fledgling towns exist in the area: Grafton, Springdale and Rockville. This triangle of civilization provides travelers with a fine opportunity to stock up on supplies or just get a decent night's rest. Each town has several buildings, a church, an eatery (which might double as a saloon), local lawmen and a few craftsmen. Grafton also has a trading post, which comes into play in Scene 2. Other tiny settlements can be found in the river valley, but they amount to little more than a few homes.

Several maps are included in this Buckshot, from the area map of Zion Canyon to the various detail-level maps for specific possible encounters.



## Alcohol in 19th Century Utah



One might wonder about the availability of alcohol in Utah towns with a predominant Mormon population, such as Grafton and Springdale. History tells us it was more accessible than one might think.

While the Word of Wisdom—Joseph Smith's revelation from God in 1833—declares that “wine or strong drink” should not be ingested except for sacrament ordinance, it also states that barley and other grains are recommended for making “mild drinks,” an equation that easily results in beer.

Originally, the Word of Wisdom wasn't considered mandatory; that is, it wasn't a commandment. In 1851 Brigham Young declared the Word of Wisdom to be a binding commandment for all LDS Church practitioners. Even so, abiding the alcohol proscriptions wasn't a requirement for entering LDS temples until 1902—and 1921 for all proscriptions (including tobacco and “hot drinks”).

One report notes that the Apostles Brigham

Young, Jr. and John Henry Smith argued as late as 1901 that the revelation didn't actually prohibit beer, based on the use of barley for producing mild drinks.

In fact, Brigham Young initiated the establishment of wineries such as the “Mormon Wine Mission” (or “Dixie Wine Mission”) in Toquerville and he owned a distillery that brewed a popular whiskey called “Valley Tan.” Although Young morally opposed the use of alcohol, he realized that it was better to control the production of “spirits”—and make a profit for use in building Mormon communities—than to ignore the reality of the desire for alcoholic beverages on the Frontier.

Moreover, there is evidence that not all Mormons eschewed alcohol, including those at the Wine Mission. In the mid-to-late-19th century, it is probably fair to say that Mormons viewed the imbibing of beer and wine more in terms of moderation than prohibition.



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## Scene 1 – An Urgent Proposition

The Judge should dive right into Scene 1 after guiding the heroes to Grafton and the Prickly Pear Restaurant, as per the notes in the Getting Started section. The following read-aloud section might need a few modifications depending on how the characters ended up in Grafton, but it should get things moving.



There ain't nothin' to beat a stiff drink or a savory meal after a long cattle drive. You have settled into the only eatery in the town of Grafton, the Prickly Pear. While you found that weak beer and wine were the only alcoholic beverages available, the surprisingly tasty grub makes up for it.

While you're finishin' your food and jawin', a man appears in the open doorway, casting a shadow into the place with the setting sun directly behind him. Dressed like a ranch hand or perhaps a craftsman, the man lingers in the entrance, surveying the crowd and frowning. You catch a glimpse of another person pacing several steps behind him beyond the doorway—could be a woman.

Your eyes meet the man's. His frown changes to a look of recognition and he nods at you before backing out of the restaurant. He and the other person move farther away from the entrance but remain in plain sight through the window. You can see now that the man's companion is wearing some kind of bonnet, but with the sun at their backs, you can't make out much else.

Unless the heroes are extremely jumpy, clearing leather anytime a saloon door opens or someone walks near them, they shouldn't be alarmed by the sight of this married couple—and besides, they should have left their visible guns with the Sheriff when they entered town. It's important to start the scene this way, with Jacob and Miriam Knight showing up and leaving before much else can happen, as they are devout Mormons who generally don't approve of drinking establishments like this one. They came to find the heroes but don't want to discuss their business inside. This appearance helps to establish their characters and put a little "hmmn" in the heroes' minds.

Sooner or later, the player cowpokes (or at least one of them) will leave the restaurant. Sooner if they are curious about the strange couple; later if they shrug it off and finish what they are doing. Either way, the patient Knights will be waiting for them. If by chance the heroes decide to stay in the Prickly Pear rather than come out and investigate in a timely fashion, Jacob will send a messenger—a young man who walks right up and says "Mr. Jacob Knight would like to speak with you folks outside."



You can't help but see that the man and the woman are now resting on a horse tie underneath a nearby kerosene street lamp. They are facing you and they perk up as soon as you step onto the restaurant's porch. The man holds his hat in one hand; his other hand is in his pocket. He seems to be sizing you up while the woman speaks.

"We hear you're honest men. We've been praying for help and we're hoping you might have a word with us."

Assuming the heroes haven't wrestled the Mormons to the ground, fired a hidden hogleg, or threatened the couple at knifepoint before Mrs. Knight gets out those first words, the remainder of this scene is all roleplaying.

The Judge should take a little time with the Knights, explaining their predicament. They are acquaintances of the boss who hired the heroes for the recent cattle drive; he told them about the heroes when he sold part of his herd to the Knights. The couple, who own a reputable ranch nearby, tells the heroes about the abduction of their eldest daughter, just 14 years old. She was taken by a fearsome gang of bandits—led by a man called El Presidente—that has been rustling, horse stealing and thieving from local ranches, travelers and townsfolk in the last several months. The bandits have a hideout somewhere in Zion, but no one has been able to find them. The Sheriff took a posse of good men, but they returned defeated—those that did return.

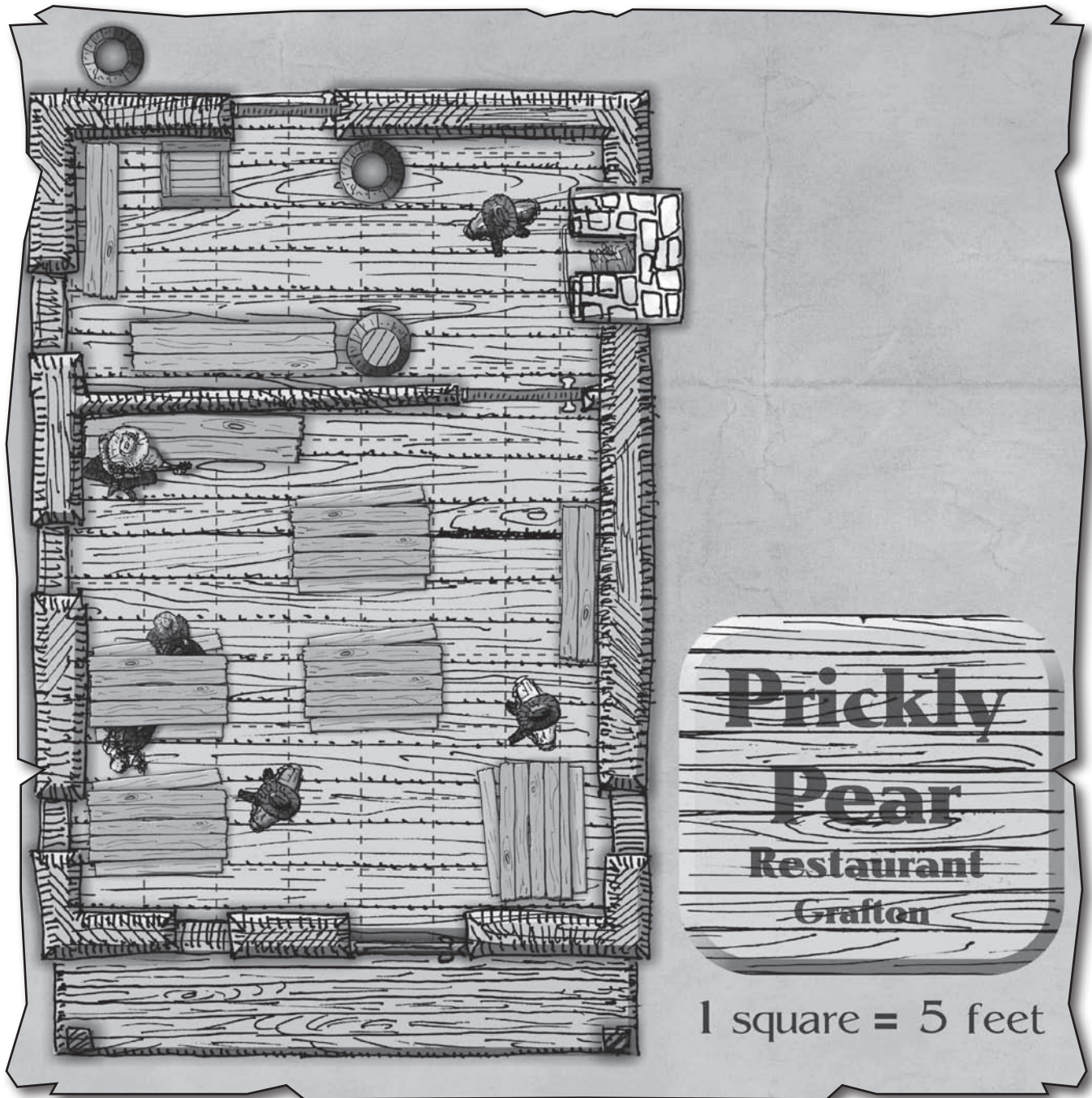
Mr. Knight says he has money to pay for the heroes' services, and has secured a Paiute guide to lead them. All he wants is his daughter back. The woman repeatedly tells them she has prayed for good Samaritans and she just knows that God has answered her prayers by sending the heroes to Grafton. The question is: do the heroes believe in Providence?

The ranchers are honest about this proposition and are willing to negotiate a fair price for the return of their daughter. Jacob Knight handles all discussion about payment and other terms of the deal. He asks for each hero's name and inquires as to who leads the group. He repeats the names out loud. Miriam regularly interjects, mentioning her prayers for help and says she knows "the heroes are a sign of Providence." She doesn't say much else (Jacob might even give her a look now and again, as if to say "hush"), but she'll make her perspective on that quite clear, even if it's just a sentence here or there.

Jacob will offer an advance for supplies and such in the form of a line of credit with the local trading post. He has horses to spare if the players need them (no more than one each) and says he will provide a Paiute guide and one of his hands for the journey. He offers \$500 for the group to split if they bring his daughter back alive. He'll go as high as \$1500 if the heroes bargain in a way that makes him think they're not just trying to play him for a fool. Heroes making a successful Persuasion roll can



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increase the amount to \$1000 with a successful roll, and \$1500 with a raise. Meanwhile, this gives characters with hindrances such as Greedy or Heroic a chance to display their roleplaying chops.

There's no reason to rush this scene. The Judge should allow the characters to talk to the Knights as long as necessary, even deep into the night. Nevertheless, the Knights need an answer by the morning. Jacob tells them plainly that he will be looking for others to help if the heroes won't do it. He says he can't waste another day.

Iffin' the heroes shake on the deal right there, Jacob tells them to visit the trading post the next morning to stock up on supplies (he makes the arrangements that night), then come to his place—the Four O'Clock Ranch—by mid-day to saddle-up and ride out. If player characters have their own horses, they should bring them to the ranch when they arrive. Scene 2 then begins with their visit to the trading post.

## The Ghost Town of Grafton



While it held promise in the latter portion of the 19th century, Grafton is a ghost town today. The church, the schoolhouse and the cemetery remain the main objects of interest from the 19th century, but there's littledoubttherewereotherestablishments and homes in its day, supporting the farmers who grew cotton, pears, apples, peaches and other crops.

The area proved susceptible to flooding and Grafton was washed away at least once, after 40 days of rain in 1862. Apparently after relocating about a mile away, the town survived and had a boom in the mid-1870s as a result of a silkworm craze, with residents planting and cultivating mulberry trees to feed the lucrative worms. Grafton could never overcome the turbulent Virgin River and thus didn't grow beyond a small frontier town, but it survived until the first quarter of the 20th century.

Grafton served as the location for the bicycle scene, to the accompaniment of "Raindrops Keep Fallin' on My Head," in the 1969 film *Butch Cassidy and the Sundance Kid*.

Iffin' the player cowpokes want to think it over, Jacob tells them to come to the ranch just after daybreak. If they don't show up pronto, he'll seek other alternatives. This will essentially end the adventure or spur other courses of action for the heroes, such as begging for the mission at the lowest reward (\$500) when they hear about another group of hombres talking to the Knights. If the heroes arrive on time the next morning to accept the job, Scene 2 begins at that time.

Bear in mind that if the player cowpokes are up to no good—they aren't honest men after all—the Judge should simply assume that the Knights received bad information (from the cattle boss or someone else). The cowpokes could take the mission with the Knights' trust, but who knows where it might take them.

## Scene 2 – The Guide and the Lodestone

This scene can begin in two ways. If the heroes accepted the mission the night before, it starts with a visit to the trading post as Mr. Knight instructed, before arriving at the Four O'Clock Ranch. Allow the player characters to stock up as necessary, while having some fun roleplaying the proprietor—an odd man named Taylor who has a habit of touching his customer's shoulder anytime the opportunity presents itself. The Judge should feel free to determine what items Taylor might or might not have in stock.

Alternatively, should the heroes come to the ranch early in the morning to accept the mission, the scene starts right then. Before long, the characters will be off to Taylor's Trading Post, about one mile away (and if the cowpokes brought their horses, Mr. Knight offers to keep the mounts here—to get watered and fed—while the heroes go to Taylor's with a borrowed mule or two).

Either way, the following brief read-aloud section can be used for their first approach to the Four O'Clock Ranch.



As you approach a modest but expansive ranch, you see a young hand sitting on the wood-rail fence near the entry gate. He jumps to his feet and tips his hat.

"Wait here, please. I'll fetch Mr. Knight," he says, running off.

The young ranch hand is Daniel Knight, the teenage son of Jacob and Miriam. If it's mid-day and the heroes have already been to the Trading Post before coming to the ranch, Jacob Knight comes out alone, after just a few minutes, to greet them cheerfully and thank them again for their help. He shakes the hand of each member of the hero party and invites them up to the house, which is about 100 yards beyond the gate.

If it's early morning and player characters are just coming to accept the mission, Daniel returns with Jacob,



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who asks the heroes if they are ready to take the job. He thanks them and says "Let's get over to Taylor's and get you all set." He turns to Daniel and says, "Daniel, spread the word." Again, he will encourage the player cowpokes to leave their horses here, or he says that the horses he is providing will be ready when they return. As promised, Mr. Knight takes the heroes to Taylor's and leaves them in the touchy merchant's hands.

In this scenario, when the characters are returning after outfitting themselves, Daniel is once again waiting at the gate. He tells them to come on in and leads them up to the house.

When either Jacob or Daniel lead the cowpokes toward the Knight's house, read the following text:



Your host leads you along a dirt road and past a whitewashed bunkhouse amid a field of desert flowers. As you round the bend by the bunkhouse, you see a group of horses tethered to the outer rails of a corral fence. Beyond, the front porch of the main house draws your attention. You see Mrs. Knight and a young woman under the porch roof, pouring drinks from large metal pitchers. A man in a buckskin jacket and knee-high moccasins sits on the porch steps, with one of the tin mugs in hand.

"Get yourselves a mug full, fellers, and gather 'round." Mr. Knight grabs a couple of mugs and starts to hand them out, as does the young woman. As you come closer, you see that the man in the moccasins has long, braided, black hair and the deep, reddish-brown skin of a Paiute.

You also notice another building alongside the main house, at the edge of a vegetable garden and a field of cotton. There are a few young women doing chores, caring for infants and watching over smaller children at play.

Once everyone has taken a mug of spiced fruit juice (the Knights insist, although they don't have any druthers about whether the cowpokes actually drink it), Jacob Knight speaks up again. He starts by introducing the Paiute guide, Red Shirt (who is, indeed, wearing a red shirt under his buckskin jacket). Mr. Knight doesn't name all of the heroes—rather, he says something like "You'll have plenty of time to introduce yourselves on the trail, I expect." The Paiute doesn't say much at first, although he will answer questions—whether asked by the Knights or the heroes. The young woman's name is Daisy. She won't talk to the heroes except to say her name if asked or respond to yes/no questions. She will go inside as soon as the drinks are served. Mrs. Knight remains but she doesn't speak.

Jacob reiterates the terms of the deal and asks them one more time if they are committed to finding his daughter. He makes sure they know the facts—his daughter's name, her description, where and when she disappeared (Elizabeth; blond, green-eyed, fourteen; three afternoons ago while riding in the pasture) and he gives the heroes an opportunity to learn anything else they might want to know. Jacob has nothing to hide; he will answer almost any question they ask (see **Table 1: Heroes' Questions for Jacob Knight** for additional information about the story from Mr. Knight's perspective). It's up to the Judge to improvise if any questions are asked that don't relate to the mission.

Eventually, Mr. Knight tells the cowpokes that his son Daniel Knight will be joining them. Remember that, at this time, the heroes might not have realized that Daniel is Jacob's son. The rancher treated the boy more like a hand than a favored son. And the boy called his father "Mr. Knight." While it ain't exactly a secret that Daniel is Jacob's son, it could make things interesting if the player characters don't pick up on that before Jacob makes himself clear about Daniel joining them.

Therefore, before playing this part of the scene the Judge should consider how and when to reveal the fact that Jacob wants Daniel to go—and then be prepared for some possible objections from the heroes, depending on their general disposition. After all, Daniel is obviously young and when he speaks they will probably conclude that he isn't terribly experienced either. If anyone asks how old he is, he will blurt out "15-and-a-half." Even if the heroes are easy-goin' folks, they might not want to carry around a lodestone on a potentially dangerous mission—especially when the mission is to rescue his younger sister. Unfortunately for Daniel, his naïve eagerness belies his intelligence, which doesn't help matters. Although he has skills that could help the heroes, he doesn't make a good first impression.

Alternatively, it's possible that the young man's presence doesn't cause any concern for the heroes. Perhaps they are indeed easy-going folks who enjoy meeting new people and think nothing of a 15-year-old joining ranks. Even so, it's likely that the heroes would have questions about the young man. Either way could present some more interesting roleplaying as the Knights and the heroes must come to terms in order to continue the adventure. One thing is certain: If Daniel doesn't go, Jacob Knight withdraws his offer and asks the men to return all the goods they have purchased.

If Red Shirt is asked about the boy, he'll just shrug and say "he's okay." If he's asked to elaborate, he won't. He shrugs again and repeats himself. His lack of concern could allay any doubts the heroes may have. Perhaps Red Shirt could gaze toward the canyon and say "we need to leave soon."

Once it's all resolved, several hands will come to help get the horses ready for the journey. The Knights bid the group farewell, with several hugs for Daniel and handshakes for all the heroes. Upon leaving the ranch, Scene 3 begins.



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**Table 1: Heroes' Questions for Jacob Knight**

| Question  | Answers   |
|---|---|
| How do the Knights know El Presidente is involved in Elizabeth's disappearance? | They don't know for certain. Around noon the day she disappeared she was seen in town listening to a well-dressed man with mutton-chops who was telling stories about Zion Canyon. That same day, several ranchers reported sightings of the bandits riding along the river—all wearing yellow bandanas. Elizabeth's bonnet was found near the river. Jacob is convinced these facts are all related.   |
| How, when and where was the girl abducted?                                      | See above answer. Elizabeth set off for her ride home around 2 pm after listening to the storyteller. That was three days ago. Townsfolk and ranchers have searched the local area to no avail.   |
| Were there any witnesses?   | No. Just the folk in the crowd who saw her while they listened to the storyteller and then the cowpoke who found the bonnet.  |
| Is the law involved? Has a search party gone out?                               | Jacob and Daniel searched the first afternoon. The Sheriff assembled a posse—that's how the bonnet was found. The group rode for three nights and two days, returning with nothing but apologies for the Knights.   |
| Where do the bandits get supplies?  | Word has it they have agents who make purchases under false pretenses from local towns. No one has been able to prove a specific connection, as travelers do pass through trading or purchasing goods with some frequency. Jacob suspects that the storyteller—some folks would call him a "dude" because of his fine clothes—could be such an agent. They have also been known to rob travelers, wagon trains and steal goods from the townsfolk and ranchers. |
| What sort of men are these bandits? Have they committed other crimes?           | Put simply, they're the worst kind. As noted above, they have stolen goods from settlers and travelers, as well as rustling cattle and horses. They killed a cowboy at a nearby ranch when he discovered them stealing food stores in the dead of night. They haven't been known to kidnap people—until now.  |
| Where do the bandits hole up?   | Most folks agree that they must be close to—or even within—Zion Canyon. But they've proved elusive.   |
| To whom do they sell their cattle?  | Most folks believe they sell their stolen heads across the border in Arizona, maybe even to the original owners.  |
| How long have the bandits been operating in these parts?                        | Several months, at least, Jacob recalls. Other townsfolk will have similar recollections.   |
| Is it possible that Elizabeth just ran off? Maybe with some boy?                | The Knights refuse to discuss the possibility. If the PCs decide to ask around town, no one is aware of anyone else who is missing, boy or otherwise.   |

## Scene 3 – Searching

This scene has several incidents designed to move the heroes closer to finding the rustlers' hideout while providing roleplaying and combat encounters. The Judge can determine how fast or slow to execute this scene, using some or all of the suggested elements as desired.

### 1. Springdale

Red Shirt leads the group to Springdale. As it is the closest town to the south rim of the canyon, he believes they might be able to pick up some clues about the rustlers most recent activities. The afternoon travel will give the heroes more time to talk to Red Shirt and Daniel Knight.

When they approach Springdale, the Paiute guide tells the heroes he won't go into town himself. He won't say why, he simply repeats himself and says he'll rest on the mesa. Truth is, he had a public run-in with the tinsmith (nothing serious, just a disagreement over a business transaction) and he refuses to return to the town if he doesn't have to. If the Judge wants to reveal this fact—or the heroes refuse to move forward without an explanation—Daniel can speak up and relate the story about the Paiute's altercation with the tinsmith, as he heard it. This is a good way to get both Daniel and Red Shirt involved in the conversation, although the Paiute definitely won't elaborate on the incident, other than to confirm the basic facts about Daniel's story.

Red Shirt also says that the local policeman is an honest man and they should try to find him, if for no



## The Disappearance of Elizabeth Knight

Although she's a focal point of the story, Elizabeth Knight appears only at the climax of the adventure. Information about her is noted in various sections because the heroes should learn bit-by-bit. Meanwhile, this sidebar provides a summary of the facts so the Judge can run the adventure like clockwork.

Elizabeth Ann Knight is a trusting girl with flights of fancy. As noted in the **Personalities** section, she is at the age where a handsome man with a kind word can make her melt. She grooms her father's horses and loves nothing more than to ride them around the pastures and sometimes into town. Her father always tells her to stay on the ranch property or the road, but she's wont to slip away on a whim, the river being her favorite destination.

Recently, Elizabeth rode to town with the noon sun overhead. There, she found a crowd listening to a well-dressed man telling stories about Zion and she stopped to listen. The girl followed the man when he rode out of town, catching up and begging him to tell her more about Zion—no, even better, she wanted to see it! He refused flatly, ordering her to return home. Elizabeth turned away, feigning obedience. Then she circled back and managed to follow the storyteller until she saw him meet up with the rustler "El Presidente" and some of his

men watering their horses at the edge of a secluded thicket by the river. She startled them, which can rub an outlaw the wrong way. All her curious questions just made them more suspicious. El Presidente had a problem on his hands; his solution was to take the girl.

Jacob and Daniel Knight searched the area on horseback when the girl failed to return home, finding nothing. Mr. Knight summoned the Sheriff, who assembled a posse of riders. One of the men found Elizabeth's bonnet near the river, giving them hope. They rode for three nights and two days, searching for clues from the southern rim of the canyon all the way to The Narrows of the Virgin River. In the end they came back weary and defeated. Mr. Knight realized he needed more than regular townsfolk to find his daughter.

Whether Elizabeth was taken against her will, or in accordance with her will, is left to the Judge. **Scenes 4 & 5** assume that she is a captive at the rustlers' hideout. Meanwhile, the **Forks in the Road** section titled "Alternative Endings #1" offers variations that assume Elizabeth is a willing participant and doesn't want to leave. **Table 1** offers information from Jacob Knight's perspective, because it's quite likely the heroes will ask him for details about her disappearance . . . but he doesn't have all the facts.

other reason than Springdale also has a weapons ordinance just like Grafton. They can reach the town before the end of the day. Of course, Daniel will insist on going to town with the heroes (there's a young girl there he hopes to see, a fact which Red Shirt will divulge if necessary). The combination of Red Shirt wanting to stay and Daniel insisting to go should be good for more roleplaying. The result of who goes or stays doesn't really matter for this scene, unless the heroes go off and do something foolhardy. In fact, it doesn't matter whether the heroes go at all, but if they pass altogether, they'll miss a helpful clue.

The Judge should use the following read-aloud description to the player characters that approach Springdale.



Two steady, drifting plumes of smoke mark your approach to Springdale. The dirt road you're on is becoming a bit more worn and easy to follow. Ahead, buildings come into view. The place appears larger than Grafton, but not by much. As you come nearer, the first building you see appears to be a boarding house; there's a sign with a bed and a basin. Up the road a piece you see a livery and then long buildings on two sides of the road leading right to the edge of the canyon.

Unfortunately, there isn't much to learn in Springdale, but there is one nugget that would make the visit worthwhile. Just about any citizen will mention that a storyteller passed through Springdale about a



week ago, telling tales about the gang's leader, "El Presidente." The storyteller's name was George Combs, a fancy-dressed dude with mutton-chops who claimed to have seen the bandit shoot down a bounty hunter in Yuma, Arizona. He described "El Presidente" as an averaged-sized man, who always wears a backwards black preacher's hat and dresses like a vaquero.

The policeman can be found if asked for politely (there's no signage on his section of the row house). He says he has investigated reports from local ranchers who had cattle and horses stolen, but never turned up any solid evidence or clues as to their whereabouts. He suspects that the gang is hiding out somewhere close to the canyon, but he can't say whether it's on the east or west side or somewhere in between. Sooner or later, the policeman will mention that he heard the rustlers might have kidnapped a young woman from a ranch outside of Grafton—that is, if the heroes don't reveal that themselves first.

A logical place to talk to the locals and learn about the storyteller's tales of El Presidente would be the local public house, which is simply called "Jonesies." Indeed, if the Judge prefers a simple stop in Springdale, the policeman could also be found here. Like the Prickly Pear, nothing stronger than beer and wine is served (and sometimes nothing at all) although the food isn't as memorable. If the Judge wants to spice things up a bit, there are a couple of ways to go about it.

- The Troublemaker: A burly laborer, who doesn't like the idea of strangers asking so many questions, threatens the heroes verbally or physically (such as a poke in the chest). He won't throw a punch without cause, but if any of the heroes get physical, he won't back down from a scuffle. Use a Rustler Brute if combat is needed.
- The Red Herring: A feckless feller is "obviously spying" on the heroes. He appears edgy when they ask questions (to him or to other townsfolk). He leaves the establishment at one point, while looking over his shoulder and eyeing the heroes the whole time. As it turns out, the man thought the heroes were asking about the theft of something from Grafton and he was just doing a bit of harmless eavesdropping. The policeman can vouch for him, confirming that the man, while he seems as suspicious as a raccoon sniffin' garbage, is just a harmless farm hand.

The rest of the town is unremarkable. The Judge should improvise as to the establishments in town (tinsmith, tanner, cobbler, etc.) if the heroes inquire or have a need they forgot to fill at Taylor's.

## 2. Circumnavigating the Canyon

After the heroes return from Springdale, Red Shirt suggests they take the far western route around the canyon, toward the north rim. If the heroes disagree, wanting to go around the east side, he won't argue. If they ask him why, he deadpans, "I like this side better."

## Tricky Terrain or "Never Let the Facts Get in the Way of a Good Story"



Someone's grandpappy said a feller should never let the facts interfere with a good story. This adventure is inspired by the history and geography of Zion Canyon, but it isn't beholden to either. Although the Dog House Gang prefers to maintain historical verisimilitude, we don't fret about taking a few liberties here and there.

The terrain around the west side of Zion Canyon is broken and difficult. In fact, it's nigh un-navigable in reality, especially on horseback. The east side ain't much better, particularly around Echo Canyon. And trying to delve into the canyon itself is downright loony.

The heroes will need to take a wide berth to circumnavigate the canyon on horseback, with occasional forays on foot, in order to experience the encounters outlined in Scene 3 (and in general). The Judge needn't measure miles to the last yard. Suffice it to say that maintaining balance between recognizing the geographic reality and fostering playability (and just plain fun) will ensure the game is all according to Hoyle. And the Dog House Gang has included notes in each section to help keep things in perspective, as warranted.

Historically the Paiutes viewed the canyon as a place to be avoided. They wouldn't venture into it, suspecting that it was the home of tricksters. Thus, Red Shirt has no desire to lead the heroes into the canyon. He prefers to circumnavigate and search for more clues, entering the canyon only if it becomes necessary. He truly doesn't care about which side they take, but in order to facilitate some of the encounters in this section, the Judge is encouraged to use Red Shirt's influence as the hired guide to steer the heroes around the western side of the canyon. If any of the heroes press the idea of going directly into the canyon,



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he will tell them it is too dangerous. If they insist, he will tell them they are on their own. Later in the adventure, he will enter Hidden Canyon itself, reluctantly, as it will become apparent that this is required to fulfill the job he accepted from Jacob Knight.

Red Shirt will take a route around either side that loops around, giving time to search the area for clues. Even on horseback, it isn't possible to circumnavigate the main canyon area in one day, and such an attempt isn't conducive to discovering tracks and other evidence. For purposes of making this adventure playable while maintaining verisimilitude, two or three days on either side is recommended.

**Tracks on the west side:** Shortly after the group passes within sight of the Three Patriarchs, Red Shirt (or a player cowpoke) spots an old wagon wheel trail. The Judge may use the read-aloud section to describe these three peaks to segue into this "encounter" or simply cut to the chase as desired.



Traveling in the plateau on the far west side of the canyon, you see three peaks rising above the landscape. It's as if three giants of yore met there to gaze into the canyon, turning to stone and remaining here for eternity.

The Paiute thinks at least two hand carts and several horses passed through here. He believes it's been at least a fortnight. His opinion is that these tracks aren't related to the rustlers—because they

## Animal Encounters



In case the Judge wants to add a little excitement beyond the pursuit of the bandits, the Dog House Gang suggests using an animal encounter. It can occur on either side of the canyon, in the plateau or once the characters delve down (or back up). Possibilities include the wailing of distant coyote, a pouncing mountain lion, the unexpected appearance of a rattlesnake or a chance encounter with bighorn sheep.

appear to originate from the southwest, veering toward the group's present position before turning away from the canyon and heading northwest—and he believes the bandits' camp is closer to the canyon based on the tales of their activities. He is correct on all accounts.

Any heroes with a successful Tracking trait test will concur about the direction of the tracks (TN 4). Red Shirt wonders aloud whether the travelers wanted a better look at the three giants (the peaks weren't named as the Three Patriarchs until the 20th century). Moreover, as Red Shirt has been billed as a trusted and knowledgeable guide in these parts, the heroes have no good reason to question his judgment. This encounter, while it doesn't provide specific clues, provides another opportunity for roleplaying and getting to know more about the area and their guide.

**Buzzards ahead:** The heroes spot several carrion eaters picking over what appears to be the carcass of a dead man.



You have seen plenty of birds overhead during the travel across the mesa, but several black dots in the distance demand your attention now. At first, it appears that the dots are circling in a slow, purposeful manner. Suddenly, the dots descend toward the horizon, perhaps a half-mile or so to the east of your current position.

This encounter can be (and should be) used on either side of the canyon. It is written for the west side, but if the heroes began the journey by traveling around the east side of the canyon, the Judge should simply change the direction in the description ("east" becomes "west"), as the heroes would need to move closer to the canyon if they intend to pursue this. The Judge may also require the players to dismount and walk a stretch, to emphasize the difficulty of the terrain.

When the heroes approach read the following:



As you approach, it's obvious that the buzzards are dining on something. Just when you get close enough to see that it's a man on his back, a shot rings out and one of the birds perishes. The man's gun hand falls to the earth.

It's possible the heroes would draw weapons and get in a little target practice. Regardless, if they close in, the buzzards will disperse and the heroes see the now-dead man, a Colt clenched in his hand. The shot was made with his last breath; he is dead by the time the heroes try to help him (if indeed they do).



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Aside from his gun belt (Colt, 8 bullets), boots, clothing, and \$4 in vest pocket, the man has nothing of value. He does provide a probable clue. He is wearing a yellow bandana. And anyone searching for tracks or clues in the area (Notice TN 4) will see that he has been dragging himself for some distance, toward Zion Canyon.

As noted earlier, all the bandits wear yellow bandanas, which means this dead man was one of them. Iffin' the heroes take the body back to town—whether as good Samaritans or because they think it might help them somehow—they will find that no one recognizes the buzzard-eaten corpse.

**The Narrows:** Red Shirt stops at a small sandstone formation near the northern rim of the western side of the canyon. He points out a rugged trail—where horses dare not tread—delving down toward the canyon, saying he has been down there before. He says it is a place of great beauty.

As he speaks, someone in the party notices something unusual: the charred, tattered remains of a sweat-stained yellow bandana wedged between several rocks. (The Judge could “consult” the pre-rolled trait tests to make sure someone saw it). Closer inspection reveals no other signs of a nearby campfire (because the bit of fabric was carried on the wind from a nearby campsite), but there are recent tracks within 30 yards of the formation, leading down the trail.

## A Not-So-Narrow Interpretation



Even today, getting to the Narrows of the Virgin River at the northern rim of Zion Canyon remains a difficult task. In the 1870s, only the bravest few even contemplated such a journey.

While a Judge should count his or her players among such intrepid heroes, the reality is that travelers on horseback would find this area impenetrable and those on foot would face great peril.

In this case, the Dog House Gang has taken poetic license to the extreme. We present this encounter with the hope that the Judge and players will embrace the time-honored spirit of “suspension of disbelief” and simply have fun with it.

The Paiute suggests they follow this clue, but recommends they don't continue any further, at least not before resting. Ideally, the heroes would camp for the night here on the west side of the canyon, near the trail. Daniel Knight agrees. Assuming they heed his advice, the next morning Red Shirt would enthusiastically step up the pace a might, taking them deeper down the trail, on foot.

It becomes increasingly obvious that Red Shirt has some knowledge of the destination at the end of the trail, as he deftly navigates the winding route, but the guide won't talk about it. This and the burnt section of yellow bandana could lead to some tension among the group, especially if there are any trust issues between the Paiute and the heroes. They might suspect that he has some connection to the bandits. The Judge should allow for any roleplaying that arises as a result of his silence, but Red Shirt isn't likely to say much more than “save your breath, you'll need it.”

He's right, of course, because the wonder of The Narrows can take a feller's breath away, but he also turns out to be prescient, as an ambush (of sorts) awaits. Red Shirt is no more aware of it than the rest of the party.

The Judge should use the following read-aloud section, in combination with the facts above, to help narrate the descent along the trail to The Narrows and launch the ambush. Based on the interactions between Red Shirt and the heroes, the read-aloud section could be modified to heighten, or diminish, the tension between the guide and the heroes.



The trail begins to descend rapidly—and perilously. Before long, you find yourselves picking your way over rocky terrain between sandstone walls that narrow and widen without warning. Red Shirt seems to know this path well—he navigates the twists and turns and ups and downs as if he has been here many times. The sun disappears overhead, and then reappears unexpectedly in slim rays illuminating the sandstone formations and casting wondrous shadow patterns everywhere. Rumbling sounds from below bounce like cricket-song in the night.

Finally, you see and hear the Virgin River bubbling not more than 50 yards beneath you, cutting through the walls to the south as if drilling to the center of the earth. As if you stepped through a hidden doorway, you realize you are on a ledge just above the mouth of the Narrows, with the canyon walls rising above you and cupping the sky like a pair of giant hands.

The vastness of the canyon beyond defies your sensibilities and fills you with awe and wonder. But you have little time to dwell on it, as gunshots ring out from nearby.



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Two deserting bandits have just broken camp on a similar ledge, about 70 feet south of the “doorway” that the party comes through. That ledge is slightly lower than the heroes’ (almost 10 ft.), accessible from an alternate fork along the same trail that Red Shirt just navigated. These bandits had bathed in a nearby section of the Narrows early this morning and were preparing to hike back up the trail and continue their journey away from the canyon. They deserted because they had recently double-crossed several of their gang, stealing a purse full of silver that was supposed to be split among the group.

The Judge should award surprise to at least one of the bandits (perhaps both depending on the strength of the hero party). They are jumpy because they fear that other bandits might be trying to track them down; thus they would begin shooting at anyone they see. The bandit(s), on Hold as a result of the surprise (SWEX page 61), would shoot immediately but probably miss because of poor ability, the range and the heroes’ medium cover (-2 to the attacker’s roll) afforded by the outcroppings around the ledge. The Judge could simply decide these first shots are misses, or actually determine the results with combat rolls. The idea is that the initial surprise gunshots gets the heroes’ attention and starts a gunfight.

The Dog House Gang recommends that the Judge use two of the Rustler Extras from the Personalities section (either one Brute and one Hardcase or two-of-a-kind). Each ledge is roughly 20 ft. x 10 ft. and each has rocks and brush that provide medium to heavy cover. Only two people per ledge can get the heavy cover and still fire on their opponents; the Judge should determine who gets what level of cover based on stated actions during the fight.

It would be best if the heroes could capture one of these bandits, or at least interrogate one before death comes a-callin’. They could provide a valuable clue about the location of the bandits, such as revealing that the entrance to their hideout is near the Great White Throne or confirming that El Presidente is there or even confirming that he had a young girl with him (although, it’s possible they didn’t know about that fact, in particular). The Judge should decide what information to divulge. And remember that Daniel Knight would be powerful angry when finally finding men he thinks kidnapped his sister—his actions would be unpredictable at this point and any time from now on when the heroes encounter any of the rustlers.

During the battle, Red Shirt could lead one or more of the heroes to the fork in the trail and attempt to sneak up on the bandits—or at least cut off any retreat. It would take about two or three rounds, so the other heroes would need to keep their opponents busy with gunfire.

Of course, if the heroes waste these fellers in a flurry of lead and never get the chance to question them, they can still learn something. One of the men has a dirty yellow bandana among his belongings—a clue to verify their connection to El Presidente’s gang—so even if

both of the deserters are killed in battle, the heroes can find this clue assuming they search the bodies.

If the heroes go round the east side first and follow the tracks leading to Echo Canyon, they will probably miss this encounter. It certainly isn’t critical for the plot of this adventure, but the side trip to the mouth of the Narrows provides additional opportunities for roleplaying, gunfights, and an additional clue . . . not to mention the ability to further establish the grandeur of the landscape and the frontier spirit.

**Tracks on the east side:** The guide or one of the heroes detects the tracks of perhaps two score head of cattle and as many as a half-dozen horses. Red Shirt figures the tracks are no more than a couple of days old. He suggests they follow these because they are odd; they meander in a wide swath across the plateau, generally approaching the canyon, unlike most free-grazing herds driven through the territory, which would stay far afield of the broken mesa.

The Judge should make the group follow the twisty path for a while, until it becomes more and more apparent that cattle were being grazed in the valleys between the steadily rising land while gradually driven closer to the canyon. Eventually, the tracks lead between the rising formations in this area, toward the Great White Throne (as it is called today), and into a valley south of Echo Canyon that served as a temporary camp for the rustlers. It may help for the Judge to reiterate the difficulty of the terrain, pointing out that this particular route is remarkable for its accommodation of horses. Perhaps Red Shirt can make a comment to that effect.



The cattle and horse tracks begin to veer west, toward Zion Canyon. An enormous chunk of pale sandstone towers above the landscape, seeming to beckon you. As you continue westward, the chunk appears more and more like a huge throne and you can’t help but think it is drawing you closer and closer. Meanwhile, it feels like the plateau is receding beneath the rising formations looming around you. Indeed, the tracks meander less and less, finally, purposefully leading down into a valley between the stately sandstone elevations.

Before long, the tracks become disorganized again, as if the cattle had been corralled in the valley for more than a short spell.

Several clues can be found at this temporary campsite—with a successful Notice or Tracking roll—including more tracks deeper in the valley, a couple of relatively fresh horse patties (a day or so), and the remains of a fire which was carefully extinguished but not eradicated. The tracks continue onward, in a narrower swath, down a trail that runs alongside Echo Canyon.



## 3. Echo Canyon Trail

Assuming the heroes continue down from the temporary camp discovered in **2. Circumnavigating the Canyon** in this scene, they will find a more permanent encampment on a plateau farther southwest of Echo Canyon, where a skeleton crew of El Presidente's men is guarding stolen cattle and/or horses. Technically, the heroes aren't delving into the canyon, but are following a trail into a valley near the canyon. If for some unfathomable reason the heroes decide not to follow the clues in **Circumnavigating the Canyon**, the Judge should smack 'em squarely with a brick (sorry, pard, bricks sold separately).

This straightforward encounter is required to continue the adventure, although how it plays out will depend on how the heroes approach and what actions they take when they find the camp. Use the following read-aloud section to start the encounter, which assumes the characters will earn surprise and begin the combat on Hold, while their opponents must make a Notice roll (SWEX page 61). Make modifications depending on the heroes' approach and whether surprise is indeed awarded.



The path from the valley continues to narrow and descend but it remains passable. Signs of livestock trampling the brush are readily evident.

Red Shirt slows down to negotiate a wide, steep turn around a sandstone outcropping and just as you clear it, you see another span of relatively flat land stretching out between canyon walls on the left and a precipitous drop into Echo Canyon on the right. Toward the far end of the flat, more than 100 yards distant and penned in near a cul-de-sac of rising sandstone, you see a small herd of cattle and several horses grazing. At the southern edge of the herd, about 60 yards away and to your left, you see about a half-dozen cowpokes resting around a small campfire.

The rustlers have stationed a single guard near the eastern edge of the flat, with a good view of the steep passage described in the read-aloud section. The heroes' actions will determine how this encounter begins.

The Judge should award Surprise to the group if the heroes make a cautious approach, keeping quiet and expecting trouble—a successful Stealth roll will do. Red Shirt could suggest such an approach to maintain this scenario, but even if surprise is wasted because the PCs blundered in with a lick and a promise, the Judge should still award some advantage, such as a second draw for a bad initiative card, unless they are thoroughly careless on the descent (such as testin' out the canyon's namesake with some yodelin' along the journey).

If the Judge awards surprise to the heroes, the rustlers are just lounging near their fire and cooking a meal, oblivious to the intruders on the path, because the mook on guard has fallen asleep. These mudsills have become foolishly complacent and overconfident in recent weeks, as their exploits have gone largely unchallenged and no one has entered this far into their territory. Often, the man on guard simply takes a nap.

If the Judge deems the heroes have lost the element of surprise, the bandit on guard will awaken and see the heroes emerge from behind the outcropping, alerting his pards in time to enjoin in battle without needing a Notice roll. The rest of the outlaws will get to their feet right quick, possibly with weapons ready. Initiative then occurs to begin the round—and the Judge should modify the read-aloud section to indicate that the men around the campfire are on their feet and aware of the heroes' presence.

The heroes will almost certainly have to fight, even if only briefly, and then possibly chase some fleeing rustler extras. If any of these bandits get away or are able to raise the general alarm then El Presidente and his men in Hidden Canyon will expect visitors.

At least one of these bandits will discharge a weapon if the heroes don't fire first. Even if the player characters attempt to parlay (after closing in quickly or otherwise making contact instead of getting' right to the shootin'), one of the fools just can't help himself, firing his weapon during the conversation and trying to plug the nearest hero. At the sound of the first report, the rest of the rustlers will clear leather and squeeze triggers, fighting for two rounds.

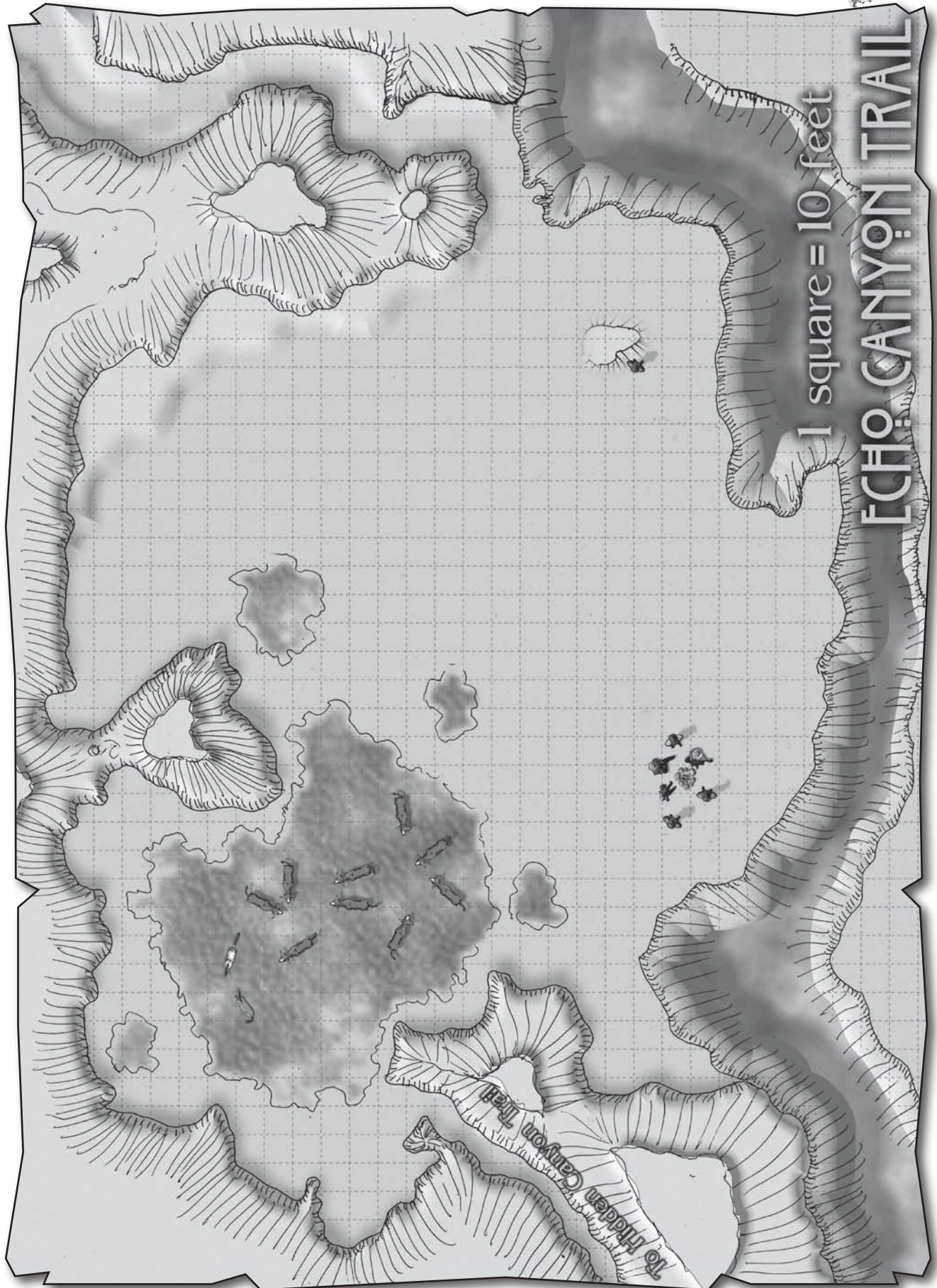
Iffin' any of the extras survive those first two rounds he (or they) will high-tail-it toward an out-of-sight passage to the south, beyond the grazing cattle, which extends for 60 yards through a field of sandstone rubble and leads to Hidden Canyon. These outlaws have no problem using the cattle and even their horses as cover while retreating toward the passage. The Judge should give them at least light cover (-1 for attacker) and perhaps even medium (-2) if the circumstances warrant (SWEX page 66-67).

Unless the heroes take down all of the fleeing rustlers, at least one of them will make it to the passage and attempt to inform El Presidente about the intruders. These fellers know how to navigate the passage and the tricky trails described in **Scene 4** and the heroes don't, so any decent head start will make it difficult to catch any escaping rustlers once they slip through the opening. Additionally, the passage is too narrow and meandering to ride a horse through, so the player cowpokes would need to pursue on foot. Regardless, at least the heroes will know where to go next.

Alternatively, assuming the fleeing rustlers aren't pursued immediately to the passage (or none survive long enough to get there), a diligent survey of the plateau (Notice -1) reveals a worn path, leading toward the rising formation of the Great White Throne that frames part of this valley. The path gives way to the passage—and so begins **Scene 4**, one way or another,



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unless the heroes are too dim witted to delve into the opening.

The Dog House Gang recommends six extras for this encounter, with three Brutes and three Hardcases. Depending on the relative strength of the party the Judge may decide to increase or reduce the number, but the idea here is for a brief skirmish to advance the plot rather than a protracted battle.

## Red Shirt and Daniel Knight

By the time the heroes reach Echo Canyon Trail and begin traversing the trails into Hidden Canyon, the relationships with the NPCs should be relatively settled—assuming that Red Shirt and Daniel Knight haven't kicked the bucket.

If the heroes have listened to Red Shirt, he has helped lead them to this point and it's likely that he has gained some level of trust with the heroes. Meanwhile, Daniel Knight would likely have shown some value to the group—with his healing skills and pluck.

Therefore, at the end of **Scene 3** and beyond, most of the description herein pertains to the group as a whole, without specific reference to either of these NPCs. We figure the Judge will have a decent understanding of these two and can play them appropriately based on the events so far—whether that means the Paiute and the young Knight are now integrated into the group, or if disagreements persist among the NPCs and the heroes—or turn them over to the PCs to control.

## Scene 4 – Hidden Canyon

From the bandits' camp in the Echo Canyon plateau, the heroes must leave their mounts to continue the trek along a series of three challenging "trails" to reach the entrance to the rustlers' hideout within Hidden Canyon. Owen Andrew Jackson's men regularly leave their horses behind on the flat and his standing orders include keeping a small contingent of men there to guard the horses and whatever rustled livestock they might have at any given time, as evidenced by the encounter described in **Echo Canyon Trail** in **Scene 3**.

## Who Said There Was Only One Hidden Canyon?



At the risk of repeatin' ourselves, it's important to point out that the Dog House Gang has taken liberties with the terrain in this here round-up. What is today called Hidden Canyon isn't necessarily the same place where them low-down rustlers are hidin' out. The descent into the valleys near Echo Canyon and the subsequent trails leading to what we're callin' Hidden Canyon spring from imagination, inspired by what is known about the region today.

As noted earlier in that section, the heroes might find the initial route leading to Hidden Canyon by chasing one of the bandits fleeing from the skirmish. Chances are good that any runners escaping through the passage from Echo Canyon will be able to reach the first trail and outdistance the heroes by climbing up the rocks and disappearing among the canyon terrain. Especially providin' the bandits manage to put at least 50 feet of space between them and the heroes when fleeing the fracas.

Of course, the Judge may allow a parting shot by the heroes, trying to pick off the climbers before they disappear up the first trail, but no more than one round of fire is recommended. And the Judge should modify the first trail's read-aloud text based on whether the heroes arrive here while chasing any rustlers, or on their own.

### 1. The First Trail



As you squeeze through the twisting rocky passage, you come to a dead end—a wide, almost circular open space at least 20 yards in diameter. The canyon walls rise high around you, except for straight ahead, where a sizable gap opens above a small rockslide about 50 or 60 feet up.



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The first trail begins at ground level at the end of the passage from Echo Canyon. It involves a relatively short climb up a partial rockslide (the slide occurred long ago and is quite stable) followed by another climb up a sandstone incline, for a total of about 60 feet to ascend. On both sections of the climb there are a variety of handholds, footholds and places to stand, so no special equipment is necessary to make the ascent.

In fact, the rustlers have placed a few pitons in strategic places to aid in the climb, which they make regularly in both directions. A Notice roll initiated by the heroes (TN 4) will reveal these aids before or during the climb. Outlaws handy with a rope sometimes throw a lasso to snag a piton or a jagged rock in order to make the climb even easier and quicker. When guests such

as Charity Lynn Alexander are escorted, the use of ropes is mandatory. Player cowpokes may try to use these climbing aids as well, assuming they spot the opportunity.

Although there is a primary route that most of the bandits prefer to take, the climb can be made by more than one approach and if more than one rustler flees the skirmish from the Echo Canyon Trail, up to three at a time can attempt the climb to elude the heroes. At the top of the incline, climbers must clamber, jump or hop over a ledge for a short drop to the beginning of the second trail.

Because of the nature of the incline, with the various holds and ledges, a single successful Climbing trait test (+2) results in a successful ascent. The Judge should rule that this means that most anyone can accomplish this task without suffering any danger, if he or she proceeds slowly or uses ropes and the pitons (snake eyes notwithstanding); however, anyone trying to climb rapidly or without the benefit of equipment will need to pass an unmodified Vigor roll to avoid suffering "bumps and bruises" and a level of fatigue.

## 2. The Second Trail



Peerin' over the top of the incline, you see what 'pears to be a footpath, extending to the north and the south.

Looks easy enough to drop on down just a few feet below, but with the various rock formations along the winding path, you can't see much further than 10 yards or so in either direction, from this here vantage.





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This section of the trail to El Presidente's hideout is a narrow footpath beginning where the first trail drops off, winding for almost a quarter mile between several outcroppings and rocky formations along the canyon wall. While it appears that the path goes in two directions (essentially north or south), the northern section ends in an impassable dead end after about 25 yards. The true trail proceeds to the south, rising gradually higher along the way.

Every now and then, the path requires a brief climb up or a quick dip down; however, this is really the easiest part of the journey to the rustlers' hideout. No trait tests are required to navigate the path if the heroes choose to walk, although running does pose a risk as described below.

The path is fairly well worn with the comings and goings of Jackson and his men. Here and there the heroes will come across forks and alternative routes, but the correct direction is easily discernable for anyone with the Tracking skill and should be considered automatic for Red Shirt (now, if the heroes have somehow lost the services of the Paiute by this time, the Judge will have to do some figurin' unless one of the PCs has Tracking). This meandering path requires a single file progression most of the way, although there are a few places where two or three people could walk abreast.

In several spots along the route, the walls or barriers on the right side of the path disappear for a stretch; that, combined with the trail's length, frequent bends and relentless incline can make the journey daunting for the heroes. It's difficult to see more than 10 or 20 yards ahead for most of the route—and those disappearing walls can jar a feller's sensibilities. The Judge might wish to more fully describe the trail and take things slowly, to emphasize the nature of the limited visibility along the path and to accentuate the uncertainty of the travel. The following read-aloud section is provided as an example.



Suddenly, the wall that you have been using as a guide just ends, like it was chopped off by a giant axe. A brief feeling of vertigo passes and out of your peripheral vision you see a vast chasm around you. Most of the time, there has been some sort of barrier on both sides—or at least one side. Now, you find yourselves crossing a manner of stone bridge, plenty wide for easy navigation, but leaving you thinking it's best to travel deliberately as you continue on the trail.

Walking single file on this trail remains quite safe; however, running poses real danger. There's no reason for the heroes to run, unless they are still trying to catch a fleeing extra from the previous scene. If such a

chase continues onto this second trail, the heroes and fleeing villains must make opposed Climbing rolls—with the die roll applied for two purposes. First, any hero who beats a villain's Climbing test gets one round of gun fire. If the extras win two opposed rolls in a row, they escape for good and the chase is over. Second, the climbing roll must beat TN 4 to avoid slipping and falling. Failure means the traveler has stumbled and must make a Vigor roll to avoid suffering a level of fatigue. A result of snake eyes means the traveler has slipped off the path, falling 1d4 x 10 ft. down the canyon wall and taking appropriate falling damage (SWEX page 104).

The second part of the trail ends at a field of boulders, with one massive hunk of stone blocking further travel. But on the eastern side of that boulder, about 5 feet up, is a narrow ledge that begins the third section of the trail. It's easy enough to see the ledge and anyone bothering to look will also spy a foot-sized notch carved into the boulder, conveniently placed to provide a boost up. An average-sized man can use the notch to step up and reach the ledge with no difficulty.

### 3. The Third Trail



Once you hoist yourself up from the boulder to the ledge, you find yourself in a precarious position. Your back is against the canyon wall and in front of you ain't nothing but air. Iffin' you have the mettle to look down, you see a long drop with few, if any, foliage or sandstone buffers to break your fall along the way. You reckon the only thing to do is inch your way along the ledge.

The final trail to reach the rustlers' hideout involves traversing a narrow ledge about 120 feet in distance, along a sheer sandstone wall. The ledge is out in the open, with a deep drop into the canyon awaiting anyone who slips. This is by far the most difficult part of the travel. The heroes must negotiate this ledge to reach the bandit's camp, which is set up on a long, flat outcropping about 150 yards above the canyon floor. Travel is strictly by single file on this leg of the journey.

To successfully navigate this ledge, travelers must make a Guts trait test. Heroes who take a well-described, methodical, time-consuming approach may receive a +2 to the roll. Failure means the traveler has slipped and must make a Vigor roll or suffer a level of Fatigue—and must resume the travel as well as pass another Guts test to continue successfully. Snake Eyes on the first or any subsequent check indicates the cowpoke has fallen off the ledge and plummeted 2d4 x 10 ft. partially down the canyon sides, taking appropriate damage (again, see page 104 of SWEX). The use of a benny is highly recommended to avoid such a fall.



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Anyone who has made this trek previously, gets a +2 to the Guts test. Heroes that have the forethought to rope themselves together also get a +2 bonus (total, not per person connected on the rope). If one or more cowpokes fail their test, the others may attempt to keep their compatriots from falling. Have the players choose one of the rescuers as the “leader” in the effort. The leader makes a Climbing test at TN 4 and gains +1 for every two of the remaining rescuers who succeed on cooperative rolls (see page 57 of *SWEX*) to help the leader. If the Climbing test succeeds, the rescuers have arrested their ally’s fall and may help him climb back up. For each additional character that falls simultaneously, increase the rescue TN by one. If the rescue test fails, an additional member of the party has fallen off the edge and is dangling from the rope. One of the cowpokes closest to a previously fallen comrade is pulled off the lip (determine randomly if more than one meets the criteria). The rescue team may try again as long as at least one rescuer is still on the ledge.

The end of the ledge widens abruptly and provides egress to the outcropping where the rustlers make their camp. But one last challenge remains—there is a small gap between that widening ledge and the outcropping itself. Use the following read-aloud section when the first hero reaches this spot, modifying if necessary depending on how the heroes made the approach (more on that below).



Suddenly, the ledge widens and wraps around the canyon wall to the south. Peeking around the corner, you see a gap in the ledge—a gap that separates you from a long, flat rock outcropping nestled within the canyon. Numerous tents and lean-to’s dot the space and there are most definitely people living here. Looks like you can jump the gap without much difficulty.

Indeed, it’s little more than a hop, skip and a jump to bridge the gap, with no trait test required if there is no rush to make the leap successfully. Therefore, most of the time the bandits have no trouble making it across—and neither would the heroes except that some of them will likely be under duress when the bandits discover them accessing the hideout.

It’s possible that a few of the heroes could jump the gap without any bandits noticing (assuming Jackson and his men haven’t been alerted to their approach by an escaping mook from Echo Canyon or by some other reason—see the scenarios in **Scene 4**), but before long, at least one of the rustlers will notice the intrusion.

The Judge should assess the heroes’ method of travel, their attempts to remain quiet or otherwise sneak up on the camp (or perhaps blunder right on in), to determine how many of the PCs jump across the gap before being noticed. The Judge should use a Stealth

vs. Notice check each time a character makes a purposeful attempt to jump unnoticed, awarding a +2 if the circumstances warrant it. Once one of them fails, the bandits become aware and the heroes who still have to make the leap won’t have the luxury of a methodical jump, instead requiring an Agility roll as a result of being under duress. In any case, as the heroes jump across the gap, the transition from navigating the trails to a shootout with the rustlers has begun.

## 4. Battle with the Rustlers



As you jump across the gap from the ledge to the outcropping, you see men taking positions all around the camp.

Battle ensues once the rustlers become aware of the intruders, whether the heroes get the drop on El Presidente’s men or the bandits have been forewarned. The battle will likely start with a round or two of gunfire between the rustlers on the outcropping and the heroes entering the hideout from the ledge. It could progress in a variety of ways, as detailed in this here section.

A couple of nooks and crannies can be found near the end of the ledge as it widens to the outcropping, as well as a few more on the other side of the gap. The heroes could brace themselves and find light to medium cover in these spots (-1 or -2 to the attacker rolls, as determined by the Judge), but the initial entry will indeed allow only one person at a time—as described earlier—and each successive party member will need to move at least a little bit in order to clear the way for the next. This could mean a couple of heroes jumping across and finding a place to crouch and brace, a whole passel of heroes rushing headlong onto the outcropping or a combination of moves on both sides of the gap, situatin’ themselves for a gunfight. The end of the ledge provides room for only two heroes to fight.

Meanwhile, the rustlers have their own nooks, tents and fortifications available to position themselves for a battle. For starters, one rather large boulder near the middle of the field serves as cover for four of the mooks (two on each side who work in tandem to shoot and switch places while they reload). Others hide at the edges of their tents and lean-tos or brace themselves in crags along the canyon wall and steady their guns atop piles of rocks while lying on their bellies.

Because this battle could take a variety of forms, the Dog House Gang has provided the following **Likely Scenarios** and **Battle Notes**, rather than a scripted conflict. With these, a competent Judge (that’s you, we reckon) can set up the fight based on the circumstances of the heroes’ entry and determine the next steps based on how the fight goes in the first few rounds.



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## Likely scenarios:

1. The bandits are prepared for the heroes, because one of the fellers in Echo Canyon escaped and raised the alarm—or because the heroes gave away their approach along the trails (such as with gunfire). The extras have taken positions at the large boulder and in various spots on the outcropping, awaiting the intruders. If the heroes blunder in, the Judge may elect to award surprise to the bandits. Regardless, they provide initial resistance, fighting with their preferred tactics (as described in the Battle Notes) for at least a few rounds and possibly up to a half-dozen as long as they maintain an advantage.

When things start to go badly, they will fall back toward the cave. El Presidente remains at the rear when the battle begins, with Elizabeth Knight in check. As soon as the tide begins to turn, he flees into the cave with the young girl in tow. Ideally, the heroes will spot El Presidente and Elizabeth, observing his retreat. Depending on the Judge's druthers, he or she might convey that information during the gunfight or require a Notice test or some prompt from the heroes about visually inspecting the rustlers and the outcrop before revealing that fact.

2. Same starting situation as #1 in terms of the rustlers being prepared for the intruders, except Jackson has already fled to the cave with Elizabeth Knight before the heroes enjoin the gunfight. The extras will fight with their preferred tactics and will still fall back if things go badly, thus providing the characters with the clue to the next step—continuing on into the cave.

The Dog House Gang recommends that the Judge use this scenario only if the PCs have proven formidable and are likely to win the gunfight easily and push forward in short order, exploring the cave in any case. Alternatively, this scenario makes good sense if the Judge prefers to ensure that El Presidente escapes this adventure alive, presenting follow-up possibilities (see **Forks in the Road**).



3. The bandits are unprepared; they had no warning of the heroes' approach because none of the extras from Echo Canyon survived to tell the tale—and the heroes were relatively careful and successful while navigating the three trails to the hideout. Jackson and Elizabeth are out on the outcropping with everyone else when the first of the heroes reach the outcropping. In this case, the Judge may give the heroes surprise.

As soon as El Presidente and his men become aware of the heroes, the extras will try to reach their preferred fighting positions if possible; however, they are just as likely to draw weapons and start firing wherever they might be. Jackson will squeeze off a round or two himself preferably with his Henry, before using his lasso to secure Elizabeth and dragging her to the cave as soon as the moment is right (he won't wait long—and the lasso is a nice dramatic touch, we reckon). The mooks fight for no more than three rounds, gradually pulling back to the cave, whether it's going well or not.

As part of either scenario 1 or 3, when Jackson retreats to the cave during the battle, the Judge should use the following read-aloud section to alert the heroes. That should provide an eventual transition to **Scene 5**, giving the heroes a reason to win the battle so they can follow him and continue their quest to rescue the Knights' daughter. For scenario 2, the heroes will have to take it upon themselves to explore the cave (after questioning survivors or just puttin' two-and-two together) and advance the story to **Scene 5**.



The man in the Mexican-style poncho and the preacher's hat hurls his lasso and ropes Elizabeth Knight like a little calf, dragging her into a cave at the far end of the camp. She screams and struggles, but he handles her easily and soon they disappear into the canyon wall.

## Battle Notes:

El Presidente has given instructions to his men for battle tactics on the outcropping. They have practiced taking their positions and moving about, although they have never used live ammunition or truly faced any intruders here. Although it's reasonable to assume they will stick to the plan in most respects, it's just as reasonable to assume the extras will make mistakes during the battle.

Defensive positions: The extras prefer to start in specific positions—or to reach those positions quickly if taken unawares. They have a variety of cover and makeshift fortifications available, including:

- Large Boulder: this rectangular boulder provides medium cover (-2) for mooks hiding alongside of it and firing toward the entry gap. It's roughly 4' wide, 6' long and 7' high with the long side slightly askew to the gap. One man can fire from each side at the



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same time, while maintaining cover. A rustler with a wild streak might climb up to the top of it, lay flat and fire from up there, also getting heavy cover (takes a full round to climb, or iffin' the rustlers were forewarned, he could start there).

- **Crags and Rocks:** Natural obstacles such as smaller boulders and sandstone crags pop up here and there around the outcropping. They provide light cover for crouching combatants.
- **Nooks and crannies:** Along the canyon wall there are nooks and crevices where a feller can squeeze in and brace himself, getting light to medium cover.
- **Piles of rocks, barrels, crates:** In addition to the natural obstacles, the bandits have made some of their own fortifications, including piling up smaller rocks and arranging empty barrels and crates from supplies brought to the hideout (see **Service Entrance** sidebar).
- **Tents and Lean-tos:** Some of the mooks take positions alongside of their canvas and hide tents and lean-tos. These provide concealment if the bandits are completely out of sight, but no advantage if they are visible (e.g. leaning around the side to fire).
- **Fire pit and cook stove:** Between the big boulder and the cave are a fire pit with a large cauldron and two wooden tables with benches. The tables can be turned over and they provide medium to heavy-cover. One person can use the cauldron for light-to-medium cover.
- **Cave entrance:** Standing just inside the cave entrance alongside either wall provides medium-cover. Just like the boulder, one person at a time, on each side, can take advantage of this position.
- It's also worth noting that when the bandits fall back, these same positions can be taken up by the heroes as they advance.

**Working in tandem:** Jackson has instructed his men to work in pairs whenever possible. The two men take positions together, one fires, one hides, then they switch to reload or in case one man is hit, or what-have-you.

**Preferred Weaponry:** The bandits choose to use their rifles initially, assuming there is space between them and the intruders. They will switch to handguns—or knives—in close quarters, or if they have one-shot rifles and taking time to re-load ain't a viable option.

**General Tactic:** The men aren't supposed to advance from their starting positions. Jackson has told them to hold their positions for as long as possible and stressed that it's quite possible to win any potential gun battle that way. He also told them to fall back when pressed, or when ordered by Jackson or his main allies, working their way back to the cave.

**Jackson's Allies:** Each of the named NPCs has particular abilities that can be used in battle. If present during the encounter (see **Scaling the Adventure** in the **Forks in the Road** to determine who should be involved in **Scene 4** and **5**), each of these characters should act according to their strengths and weaknesses.

Isaac Holbrook would prefer to find a niche near the cave and try to stay out of sight, keeping his Colt ready for heroes advancing past the large boulder toward the cave. Jasper Henley would join the extras in blasting away with his favored Spencer (he might be one of the fellers at the large boulder). George Combs or Miss Alexander would probably stay close to Jackson, guarding him or helping him handle Elizabeth.

## History of the Hideout

The Dog House Gang figures it's right natural to wonder "how in the world did El Presidente discover such a boss hideout?" Now, it's mighty temptin' to say "mind yer own business, pard," but that response seems more than a little unsatisfactory.

The fact is: Owen Andrew Jackson is just a lucky rip. He, Jasper Henley and Isaac Holbrook stumbled upon the Echo Canyon Trail and the plateau while looking for a place to use as a hideout as part of Jackson's impending plans to rustle livestock. They were riding around Zion and found the trail, simple as that. When they made it to the plateau, Jackson was completely satisfied and they figured that would be a fine spot to bring their ill-gotten gains.

Shortly after they returned with some mooks and a few stolen head of cattle, Isaac Holbrook got a little sauced and went exploring. He found the passage to the first trail described in **Scene 4** and started climbing. By the time he started to sober up, he had found the outcropping where the current hideout is. He managed to find his way back and told his friends about what he had found.

When Jackson saw the outcropping, he wasn't impressed. Too hard to get to, not worth the trouble, he thought. But when they explored further and found the cave system (see **Service Entrance** sidebar), he realized what a find this truly was. They began moving the full hideout to the outcropping, using the plateau as a place to keep the livestock temporarily.



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No Explosives: For the love of Pete! Do we have to explain this one? Actually, Jackson did need to make this clear when one of his less-than-brilliant extras wanted to fool-around with dynamite shortly after they set up camp here. Isaac Holbrook hates this rule but he has begrudgingly acknowledged the wisdom in El Presidente's edict.

Obey Commands: The men have been instructed to obey verbal commands from Jackson and his named allies. Primarily, in this battle, those commands are to ensure that Jackson's cronies don't flee into the cave without putting up a fight for at least three rounds—a couple of them will be shot by Jackson, Henley, Combs or Holbrook if they abandon their posts during the battle, unless Jackson orders any of them to accompany him.

## Scene 5 – Pursuit and Rescue

As noted in **Scene 4**, sometime during the gun battle the leader of the bandits escapes with Elizabeth Knight (actually, it could be before the heroes arrive, or it could be during the battle—as described in **Scene 4** and left to the Judge's discretion based on events leading up to that scene). The heroes must pursue El Presidente into the cave in order to rescue the Knights' daughter. The only viable way to reach the cave is from the outcropping, so the heroes must force the bandits to retreat—or simply wipe them out in the gun battle—in order to pursue El Presidente into the cave.

A final showdown in the cave pits the leader of the bandits (and perhaps an extra or two or even one of Jackson's primary allies who fled with him as ordered) against the heroes. Attempts to parlay and make a deal

## Service Entrance

In addition to the three trails leading from Echo Canyon into Jackson's hideout, there is another way, although it isn't conducive for normal travel, being nearly 200 feet above the Echo Canyon Trail the heroes traveled to reach the plateau in **Scene 3**. This hole in the canyon wall connects to a passage that leads to the rustlers' cave on the outcropping.

The rustlers' cave, when entered from the camp on the outcropping, appears to have no other exit. Actually, the exit leading to the hole in the Echo Canyon wall looks like just another crevice or rock formation from that angle. Heroes moving closer and getting to the cots on that side of the cave will see the opening. This passage cuts northward through the canyon walls, joining to another small cavern and then another passage before eventually opening to the spot above the Echo Canyon Trail, after more than a 1/4 mile.

Isaac Holbrook and Jasper Henley have installed a pulley system with a loading platform at the opening above the flat. The rustlers use Holbrook's system to haul goods up to the hideout. While it's still inconvenient to haul stuff up and through the caverns, it's a lot easier than trying to do so along the trails. The platform has a crankshaft to aid in the manual pulling, as well as a storage rack on the passage roof into which the platform slides securely.

Additionally, Holbrook and Henley have spiked two iron grommets into the walls at the opening, which hold long knotted ropes, allowing for unassisted individuals to climb down in an emergency. The ropes are neatly coiled along each wall, extending a few feet up the passage.

Finally, Holbrook has marked the passages with white painted arrows for easy navigation. This will help the heroes as well if they traverse this route—his markings are clear and understandable.

Although it's possible that this exit could be spotted from within Echo Canyon, the height of it and the impossibility of ascent or descent without the climbing equipment would make it highly unlikely that it would be recognized as anything other than a hole in the canyon wall, like so many others. If the Judge desires, a Notice roll with a TN 12 could be allowed for anyone specifically looking for such an exit from within Echo Canyon. The Judge shouldn't provide any clues to this opening without specific player character inquiries that would warrant the Notice test. The climb itself would require three Climbing tests because of the height and difficult climb.

In fact, the rustlers have never used this for anything other than hauling up supplies, rather than trying to bring in goods along the narrow tricky trails described in **Scene 4**.



are possible, either by the heroes or Jackson, depending on the outcome of the battle in **Scene 5** (that is, Jackson may be more willing to deal if he witnessed his men getting slaughtered—or less so if the heroes took casualties or are significantly weakened). Of course, if he had fled here before the battle in **Scene 5**, he won't have that perspective, but he's likely to be worried if the heroes get through all his men into the cave.

This scene could involve at least some roleplaying between the heroes and Jackson or it might become a shootout if the Judge or the players are itching to draw. That is, unless the Judge prefers to have Jackson escape down the secret passage before the heroes even reach the cave, living to torment the heroes in some future adventure. One of the **Forks in the Road** details this option and this resolution is left to the discretion of the Judge. The **Service Entrance** sidebar also provides information relating to this option.

Jackson could threaten to kill the girl, holding a gun to her head, or simply use her as a shield as he continues to edge his way to the secret passage. He could offer to cut the heroes in on his action. He could ask them what they're being paid—if he learns or realizes they are here to rescue the girl—and make a counter-offer. Much of this depends on the actions of the heroes, so rather than trying to account for every possibility, these ideas should provide the Judge with enough information to adjudicate this final encounter, whether it means finding Jackson here with a gun to Elizabeth's head or finding her knocked-out near the back of the cave.

The cave is longer than it is wide, and irregularly shaped. It measures roughly 30 feet across and 50 feet deep, with several crevices and fallen rocks from the ceiling throughout. The entrance is only 10 feet across. The rustlers store supplies in here: stacks of crates, barrels, and lumber are neatly placed against the east wall. Additionally, five cots are placed in somewhat private positions along the west wall, serving Jackson, Holbrook and Henley as well as Charity Lynn Alexander and George Combs, when they are visiting. The Judge can use the following read-aloud section when the characters enter the cave, modifying the details based on the situation in regard to who might be in the cave at that time.



While the entrance to the cave is relatively narrow, it quickly widens and expands deeper into the canyon wall. You see a variety of rock formations in the irregular space, as well as outcroppings and fallen rocks. Additionally, a variety of lumber, crates, and barrels line one wall and several cots are pressed close to the other wall, separated by the natural formations, apparently to afford a little privacy.

## Supplies at the Hideout

As noted in the description of the cave in **Scene 5**, Jackson and his rustlers keep a variety of supplies in the cave. The manifest should include all of the following items, with any additions the Judge wants to tack on.

Sacks of dry goods (sugar, flour, cornmeal)

Barrels and casks (beer, water, whiskey, black powder, oil)

Medicinal supplies (bandages, laudanum, physician's bag, chemicals)

Tools (hammers, saws, crowbar, spade, pick)

Lumber

Hardware (nails, screws, hinges)

Side of beef

Rolls of canvas

Coils of rope

Weapons (spare rifles, gun cleaning kit, boxes of ammunition)

## Scene 6 – Settling Up

The heroes must take Elizabeth back to the Four O'Clock Ranch in order to collect their reward. Bringing both the Knights' daughter and son home alive will result in a handsome bonus (say, an extra \$500) as well as an offer to stay a few days to rest and enjoy some home cooking.

Even bringing the daughter back dead will get the heroes paid, because the family wants to know her fate. Unless of course, the heroes were the cause of her death and the family learns about it, in which case, the Judge should use discretion in the settling up. Likewise, if Daniel is killed, Jacob Knight will still make good on his end of the deal—he knew the risks of sending his son and won't blame the heroes if he doesn't come back alive, unless he learns of specific negligence on the heroes' part.

Alternatively, if the heroes try to depart without contacting the ranchers, regardless of the outcome of their mission, the rancher will hire men to track them down. And that will lead to an interesting follow-up adventure for the Judge to put together.

There ain't much more to tell here; the Judge should simply do some roleplaying with the Knights to bring this adventure to a close when the heroes return—or hatch a devious plan to make the heroes pay for failing to return to the ranch.



## Forks in the Road

For the most part, this is a self-contained adventure, but it could take several forms, depending on the size of the heroes' party and the time the Judge has to coordinate the details. This section provides a few alternate ways to begin the adventure, as well as ways to define the scope of the journey around and eventually into Zion Canyon. Additionally, the Judge may desire to expand upon the adventure, so a few ideas for follow-up encounters and storylines are offered.

## Scaling the Adventure

The heroes should be able to invade Jackson's hideout in Hidden Canyon and rescue Elizabeth Knight. In the process, it's likely that at least one of the gang leaders would be able to escape during the chaos of battle, while a number of extras will meet their maker. Depending on the number of player characters in the hero party, the Judge should attempt to provide a balanced group of adversaries to make the final battle challenging but not too deadly for the player cowpokes.

As written, the adventure is designed for four to eight characters of seasoned to veteran rank. The scenario can be easily adjusted for a different number of player characters, for characters of different ranks or both. The simple method is to either add or subtract extras and perhaps remove one of the named adversaries. The Dog House Gang makes suggestions for the composition of the rustlers in **Table 2: Suggested Composition of the Rustlers in Hidden Canyon**.

## Other Timeframes

While *Hidden Canyon* is set in 1872, the Judge doesn't have to play this according to Hoyle. The timeframe could be shifted roughly 15 years past or future without causing any difficulties, as long as the reasons for the heroes to end up in Grafton are also adjusted (see the next Fork for ideas). The Judge should keep in mind the Grafton flood of 1862, but otherwise the towns of Springdale and Grafton would have existed by the late 1850s and the settlements around Zion Canyon would have been fairly similar in the 1890s. Timeframes before 1850 and after the turn of the century would provide historical complications for the region.

## All Roads Lead to Grafton

As noted earlier in **Getting Started**, it doesn't really matter how the heroes end up in Grafton. In an ongoing game with established environs and player-character activities, where a cattle drive ain't quite fittin', the Judge can substitute a different preamble to set up *Hidden Canyon*. Most of these ideas could apply to 1872 or other timeframes.

- The heroes land a job escorting a group of traveling performers through Utah. Sooner or later, the troop ends up in Grafton. An interesting twist could be that Charity Lynn Alexander is the star of the itinerant performers. Perhaps "King" George Combs makes a cameo appearance somewhere along the line as well.
- The silkworm craze is giving gold fever a run for the money. The heroes are hired by an entrepreneur to

**Table 2: Suggested Composition of the Rustlers in Hidden Canyon**

|                   | Number of Heroes   |   |
|-------------------|--|---|
|                   | 4 or less  | 5 or more   |
| Average Hero Rank | <b>20-39</b><br><b>Leaders:</b> Owen Jackson, Isaac Holbrook, King George Combs<br><b>Rustler Brutes (Extras):</b> 1/2 per hero<br><b>Rustler Hardcases (Extras):</b> 1/2 per hero   | <b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs<br><b>Rustler Brutes (Extras):</b> 1/2 per hero<br><b>Rustler Hardcases (Extras):</b> 1/2 per hero                             |
|                   | <b>40-59</b><br><b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs<br><b>Rustler Brutes (Extras):</b> 1/2 per hero<br><b>Rustler Hardcases (Extras):</b> 1/2 per hero                          | <b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs<br><b>Rustler Brutes (Extras):</b> 1 per hero<br><b>Rustler Hardcases (Extras):</b> 1 per hero                                 |
|                   | <b>60-79</b><br><b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs<br><b>Rustler Brutes (Extras):</b> 1 per hero<br><b>Rustler Hardcases (Extras):</b> 1 per hero                              | <b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs, Charity Lynn Alexander<br><b>Rustler Brutes (Extras):</b> 2 per hero<br><b>Rustler Hardcases (Extras):</b> 2 per hero         |
|                   | <b>80 or more</b><br><b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs, Charity Lynn Alexander<br><b>Rustler Brutes (Extras):</b> 2 per hero<br><b>Rustler Hardcases (Extras):</b> 2 per hero | <b>Leaders:</b> Owen Jackson, Isaac Holbrook, Jasper Henley, King George Combs, Charity Lynn Alexander<br><b>Rustler Brutes (Extras):</b> 2 1/2 per hero<br><b>Rustler Hardcases (Extras):</b> 2 1/2 per hero |



# BUCKSHOTS: HIDDEN CANYON

investigate the real prospects in Grafton. Or the heroes get wind of some flush fellers investing in the silkworm trade and decide to find out first-hand what all the hullabaloo is about. When they get there, they find it's mostly a mundane business proposition and Jacob Knight comes along with something more interesting—either a diversion before fulfilling their job with the entrepreneur or something that supplants their original intentions.

- An odd stick named Horatio Armitage hires the heroes to make a pilgrimage, of sorts, to Grafton. He tells them he has heard about a whiskey brewed by none other than Brigham Young himself, called "Valley Tan." He wants to procure a sizable amount of the whiskey for distribution to towns back east and hires the heroes to make the trek to Zion, gather information and perhaps even arrange a deal. Unfortunately, Armitage has his facts wrong—while Valley Tan is no myth, Grafton has nothing to do with it. Upon arriving and checking out the story, the heroes realize they are on a fool's errand. Jacob Knight's offer comes at an opportune time.
- Fleeing trouble in other parts, the heroes make their way to Zion to hide out. They've heard stories about a few small Mormon towns that could provide work and a place to lay low for a while. Of course, they

end up in Grafton and somehow, ironically, word of the heroes gets around—word that they are honorable men sent by Providence to help the Knights . . .

## Don't Go Back to Rockville

The Dog House Gang included Rockville on the area map because of its historical presence. Seemed downright awkward to leave it off the map. As designed, the adventure doesn't involve any action in the burg, but the Judge could alter that if desired—or if needed to handle inquiries about Rockville iff'n' the heroes insist on going there to search for clues or what-have-you. With that in mind, here are some ways to include Rockville in the story.

- The Judge could divide up the revelation of the clues gleaned in Springdale, so the heroes must go to both towns to pick up the information available. Perhaps Red Shirt doesn't want to go to Rockville either—in this case he had a run-in with the tanner. This could make the heroes question Red Shirt's value, as he won't go to either of the towns and seems a might obstinate.
- Charity Lynn is performing in Rockville. If the heroes poke their nose in town and talk about trying to find the bandits, she will learn about it (maybe





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even directly from the heroes). She could surely get a message to her rustler friends in Zion Canyon . . . or the heroes could somehow intercept her message or otherwise learn more about the rustlers through encounters or incidents or scuttlebutt involving Miss Alexander.

- A particularly ornery Judge could make sure the heroes hear about Rockville (from folks in Grafton or Springdale or the Knights or even Red Shirt), while putting up obstacles to travel there. Red Shirt could refuse to lead them there, saying it is “a waste of daylight” or as noted above, he has valid reasons because of his run-in with the tanner. Daniel Knight could agree, or he could argue with the guide. Rockville could end up as the proverbial forbidden fruit. Whether anything can be learned there, or if the heroes can ever get there, would be entirely up to the Judge.
- El Presidente escapes to Rockville after the encounter at Hidden Canyon (see the next Fork), providing a potential follow-up adventure with Jackson and Miss Alexander (if she wasn’t at the hideout), assuming the heroes learn about their presence there, or the rustler learns more about the heroes from the residents (or spies) in Rockville and the other two towns.

## Alternate Endings

Things happen during combat and times of stress; it’s no use beatin’ the devil round the stump. This Fork offers some ideas for intentionally changing the ending for this Buckshot, as well as ways to adjust depending on unexpected fortunes of battle or travel in difficult terrain.

### 1. Elizabeth Knight Doesn’t Want to Be Rescued

The girl left of her own volition and has no desire to go back home. She’s a rebellious young woman who has fallen in love with El Presidente; despite his inclination as a scoundrel Elizabeth wants to stay with him. The Judge can change the description in **Scene 4**, number 4 (“Battle with the Rustlers”) so that she doesn’t struggle and perhaps even appears to flee into the cave willingly, with cascading changes to the events in **Scene 5**.

On second thought, it seems like a durn shame to miss out on Jackson’s use of the lasso at the height of battle, so maybe she and rustler could fake that part of **Scene 4**, luring the heroes into the cave to get the drop on them—with help from a couple of extras or one of El Presidente’s main allies. Or maybe this scenario is paired up with #4 below.

The heroes will need to decide whether to take her forcibly—probably during the **Scene 5** encounter with Jackson and Elizabeth in the cave—or to let her stay, which would mean a confrontation with Daniel Knight, who will refuse to let her stay no matter what she says.

### 2. Knight Falls

It’s possible that someone may meet his or her maker during battle or while traveling along the Hidden Canyon trails. As always, the Dog House Gang hopes no player characters move on to the final reward—Judges should handle that as appropriate and determine how it affects the rest of the adventure.

Now, iffin’ one of the Knight NPCs perishes, it could easily affect how this Buckshot ends. If Red Shirt dies (he is wearing a red shirt, after all), that makes it more difficult for the heroes to proceed—especially if they haven’t found the Echo Canyon Trail before Red Shirt expires. The heroes can press on and the mission remains intact after they decide whether to bury him or otherwise take care of the body.

Of course, if Daniel or Elizabeth is called home, that’s a different story. Decisions will have to be made. What will the characters do and how will they handle the interaction with the surviving Knights?

For example, if Daniel dies at The Narrows, will the heroes take him home and start over? Take him home and tell Jacob this task is too much for them? Take his body with them—or bury it or hide it—pressing on with the mission like soldiers? What if it happens on the third trail to Hidden Canyon? And what if Elizabeth is killed in cross-fire, or executed by Jackson in the cave? Or killed trying to escape with Jackson as per the first option in this Fork...

### 3. The Heroes Bail Out

The heroes fail to follow through on the rescue of Elizabeth, for one reason or another. Perhaps they get tired of the adventure or find it too difficult, or someone dies along the way and they just think it’s too much to bear. Or maybe Elizabeth ends up dead (or they let her stay as per the previous part of this Fork). Maybe they face their responsibilities and return to tell the story to Jacob Knight. But perhaps they’re too yellow—or selfish or what-have-you—to go back to town. Rather than facing up to their agreed-upon responsibilities, they decide just to take off without ever returning to face Jacob Knight.

If Daniel Knight is still with them, he will do his best to persuade the heroes to continue—regardless of the timing of their decision (for example, he’ll urge them to return and tell his father the story even if Elizabeth dies, or he’ll urge them to carry on because he’s convinced the Lord has sent them to find Elizabeth). Red Shirt would likely stay out of the discussion no matter how it goes (“I’m just the guide”).

If the heroes decide to abandon the rescue, Jacob Knight hires another group of men to track them down, possibly accompanied by Red Shirt and Daniel assuming either of them survive to relate how the heroes took off. If no one returns, Mr. Knight will use his resources to attempt to hire another group to find his daughter. If this turns up clues about the heroes abandoning the mission, he might later try to track down the heroes. Developing a group of NPCs that would ultimately challenge the heroes will take some effort by the Judge, but it is a logical outcome and could provide an excitin’ extension to the adventure.



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## 4. Jackson Escapes

As noted in **Scene 5**, there is a “secret” passage out of the rustler’s cave, used primarily as a way to haul up bulky supplies from Echo Canyon. As described in the **Service Entrance** sidebar and the cave description in **Scene 5**, this route out of the cave isn’t hard to find but it isn’t immediately obvious when entering the cave from the rustler camp. Depending on how long it takes the heroes to reach the cave after Jackson sets his escape plan in motion, he could be well on his way out of Echo Canyon or still climbing down the ropes by the time the heroes find the passage and the escape route.

Various possibilities come into play if the Judge prefers to conclude this Buckshot with the escape of El Presidente—and thus setting up the possibility of further encounters with this devious rip. As this is an alternate ending to the adventure, the Judge will need to figure out what makes sense based on everything that has happened during the course of play—or plan ahead to ensure that Jackson has time to escape. Either way, the following ideas can be used separately or in combinations—perhaps in conjunction with #2 in this same Fork—to make this ending memorable.

- Assuming Jackson has taken Elizabeth Knight into the cave as described earlier, he would likely leave her there—either tied up or knocked out—forcing the heroes to spend at least some time attending to her before searching and finding the exit, giving him time to escape. A yellow bandana stuffed into Elizabeth’s mouth would add a vile point to the rustler’s escape.
- Jackson is determined to flee with Elizabeth Knight in tow. Or as mentioned earlier in this fork, perhaps Elizabeth went with Jackson voluntarily. So here’s an angle: when the heroes get to the cave, no one is there! They’ve all gone down the passage to the exit. Whether it’s possible for the heroes to find the passage and give chase before the bandits lower themselves to freedom is all up to the Judge’s druthers.
- Jackson orders a couple of extras to guard his retreat, giving him precious extra time. Maybe they listen and do as ordered; maybe they decide to flee down the passage as well; but either way they provide a buffer between the rustler and any heroes giving chase.
- El Presidente decides to enact his final solution: he uses his two sticks of dynamite in an attempt to destroy the passage to the **Service Entrance**. He has previously dug out a slot in the crevice wall that hides the passage from the cave entrance. For just such a last ditch gambit, of course. Fleeing the cave, he slides the dynamite into the slot and lights it before he runs down the passage. Even if the passage can still be navigated after the explosion, the diversion itself ought to give Jackson extra time to skedaddle. (And never mind that he told his men never to use explosives at the hideout, he’s the top dog ‘round here.)
- The wily rustler has also planned the rest of his escape. He hopes to find one of his horses—or maybe an intruder’s—on the plateau in order to make his

flight from Echo Canyon a little speedier. It could be a footrace to reach the horses, iffin’ the intruders head back down the trails quickly, or attempt to escape the same way that Jackson has, so the Judge will just have to . . . well, judge.

- Rather than high tailin’ it out of the canyon area, Jackson has picked out a perfect spot among the rock formations, a place where he can attempt to pick off intruders as they leave Echo Canyon or attempt to climb down the same escape ropes he used. His hiding place is well-researched; it gives him the ability to see the area he’s targeting while providing heavy cover. Therefore, he’s likely to get a couple of shots off—albeit at long range—before he decides any more activity would give away his position and endanger his ultimate escape. Of course, he has a planned route out of the canyon area from here, if necessary.

Regardless of which of these options the Judge decides to incorporate or combine, he or she will also need to determine who else may avoid capture or death—is it only El Presidente or do any of his main allies take off with him?

## Weapon Fluff & Crunch

To enhance the flavor of a western game, the NPCs in this adventure carry a variety of weapons not listed specifically in *SWEX*. These are intended to spice things up with a little extra detail—all the statistics presented for these firearms and hand weapons match those for existing, similar weapons as listed in *SWEX*.

Additionally, in the Combat Blocks for the NPCs, the Dog House Gang has noted the number of loaded rounds that any firearm holds. Because re-loading a weapon was a real factor in any gun battle in the old west, we recommend that the Judge require time to re-load once a weapon has spent all its ammunition. To keep the Savaged fast and furious feel, we suggest a single round to fully re-load any weapon.

| Type | Description         |
|------|---------------------|
| Cyl. | Cylinder (revolver) |
| Int. | Internal Chamber    |
| Mzl. | Muzzleloader        |



## Personalities

Elizabeth and Daniel Knight are detailed here, as well as the Paiute guide and all them no-account, good-fer-nothin', underhanded, reprobate scofflaws that make up El Presidente's gang. The Dog House Gang sure had fun inventing these outlaws and we hope that you have as boss a time pitting the heroes against the gang.

### Red Shirt

While his Paiute brethren ignored or misread the signs of change in their tribal desert lands, Red Shirt trusted his visions. The Wolf had appeared to the young brave—who was then called Rabbit Foot—showing him the coming of the Mormon settlers and the White Father's armies. The Wolf told the brave that he would need to learn to speak to the white men to survive. In every vision, the young Paiute saw a man clad in a red tunic.

When Mormon traders and missionaries came to the Paiute, Rabbit Foot observed closely. One day, a trader wore a bright red shirt like the man in his visions. The brave approached the man, boldly, asking to trade his rabbit skins for the garment. The men laughed at the young Paiute but the trader finally exchanged his red garment for several pelts, just to get rid of the boy. That didn't work, as the Paiute proceeded to track the party for days on end. They mockingly called him Red Shirt, but his tracking and hunting skills soon gained their respect and they invited him to share his knowledge of the desert. In the years to come, Red Shirt became an expert tracker and guide, working for the Federal troops as well as Mormon settlers and missionaries.



Red Shirt doesn't talk much, speaking up only when necessary and usually in short statements or curt replies. He enjoys gatherings that include dancing. His skills in the desert are unmatched and he is well known among the Mormon communities and the forts in the region.

#### Red Shirt (Veteran)

**Sex:** Male

**Age:** 35

**Birthplace:** Utah Territory

**Heritage:** Paiute

**Weight:** 173 lbs

**Height:** 5' 8"

**Hair:** Black

**Eyes:** Brown

**Rank:** Veteran

**XP:** 46

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 5

**Toughness:** 7

**Charisma:** -1

**Load Limit:** 48 lbs

**Load:** 22 lbs

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Attacks:** Fists d6 (d6)

*Spencer Carbine (int) d6 (2d8; ROF 1; Range 20/40/80)*

*Webley RIC d6 (2d6; ROF 1; Range 12/24/48)*

*Bowie Knife d6 (d6+d6)*

*Knife d6 (d4+d6)*

*Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)*

**Skills:** Climbing: d4

Fighting: d6

Guts: d6

Knowledge (Zion Area Knowledge): d6

Notice: d8

Riding: d6

Shooting: d6

Stealth: d6 (+2)

Streetwise: d4

Survival: d8 (+2)

Tracking: d8 (+2)

**Hindrances:** Outsider, Stubborn

**Edges:** Alertness, Brawny, Woodsman

**Languages:** Paiute, English

**Gear:** Trousers, buckskin jacket, red shirt, high moccasins, haversack, Spencer Carbine, .52 rim-fire rounds (48), Webley RIC, .45 rim-fire rounds (25), Bowie knife, knife, cartridge belt, binoculars, gun cleaning kit, rations 3 days, bedroll



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## Daniel Knight

A confident, sometimes arrogant young man, Daniel Knight's faith gives him strength. And yet, he has many lessons to learn. He lacks tact, often voicing his opinions out of turn—usually interjecting something from the Bible. He also prides himself on his ability to discern what a person's intentions might be (using Notice whenever it might reveal something important).

Indeed, Daniel is more than a little bit green. Sensitive about his age, he insists he's "15-and-a-half" anytime anyone mentions his inexperience, youth or boyishness. Despite his age he is a natural healer, of both people and animals ("animals are easy, they don't argue"). In fact, Daniel has a way with critters. Although he's decent with a smokewagon, he is rarely eager to get into a fight (gladly hanging back unless needed).

Daniel's father sent him on this mission to make sure the heroes don't try to double-cross or shirk their agreement. He really cares about his sister and will sacrifice himself for her, if necessary.

### Daniel Knight (Novice)

**Sex:** Male

**Age:** 15

**Birthplace:** Utah Territory

**Heritage:** American

**Weight:** 130 lbs

**Height:** 5' 7"

**Hair:** Blond

**Eyes:** Brown

**Rank:** Novice

**XP:** 8

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 4

**Toughness:** 5

**Charisma:** -1

**Load Limit:** 20 lbs

**Load:** 18 lbs

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Attacks:** Fists d4 (d6)

*Colting Half-Stock Sporting Rifle (int)* d6 (2d8; ROF 1; Range 20/40/80)

*Colt New Model Army (cyl)* d6 (2d6; ROF 1; Range 12/24/48)

*Knife* d4 (d4+d6)

*Knife, Thrown* d4-2 (d4+d6; ROF 1; Range 3/6/12)

**Skills:** Fighting: d4

Guts: d8

Healing: d6 (+2)

Knowledge (Theology): d6

Knowledge (Zion Area Knowledge): d4

Notice: d6

Riding: d6

Shooting: d6

Survival: d6

**Hindrances:** Habit (Quoting Scripture), Stubborn

**Edges:** Hard to Kill, Healer

**Languages:** English

**Gear:** Colt Half-Stock Sporting Rifle, .36 paper rounds (30), Colt New Model Army, .44 paper rounds (18), knife, trousers, plain shirt, vest, cowboy hat, cowboy boots, bedroll, rations 4 days, pocketwatch



# BUCKSHOTS: HIDDEN CANYON

## Elizabeth Anne Knight

Elizabeth Anne Knight has always been impulsive and starry-eyed. While completely dedicated to her family and the church, the lass is trusting to a fault. As an attractive 14-year-old girl, these traits have endangered her well-being more than once. Usually, she has a strong sense of other folks' intentions, but a handsome man has a way of throwing off her instincts.

Most recently, her innocence and naiveté landed her in a dire situation. Enthralled by "King" George Combs' tales of God's splendor in Zion, she begged him to take her there. He told her it was too dangerous, especially for a young girl, which only made her want to go more. Before she knew it, she found herself a captive among Jackson's rustlers. The experience has begun to erode her rosy outlook on life.

### Elizabeth Knight (Novice)

**Sex:** Female

**Age:** 14

**Birthplace:** Utah Territory

**Heritage:** American

**Weight:** 106 lbs

**Height:** 5' 3"

**Hair:** Blond

**Eyes:** Green

**Rank:** Novice

**XP:** 0

**Wild Card:** No

**Pace:** 6" (+1d6" running)

**Parry:** 2

**Toughness:** 5

**Charisma:** +2

**Load Limit:** 20 lbs

**Load:** 18 lbs

**Attributes:** Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Attacks:** Fists d4-2 (d4)

**Skills:** Guts: d4

Healing: d4

Knowledge (Zion Area Knowledge) d4

Knowledge (Arts) d4

Knowledge (History): d4

Knowledge (Theology): d4

Notice: d6

Riding: d4

Survival: d4

**Hindrances:** None

**Edges:** Attractive

**Languages:** English

**Gear:** Women's dress, women's shoes



## Lasso



No self-respecting cowboy—or rustler for that matter—rides the plain without a lasso handy. Useful for rounding up beeves and horses as well as entangling two-legged opponents, the lasso, or lariat, offers a weapon that doesn't do any damage itself, but has special qualities that make it a valuable tool.

### Lasso (Medieval Weapon)

**Damage:** Special

**Charge:** -

**Range:** 4/8/16

**Reach:** -

**Weight:** 2 lbs.

The lariat can be used in mounted or un-mounted combat, using the Throwing skill. A successful trait test against the opponent's Parry achieves the same effect as a Grapple (SWEX page 68-69), including the entangled opponent's attempts to break free and the attacker's ability to inflict damage after the grapple.



# BUCKSHOTS: HIDDEN CANYON



## Owen Andrew Jackson ("El Presidente")

A teenage runaway, Owen Andrew Jackson chose the daring life of the frontier. To survive, he worked odd jobs in cow towns and served as a ranch hand in Kansas Territory and Missouri, often running afoul of the law for petty theft to adultery and manslaughter (although he was acquitted on self-defense). At the age of 20, Owen served as a deputy in Elm Grove, Kansas and later took jobs as a bodyguard, trader and even a traveling salesman.

Eventually, Jackson joined the cattle drives between Texas and Kansas. He turned ill-gained profit whenever the opportunity presented itself, including selling cattle from his employer's herd before reaching the final destination. When this ploy threatened to catch up to him, he headed farther west, landing in Colorado, where he jumped from one ranch to another while running more small schemes with his employers' stock. Tired of these penny-ante activities, Jackson gathered a gang of scofflaws and set his mind to rustling on a full time basis, following the drives into Utah.

"King" George Combs bestowed Jackson with the nickname of "El Presidente" and it has spread among the local towns. While he isn't of Mexican descent, he dresses like a vaquero and usually wears a preacher's hat, situated backwards on his head.

### Owen Andrew Jackson (Seasoned)

**Sex:** Male

**Age:** 32

**Birthplace:** Wayne County, Tennessee

**Heritage:** American

**Weight:** 149 lbs

**Height:** 5' 8"

**Hair:** Brown, with trimmed beard

**Eyes:** Brown

**Rank:** Seasoned

**XP:** 37

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 5

**Toughness:** 6

**Charisma:** 0

**Load Limit:** 30 lbs

**Load:** 23 lbs

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Attacks:** Fists d6 (d6)

*Henry Rifle (int)* d6 (2d8; ROF 1;

Range 20/40/80)

*Colt New Model Army (cyl)* d6 (2d6; ROF 1;

Range 12/24/48)

*Lasso* d6 (Grapple; ROF 1; Range 4/8/16)

*Knife* d6 (d4+d6)

*Knife, Thrown* d6 (d6+d6; ROF 1;

Range 3/6/12)

**Skills:** Climbing: d6

Fighting: d6

Guts: d6

Knowledge (Zion Area Knowledge): d6

Notice: d6

Riding: d8

Shooting: d8

Stealth: d8

Streetwise: d6

Survival: d4

Throwing: d6

Tracking: d4

**Hindrances:** Enemy (Major), Vengeful

**Edges:** Command, Dodge, Quick, Quick Draw

**Languages:** English, Paiute

**Gear:** Trousers, sheepskin chaps, cowboy boots, fancy spurs, men's shirt, Mexican poncho, preacher's hat (wears backwards), cartridge belt, Henry rifle (custom sights), .44 rim-fire rounds (45), Colt New Model Army, .44 paper rounds (20), knife, lasso, rucksack (compass, rations 2 days, dynamite stick (2, wired together), wire cutters), safety matches, cheroot (6), yellow bandana (pocket)



# BUCKSHOTS: HIDDEN CANYON

## Isaac "Newton" Holbrook

Isaac Holbrook is smart as a tree-full of owls. His intelligence is matched only by his knack for finding trouble.

Holbrook went west to California to strike it rich during the gold rush of the early 1850s, when he was 17. Toiling for months as a prospector, he leveraged his uncanny skills with explosives and repairs to earn his keep, while also earning his nickname. He made some money, wasted some money, and managed to accumulate a number of enemies. Holbrook killed his partner (he still insists it was self-defense) over a claim dispute and spent five years in jail. After his parole, Isaac moved back eastward, meeting Jackson in Colorado.

Holbrook loves to tinker, invent and experiment with things (especially anything that blows up). He's a might high-strung and tetchy—and he smokes a lot (including opium—for which he found a passion in San Francisco's Chinatown—when he can get it). He's fiery particular about his possessions and his contraptions.



## Dynamite



Thanks to Alfred Nobel, any western game set after 1866 is bound to have a stick or two of dynamite tossed in for a bit of fun.

### Dyname (Special Weapon)

**Damage:** 2d6      **Charge:** -  
**Range:** 5/10/20      **Reach:** -  
**Weight:** 1/4 lbs.

Sticks of dynamite are thrown like other grenades. They have fuses that last 1d4 rounds.

### Isaac "Newton" Holbrook (Seasoned)

**Sex:** Male

**Age:** 35

**Birthplace:** Hamilton, Ohio

**Heritage:** English American

**Weight:** 157 lbs

**Height:** 5' 9"

**Hair:** Black

**Eyes:** Brown

**Rank:** Seasoned

**XP:** 34

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 5

**Toughness:** 5

**Charisma:** 0

**Load Limit:** 30 lbs

**Load:** 17 lbs

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

**Attacks:** Fists d6 (d6)

*Sharps Carbine (int)* d6 (2d8; ROF 1; Range 20/40/80)

*Colt New Model Army (cyl)* d6 (2d6; ROF 1; Range 12/24/48)

*Lasso*, d6 (Grapple; ROF 1; Range 4/8/16)

*Knife* d6 (d4+d6)

*Knife, Thrown* d6 (d6+d4; ROF 1; Range 3/6/12)

**Skills:** Climbing: d4

Fighting: d6

Guts: d4

Healing: d4

Knowledge (Zion Area Knowledge): d4

Knowledge (Technology): d6

Knowledge (Engineering): d6

Notice: d8

Repair: d8

Riding: d4

Shooting: d6

Streetwise: d8

Survival: d4

Tracking: d4

**Hindrances:** Habit (Minor)

**Edges:** McGyver

**Languages:** English, German, Paiute

**Gear:** Plain suit, men's quality shirt, cowboy boots, plain spurs, sombrero, yellow bandana, Colt New Model Navy (2), .38 paper rounds (60), cartridge belt, Sharps Carbine, .44 paper rounds (12), pocketknife, knife, dynamite sticks (7), wire cutters, screwdriver, demolitions kit, fuse (30 yards)





## Jasper Henley

Best friend of Isaac Holbrook, Jasper Henley provides a solid counterpart to Isaac's manic nature. The two men get along famously, often working together on projects that involve building and mechanics (such as the pulley system in the **Service Entrance** sidebar). Henley is by no means a quiet man, but he is definitely a measured man (measures his words like he measures his lumber).

Henley met Owen Jackson while working on a ranch in Kansas and then again two years later in Colorado. At first, Jasper wasn't interested in the Rustler's schemes, but he holed up with the gang after getting into a fight with a crooked Marshal in Denver. When he and Holbrook struck up their friendship, Henley decided to stick around.

### Jasper Henley (Seasoned)

**Sex:** Male

**Age:** 29

**Birthplace:** Blacksburg, Virginia

**Heritage:** English American

**Weight:** 192 lbs

**Height:** 5' 10"

**Hair:** Brown, with goatee

**Eyes:** Blue

**Rank:** Seasoned

**XP:** 28

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 5

**Toughness:** 7

**Charisma:** 0

**Load Limit:** 64 lbs

**Load:** 16 lbs

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d8

**Attacks:** Fists d6 (d8)

*Spencer Carbine (int)* d6 (2d8; ROF 1; Range 20/40/80)

*Knife* d6 (d4+d8)

*Knife, Thrown* d4-2 (d4+d8; ROF 1; Range 3/6/12)

**Skills:** Climbing: d4

Fighting: d6

Knowledge (Carpentry): d4

Notice: d4

Repair: d6

Riding: d6

Shooting: d6

Streetwise: d6

Survival: d6

Swimming: d6

**Hindrances:** Cautious (Minor)

**Edges:** Brawny, Marksman

**Languages:** English

**Gear:** Stetson hat, men's quality shirt, vest, trousers, chaps, cowboy boots, plain spurs, Spencer Carbine, .52 rim-fire rounds (40), yellow bandana, holster (hammer, screwdriver, pliers)



## "King" George Combs

George Combs left Philadelphia with little more than the gift of gab, a knack for card games and a wad of cash inherited from his father. He made his way west by posin' as a wealthy businessman, finding easy marks at the gaming tables and singing outlandish tales about places he had never seen. By the time he met Jackson at a Faro table in Dodge City, Combs was a seasoned confidence man, with a nickname befitting his royally illicit nature. It didn't take long for the two men to realize each was sizing up the other. Rather than make what appeared to be a dangerous enemy, Combs offered a piece of his local action.

For a few years now, "King" George has served as the front man for the gang's activities that require a civilized set-up or some manner of in-town presence. He not only talks fast, but he's physically quick and doggone slippery. He and Charity Lynn became fast friends and when she hides out with the gang, they spend a lot of time together. He occasionally works with her when she travels, but they avoid being seen as close friends when on the road.



### "King" George Combs (Veteran)

**Sex:** Male

**Age:** 31

**Birthplace:** Philadelphia, Pennsylvania

**Heritage:** American

**Weight:** 148 lbs

**Height:** 5' 6"

**Hair:** Sandy Brown, with mutton chops

**Eyes:** Brown

**Rank:** Veteran

**XP:** 44

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 4

**Toughness:** 5

**Charisma:** +4

**Load Limit:** 30 lbs

**Load:** 16 lbs

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Attacks:** Fists d4 (d4)

Colt New Model Army (cyl) d6 (2d6; ROF 1; Range 12/24/48)

Sap d4 (d4+d4)

**Skills:** Fighting: d4

Guts: d6

Intimidate: d6

Knowledge (Performing Arts): d6

Knowledge (History): d4

Notice: d8

Persuasion: d6

Riding: d6

Shooting: d6

Streetwise: d8

Survival: d4

**Hindrances:** Greedy (Minor)

**Edges:** Charismatic, Entertainer

**Languages:** English

**Gear:** Fancy men's suit, bolo tie, plain men's shirt, cowboy boots, sombrero hat, yellow bandana (suit pocket), shoulder holster, Colt New Model Army, .44 paper rounds (30), haversack (pocketknife, sap, playing cards, dice, pocketwatch)

## Professional Edge: Entertainer

**Requirements:** Novice, Spirit d8, Smarts d6, Persuasion d6

Professional entertainers strive to win the hearts and minds of their friends and adversaries alike. Some use their talents to achieve wealth and fame; others use their charms to advance agendas beyond such ephemera.

Entertainers usually specialize in a particular musical instrument or entertainment discipline—such as storytelling or acting—but most have a wide-ranging repertoire to draw from, tailoring any given performance to their immediate audience. Entertainers receive a +2 to Charisma.





## Charity Lynn Alexander

Charity Lynn grew up on an Iowa farm outside of Kanessville. As a teenager, she hungered for news about booming towns like Denver City in neighboring Colorado Territory. A budding young singer and musician, Charity (her given name) shirked an offer of marriage and joined a band of traveling performers who had stopped in her hometown (called Council Bluffs by then), hoping to become famous out west.

Charity's curvaceous form, pretty face and powerful voice helped her get by in the early days. She earned a living passing the hat, performing in dance halls and occasionally serving in the oldest profession, until she landed a regular singing job at a popular saloon (where she met Combs and then Jackson). Before long, the young redhead had developed a name for herself as a singer, guitar picker and exotic dancer.

Miss Alexander's affiliation with Jackson's gang is a fairly well-kept secret. While Charity sometimes hides out with the outlaws, she's more often traveling to various towns to perform. She gathers information for Jackson during her tours, learning about cattle drives, expeditions and supply routes. Her involvement with Jackson is mostly business (of various sorts), but she has struck up a friendship with King Combs.

### Charity Lynn Alexander (Seasoned)

**Sex:** Female

**Age:** 25

**Birthplace:** Kanessville, Iowa Territory

**Heritage:** American

**Weight:** 120 lbs

**Height:** 5' 4"

**Hair:** Red

**Eyes:** Blue

**Rank:** Seasoned

**XP:** 21

**Wild Card:** Yes

**Pace:** 6" (+1d6" running)

**Parry:** 2

**Toughness:** 5

**Charisma:** +4

**Load Limit:** 30 lbs

**Load:** 19 lbs

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Attacks:** Fists d4-2 (d4)

*Remington Double Derringer (cyl)* d6 (2d6+1; ROF 1; Range 5/10/20)

*Knife* d4-2 (d4+d4)

*Knife, Thrown* d4-2 (d4+d4; ROF 1; Range 3/6/12)

**Skills:** Guts: d4

Intimidate: d6

Knowledge (Performing Arts): d6

Notice: d6

Persuasion: d8

Riding: d4

Shooting: d6

Stealth: d8

Streetwise: d6

Taunt: d4

**Hindrances:** Curious (Major)

**Edges:** Attractive, Entertainer

**Languages:** English, Spanish

**Gear:** Fancy yellow dress, women's boots, yellow scarf, white gloves, mandolin, Remington Double Derringer, rucksack (plain dress, skirt, women's shirt, men's shirt, trousers, oversized cap, rations 2 days, makeup, .41 rim-fire rounds (12) wrapped up in a small rag, pocketknife, scissors)



# BUCKSHOTS: HIDDEN CANYON

## Rustler Brute

Jackson keeps a number of strong arm fellers around his camp—and around himself—most of the time.

### Rustler Brute (Extra) (Novice)

**Sex:** Male

**Age:** 17 – 27

**Birthplace:** Various

**Heritage:** American

**Weight:** 175 lbs. (average)

**Height:** 5' 9" (average)

**Hair:** Various

**Eyes:** Various

**Rank:** Novice

**XP:** NA

**Wild Card:** No

**Pace:** 6" (+1d6" running)

**Parry:** 5

**Toughness:** 5

**Charisma:** 0

**Load Limit:** 30 lbs

**Load:** 15 lbs

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

**Attacks:** *Fists* d6 (d8)

*Loomis Side-by-Side (int)* d6 (1-3d6; ROF 1-2; Range 12/24/48)

*Starr Army Revolver (cyl)* d6 (2d6+1; ROF 1; Range 12/24/28)

*Knife* d6 (d8+d4)

*Knife, Thrown* d4-2 (d8+d4; ROF 1; Range 3/6/12)

**Skills:** Climbing: d4

Fighting: d6

Guts: d4

Intimidate d6

Knowledge (Zion area) d4

Ride d4

Shooting d6

**Hindrances:** None

**Edges:** None

**Languages:** English

**Gear:** Starr Army Revolver, .44 percussion rounds (24), Loomis Side-by-Side, 15-gauge shells (12), knife, trousers, plain shirt, cowboy hat, vest, cowboy boots, spurs, yellow bandana

## Rustler Hardcase

Jackson has hired a few tough hombres to help with the actual rustling. These men know how to ride the range and won't think twice about filling a man full of lead iffin' it helps them accomplish their mission.

### Rustler Hardcase (Extra) (Novice)

**Sex:** Male

**Age:** 18 – 20

**Birthplace:** Various

**Heritage:** American

**Weight:** 148 lbs. (average)

**Height:** 5' 6" (average)

**Hair:** Various

**Eyes:** Various

**Rank:** Novice

**XP:** NA

**Wild Card:** No

**Pace:** 6" (+1d6" running)

**Parry:** 5

**Toughness:** 6

**Charisma:** 0

**Load Limit:** 30 lbs

**Load:** 18 lbs

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

**Attacks:** *Fists* d6 (d6)

*Spencer Carbine (int)* d4 (2d8; ROF 1; Range 20/40/80)

*Colt New Model Army (cyl)* d4 (2d6+1; ROF 1; Range 12/24/28)

*Knife* d6 (d6+d4)

*Knife, Thrown* d4-2 (d6+d4; ROF 1; Range 3/6/12)

**Skills:** Climbing: d4

Fighting: d6

Guts: d6

Intimidate d6

Notice: d4

Shooting d4

Streetwise d4

Survival: d6

**Hindrances:** None

**Edges:** None

**Languages:** English

**Gear:** Colt New Model Army, .44 percussion rounds (6 loaded, 6 in spare cylinder, 12 pockets), Spencer Carbine, .52 rim-fire rounds (24), knife, buckskin trousers, plain shirt, cowboy hat, military boots, bandana



# BUCKSHOTS: HIDDEN CANYON

## COMBAT SHEETS

### RED SHIRT



#### ATTRIBUTES:

**Agility** d6  
**Smarts** d8  
**Spirit** d6  
**Strength** d6  
**Vigor** d8  
  
**Parry** 5  
**Toughness** 7  
**Pace** 6  
**Charisma** -1  
**Bennies** 2

#### ATTACKS:

*Fists* d6 (d6)  
*Webley RIC* (2d6; ROF 1; Range 12/24/48)  
 Ammo: 5 cyl. □□□□□  
*Spencer Carbine +(int)* d6 (2d8; ROF 1;  
 Range 20/40/80)  
 Ammo: 7 box +1 chamber □□□□□□□  
*Knife* +6 d6 (d4+d6)  
*Bowie Knife* d6 (d6+d6)  
*Knife, Thrown* d4-2 (d4+d6; ROF 1; Range  
 3/6/12)

#### SKILLS:

Climbing: d4, Fighting: d6, Guts: d6, Knowledge (Zion Area  
 Knowledge): d6, Notice: d8, Riding: d6, Shooting: d6, Stealth:  
 d6 (+2), Streetwise: d4, Survival: d8 (+2), Tracking: d8 (+2)

#### EDGES:

Alertness, Brawny, Woodsman

#### HINDRANCES:

Outsider, Stubborn

### DANIEL KNIGHT



#### ATTRIBUTES:

**Agility** d6  
**Smarts** d6  
**Spirit** d8  
**Strength** d6  
**Vigor** d6  
  
**Parry** 4  
**Toughness** 5  
**Pace** 6  
**Charisma** -1  
**Bennies** 2

#### ATTACKS:

*Fists* d4 (d6)  
*Colt Half-Stock Sporting Rifle (int)* d6  
 (2d8; ROF 1; Range 20/40/80)  
 Ammo: 6 cyl. □□□□□□  
*Colt New Model Army (cyl)* d6 (2d6; ROF 1;  
 Range 12/24/48)  
 Ammo: 6 cycl. □□□□□□  
*Knife* d4 (d4+d6)  
*Knife, Thrown* d4-2 (d4+d6; ROF 1; Range  
 3/6/12)

#### SKILLS:

Fighting: d4, Guts: d8, Healing: d6 (+2), Knowledge (Theology):  
 d6, Knowledge (Zion Area Knowledge): d4, Notice: d6, Riding:  
 d6, Shooting: d6, Survival: d6

#### EDGES:

Hard to Kill, Healer

#### HINDRANCES:

Habit (Quoting Scripture), Stubborn



# BUCKSHOTS: HIDDEN CANYON

## COMBAT SHEETS

### ELIZABETH ANN KNIGHT

### NOVICE · EXTRA



#### ATTRIBUTES:

Agility d4  
Smarts d8  
Spirit d6  
Strength d4  
Vigor d6

#### ATTACKS:

Fists -d4-2(d4)

Parry 2  
Toughness 5  
Pace 6  
Charisma +2  
Bennies 0

#### SKILLS:

Guts: d4, Healing: d4, Knowledge (Zion Area Knowledge) d4, Knowledge (Arts) d4, Knowledge (History): d4, Knowledge (Theology): d4, Notice: d6, Riding: d4, Survival: d4

#### EDGES:

Attractive

#### HINDRANCES:

None

### OWEN ANDREW JACKSON ("EL PRESIDENTE")

### SEASONED · WILDCARD



#### ATTRIBUTES:

Agility d8  
Smarts d6  
Spirit d6  
Strength d6  
Vigor d8

#### ATTACKS:

Fists d6 (d6)  
Henry Rifle +(int) d6 (2d8; ROF 1;  
Range 20/40/80)  
Ammo: 15 int ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐  
Colt New Model Army (cyl) d6 (2d6; ROF 1;  
Range 12/24/48)  
Ammo: 6 cyl. ☐☐☐☐☐☐  
Lasso, d6 (Grapple; ROF 1; Range 4/8/16)  
Knife d6 (d4+d6)  
Knife, Thrown d6 (d6+d6; ROF 1; Range 3/6/12)

Parry 5  
Toughness 6  
Pace 6  
Charisma 0  
Bennies 2

#### SKILLS:

Climbing: d6, Fighting: d6, Guts: d6, Knowledge (Zion Area Knowledge): d6, Notice: d6, Riding: d8, Shooting: d8, Stealth: d8, Streetwise: d6, Survival: d4, Throwing: d6, Tracking: d4

#### EDGES:

Command, Dodge, Quick, Quick Draw

#### HINDRANCES:

Enemy (Major), Vengeful



# BUCKSHOTS: HIDDEN CANYON

## COMBAT SHEETS

### ISAAC "NEWTON" HOLBROOK

### SEASONED · WILDCARD



#### ATTRIBUTES:

Agility d6  
Smarts d10  
Spirit d6  
Strength d6  
Vigor d6

Parry 5  
Toughness 5  
Pace 6  
Charisma 0  
Bennies 2

#### ATTACKS:

Fists d6 (d6)  
Sharps Carbine + Rifle (int) d6 (2d8; ROF 1; Range 20/40/80)  
Ammo: 7 int ☐☐☐☐☐☐☐  
Colt New Model Navy (cyl) d6 (2d6; ROF 1; Range 12/24/48)  
Ammo: 6 cyl. ☐☐☐☐☐☐  
Lasso, d6 (Grapple; ROF 1; Range 4/8/16)  
Knife d6 (d4+d6)  
Knife, Thrown d6 (d6+d4; ROF 1; Range 3/6/12)

#### SKILLS:

Climbing: d4, Fighting: d6, Guts: d4, Healing: d4, Knowledge (Zion Area Knowledge): d4, Knowledge (Technology): d6, Knowledge (Engineering): d6, Notice: d8, Repair: d8, Riding: d4, Shooting: d6, Streetwise: d8, Survival: d4, Tracking: d4

**EDGES:** McGyver

**HINDRANCES:** Habit (Minor)

### JASPER HENLEY

### SEASONED · WILDCARD



#### ATTRIBUTES:

Agility d6  
Smarts d6  
Spirit d4  
Strength d8  
Vigor d8

Parry 5  
Toughness 7  
Pace 6  
Charisma 0  
Bennies 2

#### ATTACKS:

Fists d6 (d8)  
Spencer Carbine (int) d6 (2d8; ROF 1; Range 20/40/80)  
Ammo: 7 total ☐☐☐☐☐☐☐  
Knife d6 (d4+d8)  
Knife, Thrown d4-2 (d4+d8; ROF 1; Range 3/6/12)

#### SKILLS:

Climbing: d4, Fighting: d6, Knowledge (Carpentry): d4, Notice: d4, Repair: d6, Riding: d6, Shooting: d6, Streetwise: d6, Survival: d6, Swimming: d6

**EDGES:** Brawny, Marksman

**HINDRANCES:** Cautious (Minor)



# BUCKSHOTS: HIDDEN CANYON

## COMBAT SHEETS

### "KING" GEORGE COMBS



#### ATTRIBUTES:

Agility d6  
Smarts d8  
Spirit d8  
Strength d4  
Vigor d6

Parry 4  
Toughness 5  
Pace 6  
Charisma +4  
Bennies 2

#### ATTACKS:

Fists d4 (d4)  
Colt New Model Army cyl d6 (2d6; ROF 1;  
Range 12/24/48)  
Ammo: 6 cyl. ☐☐☐☐☐☐  
Sap d4 (d4+d4)

#### SKILLS:

Fighting: d4, Guts: d6, Intimidate: d6, Knowledge (Performing Arts): d6, Knowledge (History): d4, Notice: d8, Persuasion: d6, Riding: d6, Shooting: d6, Streetwise: d8, Survival: d4

#### EDGES:

Charismatic, Entertainer

#### HINDRANCES:

Greedy (Minor)

### VETERAN - WIDCARD

### CHARITY LYNN ALEXANDER



#### ATTRIBUTES:

Agility d8  
Smarts d6  
Spirit d8  
Strength d4  
Vigor d6

Parry 2  
Toughness 5  
Pace 6  
Charisma +4  
Bennies 2

#### ATTACKS:

Fists d4-2 (d4))  
Remington Double Derringer d6 (2d6+1;  
ROF 1; Range 5/10/20)  
Ammo: 2 int ☐☐  
Knife d4-2 (d4+d4)  
Knife, Thrown d4-2 (d4+d4; ROF 1; Range  
3/6/12)

#### SKILLS:

Guts: d4, Intimidate: d6, Knowledge (Performing Arts): d6, Notice: d6, Persuasion: d8, Riding: d4, Shooting: d6, Stealth: d8, Streetwise: d6, Taunt: d4

#### EDGES:

Attractive, Entertainer

#### HINDRANCES:

Curious (Major)

### SEASONED - WILDCARD



# BUCKSHOTS: HIDDEN CANYON

## COMBAT SHEETS

### RUSTLER BRUTE



#### ATTRIBUTES:

Agility d6  
Smarts d4  
Spirit d4  
Strength d8  
Vigor d6  
  
Parry 5  
Toughness 5  
Pace 6  
Charisma 0  
Bennies 0

#### ATTACKS:

Fists d6 (d8)  
Loomis Side-By-Side d6 (1-3d6; ROF 1-2; Range 12/24/48)  
Ammo: 2 int. ☐☐  
Starr Army Revolver d6 (2d6+1; ROF 1; Range 12/24/28)  
Ammo: 6 cyl. ☐☐☐☐☐☐  
Knife d6 (d8+d4)  
Knife, Thrown d4-2 (d8+d4; ROF 1; Range 3/6/12)

#### SKILLS:

Climbing: d4, Fighting: d6, Guts: d4, Intimidate d6, Knowledge (Zion area) d4, Ride d4, Shooting d6

#### EDGES:

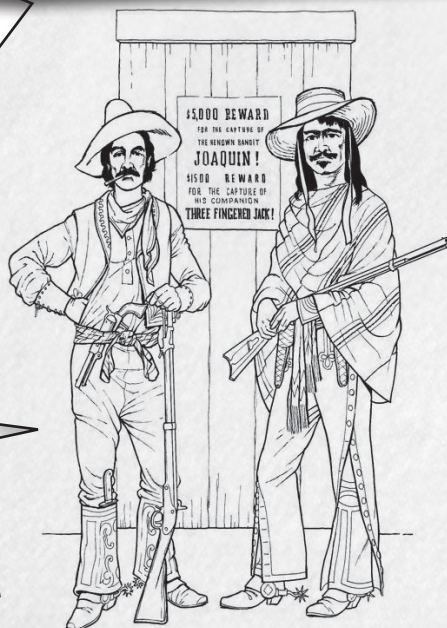
None

#### HINDRANCES:

None

### EXTRA-ALLY

### RUSTLER HARDCASE



#### ATTRIBUTES:

Agility d6  
Smarts d4  
Spirit d6  
Strength d6  
Vigor d8  
  
Parry 5  
Toughness 6  
Pace 6  
Charisma 0  
Bennies 0

#### ATTACKS:

Fists d6 (d6)  
Spencer Carbine d4 (2d8 ROF 1; Range 20/40/80)  
Ammo: 7 int ☐☐☐☐☐☐☐  
Colt New Model Army d4 (2d6+1; ROF 1; Range 12/24/28)  
Ammo: 6 cyl. ☐☐☐☐☐☐  
Knife d6 (d6+d4)  
Knife, Thrown d4-2 (d6+d4; ROF 1; Range 3/6/12)

#### SKILLS:

Climbing: d4, Fighting: d6, Guts: d6, Intimidate: d6, Notice: d4, Shooting: d4, Streetwise: d4, Survival: d6

#### EDGES:

None

#### HINDRANCES:

None



# BUCKSHOTS: HIDDEN CANYON

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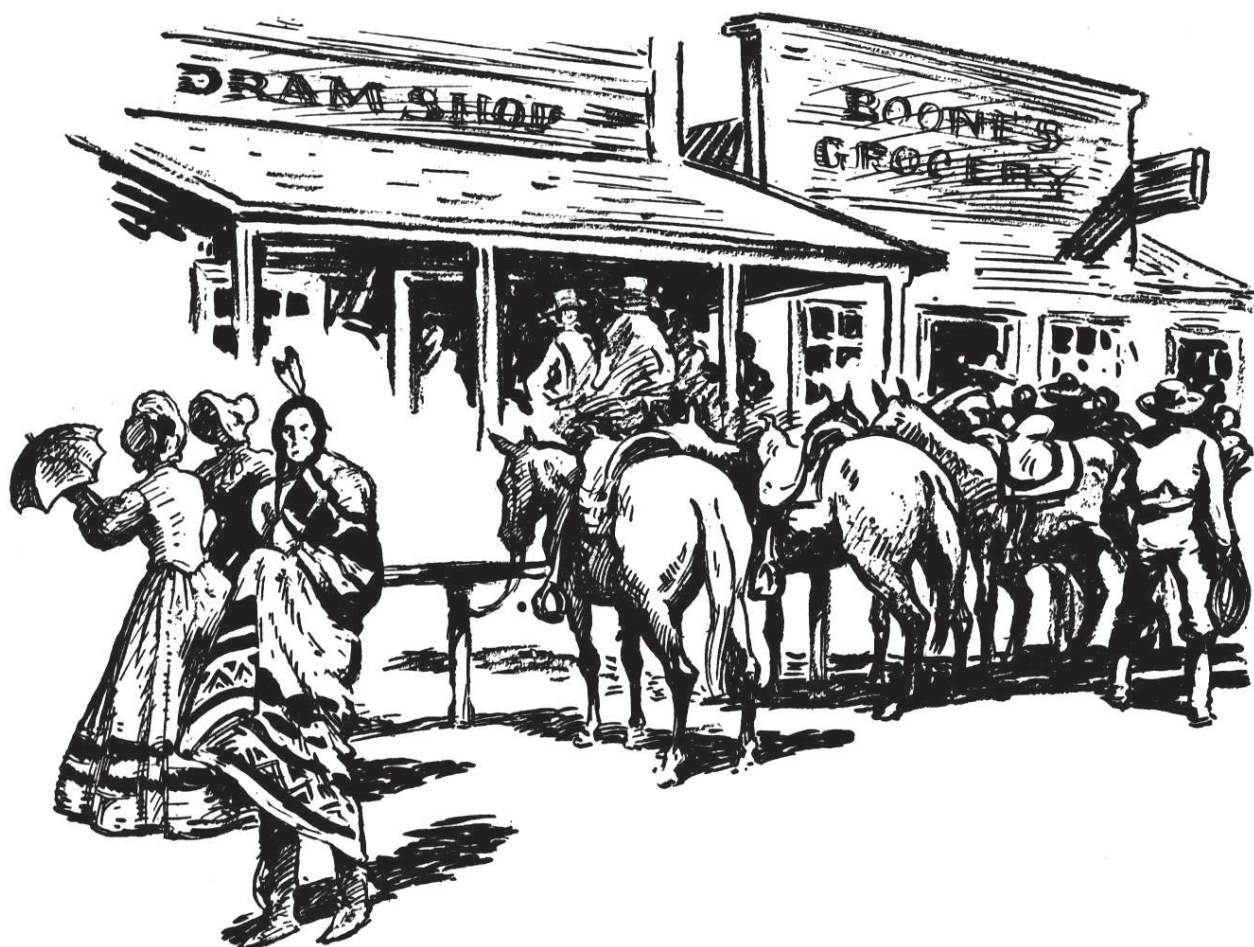
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[http://books.google.com/books?id=YS-T8dfZ5hMC&pg=PA112&lpg=PA112&dq=Dixie+Wine+Mission&source=web&ots=h5eYarRY6u&sig=YPjYXQVLndyL-vecN8d050FSsxQ&hl=en&sa=X&oi=book\\_result&resnum=1&ct=result#PPA112,M1](http://books.google.com/books?id=YS-T8dfZ5hMC&pg=PA112&lpg=PA112&dq=Dixie+Wine+Mission&source=web&ots=h5eYarRY6u&sig=YPjYXQVLndyL-vecN8d050FSsxQ&hl=en&sa=X&oi=book_result&resnum=1&ct=result#PPA112,M1)

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# RED SHIRT VETERAN



**NOTES:**

**Sex:** Male  
**Birthplace:** Utah Territory  
**Weight:** 173 lbs  
**Hair:** Black  
**XP:** 46  
**Load Limit:** 48 lbs  
**Load:** 22 lbs

**Age:** 35  
**Heritage:** Paiute  
**Height:** 5' 8"  
**Eyes:** Brown  
**Languages:** Paiute, English

## ATTRIBUTES:

**Agility** d6  
**Smarts** d8  
**Spirit** d6  
**Strength** d6  
**Vigor** d8

**Parry** 5  
**Toughness** 7  
**Pace** 6  
**Run** +1d6  
**Charisma** -1

## SKILLS:

Climbing: d4  
Fighting: d6  
Guts: d6  
Knowledge  
(Zion Area Knowledge): d6  
Notice: d8

Riding: d6  
Shooting: d6  
Stealth: d6 (+2)  
Streetwise: d4  
Survival: d8 (+2)  
Tracking: d8 (+2)

## ATTACKS:

*Fists* d6 (d6)  
*Spencer Carbine (int)* d6 (2d8; ROF 1; Range 20/40/80)  
*Webley RIC* d6 (2d6; ROF 1; Range 12/24/48)  
*Bowie Knife* d6 (d6+d6)  
*Knife* d6 (d4+d6)  
*Knife, Thrown* d4-2 (d4+d6; ROF 1; Range 3/6/12)

## HINDRANCES:

Outsider, Stubborn

## EDGES:

Alertness, Brawny, Woodsman

## GEAR:

Trousers, buckskin jacket, red shirt, high moccasins, haversack, Spencer Carbine, .52 rim-fire rounds (48), Webley RIC, .45 rim-fire rounds (25), Bowie knife, knife, cartridge belt, binoculars, gun cleaning kit, rations 3 days, bedroll

**WOUNDS**

**FATIGUE!**

-1 -2 -3 INC! -2 -1





# DANIEL KNIGHT

## NOVICE



### NOTES:

**Sex:** Male  
**Birthplace:** Utah Territory  
**Weight:** 130 lbs  
**Hair:** Blond  
**XP:** 8  
**Load Limit:** 20 lbs

**Age:** 15  
**Heritage:** American  
**Height:** 5' 7"  
**Eyes:** Brown  
**Languages:** English  
**Load:** 18 lbs

### ATTRIBUTES:

**Agility** d6  
**Smarts** d6  
**Spirit** d8  
**Strength** d6  
**Vigor** d6

**Parry** 4  
**Toughness** 5  
**Pace** 6  
**Run** +1d6  
**Charisma** -1

### SKILLS:

Fighting: d4  
Guts: d8  
Healing: d6 (+2)  
Knowledge (Theology): d6  
Knowledge  
(Zion Area Knowledge): d4

Notice: d6  
Riding: d6  
Shooting: d6  
Survival: d6

### ATTACKS:

*Fists* d4 (d6)  
*Colting Half-Stock Sporting Rifle (int)* d6 (2d8; ROF 1; Range 20/40/80)  
*Colt New Model Army (cyl)* d6 (2d6; ROF 1; Range 12/24/48)  
*Knife* d4 (d4+d6)  
*Knife, Thrown* d4-2 (d4+d6; ROF 1; Range 3/6/12)

### HINDRANCES:

Habit (Quoting Scripture), Stubborn

### EDGES:

Hard to Kill, Healer

### GEAR:

Colt Half-Stock Sporting Rifle, .36 paper rounds (30), Colt New Model Army, .44 paper rounds (18), knife, trousers, plain shirt, vest, cowboy hat, cowboy boots, bedroll, rations 4 days, pocketwatch

### WOUNDS

-1 -2 -3 INC! -2 -1

### FATIGUE!





# ELIZABETH KNIGHT

## NOVICE



### NOTES:

**Sex:** Female  
**Birthplace:** Utah Territory  
**Weight:** 106 lbs  
**Hair:** Blond  
**XP:** 0  
**Load Limit:** 20 lbs

**Age:** 14  
**Heritage:** American  
**Height:** 5' 3"  
**Eyes:** Green  
**Languages:** English  
**Load:** 18 lbs

### ATTRIBUTES:

**Agility** d4  
**Smarts** d8  
**Spirit** d6  
**Strength** d4  
**Vigor** d6

**Parry** 2  
**Toughness** 5  
**Pace** 6  
**Run** +1d6  
**Charisma** +2

### SKILLS:

Guts: d4  
 Healing: d4  
 Knowledge  
 (Zion Area Knowledge) d4  
 Knowledge (Arts) d4

Knowledge (History): d4  
 Knowledge (Theology): d4  
 Notice: d6  
 Riding: d4  
 Survival: d4

### ATTACKS:

*Fists* d4-2 (d4)

### HINDRANCES:

None

### EDGES:

Attractive

### GEAR:

Women's dress, women's shoes

### WOUNDS

-1 -2 -3 INC! -2 -1

### FATIGUE!





# OWEN ANDREW JACKSON "EL PRESIDENTE"

## SEASONED



### NOTES:

**Sex:** Male

**Birthplace:** Wayne County, TN

**Weight:** 149 lbs

**Hair:** Brown, with trimmed beard

**XP:** 37

**Load Limit:** 30 lbs

**Load:** 23 lbs

**Age:** 32

**Heritage:** American

**Height:** 5' 8"

**Eyes:** Brown

**Languages:** English, Paiute

### ATTRIBUTES:

**Agility** d8

**Smarts** d6

**Spirit** d6

**Strength** d6

**Vigor** d8

**Parry** 5

**Toughness** 6

**Pace** 6

**Run** +1d6

**Charisma** 0

### SKILLS:

Climbing: d6

Fighting: d6

Guts: d6

Knowledge

(Zion Area Knowledge): d6

Notice: d6

Riding: d8

Shooting: d8

Stealth: d8

Streetwise: d6

Survival: d4

Throwing: d6

Tracking: d4

### ATTACKS:

*Fists* d6 (d6)

*Henry Rifle (int)* d6 (2d8; ROF 1; Range 20/40/80)

*Colt New Model Army (cyl)* d6 (2d6; ROF 1;

Range 12/24/48)

*Lasso* d6 (Grapple; ROF 1; Range 4/8/16)

*Knife* d6 (d4+d6)

*Knife, Thrown* d6 (d6+d6; ROF 1; Range 3/6/12)

### HINDRANCES:

Enemy (Major), Vengeful

### EDGES:

Command, Dodge, Quick, Quick Draw

### GEAR:

Trousers, sheepskin chaps, cowboy boots, fancy spurs, men's shirt, Mexican poncho, preacher's hat (wears backwards), cartridge belt, Henry rifle (custom sights), .44 rim-fire rounds (45), Colt New Model Army, .44 paper rounds (20), knife, lasso, rucksack (compass, rations 2 days, dynamite stick (2, wired together), wire cutters), safety matches, cheroot (6), yellow bandana (pocket)

### WOUNDS

-1 -2 -3

INC!

### FATIGUE!

-2 -1





# ISAAC "NEWTON" HOLBROOK

## SEASONED



### NOTES:

**Sex:** Male  
**Birthplace:** Hamilton, Ohio  
**Heritage:** English American  
**Hair:** Black  
**XP:** 34  
**Load Limit:** 30 lbs  
**Load:** 17 lbs

**Age:** 35  
**Weight:** 157 lbs  
**Height:** 5' 9"  
**Eyes:** Brown  
**Languages:** English, German, Paiute

### ATTRIBUTES:

**Agility** d6  
**Smarts** d10  
**Spirit** d6  
**Strength** d6  
**Vigor** d5

**Parry** 5  
**Toughness** 5  
**Pace** 6  
**Run** +1d6  
**Charisma** 0

### SKILLS:

Climbing: d4  
 Fighting: d6  
 Guts: d4  
 Healing: d4  
 Knowledge (Zion Area Knowledge): d4  
 Knowledge (Technology): d6  
 Knowledge (Engineering): d6  
 Notice: d8  
 Repair: d8  
 Riding: d4  
 Shooting: d6  
 Streetwise: d8  
 Survival: d4  
 Tracking: d4

### ATTACKS:

*Fists* d6 (d6)  
*Sharps Carbine (int)* d6 (2d8; ROF 1; Range 20/40/80)  
*Colt New Model Army (cyl)* d6 (2d6; ROF 1; Range 12/24/48)  
*Lasso*, d6 (Grapple; ROF 1; Range 4/8/16)  
*Knife* d6 (d4+d6)  
*Knife, Thrown* d6 (d6+d4; ROF 1; Range 3/6/12)

### HINDRANCES:

Habit (Minor)

### EDGES:

McGyver

### GEAR:

Plain suit, men's quality shirt, cowboy boots, plain spurs, sombrero, yellow bandana, Colt New Model Navy (2), .38 paper rounds (60), cartridge belt, Sharps Carbine, .44 paper rounds (12), pocketknife, knife, dynamite sticks (7), wire cutters, screwdriver, demolitions kit, fuse (30 yards)

### WOUNDS

-1 -2 -3

INC!

### FATIGUE!

-2 -1





# JASPER HENLEY

## SEASONED



### NOTES:

**Sex:** Male

**Birthplace:** Blacksburg, Virginia

**Heritage:** English American

**Hair:** Brown, with goatee

**XP:** 28

**Load Limit:** 64 lbs

**Age:** 29

**Height:** 5' 10"

**Weight:** 192 lbs

**Eyes:** Blue

**Languages:** English

**Load:** 16 lbs

### ATTRIBUTES:

**Agility** d6

**Smarts** d6

**Spirit** d4

**Strength** d8

**Vigor** d8

**Parry** 5

**Toughness** 7

**Pace** 6

**Run** +1d6

**Charisma** 0

### SKILLS:

Climbing: d4

Fighting: d6

Knowledge (Carpentry): d4

Notice: d4

Repair: d6

Riding: d6

Shooting: d6

Streetwise: d6

Survival: d6

Swimming: d6

### ATTACKS:

*Fists* d6 (d8)

*Spencer Carbine (int)* d6 (2d8; ROF 1; Range 20/40/80)

*Knife* d6 (d4+d8)

*Knife, Thrown* d4-2 (d4+d8; ROF 1; Range 3/6/12)

### HINDRANCES:

Cautious (Minor)

### EDGES:

Brawny, Marksman

### GEAR:

Stetson hat, men's quality shirt, vest, trousers, chaps, cowboy boots, plain spurs, Spencer Carbine, .52 rim-fire rounds (40), yellow bandana, holster (hammer, screwdriver, pliers)

### WOUNDS

-1 -2 -3

INC!

### FATIGUE!

-2 -1





# "KING" GEORGE COMBS

## VETERAN



**NOTES:**

**Sex:** Male  
**Birthplace:** Philadelphia, PA  
**Weight:** 148 lbs  
**Hair:** Sandy Brown, with mutton chops  
**Load Limit:** 30 lbs  
**Load:** 16 lbs

**Age:** 31  
**Heritage:** American  
**Height:** 5' 6"  
**Eyes:** Brown  
**XP:** 44  
**Languages:** English

### ATTRIBUTES:

**Agility** d6  
**Smarts** d8  
**Spirit** d8  
**Strength** d4  
**Vigor** d6

**Parry** 4  
**Toughness** 5  
**Pace** 6  
**Run** +1d6  
**Charisma** +4

### SKILLS:

Fighting: d4  
Guts: d6  
Intimidate: d6  
Knowledge  
(Performing Arts): d6  
Knowledge (History): d4  
Notice: d8

Persuasion: d6  
Riding: d6  
Shooting: d6  
Streetwise: d8  
Survival: d4

### ATTACKS:

*Fists* d4 (d4)  
*Colt New Model Army (cyl)* d6 (2d6; ROF 1;  
Range 12/24/48)  
*Sap* d4 (d4+d4)

### HINDRANCES:

Greedy (Minor)

### EDGES:

Charismatic, Entertainer

### GEAR:

Fancy men's suit, bolo tie, plain men's shirt, cowboy boots, sombrero hat, yellow bandana (suit pocket), shoulder holster, Colt New Model Army, .44 paper rounds (30), haversack (pocketknife, sap, playing cards, dice, pocketwatch)

### WOUNDS

-1 -2 -3

INC!

### FATIGUE!

-2 -1





# CHARITY LYNN ALEXANDER

## SEASONED



### NOTES:

**Sex:** Female  
**Birthplace:** Kanesville,  
 Iowa Territory  
**Weight:** 120 lbs  
**Hair:** Red  
**Languages:** English,  
 Spanish

**Age:** 25  
**Heritage:** American  
**XP:** 21  
**Height:** 5' 4"  
**Eyes:** Blue  
**Load Limit:** 30 lbs  
**Load:** 19 lbs

### ATTRIBUTES:

**Agility** d8  
**Smarts** d6  
**Spirit** d8  
**Strength** d4  
**Vigor** d6

**Parry** 2  
**Toughness** 5  
**Pace** 6  
**Run** +1d6  
**Charisma** +4

### SKILLS:

Guts: d4  
 Intimidate: d6  
 Knowledge  
 (Performing Arts): d6  
 Notice: d6  
 Persuasion: d8

Riding: d4  
 Shooting: d6  
 Stealth: d8  
 Streetwise: d6  
 Taunt: d4

### ATTACKS:

*Fists* d4-2 (d4)  
*Remington Double Derringer (cyl)* d6 (2d6+1; ROF 1;  
 Range 5/10/20)  
*Knife* d4-2 (d4+d4)  
*Knife, Thrown* d4-2 (d4+d4; ROF 1; Range 3/6/12)

### HINDRANCES:

Curious (Major)

### EDGES:

Attractive, Entertainer

### GEAR:

Fancy yellow dress, women's boots, yellow scarf, white gloves, mandolin, Remington Double Derringer, rucksack (plain dress, skirt, women's shirt, men's shirt, trousers, oversized cap, rations 2 days, makeup, .41 rim-fire rounds (12) wrapped up in a small rag, pocketknife, scissors)

### WOUNDS

-1 -2 -3

INC!

### FATIGUE!

-2 -1























**Bed / Cot**

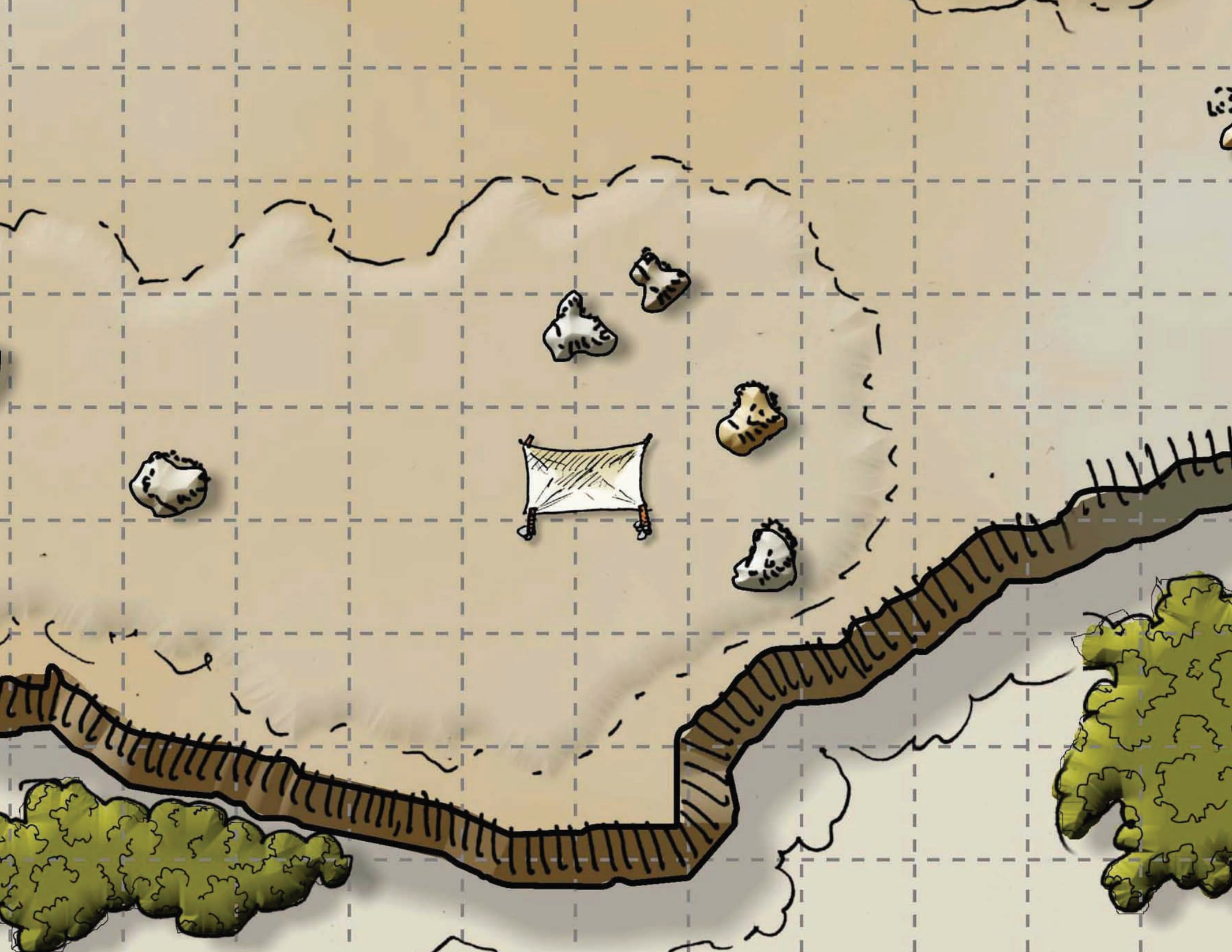


**Crate**



**Lean-to**









**HIDDEN C**  
1 squ





CANYON HIDEOUT

are = 10 feet





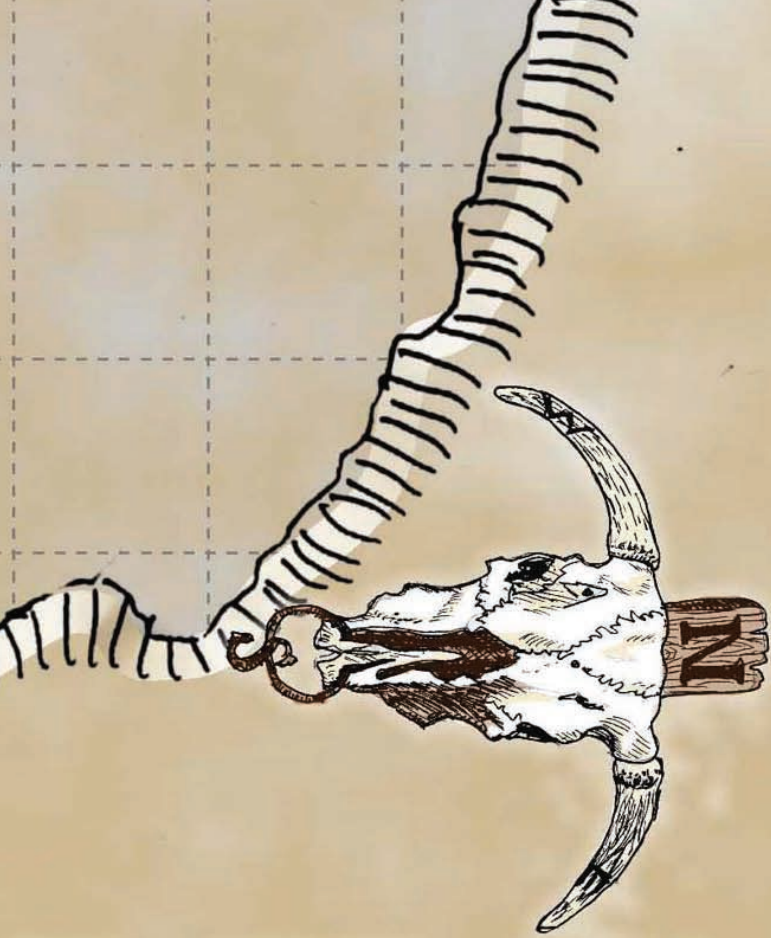












**T TRAIL**  
re = 5 feet

















# JACKSON'S CAV

1 square = 5 feet



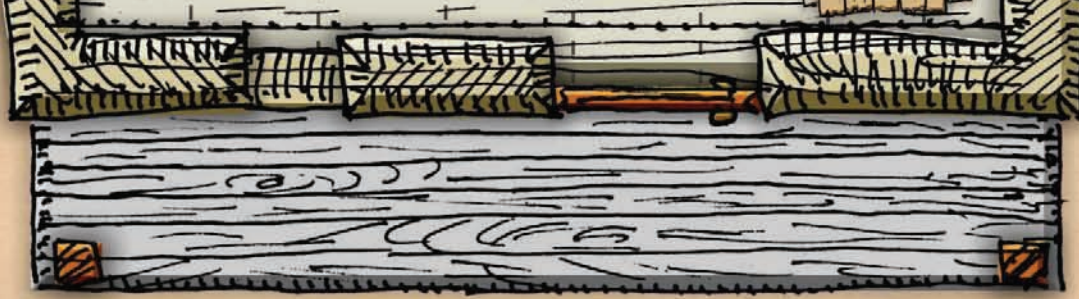






**Prickly  
Pear  
Restaurant**

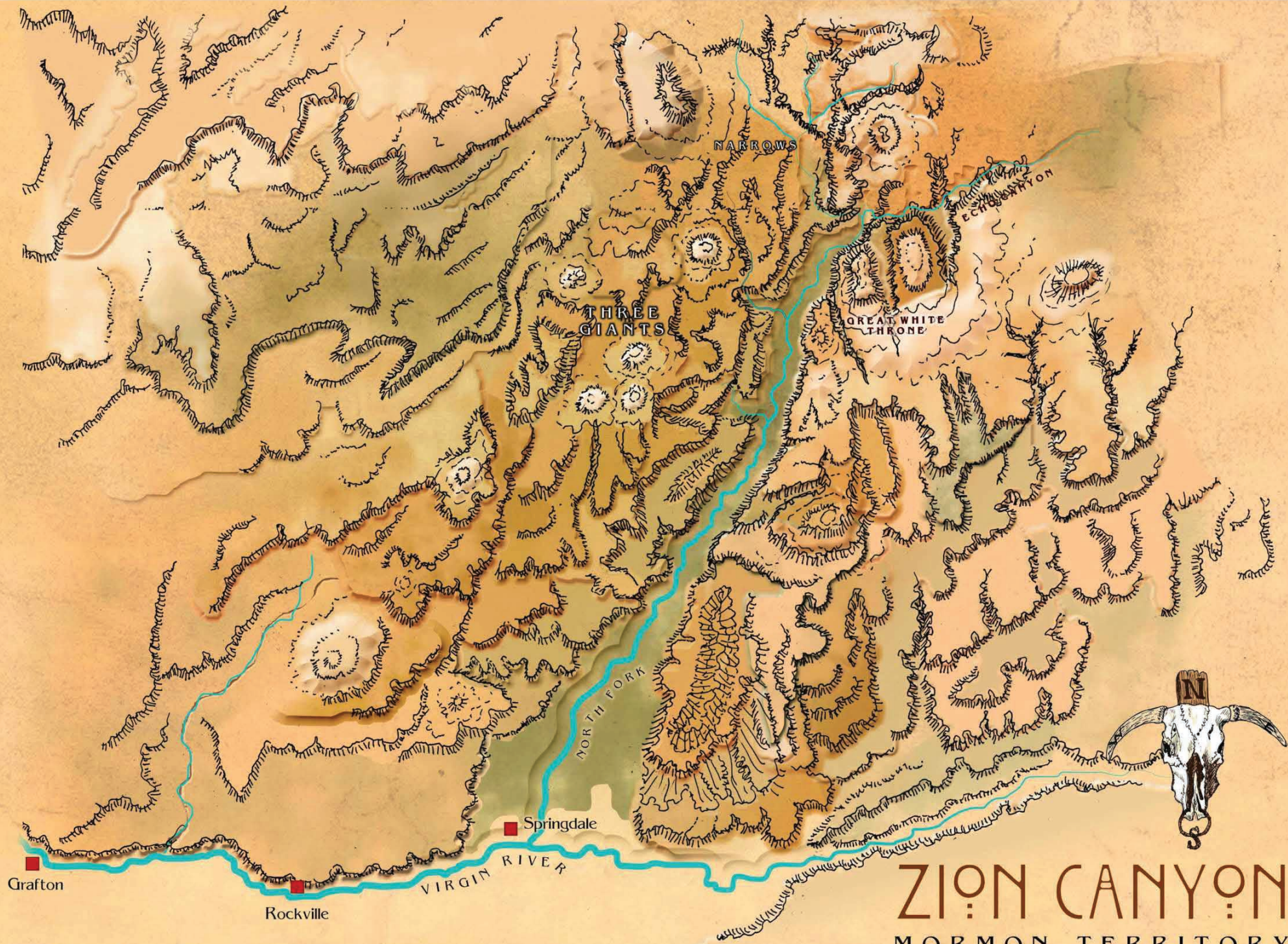




**Grafton**

1 square = 5 feet





1/2" = .6 miles

ZION CANYON  
MORMON TERRITORY  
UTAH





Shoot Out Here

RED SHIRT'S TRAIL

RUSTLER TRAIL

Rustler's  
Camp

THE NARROWS

1 square = 10 feet

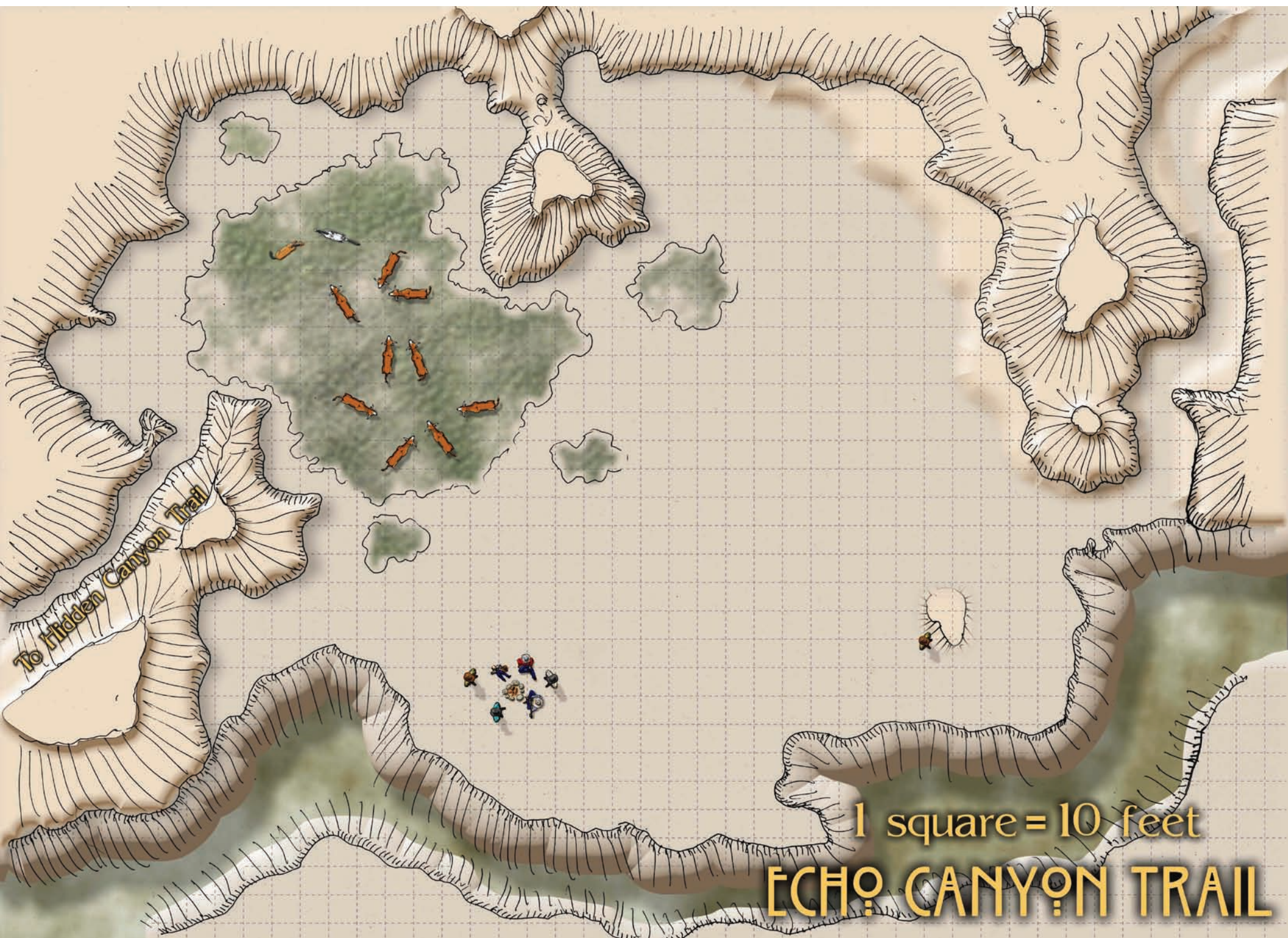




# THE NARROWS

1 square = 10 feet





1 square = 10 feet

**ECHO CANYON TRAIL**









# JACKSON'S CAVE

1 square = 5 feet





**FIRST TRAIL**  
1 square = 5 feet

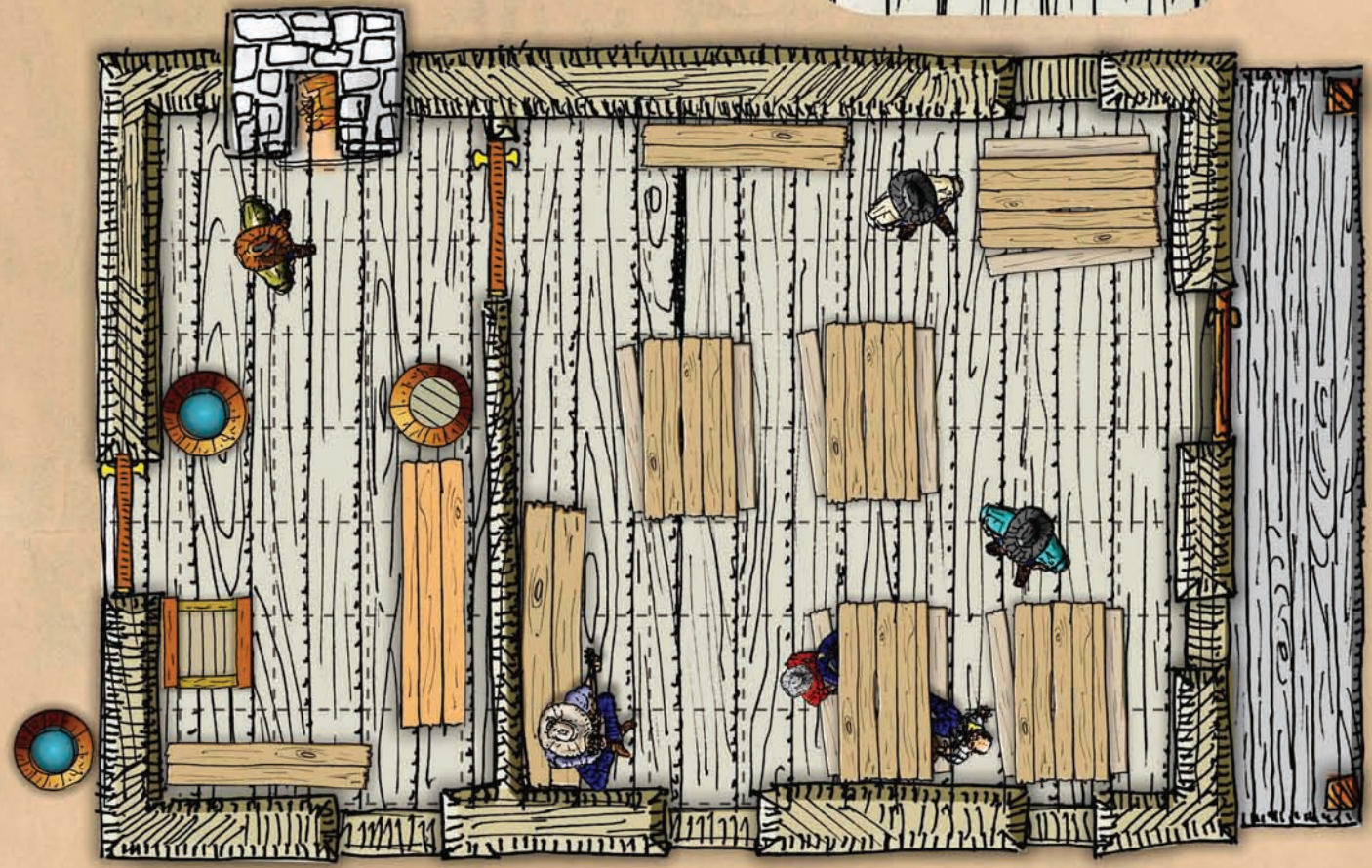


4 O'Clock  
Ranch



Grafton

1"=1/4 mile



**Prickly  
Pear**  
Restaurant  
Grafton

1 square = 5 feet