

DINOSAURS AT THE ALAMO

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About the Adventure

Dinosaurs at the Alamo is a gonzo *GURPS Old West Horror* adventure, although it can easily be adapted to other game systems (an OSR version is also available on www.1shotadventures.com). The adventure is set in 1836, with a group of stalwart Alamo defenders finding themselves lost in a hidden valley filled with danger, dinosaurs, and big cannons that might change history itself.

Dinosaurs at the Alamo is suitable for three-to-five 150-point characters. The end of the adventure includes six pregenerated characters so you can get started right away, along with a backup character in case someone meets a terrible end!

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not critical to the overall plot of the adventure. Sections marked with a person are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Background

After Mexico gained independence from Spain in 1821, it encouraged American settlers to migrate to the northern territory of Texas. However, as the number of settlers increased, tensions rose due to cultural and political differences. The situation worsened when President Antonio López de Santa Anna abolished the Mexico's 1824 Constitution and assumed dictatorial powers. His actions fueled resentment among the Texians, leading to calls for Texan independence. In 1835, open rebellion broke out. By February 1836, as Santa Anna marched north with a large force to crush the rebellion, a small, diverse group of Texian and Tejano defenders gathered at the Alamo, a former mission, setting the stage for the legendary siege and battle that would profoundly shape Texan identity and the quest for independence.

By March 3, 1836, grim reality has set in for the defenders of the Alamo. Although they have survived almost two weeks of being besieged by thousands of Mexican soldiers, they know their time is running out. General Santa Anna of Mexico is eager to destroy the Alamo's upstart rebels.

Knowing that the Alamo is running low on supplies, its young commander, Commander Travis, dispatches some of his best men on a mission to capture a shipment of corn heading for the Mexican troops.

Adventure Summary

The PCs set out to raid a Mexican supply train. After a skirmish with the Mexican troops, the PCs learn from a captured woman that three large 12-lb cannons have been abandoned by the Mexicans in a nearby valley. Knowing this artillery might turn the tide of the siege at the Alamo, the PCs set out to recover them.

The valley, however, turns out to be a place lost in time. After passing through a strange barrier, the PCs find themselves in a place inhabited by ferocious dinosaurs, desperate lost Mexican soldiers, a famed hermit, and other primal dangers. Here, the PCs can explore freely, wandering the valley, discovering the its secrets, and recovering some of Santa Anna's lost cannons, which are scattered around the valley.

If the PCs can survive long enough to recover the artillery, and maybe even a few vicious dinosaurs, they might be able to alter history and save the Alamo.

GM's Note: One of the pregenerated characters, Plain Ol' Joe, is a time traveler! He is trying to protect the time stream and wants zero dinosaurs to survive this adventure in the real world. If you're going to play with this character, it's suggested that you keep his role secret, handing characters out randomly to players to prevent them from seeing his equipment and skills.

Part 1: Ambush at the Ranch

On the evening of March 3rd, ten days into the siege, the Alamo's General Travis receives word that a wagon train of corn is heading up from Seguin Ranch to provision the Mexican troops surrounding the fort. The wagons are escorted by a small number of regulars from the veteran Jimenez battalion.

To disrupt the Mexican army, General Travis sends his best sentries out of the Alamo to capture or halt the supply wagons. The scouting party – the brave PCs – sneak out of the Alamo just before midnight.

The adventure kicks off with a moonlit, nighttime raid. Having avoided the Mexican pickets, the scouting party is hiding behind a split-rail fence near the Seguin Ranch road. As expected, ten horse-drawn wagons are soon seen coming up the road, guarded by eight Jimenez regulars and their frustrated captain, CAPITAN GARZA.

Jimenez Regulars

- Mexican Soldiers -

ST	11	**HP**: 11	
DX	12	**Will**: 10	
IQ	10	**Per**: 11	
HT	11	**FP**: 11	



Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d-1 cr
Dodge: 8

Traits: Duty (Mexican Army); various others

Skills: Fast-Draw (Ammo)-12; Guns-12; Navigation-9; Soldier-10; Spear-11; Teamster-9; Riding-11.

Gear: Baker Rifle .625 Flintlock (3d pi++, Acc 3, Range 80/900, RoF 1, Shots 1(60), Bulk -6, 9 lbs.); Sword Bayonet (1d+2 imp, Reach 1-2, Parry 8; also acts like brass knuckles).

Notes: The men are led by Capitan Garza, who is a callous but smart leader (IQ 11, Leadership-11, Tactics-10). He also has Guns-13 and Combat Reflexes (+1 to all defenses). Capitan Garza is fanatically loyal to Santa Anna, and will fight to the death, even if all of his men abandon him.

GM's Note: For players who like more tactical action, have them describe how they've avoided the Mexican pickets to get to this position, and then have one of the PCs make a Stealth *or* Tactics *roll, giving a +1 or +2 bonus for a particularly good plan. On a failure, as the PCs are readying to ambush the supply chain, three Mexican skirmishers are carefully sneaking up on the PCs, ready to ambush the ambushers sometime in the middle of this opening battle.*

Weirdly, one of the wagons is clearly *not* carrying provisions. It carries several badly wounded men, who moan with each bump and jolt that the wagon makes. The entire Mexican force seems to be in bad shape. An Per-based Soldier roll concludes that the men – fearful new conscripts – are barely being held together by their callous captain, who keeps yelling at the men.

The GM should ask the PCs to make some Stealth or Camouflage rolls to stay hidden while the wagons trundle closer



to their hiding place (at +4 due to the darkness). While the Mexicans are in bad shape, their captain is alert and may spot the PCs with his Perception-12. If he does, he'll quickly order his men into a line and have them fire a volley of hot lead balls at the PCs!

The Mexican's morale is low – they all just heard horrifying stories from the wounded men in the wagon. Any soldier who is wounded will quickly run for the hills. Furthermore, once half the men are dispatched, the captain must make a Leadership roll to keep his men from fleeing!

The Wounded Men in the Wagons

There are three wagons in the supply train. Two are loaded with bushels of corn. The third has five badly wounded, uniformed Mexicans in it. Two are missing limbs. All are traumatized, and have trouble speaking coherently. A Mexican officer with a broken arm and a tattered cavalry uniform, MAJOR SALGADO, is calm enough to talk, but only if the PCs earn trust with him, for example speaking with him respectfully, or treating his men with first aid.

Also in the wagon is a young Tejano woman, SATURNINA OSORIO. While she has a bloody cloth wrapped around her head, and a gag in her mouth, she otherwise does not seem as badly wounded as the other men in the wagon.

Major Salgado imparts the following information:

- The major led a veteran detachment of Mexican cavalry from the Rio Grande *Presidial Compañía*. He and his five men in the wagon are the only survivor of the detachment (and he feels horribly guilty about it).
- His detachment was protecting the soldiers who were securing supplies at the Seguin Ranch, but they were drawn away from the supply train when they ran into a woman on the road (he points at Saturnina). She lied that hundreds of reinforcements from the main Texian Army were arriving nearby, and had set up camp in a nearby valley. Fearing that Texian reinforcements had arrived earlier than anticipated, Major Saldado set out with his riders to spy on the supposed valley camp to verify the story.
- What happened next was a horrible blur of blood and death. Their cavalry was attacked by something monstrous. In the dark of the night, all he heard was screams, roars, and gunfire. He retreated back to the wagons, where he saw a white-bearded elderly man holding up a lantern. He estimates he lost over twenty men earlier

that night, and his fellow survivors whisper stories of monstrous, bloodthirsty lizards surrounding them.
- Although he's now captured by Texians, Major Salgado still implores the PCs to surrender to Santa Anna. *"Perhaps if you surrender to me now, you will not face unavoidable death when Santa Anna destroys your fort in the coming days."*

The woman Saturnina is also willing to talk to the PCs, though her English is broken. She's delighted that the Texians routed the Mexicans and disrupted their supply train.

- She is furious that Santa Anna killed her father several weeks ago when he refused to give up his farm to him. She is also angry that one of Santa Anna's men then stole her father's old smoketree walking stick. The stick was something that has been in her family for years, and traces back to her family's ancestral roots as members of the Pakawan tribe. Because of this betrayal, she tricked Santa Anna's men and sent them to the "Valley of the Poh," which she knew was cursed (though does not have any details on such a curse). *"I knew these men deserved to die in the savage hell valley... the Valley of the Poh."*
- She proudly tells the PCs that Major Saldado's unit was not the only Mexican force she tricked into going into the valley. She sent an artillery detachment into the valley a few days ago, along with "three their great big cannons." Getting her to expand the story and succeeding at a Soldier+2, Tactics+2, Strategy+2, or Artillery+2 roll reveals she's describing three powerful 12-lb cannons... a massive win for the defenders of the Alamo if they could be captured!
- If asked more about the valley, Saturnina only says that it is the most dangerous place in all Mexico. Her family have told stories of the Valley of the Poh for years... and the men in her family spend a night in the valley on their 15th birthday to prove their worth, using only her father's smoketree walking stick for protection.
- If asked to accompany the PCs, Saturnina *might* agree. She thinks that the Alamo is doomed, and has no desire to go there. But she will also hesitate about going into the valley, unless the PCs really impress or persuade her with excellent roleplaying or great social skill use (i.e., a Very Good reaction or better).
- Even if she doesn't accompany the PCs, she'll point the way to the valley, but tell the PCs that it's usually guarded by one of her old uncles, who they'll know *"because of the yellow lantern he uses at night... to warn idiots like yourself away."*

Jim Bonham Arrives

As the PCs are sorting out the aftermath of the skirmish, they soon hear a lone rider approaching. He's recognized as LT. JAMES BONHAM, an impulsive but trusted Alamo scout. Cussing up a storm, the young officer explains how he was sent to the town of Goliad to bring additional reinforcements to the Alamo. But, he spits, the commander there, James Fannin, had none to give. He spits on the ground and speechifies:

"Commander Travis sends me all the way to Goliad to ask James Fannin for more men, and he tells me he has none to give right now! And then imagine my mood when I find out that not only do I get to tell Commander Travis help ain't coming, I find out that ol' Santa Anna has another thousand troops arriving by morning! With three big cannons, shipped fresh from France! The ol' mission is doomed, but hell if I'm turning tail!"

If Jim Bonham hears that three 12-lb cannons are nearby in the Valley of the Poh, he is ecstatic. An expert on artillery, he's absolutely convinced the cannons are the key to helping the Alamo hold off the Mexicans for a few more days.

"But you better move fast, because with those new Mexicans arriving in the morning, I bet the whole fort will go down the next day. You got 48 hours or else no one will remember the Alamo."

If the PCs need any more motivation, Jim Bonham will order them to enter the valley and recover Santa Anna's lost cannons. Since he has a sealed letter that needs delivering, he volunteers to take any prisoners back to the Alamo.

Before he leaves, Lt. Bonham will offer the PCs some additional supplies, including an extra flintlock pistol (1d+2 pi++, Acc 1, Range 50/550, RoF 1, Shots 1(20), Bulk -3, Rcl 2, 3 lbs.), a medical kit, and a bottle of strong South Carolina whiskey.

The Light of Grimaldo

Saturnina's directions lead the PCs five miles north of Alamo, at first following the San Antonio river, then east towards some hills. Along the way, they spy the Mexicans building a gun platform across the river and near an old mill, no doubt for the soon-to-be-delivered cannons.

Soon, the PCs see a solitary, eerie yellow light hanging in the distance. At first, it looks suspended in the air, as if defying the laws of physics. But then, as the PCs get closer, they see that it is actually an ornate lantern made from bone, carried on a ten foot pole by an wrinkled old man.

The man is GASPAR GRIMALDO, one of Saturnina's many uncles, and one of the guardians of the valley. He inspects the PCs with curiosity, somehow already knowing the PCs are looking for the Valley of the Poh. He's a delightful, charming, and warm old man. He'll laugh at their bravado, and speak in a stilted and untraceable accent:

"The old valley is for the young or the foolish alone, and my lantern never lies when it shines its light on fools. But I can see you're not cowards at least."

On a Good reaction roll or better, Grimaldo will explain a secret to surviving in the valley: find a heavy smokewood stick and trust it, and you will be blessed if you eat a nut from a purple-leaved tree. "It will make you taste bad for Duckface," he chuckles mysteriously, unwilling to say more.

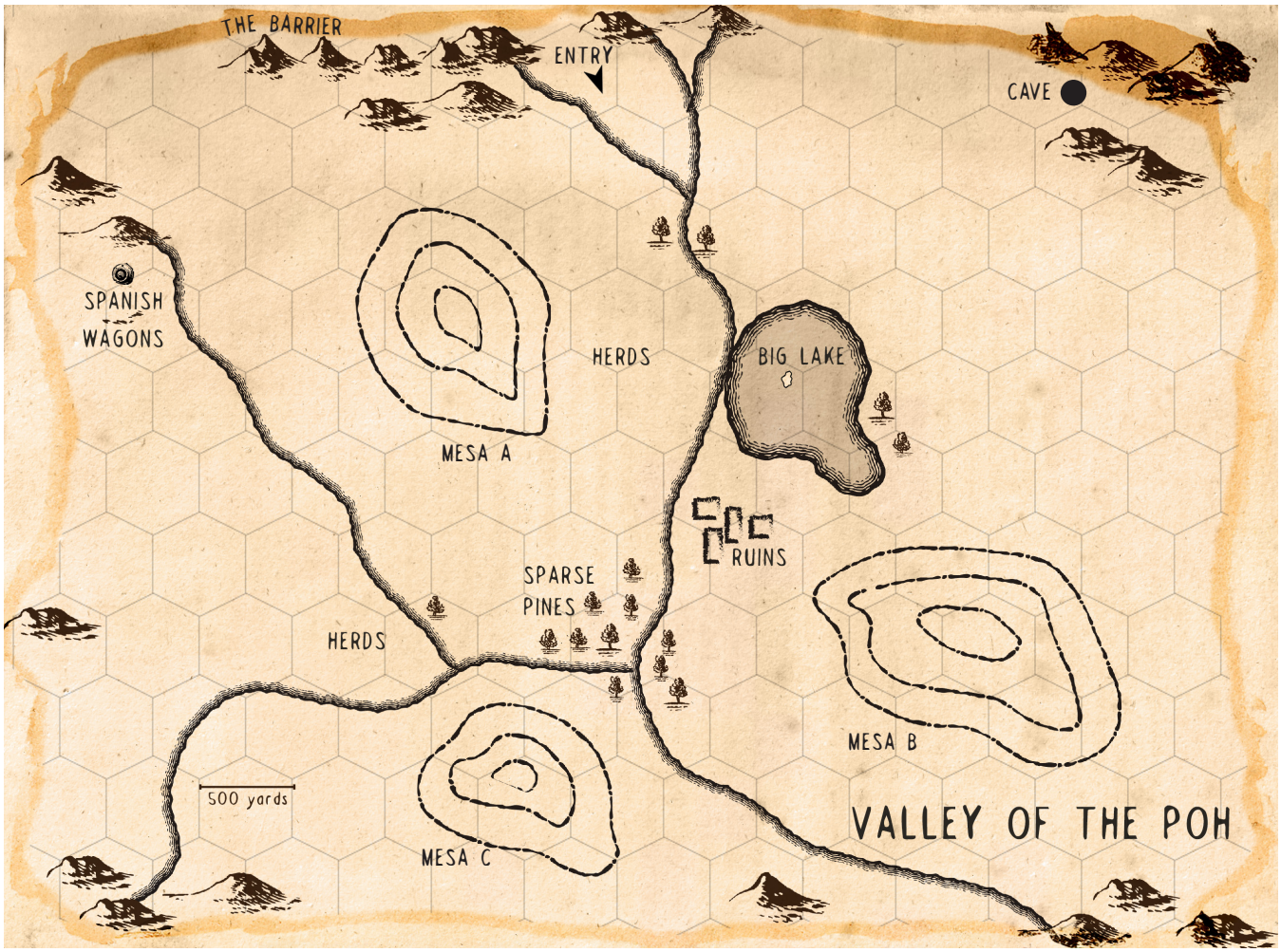
When the PCs are ready, Grimaldo takes them deeper into the hills. Then he reaches into his rucksack and gives the PCs a yellowish purple **cactus wood whistle**, which he says will summon Old Koot'naheen, who lives in the valley and knows it well. "He can show you the way back," he says.

The Luminiferous Barrier

Another ten minutes into the hills, the PCs observe a strange haze ahead of them. Like a wall of dust, fog, and heat, the barrier seems to extend from north to south. Beyond the haze, the PCs see nothing but flat scrub.

Science-minded PCs may make a Chemistry or Current Events (Science) to identify that the barrier is made from concentrated *luminiferous ether*, an imponderable substance upon which light waves propagate!

Touching the wall causes light to gather, eventually becoming bright enough to blind someone. At first, it feels impossible to penetrate through it. But with some encouragement from Grimaldo and his lantern which shows the PCs the exact areas to push on, the luminiferous ether will shimmer, gather, and then part like a curtain, allowing the PCs entrance into the primeval Valley of the Poh.



Part 2: The Valley of the Poh

Whatever time of day the PCs entered the Valley of the Poh, a sweltering noon sun now shines down upon them. With the bright light, new terrain forms in front of their eyes. Three flat mesas jut out in the horizon. Nearby, a large stream, sunken into the rocky ground, rushes beside them where there was none before. A lake is directly ahead of the entrance area, and beyond the lake are worn stone structures, surrounded by an uneven wall of plinths.

If the PCs look behind them, they see the sheer walls of steep mountains, although the luminiferous wall – sparkling more visibly here – separates them from the mountains.

Getting into the valley is easier than escaping it. The barrier is much stronger and firmly resists any touch. If someone forces their way into it (and makes a ST roll), they'll suddenly become disoriented and find themselves teleported to a random location somewhere else along the barrier in the valley.

However, with the light of a special, dinosaur-bone lantern, the barrier will part, and the PCs will find themselves back in regular ol' Texas again. There are only two lanterns in the valley. One is owned by Old Koot'naheen, a sage that lives in the valley, and the other is broken and can be found hidden on the island that lies in the middle of the valley's lake.

The Valley's Terrain

The valley is arid and hot. For each day spent in the valley, PCs must make a Survival roll or else take 2d-4 damage from the heat, bloodsucking bugs, or other outdoor maladies.

If the PCs climb to a vantage point – such as scaling a mesa – they'll be able to get a good sense of the layout of the valley. GMs can give the PCs a plain map of the valley to help them understand its key features (see Player Safe Maps).

The rushing streams that cut through the valley's rocky terrain are deep and violent. They're also home to several species of small carnivorous fish, not too dissimilar to piranhas! PCs can cross the streams by wading in carefully and making a DX or ST roll to get across without losing their footing. Losing footing in a rushing stream causes the PC to be pushed downstream quite a distance (perhaps climbing out to face a hungry dinosaur, like Duckface or Toothboy). Deeper places can be crossed by swimming, or, in some places near the middle of the valley, some fallen pines make for log bridges across the stream. The carnivores in the valley know that the streams often block their prey from escaping, and will try to take advantage of the streams to corner their food.

Items of Power

- or, How to Survive the Valley -

Uncle Grimaldo gave the PCs good advice. There are three valuable items in the valley which will greatly help the PCs.

Eating a **nut** from the purple-leaf tree is a harrowing but beneficial experience. Upon taking a bite of these walnut-sized, pyramidal things, a finger-sized nut maggot tries squirming out of your mouth. The victim needs to chew and swallow the maggot, or else the nut's blessing won't take effect. In doing so, however, it provides a blessing, giving the PC +1 to all rolls while in the valley, until the PC fails an important roll. Then the failure flips into success, and the blessing goes away.

Next, for reasons unknown, a **smoketree stick** easily penetrates dinosaur hide, and causes them great pain. Treat attacks as armor piercing (∞) and cancelling out High Pain Threshold on such creatures.

Finally, the **cactus wood whistle** will summon Old Koot'naheen to the PCs' location. However, the old man is slow, and so first the loud whistle will force the PCs to contend with the carnivore Duckface, who *hates* the shrill noise.

Big Lake

A large, clean lake lies in the center of the valley. There's a small bushy island in the lake, no bigger than a dozen or so yards wide. A Perception (Vision) roll spots a collapsed wood structure on the island.

PCs can swim to the island. Although it's 100 yards out, the waters are calm and any Swimming rolls are at +4. Also, if the PCs explore the brush around the lake, they'll find a large bark canoe, big enough for four people. Carved on the inside of the canoe are the words "Property of Porter Rockwell." The canoe has ST/HP 22, DR 1. With it, a Boating+4 can row to the island in a few minutes, with a failure indicating the boat gets stuck on some gnarly underwater algae strands about halfway across, requiring someone to hop out of the boat and cut it free.

The lake is also home to a very territorial, eel-like carnivore, "Slumbersnout," a juvenile, crocodile-fish (aka a tylosaurus) that is *always* hungry. However, the creature is utterly lazy

and is more often sleeping than awake; a Perception-3 roll spots its form drifting just under the water of the lake. Easily the size of three men, the predator usually lazily paddles around until a school of fish nears its giant toothed mouth. Any splashing will cause the creature to slowly come and investigate, including any loud swimmers or oars.

Bramble Island

Sharp brambles cover the lake's island. Getting to the center requires some hacking, which requires an axe or sword to hack through, or very careful maneuvering (DX-3, or else take 1d-3 cut damage). The brambles also cause severe itchiness, which makes all rolls at -2 for one hour unless a HT-3 roll is succeeded. A First Aid or Pharmacy roll halves the itchiness penalty to -1.

At the center of the island are several, unusual purple-leaved trees. A Naturalist or similar roll finds them vaguely similar to a native purple-leafed plum tree, but they are much taller, have more gnarled branches, and many bear large nuts, unusually shaped like rough-hewn pyramids. Eating a nut, while traumatizing, provides a blessing (see Items of Power, p.6).

There is also the old ruins of a wooden chapel here, its roof long collapsed, but a large cross easily visible amidst the debris. Outside the old structure are two sealed barrels. Both contain sour-smelling lantern oil made from animal fat. Searching the rubble finds a **splintered bone lantern.** If fixed with a new dinosaur bone and an appropriate repair skill (or an IQ-3 roll), this lantern can also be used to leave the valley.

The Sparse Pines

Sparse pines stand along the valley's stream like ancient sentinels. Their gnarled and twisted forms cast eerie shadows across the barren desert... and strange lizards warble weird songs from their branches.

A single reddish-purple smoketree can be found in the middle of these woods, but it takes a Naturalist roll to identify the tree. It's easy to chop down a branch and make a smoketree club or walking stick, but treat these as cheap unless someone uses Carpentry, Woodworking, or a similar skill to cut off a nice one (see Items of Power, p.6).

In the middle of these sparse woods is a gigantic intact skeleton of a prehistoric, short-faced bear. Inside its rib cage is the carcass of a stinking oversized rodent of unknown variety. Surrounding this skeleton are several hidden spring snares, capable of yanking someone off his feet and dangling them high in the air.

Slumbersnout

- The Laziest Tylosaurus -

ST	25	**HP**: 25	
DX	10	**Will**: 10	
IQ	3	**Per**: 10	
HT	14	**FP**: 14	



Basic Speed: 6.0 SM: +3
Move: 12 Bite: 2d+3 cut
Dodge: 9 DR: 2

Traits: Born-biter; DR 2 (DR 5 on skull); Enhanced Move (Swimming); High Pain Threshold; Laziness; Ichthyoid; Terrifying unhinging jaw.

Skills: Brawling-12; Stealth-11; Swimming-14.

Tactics: Young Slumbersnout is ferocious but very lazy. Maybe the laziest tylosaur to have been born. If he can sneak up on his foe, he'll unhinge his jaw in a terrifying fashion and try swallowing them whole! When dealing with a boat, he'll try to chomp the boat in half before going after its occupants.

However, if his prey fights back, and inflicts more than half his hit points in damage, he'll retreat, sulk miserably, and rethink his life.

Detecting the snares requires a Perception-based Traps roll at -3. Disarming one requires a Knot-Tying or Traps roll. Otherwise, if a victim steps near the carcass there's a 50% chance that the victim steps on a snare and is pulled into the air. Escaping the snare requires three successful DX or Escape rolls, or cutting the rope and crashing to the ground for 1d cr damage. All that racket might summon the hungry carnivore Toothboy to the scene, however.

The man who set these traps is the wild-haired survivalist, PORTER ROCKWELL, "The Destroying Angel of Mormondom." Trapped in the valley for a few years, he has become a desperate survivalist. If someone sets off a trap, he'll creep up through the brush to see what he caught. He'll wait for a few minutes before emerging, however, since Toothboy has been known to hear screaming prey and venture near to snack on the snares.

Porter Rockwell can either be a helpful ally in the valley, or act as a strong-minded adversary. See the sidebar for more details on how to use Porter Rockwell in the valley.

Porter Rockwell

- Destroying Angel of Mormondom -



ST	12	**HP**: 12	
DX	13	**Will**: 12	
IQ	12	**Per**: 12	
HT	12	**FP**: 12	

Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d-1 cr
Dodge: 10

Traits: Combat Reflexes; High Pain Threshold; Legal Enforcement Powers; Reputation +2 (feared and respected); Sense of Duty (Mormons). A tad shy. Likes saying "I never killed anyone who didn't need killing"

Skills: Area Knowledge-13; Brawling-14; Guns-14; Intimidation-14; Knife-14; Law (Frontier Law)-11; Spear-13; Stealth-12; Survival (Plains)-12; Riding-14; Theology-10; Thrown Weapon (Spear)-14; Tracking-12; Traps-12.

Gear: Javelin (1d+1 imp, Parry 10, Reach 1, Acc 3, Range 18/30); Large knife (1d cut, Parry 10, Reach C,1); dried lizard meat.

Young Porter Rockwell is known for his rugged toughness and unswerving loyalty to the Mormon settlers in the West. He's also known for having a turbulent personality that always seems to land him in trouble. A newly deputized marshal, he recently traveled to Texas chasing a wanted assassin, where he stumbled into the Valley of the Poh. Unable to escape the valley, he's been surviving here for a few years, slowly transforming into a desperate man. He rarely associates with Old Koot'naheen, who he is suspicious of. As a result, he thinks the valley is inescapable, and is being used by God to punish him for various sins.

When the PCs meet Porter Rockwell, he'll be suspicious and question their motives. He thinks the whole valley is testing him, and sees the PCs as an extension of that test. He'll also test to see if the PCs are God-fearing individuals, since he's intolerant of godless men. If the PCs prove themselves, he'll cautiously befriend them. He'll offer some knowledge of the valley, and point them towards the destroyed supply wagons, or an artillery cannon (he only knows about the one at Mesa B, but won't go near it since he knows Duckface lives near the mesa). He'll also welcome a way out of the valley, and even agree to help defend the Alamo if the PCs lead him from the place!

However, if the PCs are discourteous, Porter Rockwell becomes a sneaky adversary. In this case, he'll try to ensnare the PCs and then hoot and holler to summon one of the valley's big carnivores!

The Spanish Wagons

Two shattered wagons and over a dozen skeletal horses are strewn in this area of the plains. The wagons are a much older design than what the PCs are used to seeing, and were clearly destroyed by a large predator. One of the wagons still bears a worn seal of Charles V, the King of Spain in the 1500s. These are the remnants of early Spanish explorers who came to Texas in the early 16th century.

If the PCs dig through the wreckage, they'll find a bloody journal page, written in Spanish, authored by a priest who was traveling with the expedition (see **Handout A**), and would later build a chapel on the island in the lake.

They will also find a conquistador casco helmet (DR 7, 5 lbs.) and a marvelously preserved .60 arquebus musket (2d+2 pi+, Acc 2, Rang 65/660, RoF 1, Shots 1(60), Bulk -5, 10 lbs.).

The Ruins

Jagged stone plinths surround an abandoned village here. The plinths are tall enough and spaced evenly enough to keep the valley's largest carnivores out (like Duckface or Toothboy). Smaller predators, however, can easily slip inside the wall.

Inside the plinth walls are a dozen or so crumbled, brick and stone structures. Most are heavily damaged, and barely qualify as shelter. An Archaeology or History-2 roll identifies the ruins as related to structures built by Mesoamerican Olmec culture from over a thousand years ago.

Porter Rockwell's Shelter

Porter Rockwell keeps a home in the ruins – four stone walls covered by a thick cotton canvas. Strips of tasty salted lizard meat hang in the sun outside his shelter. Inside his home is a cot, some handcrafted clay pots containing fresh water, a 50' length of strong hemp rope, and a trunk containing a broken pistol, some spare powder and ammunition, a small brass dog, and a worn copy of *The Book of Mormon*. There's also a rusty handsaw and homemade mallet under the cot.

The Shrine of Visions

One small structure in the ruins is largely intact, and it has a heavy stone blocking the entrance. The stone is marked with wicked looking claw marks. Removing the stone requires at least two people to pull it down, or a lever of some sort. Stone stairs lead downwards below the ground, at least fifteen feet.

At the bottom of the building is a pitch black chamber (PCs best bring a light!). The wall is covered in artistry showing

of primitive men hunting great dinosaurs. In the middle of the room is a cool, circular pool, approximately six feet in diameter.

Staring at the pool for more than a few seconds causes it to emit a dim, otherworldly light. After a few seconds more, it will cause visions! Roll 1d:

1	A vision of a cannon on the side of a rubble-strewn mesa, with a broken carriage wheel. A two-legged carnivore, easily the size of a man, sniffs the metal barrel.
2	A vision of the Alamo under attack again. Swarmed by Mexican soldiers, the fort's defenses look desperate... PCs making an IQ roll realize that the time of day in the vision looks different from the one in the Valley. Is this a vision from the future?
3	A vision of a cave, in the side of a mesa. Something glints in the dark. But then suddenly a massive carnivore exits the cave, something bloody in his mouth. He roars in anger and charges off into the distance.
4	A vision of two-legged carnivores, their tongues thirstily lolled out, creeping down the stairs to this very room! (See Quench and Snarl, below.)
5	A vision of a mesa, where Mexican soldiers are being carried into the air by vivid purple pterosaurs. The men scream as their limbs get torn off by the monsters. This causes a Fright Check-2!
6	A vision of a herd of triceratops grazing nearby in the fields; a herd of massive, 15' tall bird-like therizinosaurus are also nearby. (If the GM is using the optional Rustlers subplot, PCs will see several Mexican soldiers trying to harness some of the creatures.)

After receiving a vision, the recipient must make a Will roll, and be stunned for one second for each point by which the roll was failed.

Unknown to the explorers of the cave, some semi-intelligent raptors know about the water source here, and enjoy the cool air of the shrine (and occasional visions). As soon as the door is opened, two raptors, Quench and Snarl, creep over to it, make their way down the stairs, and viciously attack anyone between them and their sweet, sweet magic watering hole.

The Wandering Herds

Two herds wander through the valley – a herd of a few dozen horned styracosaruses, and the same amount of 15' tall, bird-like therizinosauruses. The PCs will likely see one of these herds if they venture out into the plains, or if they look for prints with a Tracking roll.

Quench and Snarl

- The Thirstiest Raptors -

ST	15	**HP**: 15	
DX	15	**Will**: 11	
IQ	4	**Per**: 14	
HT	13	**FP**: 13	



Basic Speed: 7.0 SM: 0
Move: 14 Bite: 2d cut
Dodge: 11 DR: 1

Traits: Cold-Blooded; Combat Reflexes; DR 1; Weak Crushing Striker (Tail, Cannot Parry, SM+1, Limited Arc); Sharp Teeth; Sharp Claws; Wild Animal.

Skills: Brawling-17; Jumping-15; Running-14; Stealth-15; Tracking-15.

Tactics: The raptors will creep down the stairs of the shrine, trying to sneak up on anyone down there (they only fear Old Koot'naheen). Anyone who doesn't run will be quickly attacked and devoured.

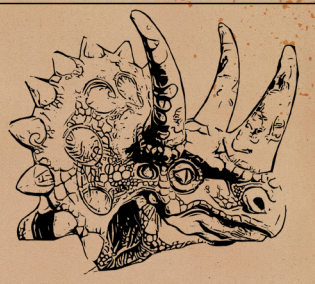


Dinos to Ride

Three Horned Tex

- Stubborn Styracosaruses -

ST	34	**HP**: 34	
DX	12	**Will**: 10	
IQ	2	**Per**: 9	
HT	11	**FP**: 11	



Basic Speed: 5.75 SM: +3
Move: 9 Bite: asdasd
Dodge: 8 DR: 2

Traits: DR 6 (horn and neck only); Quadruped; Sharp Beak; Striker (Horns, Cannot Parry, straight ahead only); Wild Animal. Stubbornness.

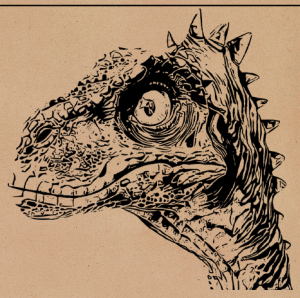
Skills: Running-10.

Tactics: These horned dinosaurs are herbivores, but are skittish and run away from loud noises or sudden movements. However, some of the bulls are bad tempered, and won't hesitate to charge at someone who is showing aggression.

Big Feathers

- Giant Therizosauruses -

ST	32	**HP**: 32	
DX	12	**Will**: 10	
IQ	2	**Per**: 10	
HT	12	**FP**: 12	



Basic Speed: 6.0 SM: +4
Move: 10 Claw: asdasd
Dodge: 8 DR: 2

Traits: DR 1; Talons; Fangs; Wild Animal.

Skills: Brawling-12; Running-12.

Tactics: These feathered dinosaurs are known for its extraordinarily long, clawed forelimbs, which they use for foraging and defense. While most of these dinosaurs are dim-witted, a few in the herd demonstrate cleverness (IQ 3), and mischievously enjoy stealing shiny objects from folks.

Both types of dinosaurs are large enough to ride! Neither species are afraid of humans, although they will steer clear of any loud noises or sudden movements, so lassoing one and jumping on will be quite the feat.

Since this adventure is by no means realistic, nor does it pretend to understand how a cowboy might go about breaking a dinosaur, GMs should improvise if PC decide to tame one of these mighty lizards. Lassoing one is a good start, or an Animal Handling-3 roll might be required to get close to an animal without it getting too skittish. Once close, a Riding-3 roll might be required to leap atop the thing (or -5 for one of the bigger therizonosauruses). Failing a roll badly might cause one of the triceratops to charge the PC in anger, or the therizonosauruses to stampede away. Then the rider and his new mount should roll a Quick Contest of Will to see who tames who.

Rustlers!

Four Mexican artillerists survived their initial encounter in the Valley. Led by RODOLFO PERFECTO DE COS, a junior officer (and cousin to one of Santa Anna's generals), the soldiers have been unable to escape the valley. Believing that the only way through the barrier is to ride out, the men are trying to rope some dinosaurs.

So far, Rodolfo is the only man who has achieved his dream of riding a dinosaur. From atop his styracosarus, he's cursing at his nervous men in Spanish to grow some *cajones* and leap atop the creatures.

If the Mexicans identify the PCs as Texians, Rodolfo will charge the PCs atop his mount, as his soldiers take cover behind the herbivores and fire their rifles to fend them off. The sound of gunfire will no doubt cause nearby herds to panic and stampede, trampling anyone in their path. The noise might also summon one of the big predators in the area, like Toothboy.

If the PCs surrender, or disguise themselves as Mexican soldiers using any uniforms they might have picked up, or use some fast-talkin' diplomacy, Rodolfo may pause long enough to parlay:

- Rodolfo says that he was tricked by the woman Saturnina, who told him that the road was blocked and to cut through this valley.
- The horses pulling his artillery carriages ran off soon after entering the valley. His men chased after them, but he soon lost all track of them. He saw several of his men near the southern-most mesa firing at purple winged lizards, but by the time he got there, all he found were bloody limbs. "Cut apart by devil snippers!"
- He has seen Duckface roaming the valley and is intrigued by the idea of capturing or killing him. "Would love to break one of them carnosaurs... or bringing back his head to mount above my fireplace!"
- His men tried leaving the valley, but as soon as they hit the barrier, they got all dizzy and disoriented and found themselves at another edge. Not having any better ideas, he plans to push through the barrier on a big strong dinosaur. *GM's Note: This theory is unproven, but might work. Sometimes the barrier can be overpowered by something strong...*

One of Rodolfo's men is a carpenter who was attached to the artillery squad. He carries a small carpentry kit in a haversack on his back, which can be used to repair any damaged artillery carriages the PCs find.

Toothboy

A large green-striped, sail-finned Saurophaganax preys on the herds in the valley. The carnivore has an abnormally large tooth jutting from his jaw, giving him his nickname. He's pretty stupid however, and terrible at sneaking up on the valley's herds. Instead, when he spots prey from a distance, he'll blindly charge at them (often wearing himself out as they flee), hoping to grab an old or wounded one on his way in.

The Mesas

Three large mesas loom over the valley. While some have winding trails that lead up to the top, they are difficult to find and still require some climbing and scrabbling up scree slopes to get the top. However, from the top of any of these mesas, the PCs will see a clear view of the entire valley.

Mesa A - The Massacre

On the east side of this steep mesa are the remains of seven Mexican artillerists and three horses. They were crushed by what looks to be a landslide, and their broken corpses lie half-buried in debris. The cannon they carried is still intact, although one of its carriage wheels is broken.

Repairing the carriage wheel requires an hour or two, some tools (which can be found with either Rodolfo's men, or in Porter Rockwell's shelter), and a Carpentry roll.

A Perception (Hearing) roll finds a horse that survived the disaster hiding behind some nearby rubble. The horse is skittish, and requires an Animal Handling roll to approach without bolting away.

What the PCs won't suspect is that the rockfall here was caused by Spike-Tail Sam, an armored dinosaur with a massively oversized thagomizer. He's smart enough to wait for prey to get near the mesa, then knock some rocks down to pulverize them. He'll then saunter down at his own leisure to scavenge the carcasses.

If the players linger in this area, Spike-Tail Sam will emerge on a ledge 20 yards above the PCs, bellow a long and aggressive sound, then start knocking boulders down. Anyone below must run for their lives, making a Dodge+3 roll (assuming they skedaddle right away), to clear the area. Failure results in 1d-1 cr damage for each point by which the roll was failed.

Rodolfo Perfecto de Cos

- Mexican Artillery Commander -



ST	11	**HP**: 11	
DX	12	**Will**: 10	
IQ	10	**Per**: 11	
HT	11	**FP**: 11	

Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d-2 cr
Dodge: 8

Traits: Code of Honor (Gentleman's); Duty (Mexican Army).

Skills: Fast-Draw (Ammo)-12; Guns-12; Navigation-9; Soldier-10; Spear-11; Teamster-9; Riding-11.

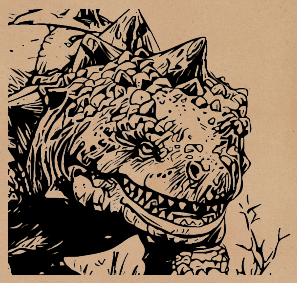
Gear: India-pattern Brown Bess .75 Flintlock Rifle (4d+2 pi++, Acc 2, Range 100/1100, RoF 1, Shots 1(40), Bulk -6, 10 lbs.); Spear Bayonet (1d+2 imp, Reach 1-2, Parry 8; also acts like brass knuckles).

Notes: Rodolfo has grown a little crazy while being trapped in the valley. He's desperate to lead his men out, and then head south into Mexico and leave the war behind him. He's become obsessed with riding dinosaurs and killing the big ones.

Spike-Tail Sam

- Weird Thagomizin' Dinosaur -

ST	40	**HP**: 40	
DX	10	**Will**: 12	
IQ	4	**Per**: 11	
HT	11	**FP**: 11	



Basic Speed: 5.25 SM: +4
Move: 5 Tail: 8d+8 cr
Dodge: 8 DR: 8

Traits: DR 8; High Pain Threshold; Quadruped; Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear); Weak Bite; Wild Animal. Loves bellowing, kinda sounds like "Swaaaktaaaale" when he does.

Skills: Brawling-11.

Tactics: If Spike-Tail Sam takes any fire, he'll climb up higher on the mesa, and try to tumble more rocks down on his attackers. He won't get directly aggressive unless he gets cornered, then he'll bellow and use his mace-like tail to great effect.

Mesa B - Duckface's Lair

A Tracking roll near this mesa finds the signs of several horses driving a heavy wagon. Following the trail – or general exploration around the mesa – reveals a large cave entrance. Outside the cave are the torn and shredded bodies of several Mexican soldiers. Large and bulbous flies swarm the bodies.

This cave is the lair of DUCKFACE, a large, long-snouted Qianzhousaurus tyrannosaur living in the valley. He only uses his cave when it's exceedingly hot outside.

Bones of all kinds of creatures litter the inside of the cave.

One of Santa Anna's 12-lb cannons is here as well. A dead man is slumped over the barrel, a loading rammer in his hands, but his head missing from his body. It looks like he was trying to load the cannon before ol' Duckface chomped his head right off.

The cannon weighs at least 1,200 lbs. Removing it from the cave requires at least two horses to pull the carriage. Nearby, a splintered cart which contained gunpowder and twenty or so cannonballs are strewn everywhere.

Old Koot'naheen's Hilltop Home

A hidden, narrow trail leads all the way to the top of this mesa. At its peak is a pale, brick shelter. The shelter, however, is not primitive at all. It is perfectly crafted, with zero seams between the bricks, no weathering, and a series of numbers – dates perhaps? – carved into each side. A docile, horse-sized dinosaur with a bulbous head is typically tied up outside the shelter, happily grazing on grass.

Inside the small shelter is a simple comfortable cot and a single trunk, which contains dozen or so knick-knacks from across time, simple things that Old Koot'naheen has traded with travelers to the valley. Sundries include a gold nugget, a red fez, a painted portrait of a stalwart moustached man with eyeglasses, and a matchbox-sized white case with curious white trumpets inside.

This is the home of Old Koot'naheen, a weathered old man who acts as the guardian of the Valley of Poh. When he's not napping inside his home, he's standing atop it, watching over the valley with his piercing blue eyes. He is the calming force in an untamed land.

Old Koot'naheen has lived in this valley for well over a century. He'll tell the PCs that he wandered in, just like them, and decided that the valley was his final home. The mysterious man is not concerned about the PCs presence in the valley, nor is he quick to help the PCs. *"The valley always knows what you deserve..."*

The enigmatic old man can give the PCs some guidance, however:

- He saw the Mexican artillery enter the valley, and knows that they were mostly torn to shreds by various creatures.

Santa Anna's Cannons

The three 12-lb Mexican cannons are fresh from France. Santa Anna can't wait to get his hands on them to take down the Alamo and march north. Unfortunately, his precious cannons are now scattered throughout the valley, one near each of its three mesas.

At some point a PC will want to gleefully fire one of these cannons at a dinosaur. Firing a cannon requires Artillery (Cannon) skill (or DX-4). A cannon does 6dx5 pi++ damage, Acc 2, Range 400/2000, RoF 1, Shots 1 (30 second reload), 1,200 lbs.

The cannons are key to winning the battle of the Alamo. Each one the PCs get back to the fort will give it a better chance of saving the garrison and winning the day.

Them Big Carnivores

Toothboy

- Fin-nosed Saurophaganax -

ST	28	**HP**: 34	
DX	11	**Will**: 10	
IQ	2	**Per**: 10	
HT	12	**FP**: 12	



Basic Speed: 6.0 SM: +5
Move: 10 Bite: 5d+4 imp
Dodge: 9 DR: 3

Traits: DR 3; Cold-Blooded; Combat Reflexes; High Pain Threshold; No Fine Manipulators; Weak Striker (Tail, Cannot Parry, Long SM+1, rear only); Fangs; Wild Animal.

Skills: Brawling-13; Tracking-11; Running-14.

Tactics: Toothboy is a giant, dumb carnivorous dinosaur. He doesn't need tactics. However, seeing this great carnivore up close requires a Fright Check-5!

Duckface

- Snouty Qianzhousaurus -

ST	36	**HP**: 36	
DX	11	**Will**: 10	
IQ	2	**Per**: 11	
HT	13	**FP**: 13	



Basic Speed: 5.5 SM: +5
Move: 12 Bite: 7d+6 cut
Dodge: 9 DR: 2

Traits: DR 2; Cold-Blooded; Combat Reflexes; High Pain Threshold; No Fine Manipulators; Weak Striker (Tail, Cannot Parry, Long SM+1, rear only); Sharp Teeth; Wild Animal.

Skills: Brawling-13; Tracking-11; Running-13.

Tactics: Duckface enjoys intimidating his prey, toying with them, then viciously tearing them apart. Seeing this great carnivore up close requires a Fright Check-5!

If asked about the cannons, he'll point to each mesa and advise the PCs to be cautious.

- If asked how to escape the valley, he'll show them a bone lantern on a pole that can help them exit, much like they entered. He will not part with his lantern willingly, but he will lead them from the valley in exchange for a small gift (something from the PCs' time is his favorite).

Mesa C - The Pterosaur Nests

The southernmost mesa is the tallest of the three. It's also the home to a flock of aggressive, bright purple pterosaurs. These shrieking menaces ambushed a company of Mexican artillerists, snipped off their limbs, and carried them into the air to feed the young in their nests.

The artillerists' horses somehow managed to flee the attack. They trundled up a winding path higher on to the mesa. The horses, along with the cannon they were hauling, are now hiding amongst some tall, blue-and-yellow striped cactuses on a ridge. Since the horses are too big to carry off, the pterosaurs are leaving them alone... for now.

At the southern base of the mesa, the PCs find the remains of the ambush. Several bloody limbs and heads have been neatly snipped off by the pterosaurs, and bloated flies swoop from carcass to carcass. A leather trunk is on the ground, having fallen off one of the supply wagons. Inside is a fancy dress uniform from the Mexican Army, and a brace of two ornate flintlock pistols (1d+2 pi++, Acc 1, Range 50/550, RoF 1, Shots 1(20), Bulk -3, Rcl 2, 3 lbs.).

Near the bloody ambush site are very clear horse and carriage tracks leading up the mesa path. If someone studies the mesa, a Perception (Vision)-2 roll spots glimpses of the purple pterosaur nests far atop the hill.

Although their bellies are full, the pterosaurs are still territorial. A swarm of them will attack the PCs (assume 1 per PC) if the PCs walk up the trail. Gunfire however, attracts more. For each shot fired out, roll 3d6. On a 6 or less, another pterosaur joins the fight (up to 2 per PC in total).

At the top of the path is a grove of tall, blue-and-yellow striped cactuses. The flora gives off a terrible, noxious smell,

as if the very spirits of decay have taken refuge within its spiny blossoms. In the middle of the grove are two horses still attached to a cannon carriage. They seem to like the cactus flowers and eat them with voracious hunger. Other than the fact that these flowers will turn the horses bright purple in time, they are otherwise harmless.

Anyone studying the cactuses will note that its sharp spines are perfectly suited for crafting or surgical needles, providing +1 to appropriate rolls. Also, in the event that the PCs lost the cactus wood whistle that Grimaldo gave them (which summons Old Koot'naheen), a new one can be crafted from these cactuses with a Woodworking+1 roll.

Part 3: Leaving the Valley

Eventually, the PCs will want to leave the Valley of the Poh. This is impossible without the help of Old Koot'naheen, a man of mysterious origins who has lived in this valley for many years, if not centuries. Without Old Koot'naheen's lantern, anyone touching the barrier to the valley gets disoriented and finds themselves somewhere else along the border.

Blowing a cactus whistle (like the one Grimaldo gave the PCs) summons Old Koot'naheen. The old man is slow, however, and takes at least twenty minutes to trek from his home (high atop Mesa B) to meet the PCs. The whistle is also very irritating to the monstrous Duckface, so the PCs will likely have to deal with him first, unless they've already encountered him and badly wounded him.

Old Koot'naheen is a wrinkled, dark-skinned, white bearded old man. He approaches riding an unusual dinosaur with a massive, bulbous lump on its head, clearly designed to ram things. Like Grimaldo, Koot'naheen carries an overly long pole with a lantern attached to it. The lantern allows the PCs to leave the valley at any of its borders. However, to have him lead the PCs from the valley, he demands a small gift from them – a gift from their time. Almost any valuable or curious piece of equipment will do.

If summoned before the PCs are ready to leave, the PCs can speak to Old Koot'naheen. He's not overly talkative, however (see p.12 for some of the details he may give away).

If the PCs try to take any dinosaurs with them, they'll have to coax the creatures through the barrier. This requires a Riding or Animal Handling roll to push them through without bucking in fear. However, if the PCs have any angry dinosaurs running after them (like Duckface), they'll charge through the barrier out of sheer irritation for the PCs.

Old Koot'naheen

- Enigmatic Valley Guardian -



ST 16 **HP**: 16
DX 12 **Will**: 14
IQ 14 **Per**: 14
HT 14 **FP**: 14

Basic Speed: 5.75 SM: 0
Move: 5 Punch: 2d-1 cr
Dodge: 8

Traits: Extended Lifespan 3; Fit; Higher Purpose (Protect the Valley); Loner; Racial Memory; Unique; Very humble.

Skills: Area Knowledge-15; Artist-13; Carpentry-14; Diplomacy-13; First Aid-14; Occultism-14; Riding-12; Staff-13; Stealth-12; Survival-15; Wrestling-12.

Gear: Long staff (2d+4 cr, Parry 11, Reach 2-3); bone lantern; sandals.

Notes: Old Koot'naheen barely remembers when he arrived at the valley. He only overlapped with the previous guardian, a 16th century Spanish monk, by a few days. So, he's largely become the caretaker of the land and its animals by trial and error, something that has given him a good sense of humor over the years.

Snippers

- Nasty Purple Pterosaurs -



ST 7 **HP**: 7
DX 14 **Will**: 11
IQ 2 **Per**: 11
HT 11 **FP**: 11

Basic Speed: 6.25 SM: +3
Move: 1 / 12 fly Bite: 1d-2 imp
Dodge: 10 DR: 0

Traits: Acute Vision +2; Cold-Blooded; Combat Reflexes; Flight (Winged); No Fine Manipulators; Sharp Beak, Sharp Claws; Striking ST +4 (Bite only); Wild Animal.

Skills: Brawling-14.

Tactics: Once a snipper gets hold of a limb, it will try to bite down and yank it off. Once it gets a piece of meat in its mouth, it flees the scene, excited to feed one of the young in its nests.

Weirdly, the PCs will emerge from the valley much closer to the Alamo than where they entered. They'll find themselves just north of the fort, between the North Road and the Alamo Ditch.

If the player spent more than 48 hours in the valley, the Alamo is lost. All the PCs find is the defeated mission being occupied by Santa Anna's men.

However, if the PCs spent less than 48 hours in the valley, they'll reappear in the real world roughly an hour before dawn on March 6th, the morning Santa Anna launches his final attack on the Alamo. The PCs clearly hear the sounds of Santa Anna's army preparing for a final assault.

Part 4: Remember the Alamo!

The conclusion of the adventure occurs as Santa Anna's troops begin their final attack on the Alamo. Can the PCs change history? The finale takes place in three stages:

A Final Skirmish!

Commander Travis sees the PCs appear within sight of the Alamo. He orders several of his men to rush to the PCs' side to recover them and any cannons they fire. Santa Anna's elite vanguard cavalry rush across the lines to capture the cannons before they are seized by the Texians!

This scene plays out as a final battle, with the PCs fighting off a dozen of Santa Anna's cavalry soldiers as they charge at them! If the PCs have brought dinosaurs with them, the Mexican's horses panic, and only six men on foot get close enough to the PCs' position to attack.

If the PCs managed to avoid a fight with one of the great carnivores at this point (Duckface or Toothboy), the GM can add a final surprise in this battle, with one of those dinosaurs tearing suddenly appearing, tearing its way through the Mexican troops and running rampant.

A Pivotal Speech!

After the skirmish, the PCs make it back to the walls of the Alamo. Commander Travis greets the heroes with astonishment (especially if they brought dinosaurs!). He rallies the Alamo's defenders and speaks with great conviction:

"The enemy has demanded a surrender at discretion otherwise the garrison are to be put to the sword if the fort is taken. We have answered the demand with a cannon shot, and our flag still waves proudly from the walls. I shall never surrender nor retreat."

With that, he asks one or more of the PCs to address the men, to encourage them to stand and fight, and perhaps die as heroes.

The Red Jackets

- Veteran Mexican Cavalry -

ST	12	**HP**: 12	
DX	12	**Will**: 12	
IQ	11	**Per**: 11	
HT	12	**FP**: 12	



Basic Speed: 6.0 SM: 0
Move: 5 Punch: 1d-1 cr
Dodge: 8

Traits: Combat Reflexes; High Pain Threshold; Duty (Mexican Army).

Skills: Brawling-13; Broadsword-14; Fast-Draw-14; Guns (Pistol)-14; Lance-14; Riding-13; Soldier-12; Throwing-13.

Gear: Cavalry Saber (1d+3 cut, Reach 1, Parry 10); Flintlock Pistol (1d+2 pi++, Acc 1, Range 50/550, RoF 1, Shots 1(20)); Lance (3d+4 imp on horseback, else 1d+3 imp); Helmet (DR 6).

Notes: Santa Anna's cavalry charge with single-shot pistols and lances. At least one man is a grenadier, determined to destroy the PCs' cannons if they cannot be returned to Santa Anna's army. He carries a heavy grenade (3d[1d] cr ex, Fuse 3-5, Bulk -2).

Santa Anna Attacks!

Grognards can fight the battle of the Alamo with the rules from *GURPS Mass Combat*, but here's a quick and dirty way to do it:

Santa Anna has 4,000 troops surrounding the Alamo, so he's going to roll 8 dice to take the fort. The poor Alamo defenders only get 1 die. Surround that poor lonely die with Santa Anna's 8 dice on the table. Looks hopeless, right? Now:

- If at least one of the players made a great speech, give the Alamo one more die.
- For *each* player who makes a Soldier, Artillery, or Tactics roll, give the Alamo one more die.

- For each 12-lb cannon the PCs recovered, give the Alamo two more dice!
- If the PCs brought Porter Rockwell with them, he bolsters the morale of the Texian troops – give the Alamo one more die.
- If the PCs bring dinosaurs with them, add another die (small dinosaurs), 2 dice (Duckface or Toothboy), or 3 dice (a ton o' dinos)!

Split up the Alamo's dice evenly among the players and have the players roll them. Add up the total to determine the defense the Alamo musters. That's the number Santa Anna has to beat with his 8 dice, which the GM should roll dramatically. If Santa Anna can't beat the PCs' total, the Alamo has been saved!

Conclusion

Whatever actually happens this day, the legend of the defenders of the Alamo goes on to inspire millions of patriots, and perhaps even a few dozen paleontologists.

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional character points for good roleplaying, and another point or two for excellent performance (defeating a big carnivore, recovering Santa Anna's cannons, riding a dinosaur into the sunset).

Special Thanks

Special thanks to Golden Bee for editing assistance. The art in this adventure was created through a blend of original art by the author, historical illustrations, and a touch of Midjourney to give it a uniform style.

For more one-shot adventures, visit www.1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on www.1shotadventures.com or tweet @SageThalcos.

Disclaimer

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VTT Notes

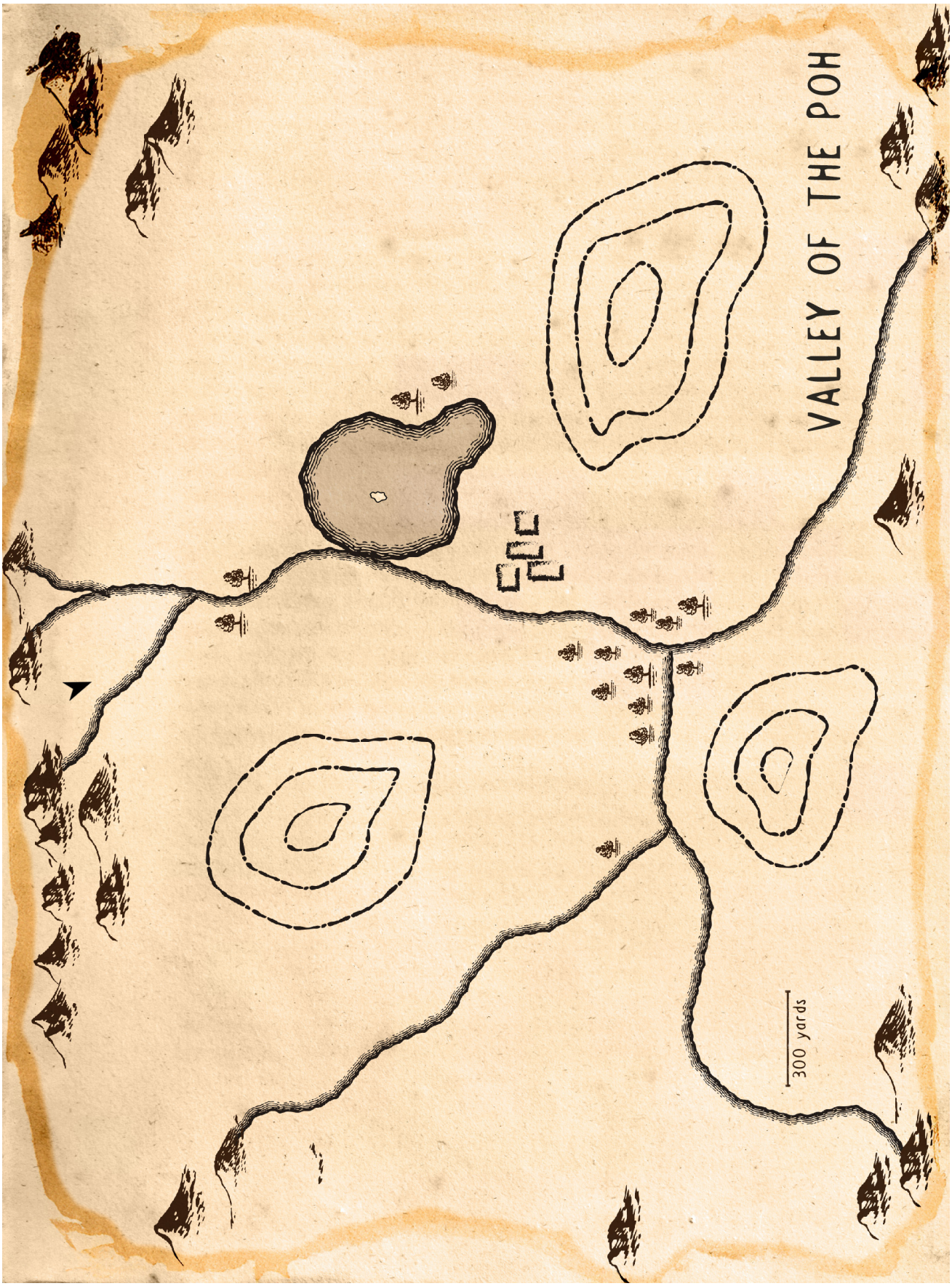
Visit www.1shotadventures.com for additional VTT assets for this adventure, including tokens, handouts, and maps.

Version History

1.0 - Original *GURPS* version. Note this version uses the "Knowing Your Own Strength" alternative damage rules from Pyramid 3/83.

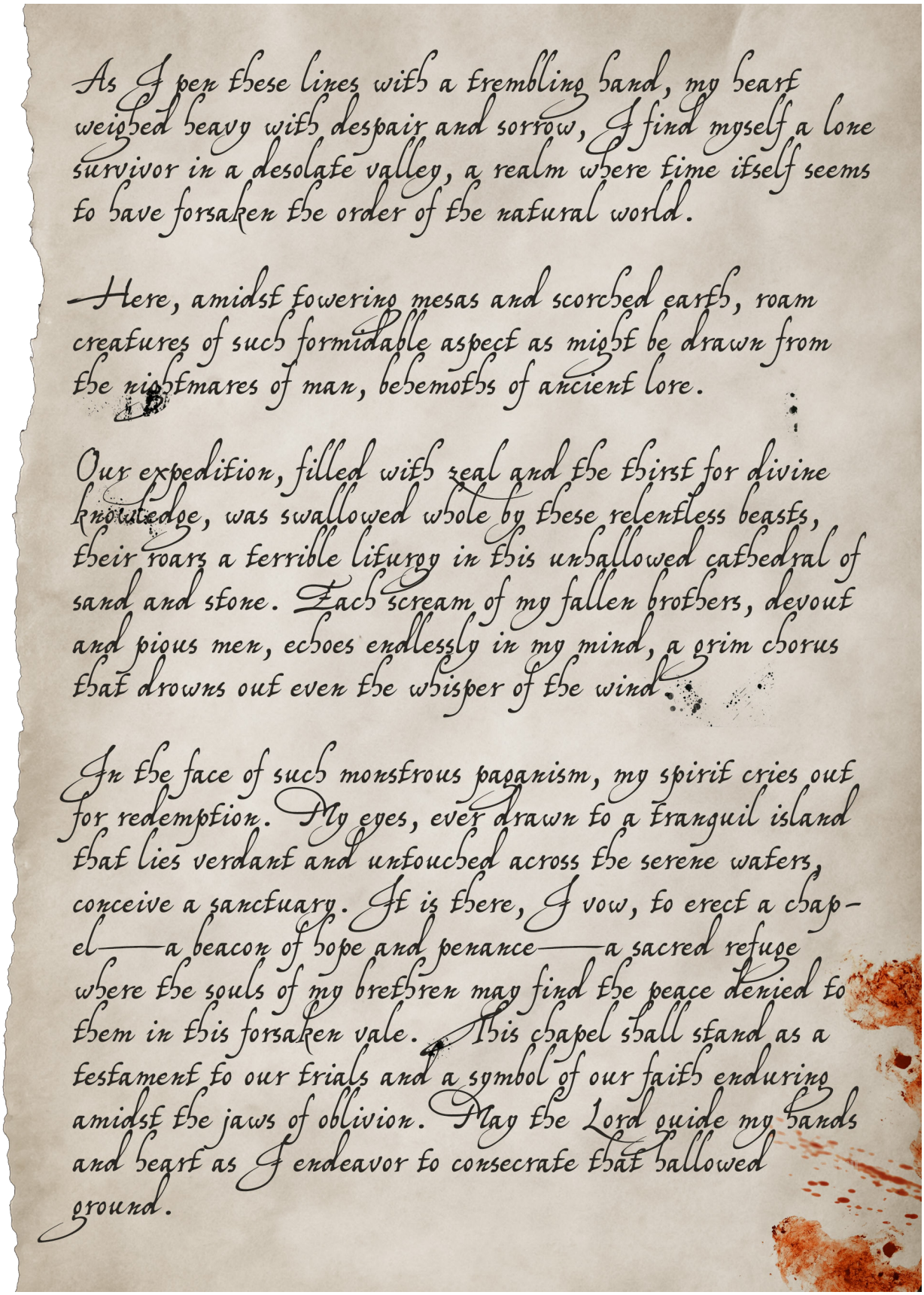


Player Safe Maps



Player Safe Maps





As I pen these lines with a trembling hand, my heart weighed heavy with despair and sorrow, I find myself a lone survivor in a desolate valley, a realm where time itself seems to have forsaken the order of the natural world.

Here, amidst towering mesas and scorched earth, roam creatures of such formidable aspect as might be drawn from the nightmares of man, behemoths of ancient lore.

Our expedition, filled with zeal and the thirst for divine knowledge, was swallowed whole by these relentless beasts, their roars a terrible liturgy in this unhallowed cathedral of sand and stone. Each scream of my fallen brothers, devout and pious men, echoes endlessly in my mind, a grim chorus that drowns out even the whisper of the wind.

In the face of such monstrous paganism, my spirit cries out for redemption. My eyes, ever drawn to a tranquil island that lies verdant and untouched across the serene waters, conceive a sanctuary. It is there, I vow, to erect a chapel——a beacon of hope and penance——a sacred refuge where the souls of my brethren may find the peace denied to them in this forsaken vale. This chapel shall stand as a testament to our trials and a symbol of our faith enduring amidst the jaws of oblivion. May the Lord guide my hands and heart as I endeavor to consecrate that hallowed ground.

Handout A - Journal page of a Spanish priest found in the wreckage of the 16th century Spanish wagons

OLD WEST HORROR

Name Davy Crockett **Player** _____ **Point Total** 169

Ht 6'0" **Wt** 167 **Size Modifier** 0 **Age** 49 **Unspent Pts** -

Appearance Famous American Fronterisman

				CURRENT			
ST	11	[10]	**HP**	11		[0]	**MOVE** 6
DX	13	[60]	**Will**	12		[0]	
IQ	12	[20]	**Per**	12		[0]	**DR** -
HT	12	[20]	**FP**	12		[0]	



BASIC LIFT (ST × ST)/5 25 lbs **DAMAGE** Thr 1d-1 Sw 1d+1

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	25
Light (1) = 2 × BL	50
Medium (2) = 3 × BL	75
Heavy (3) = 6 × BL	150
X-Heavy (4) = 10 × BL	250

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
10	10 (Knife)	-

REACTION MODIFIERS

Appearance +1 from Charisma

Status

Reputation +2 from everyone (10 or less)

+1 from frontier folk

ADVANTAGES & PERKS

Charisma +1	[5]
Combat Reflexes (+6 to recover from surprise or stun)	[15]
Fit (+1 to all HT rolls)	[5]
Outdoorsman I (Talent)	[10]
Reputation +2 (American Hero, everyone, 10 or less)	[5]

DISADVANTAGES & QUIRKS

Charitable (can't help helpin' folks)	[-15]
Sense of Duty (Americans and Texians)	[-10]
Stubbornness	[-5]
Always wears a coonskin cap	[-1]
Enjoys telling tall tales	[-1]
Prefers words over violence, but won't avoid a fight	[-1]
Patriotic	[-1]

SKILLS

Name	Level	
Animal Handling (Cattle + Horses)	12	[2]
Brawling	14	[2]
Climbing	12	[1]
Diplomacy	11	[2]
Guns (Rifle)	16	[8]
Guns (Pistol)	13	[1]
Knife	14	[2]
Leadership	13	[2]
Navigation (Land)*	13	[2]
Politics	11	[1]
Public Speaking	12	[1]
Riding (Horses)	12	[1]
Soldier	11	[1]
Stealth	12	[1]
Survival (Woodlands)*	13	[2]
Tracking*	13	[2]

* Includes +1 from Outdoorsman

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	11	Skill 14	-	-
Fine large knife	1d cut	C,1	10	Skill 14	$160	1 lb.
	1d imp	C				

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Old Betsy .40 Flintlock	4d-1 pi+	3	110/1200	1	1 (60)	-6	3		$350	7 lbs.

Speed/Range Table

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Hit Location

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money



Possessions

Item	Location	Cost	Weight
Pouch of flintlock powder		-	-
Personal basics		$5	1 lb.
Coonskin cap (DR 1)	Head	$10	1 lb.
Leather boots (DR 2)	Feet	$80	2 lbs
Totals:		$ -	12 Lbs.

Character Notes

The walls of the Alamo are nigh breached, but our spirits ain't yet broken. Commander Travis reckons a cache of Mexican corn might just keep our band of defenders hearty and joyful, provided we can snatch it right from the grasp of the Mexicans.

I'm set to do my part, as best as I can, to uphold our duty and secure the liberty of the folks we hold dear.

OLD WEST HORROR

Name Jim Bowie **Player** _____ **Point Total** 168

Ht 6'0" **Wt** 167 **Size Modifier** 0 **Age** 49 **Unspent Pts** -

Appearance Famed knife fighter - suffering from a bit of a fever

				CURRENT				
ST	12	[20]	HP	12		[0]	MOVE	5
DX	12	[40]	Will	12		[5]		
IQ	11	[20]	Per	11		[0]	DR	-
HT	11	[10]	FP	11		[0]		



BASIC LIFT (ST × ST)/5 32 lbs **DAMAGE** Thr 1d Sw 1d+2

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	32
Light (1) = 2 × BL	64
Medium (2) = 3 × BL	96
Heavy (3) = 6 × BL	192
X-Heavy (4) = 10 × BL	320

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	10 (Knife)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +1 from everyone (10 or less)

ADVANTAGES & PERKS

Ambidexterity	[5]
Combat Reflexes (+6 to recover from surprise or stun)	[15]
High Pain Threshold	[10]
Luck (once per hour, reroll a roll twice more)	[15]
Reputation +1 (Formidable Fighter, everyone, 10 or less)	[2]
Signature Gear and Weapon Bond (Bowie Knife)	[2]
Weapon Master (Knife)	[20]

DISADVANTAGES & QUIRKS

Bad Temper	[-10]
Greed	[-15]
Sense of Duty (Friends)	[-5]
Suffering from a coughing fever	[-1]
Strongly dislikes being outdone	[-1]
Honor matters to him	[-1]

SKILLS

Name	Level	
Artillery (Cannon)	11	[2]
Artist (Woodworking)	10	[1]
Brawling	14	[4]
Carpentry	12	[2]
Fast-Draw (Knife)	13	[1]
Guns (Pistol + Rifle)	13	[4]
Knife	15	[8]
Leadership	11	[2]
Riding (Horses)	12	[2]
Savoir-Faire (High Society)	11	[1]
Soldier	10	[1]
Riding (Horses)	12	[1]
Soldier	11	[1]
Survival (Plains)	10	[1]
Tactics	10	[2]
Thrown Weapon (Knife)	14	[4]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d cr	C	11	Skill 14	-	-
Famed Bowie Knife	1d+4 cut	C,1	11	Skill 16	$800	1 lb.
	1d+4 imp	C				
Backup large knife	1d+2 cut	C,1	11	Skill 15	$40	1 lb.

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Bowie knife	1d+4 imp	0	9/18	1		-2				
Large knife	1d+2 imp	0	9/18	1		-2				
M1779 .69 flintlock pistol	1d+2 pi++	1	50/550	1	1 (20)	-3	3	Malf 16	$250	3 lbs.

Speed/Range Table

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Hit Location

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money



Possessions

Item	Location	Cost	Weight
Pouch of flintlock powder		-	-
Personal basics		$5	1 lb.
Bandages	Pocket	$10	2 lbs.
Leather boots (DR 2)	Feet	$80	2 lbs
Totals:		$ -	10 Lbs.

Where in tarnation are the reinforcements Commander Travis vowed? A brawl suits me just fine, but battling while struck with a fevered cough ain't my idea of fairness. Travis warned that my hacking would signal our spot to the Mexicans, but I'll be damned if that's gonna keep me tethered. I declared stoutly that I'd ride out with the rest to liberate a few wagons of corn and provisions, right from under Santa Anna's very nose.

Character Notes

Weapon Master gives +2 / die of damage with knives (included above), and lets you Rapid Strike (attack twice) at only -3 per attack (vs. -6).

OLD WEST HORROR

Name Susanna Dickinson **Player** _____ **Point Total** 168

Ht 5'6" **Wt** 160 **Size Modifier** 0 **Age** 24 **Unspent Pts** -

Appearance Alamo refugee - used by the men as a reliable translator and carpenter

				CURRENT			
ST	13	[30]	HP	13		[0]	MOVE 6
DX	12	[40]	Will	12		[0]	
IQ	12	[40]	Per	12		[0]	DR -
HT	12	[20]	FP	12	CURRENT	[0]	



BASIC LIFT (ST × ST)/5 40 lbs **DAMAGE** Thr 1d+1 Sw 2d-1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	40
Light (1) = 2 × BL	80
Medium (2) = 3 × BL	120
Heavy (3) = 6 × BL	240
X-Heavy (4) = 10 × BL	400

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Hatchet)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +1 from animals

+2 / -2 from inexperied/veteran folks

ADVANTAGES & PERKS

Acute Vision +2	[4]
Doodad 1 (once per session, pull out an ordinary item)	[1]
Fearlessness +2 (bonus to Fright Checks	[4]
Talent - Animal Friend 1	[5]
Versatile (+1 to creative or inventive tasks)	[5]
	[ ]
Language - Spanish (Accented)	[4]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Dependent (Young daughter Angelina, 6 or less)	[-10]
Overconfidence	[-5]
Sense of Duty (Friends and companions)	[-5]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
Thinks Tennessee is the best place in the world	[-1]
Respects folks who stand up for what they believe	[-1]
Appreciates cleanliness	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acting	12	[2]
Animal Handling (Horses)	14	[4]
Artillery (Cannon)	13	[4]
Axe/Mace	12	[2]
Carpentry	12	[1]
Cooking	11	[1]
Diplomacy	12	[4]
First Aid (heals 1d-2 hp)	14	[4]
Guns (Pistol + Rifle)	13	[4]
Knife	12	[1]
Naturalist	12	[4]
Riding (Horses)	13	[2]
Stealth	11	[1]
Swimming	12	[1]
Teamster	13	[2]
Veterinary	12	[2]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

OLD WEST HORROR
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d cr	C	9	Skill 12	-	-
Hatchet	2d-1 cut	1	9	Skill 12	$40	2 lb.
Small knife	1d imp	C	8	Skill 12	$30	0.5 lb.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
M1779 .69 flintlock pistol	1d+2 pi++	1	50/550	1	1 (20)	-3	3	Malf 16	$250	3 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

MONEY



POSSESSIONS

Item	Location	Cost	Weight
Pouch of flintlock powder	Pack	-	-
Personal basics	Pack	$5	1 lb.
Bandages	Pack	$10	2 lbs.
Shoes (DR 1)	Feet	$40	2 lbs
Small backpack		$60	3 lbs.
Rope (3/4", 10 yards)	Pack	$25	5 lbs.
Totals:		$ -	21 Lbs.

I began by cooking for the garrison, but as provisions dwindled, it seemed right that I should serve better by taking charge of the 6-lb cannon, instructing the others in its proper use. Yet my heart aches for my poor daughter Angelina, who suffers from hunger. When I overheard Commander Travis mention a wagon full of Mexican corn near Seguin Ranch, I could not sit idle. Clutching my flintlock, I stepped forward to volunteer, determined to secure that corn and return it to our Texian brothers at the fort.

CHARACTER NOTES

OLD WEST HORROR

Name Gordon Jennings **Player** _____ **Point Total** 163

Ht 5'10" **Wt** 160 **Size Modifier** 0 **Age** 56 **Unspent Pts** -

Appearance The Balladeer - and oldest defender of the Alamo

				CURRENT			
ST	12	[20]	**HP**	12		[0]	**MOVE** 5
DX	11	[20]	**Will**	11		[0]	
IQ	13	[60]	**Per**	13		[0]	**DR** -
HT	12	[20]	**FP**	12		[0]	



BASIC LIFT (ST × ST)/5 32 lbs **DAMAGE** Thr 1d Sw 1d+2

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	32
Light (1) = 2 × BL	64
Medium (2) = 3 × BL	96
Heavy (3) = 6 × BL	192
X-Heavy (4) = 10 × BL	320

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Hatchet)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +1 from audiences

ADVANTAGES & PERKS

Destiny (Write a famous patriotic song)	[5]
Hard to Kill +1 (bonus to HT rolls to avoid dying)	[2]
Military Rank 1 (Corporal)	[5]
Talent (Musical Ability)	[5]
	[ ]
	[ ]
Language - Spanish (Broken)	[2]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Curious	[-5]
Sense of Duty (Texians and Tejanos)	[-10]
Vow (Compose one last great ballad)	[-5]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
Enjoys hunting with bows and slings	[-1]
Loves the heat	[-1]
Hums to himself a lot	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Armoury (Missile Weapons)	13	[2]
Artillery (Cannon)	13	[2]
Boating (Rowboat)	10	[1]
Bow	12	[4]
Brawling	12	[2]
Fast-Draw (Arrow + Pistol)	11	[2]
Fast-Talk	13	[3]
Guns (Pistol + Musket + Rifle)	12	[6]
Lasso	12	[2]
Leadership	13	[2]
Musical Composition	13	[2]
Musical Instrument (Guitar)	13	[2]
Riding (Horses)	11	[2]
Singing	14	[4]
Sling	11	[1]
Soldier	13	[2]
Swimming	13	[2]
Tactics	12	[2]
Teamster	12	[1]
Tracking	12	[1]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	9	Skill 12	-	-

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Charleville 17.5mm musket	4d+1 pi++	2	110/1200	1	1 (40)	-7	4	Malf 15+, Skill 12	$150	9 lbs.
Sling	1d+2 pi	0	72/120	1	1 (2)	-4	-	Skill 11	$150	1 lb.

Speed/Range Table

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Hit Location

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money



Possessions

Item	Location	Cost	Weight
Pouch of flintlock powder	Pack	-	-
Personal basics	Pack	$5	1 lb.
Bowstring	Pack	$1	-
Boots (DR 2)	Feet	$80	3 lbs
Small backpack		$60	3 lbs.
Rope (3/4", 10 yards)	Pack	$25	5 lbs.
Totals:		$ -	22 **Lbs.**

I've aimed to tread the righteous path, and just a week past, a vision granted by the Almighty assured me that before my final breath, I'd pen a ballad to stir the hearts of men to tears. But with Santa Anna's forces drawing near to claim the Alamo, I pray the Lord hastens His work. Last eve, Commander Travis tasked me with leading a band of skirmishers, to slip past Mexican sentries and make for Seguin Ranch, there to secure provisions sorely needed at the fort. May this perilous journey spark the muse for that final, mournful song.

Character Notes

OLD WEST HORROR

Name Juana Alsbury **Player** _____ **Point Total** 168

Ht 5'8" **Wt** 116 **Size Modifier** 0 **Age** 25 **Unspent Pts** -

Appearance Loyal Alamo nurse, caretaker to Jim Bowie

				CURRENT			
ST	11	[10]	HP	11		[0]	
DX	13	[60]	Will	12		[0]	
IQ	12	[40]	Per	12		[0]	
HT	12	[20]	FP	12		[0]	

CURRENT

MOVE 6

DR -



BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE** Thr 1d-1 Sw 1d+1

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Hatchet)	-

REACTION MODIFIERS

Appearance +1

Status _____

Reputation -1 from Stubbornness (when known)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Danger Sense	[14]
Fit (+1 to all HT rolls)	[5]
Language - Spanish (Native)	[6]

DISADVANTAGES & QUIRKS

Chummy	[-5]
Shyness (Mild)	[-5]
Pacifism (Reluctant Killer)	[-5]
Sense of Duty (James Bowie)	[-2]
Stubbornness	[-5]
Loves horses	[-1]
Humble about being a a good shot	[-1]
Proud of her abilities as a nurse	[-1]

SKILLS

Name	Level	
Animal Handling (Horses)	12	[2]
Diagnosis	11	[2]
Guns (Rifle)	14	[2]
Guns (Pistol)	12	[0]
Naturalist	11	[2]
Occultism	11	[1]
Pharmacy (Herbal)	10	[1]
Physician (Heals 1d-2 hp)	12	[4]
Poisons	12	[2]
Riding (Horses)	15	[8]
Running	12	[2]
Stealth	11	[4]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	9	Skill 13	-	-
Small knife	1d-2 cut	C,1	9	Skill 14	$30	0.5 lb.
	1d-2 imp	C				

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Baker Rifle	3d pi++	3	80/900	1	1 (60)	-6	3	Malf 16	$250	3 lbs.

Speed/Range Table

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Hit Location

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money



Possessions

Item	Location	Cost	Weight
Pouch of flintlock powder	Pack	-	-
Personal basics	Pack	$5	1 lb.
Bandages	Pack	$10	2 lbs.
Shoes (DR 1)	Feet	$40	2 lbs
Small backpack		$60	3 lbs.
Totals:		$ -	12 Lbs.

James Bowie, bless his heart, has lost his senses. It burns me up that he's set on leading a night raid on Santa Anna's supply wagons while he's coughing his lungs out and spitting up blood. Any Mexican within a mile will hear him clear as day. Thankfully, I can shoot my rifle as well as Davy Crockett himself. I'll be damned if I let these men botch a mission that Commander Travis believes could be our salvation — fetching provisions back for our starving brothers holed up in the fort.

Character Notes

OLD WEST HORROR

Name Plain Ol' Joe **Player** _____ **Point Total** 168

Ht 6'1" **Wt** 190 **Size Modifier** 0 **Age** 23 **Unspent Pts** -

Appearance Commander Travis' trusted advisor and servant

				CURRENT			
ST	11	[10]	HP	11		[0]	
DX	13	[60]	Will	12		[0]	
IQ	12	[40]	Per	13		[5]	
HT	12	[20]	FP	12		[0]	

MOVE 5

DR 5/15



BASIC LIFT (ST × ST)/5 32 lbs **DAMAGE** Thr 1d Sw 1d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	32
Light (1) = 2 × BL	64
Medium (2) = 3 × BL	96
Heavy (3) = 6 × BL	192
X-Heavy (4) = 10 × BL	320

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Saber)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +1 from fellow historians

ADVANTAGES & PERKS

Combat Reflexes (+6 to recover from surprise or stun)	[15]
Eidetic Memory	[5]
Talent (Antiquary) 1	[5]

DISADVANTAGES & QUIRKS

Chronic Pain (Time Sickness, every 4 hours, 9 or less	[-7]
-2 to DX, IQ, and self-control rolls if failed)	[ ]
Duty (Temporal Investigations Unit)	[-20]
Secret (Time Traveler - Tech Level 10)	[-10]
	[-5]
Bookish demeanor	[-1]
Fascinated by everything around him	[-1]
Tries to fit in... too much	[-1]

SKILLS

Name	Level	
Architecture*	13	[2]
Beam Weapons (Rifle)	14	[4]
Biology	11	[4]
Broadsword	13	[4]
Chemistry	12	[4]
Computer Operation	12	[1]
First Aid (heals 1d hp)	13	[2]
Guns (Pistol + Rifle + Shotgun)	14	[8]
History (American)*	12	[2]
Karate	11	[4]
Kicking	11	[4]
Lasso	11	[1]
Law (Temporal)	10	[1]
Observation	14	[4]
Riding (Horses)	11	[1]
Shadowing	12	[2]
Stealth	11	[2]
Survival (Desert)	12	[1]

* Includes +1 from Antiquarian

OLD WEST HORROR
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d-2 cr	C	9	Skill 13	-	-
Karate kick	1d-2 cut	C,1	9	Skill 14		
Cavalry saber*	1d+3 cut 1d+1 imp	1	10	Skill 13	$5500	3 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Baker Rifle	3d pi++	3	80/900	1	1 (60)	-6	3	Malf 16, Skill 14	$250	3 lbs.
Dinosaur Laser	8d (2) burn	12	1300/3900	1	35 (5)	-5	1	Skill 14	$19000	19 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

MONEY



CHARACTER NOTES

* Vibroblade, but when it's on, no one can tell. Adds +1d damage and (3) armor divisor) to swings

POSSESSIONS

Item	Location	Cost	Weight
Pouch of flintlock powder	Pack	-	-
Personal basics	Pack	$5	1 lb.
Bandages	Pack	$10	2 lbs.
Shoes (DR 1)	Feet	$40	2 lbs
Small backpack		$60	3 lbs.
Bedroll (disguises the laser)		$25	7 lbs.
Pocket Analyzer (Biology)		$500	0.5 lbs
Mini Laser Torch (1d (2) burn)		$60	-.
Bioplas Body Suit (DR 5, DR 15 vs. cut/pi)		$1800	3 lbs.
Totals:		$ -	43 Lbs.

Here's the thing. It doesn't matter if the Alamo falls, or it survives Santa Anna's big unfair assault. Either way, it goes on to inspire a nation. And according to the temporal banks, it's happened both ways a million times. But this trip is different... the Investigations Unit says that there's DINOSAURS involved this time. And dinosaurs will screw up everything... they always do.

So your mission is crystal clear... do not let a single dinosaur survive the Alamo and escape into Texas. Not. A. Single. One.

OLD WEST HORROR

Name José Toribio Lasoya **Player** _____ **Point Total** 127

Ht 5'9" **Wt** 145 **Size Modifier** 0 **Age** 27 **Unspent Pts** -

Appearance Former Mexican soldier, now an Alamo defender

			CURRENT			CURRENT	
ST	12	[20]	**HP**	12		[0]	
DX	12	[40]	**Will**	11		[0]	
IQ	11	[20]	**Per**	12		[5]	
HT	12	[20]	**FP**	12		[0]	

MOVE 6

DR -



BASIC LIFT (ST × ST)/5 32 lbs **DAMAGE** Thr 1d Sw 1d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	32
Light (1) = 2 × BL	64
Medium (2) = 3 × BL	96
Heavy (3) = 6 × BL	192
X-Heavy (4) = 10 × BL	320

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Saber)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation -1 from folk who know he's a deserter

-1 to new things

ADVANTAGES & PERKS

High Pain Threshold	[10]
Fit (+1 to all HT rolls)	[5]
Language (Spanish - Native)	[6]

DISADVANTAGES & QUIRKS

Incurious (on a 12 or less, ignore strange things)	[-5]
Sense of Duty (Texians and Tejanos)	[-10]
Social Stigma (Mexican Deserter)	[-5]
Worries about his brother and sister at the Alamo	[-1]
Poor sense of direction	[-1]

SKILLS

Name	Level	
Armoury (Small Arms)	11	[2]
Broadsword	12	[2]
Climbing	12	[2]
Guns (Musket + Pistol + Rifle)	13	[6]
Hiking	12	[2]
Riding (Horses)	12	[2]
Soldier	10	[1]
Spear	13	[4]
Survival (Plains)	11	[1]
Teamster	11	[1]
Tracking	11	[1]

Backup Character!

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	9	Skill 12	-	-
Bayonet	1d+3 imp	1,2	9	Skill 13	$40	2 lbs.
Cavalry saber	1d+3 cut	1	9	Skill 12	$500	3 lbs.
	1d+1 imp					

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Baker Rifle	3d pi++	3	80/900	1	1 (60)	-6	3	Malf 16, Skill 14	$250	3 lbs.
M1779 .69 flintlock pistol	1d+2 pi++	1	50/550	1	1 (20)	-3	3	Malf 16	$250	3 lbs.

Speed/Range Table

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Hit Location

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money



Character Notes

Possessions

Item	Location	Cost	Weight
Pouch of flintlock powder	Pack	-	-
Personal basics	Pack	$5	1 lb.
Bedroll	Pack	$25	7 lbs.
Boots (DR 2)	Feet	$80	3 lbs
Small backpack		$60	3 lbs.
Totals:		$ -	25 Lbs.

Well, shoot... there I was, trotting off at the stroke of midnight with the others, all because Commander Travis said we oughta sneak up on Seguin Ranch and jump some wagons brimming with corn. But dang if it wasn't darker than the inside of a cow out there, and wouldn't you know it, I up and lost sight of everyone else. Heard some gunshots somewhere close, but couldn't find hide nor hair of Crockett, Jim Bowie, or any soul for that matter. Hours it's been, and not a fellow in sight. Now where did everyone get to?

Davy Crockett

American frontiersman



Per 12

James Bowie

Famed knife fighter



Per 11

Susanna Dickinson

Alamo refugee



Per 12

Gordon Jennings

Oldest defender of the Alamo



Per 13

Juana Alsbury

Alamo nurse



Per 12

Plain Ol' Joe

Commander's trusted advisor



Per 13

José Lasova

Mexican deserter



Per 12