

The Black Mine of Teihiihan

by J.C. Connors

ABOUT THE ADVENTURE

The *Black Mine of Teihiihan* is a *Call of Cthulhu* adventure set in the American West in mid-July 1883, although it can be easily translated to other favorite systems (a *GURPS Horror* version is also available on www.1shotadventures.com). The adventure is suitable for 4-6 investigators; the end of the adventure includes six pre-made characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Sections marked with a small map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure.

ADVENTURE SUMMARY

The investigators are riding the Atchison Topeka Santa Fe Railroad, southern train from Kansas City to Arkansas City, when their train is derailed on the border by a gang of bandits, the Dunker Gang. After surviving the wreck and investigating, the investigators will discover that most of the gang had been horrifically killed days ago. Stranded and alone in the hills, the investigators have to find their way back to civilization. Soon, however, they find themselves stalked by hungry and malevolent cannibal spirits, accidentally summoned during a botched, age-old Arapaho ritual.

A few days prior to the adventure's events, Wade Dunker's great-uncle, Rufus Dunker, crippled from a recent accident, and dying from a half-dozen maladies, performed an Arapaho ritual that intended to swap his body with his younger nephew's. The ritual was completed, but with unintended and dark consequences. Rufus took possession of Wade's body, but Wade's soul was transformed into a horrific vulture-like creature. Worse, a dark spirit, Hoowuuni, took possession of Rufus' old body, and summoned his Teihiihan, squat, cannibalistic creatures who feed on men. The Teihiihan ambushed Rufus and the rest of Wade's gang (who didn't know what happened to their leader Wade). Rufus barely escaped with

his life, and now the Teihiihan's stalk the plains looking to devour him, and any others they find, so that they can better serve their dark master, Hoowuuni.

A BOTCHED RAIL JOB

The adventure begins with the investigators riding south from Kansas City to Arkansas City. They are making the 220 mile journey on a mostly empty, five-car passenger train. The investigators may or may not know each other at the adventure start. It's just as likely that they are all minding their own business and keeping their mouths shut and their eyes to themselves. Either way, they are packed into the only car that had seats available – a cheap second class passenger car towards the rear of the train.

Two others share the car with the investigators. The first is an older gentleman, **DR. EZEKIEL J. DICKINSON**. Dr. Ezekiel has been keeping to himself during the trip, alternating between reading a newspaper and napping.



The second passenger is **JOHNNY BUCK**, a young man in his early twenties who has occupied his time playing solitaire, looking out the window, and eating some *doughnuts* from a paper bag. Shortly after noon, Johnny Buck bolts up from his seat and hurriedly heads for the door of the train. Investigators who succeed at a Perception roll notice that he spotted something out the window before leaping to his feet. The investigators have no time to react when suddenly an explosion rocks the train.

The entire passenger car shudders, and investigators must make a DEX roll (Hard if they were standing) to avoid getting tossed hard on to the floor or into a window (1D3 damage). Keepers running a more realistic game should randomly assign a hit location, which might cause some sprained wrists and concussions. A startling and agonizing scream is heard from where Johnny Buck left the train car.

Suddenly, the entire train violently derails. Suitcases are tossed through the air, the world spins and shrieks, and passengers get mercilessly slammed into each other. Everyone takes another 1D4 damage as the train car rolls on to its side and its walls collapse inwards.

DERAILED!

Passengers who are still conscious should make a Sanity roll (0/1) after barely surviving such an ordeal. They can crawl free of the wreck without trouble. Through the dust and haze, they'll clearly see what happened – the train's last two cars were disconnected and derailed, and the other cars couldn't take the stress. The locomotive lies toppled over on to its side, smoke and steam escaping. Moaning and screaming is heard from the wreckage, and chickens flap around, likely some of the livestock carried in one of the cars.



JOHNNY BUCK

STR 50 DEX 55 INT 45
CON 50 APP 60 POW 45
SIZ 45 SAN 25 HP 9



Damage bonus: none

Build: 0 **Move:** 8

Fighting (Brawl) 60%, damage 1D3

Firearms (Cloverleaf Revolver) 50%, damage 1D8

Dodge: 35%

Armor: none

Skills: Charm 50%, Climb 30%, Gambling-30%, Intimidate 40%, Listen 30%, Locksmith 30%, Navigate (40%), Ride 60%, Stealth 30%, Spot Hidden 40%, Throw 30%

Equipment: Hunting knife, small vial of nitroglycerine (4D12 / 3 yards)

Personality: Chummy, overconfident, jealous of others who show that they have money. Always tells folks how great his grandfather was (and how his father was an awful, awful man).

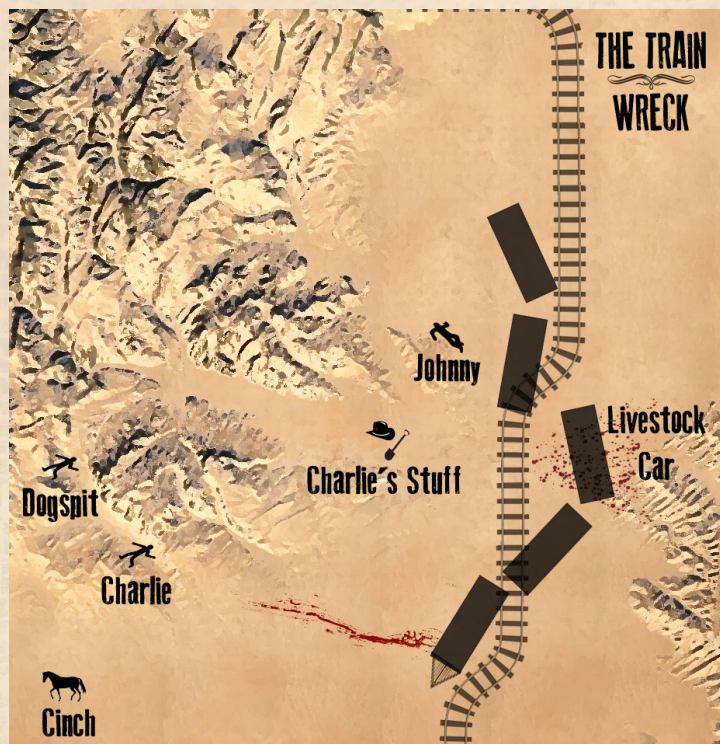
Investigators can make an Know roll to determine their whereabouts. They are in the Flint Hills, not too far near dangerous Indian Territory on what is now the Oklahoma border, but probably still a hundred miles and a couple hours (by train) from Arkansas City.

As the investigators scout the wreckage, they find:

No one survived in the *locomotive*. The engineer was tossed from the train and crushed to a pulp. If anyone else was in the locomotive, they aren't found (a Know roll would reveal there should at least be one other). However, a Spot Hidden roll spots something unusual. Near the locomotive, there are clear signs of a body being dragged away from the wreckage, bloody streaks mix with the dry dust. A good tracker can follow the bloody trail fairly easily (see The Trail of Blood section below).

The *second car* was carrying crates of fine Mountain Howitzer whiskey. Almost everything is shattered and ruined, although the investigators can make a Spot Hidden roll to find a bottle or two that withstood the derailment.

The *third car* had livestock in it, mostly goats and chickens.



The car is intact, but tilted up on a large boulder, so someone has to climb up to get inside. One young goat survived the accident, along with couple dozen chickens, which are scattering. The inside of this car is grisly, with twisted, dead and dying goats everywhere — Sanity roll (0/1D4) for those who go inside.

The fourth car was the investigators' car. Dr. Ezekiel crawled free of the wreckage with a broken left arm, but is otherwise in good condition. He'll attend to the investigators as best as he can, using his First Aid (60%) skill.

The fifth car held the conductor (who died in the derailment), and a single passenger, **Amanda Birnstead**, a middle-aged woman who was fired from a bank in Kansas City, and visiting her brother in Arkansas City. Tough and unemotional (her husband Jeremy was killed in a mining accident years ago), the investigators find her angrily digging in the wreckage for her handbag, and unwilling to make small talk.

Of course, if the Keeper prefers to run the adventure without NPCs, he can horrifically kill off Dr. Ezekiel and Amanda Birnstead here... their deaths do not materially impact the rest of the adventure.

THE MISERABLE JOHNNY BUCK

Leaning up against a red boulder near the wreckage is Johnny Buck. Johnny used nitroglycerine to separate the trains, but mishandled it and it exploded in his hand. His mangled right hand is mostly severed, and he's moaning and cradling it to his stomach. In his left hand is a revolver, and the investiga-

tors find him terrified, angry, in great pain, and screaming, "Wade! Waaaaaade!" as loud as he can.

Johnny is the youngest member of the Dunker Gang, outlaws with a few moderate crimes to their name, but nothing on the scale of train derailment. **Wade Dunker**, the leader of the gang, put Johnny on the train to detach the passenger cars so they could be easily robbed. Johnny, always over-eager, used nitroglycerine, which didn't sever the trains and instead damage the tracks, derailing everything. Johnny believes that Wade and his gang are lying in wait near the rocks nearby, as planned. What he doesn't realize, is that something horrific happened to Wade and the gang the night before, and he's utterly on his own.

The investigators can take a few approaches to dealing with Johnny. He realizes he's in over his head, but also thinks he's about to get rescued by his gang friends (though gets if they don't show up soon, he's in trouble). Johnny will yell threats, wave his small gun, curse at folks to stay away, and keeps screaming for Wade. He reacts to passengers poorly, though since he has daddy issues, talking to grandfatherly men will calm him. If threatened (or worse), he'll take a shot at someone with his revolver. The safest route to dealing with Johnny is to wait him out a bit (an hour of bleeding will reduce his aggressiveness), or use a skill like Persuade or Fast-Talk, convincing him that he's wounded and needs treatment. A positive reaction will get him to holster his gun, accept treatment, and tell his story. Of course, Johnny thinks he was betrayed by Wade and the gang, and sets the story up so that he was forced to be Wade's henchman. "Wade swore the train was empty and no one was gonna git hurt, swore right on the good book – I saw him!"

If the investigators see extreme success, they can get Johnny to surrender entirely and be helpful. "Wade's a dirty dog, and I ain't gonna do his dirty jobs no more."

If the investigators just ignore Johnny and stay out of sight from him, he'll eventually get angrier and start dragging himself in the direction of the survivors (and will eventually die from exposure or worse in a couple of days, unless rescued).

SCOUTING THE AREA

A quick scout of the area will reveal a few interesting sites. Anyone with a military background will see that the area where the train derailed was definitely a good place for an well-planned ambush. There are large boulders and scattered brush, perfect for cover. A Spot Hidden roll (with a bonus die if someone is good at tactics and pointed out the obvious ambush perches) will find a shovel, a bag of half-eaten peanuts, a torn up hat, and a bloody boot. If shown to a helpful Johnny, he'll recognize the hat from Wade's brother, **Charlie**

Dunker. He'll also tell the investigators that another gang member, who only went by the name **Dogspit**, was always eating peanuts by the handfuls (and spitting the shells at people he didn't like).

Looking more closely at the bloody hat will find a crumpled up map inside the brim (see **Handout C**), a stamp from last year pasted to it. The map shows the ambush area along the rail line, as well as markings for the Dunker Cabin, Fort Rufus (the emergency safe house in the event the gang got discovered, in reality Wade's great-uncle's cabin), and a clear trail through the hills to the nearby, tiny town of Mapleton (a Know roll can figure out it lies about 30 miles south; a Hard success or better will reveal it's a tiny town, population 53, but with an actual, honest-to-goodness post office).

If the investigators get a good vantage point (say, by climbing one of the large boulders), a Spot Hidden roll will spot a tired and thirsty horse wandering among the rocks a few hundred yards away. The skittish horse, "Cinch," belonged to the Dunkers... a Luck or Ride roll will calm the horse enough to allow the investigators to claim him.

GRISLY RACKET

At some point during the investigation of the area, an awful grisly racket comes from the livestock car. "Like the goats are rattlin' from the grave!" exclaims Dr. Ezekiel. Indeed, the noise sounds like the hoarse screaming of terrified goats. Investigators must make a Sanity roll (0/1, or 1/1d4 if they explored enough of the livestock car to realize all the goats but one had already perished).

Investigators who are close to the car will hear something clomping around inside the car, followed by horrible, wet squelching sounds. There's definitely something in there with the goats. A Listen roll will reveal that there's just one entity in there, and it sounds like it's having dinner.

To get a closer look, the investigators must climb up and venture a couple of feet into the tipped over livestock car. Looking inside in the dark of the car requires a Spot Hidden roll to see anything more than a hunched-over figure at the back of the train car. With a good look, or a light source, the investigator likely recoils at what appears to be a small man, covered in hair and mottled green-gray skin, eating the insides of a goat, slurping up viscera impossibly fast — Sanity roll (1/1d4)!

If the creature sees that it is being watched, it shrieks and tries to flee. It will first try to leap through an open window or hole

TEIHIIHAN

STR 55	DEX 70	INT 55
CON 50	APP 10	POW 50
SIZ 25	SAN -	HP 11

Damage bonus: none
Build: 0 Move: 10
Attacks per round: 2
Fighting (Claws) 70%, damage 1D4+1
Fighting (Stone Knife) 70%, damage 1D4+ 2
Shortbow 50%, damage 1D6
Dodge: 50%

Armor: 1 (hides)

Sanity Loss: 0/1D4 Sanity points to see a Teihiihan

Vulnerable: Takes +1D4 damage from Arapaho arrowheads.

Personality: Sadistic, sneaky, totally gleeful in their killing.



in the wrecked car, but if the investigators have surrounded the train car, it will rush the smallest investigators, biting and clawing to make its escape.

Identifying the creature requires an Occult roll. A success indicates that it is a **Teihiihan**, a cannibalistic and sadistic dwarf spirit from Plains Indians tales. A Hard success or better recalls that the legends say these are spirits of deceased warriors who fought the Arapaho, multiply at night, and only by destroying their hearts can they be slain.

THE TRAIL OF BLOOD

If the investigators follow the trail of blood that led from the locomotive, they find that, after about fifty yards, the trail gets more difficult to make out.

From this point on, someone must make a Track roll to follow the trail. Success indicates that they find a mangled body thrown behind one of the large boulders in the hills. The body is torn open, with viscera scattered about. investigators should roll a Sanity roll (0/1) because of the gruesomeness of the find. A Medicine roll will reveal that this body is half-

eaten; a Hard success or better will reveal it looks like cannibalism!)

If a helpful Johnny Buck is shown the body, he sadly identifies it as CHARLIE DUNKER, the brother of Wade Dunker and the second-in-command of the Dunker Gang. Charlie was always nice to him, he says, and seeing him mauled without explanation unsettles Johnny.

If searched, Charlie's body has a few dollars, a Colt 1877 Lightning revolver (1D8 damage; Base Range 15 yards; Uses per Round 1 (3); 6 shots; Malfunction 100) tossed a few paces away, with 3 bullets left in the chamber, and even more curious, an old stone arrowhead clutched in his left hand. An investigator who studies the arrowhead and makes a History roll theorizes that it is very old... ancient even. An Occult roll will recall that some native legends describe spirits leaving behind such trinkets as offerings to a victim's ancestors.

If the investigators continue to search around the area, they'll find another, similarly mangled body. Johnny will recognize it as Dogspit's bloody corpse. He has a bowie knife gripped in one hand and looks like he died fighting. He also has a stone arrowhead in his left hand, and in his pocket, a map that is nearly identical to the one in Charlie's hat ([Handout G](#)).

FOLLOWING THE MAP

A Survival roll will inform the investigators that they don't have enough water or supplies to walk directly to the nearest town of Mapleton. By the time the train goes missing, and the authorities are notified, it could be days before a rescue. They'll likely die from exposure, heat exhaustion, or worse. What's more, as any of the NPCs quickly point out, they're close to hostile Indian territory. If they don't get moving, it's likely they'll be picked off by natives, desperados, or worse.

If the investigators found the map of the area (either in Charlie's hat or Dogspit's pocket), they are able to navigate to a couple locations that can provide supplies. *Keeper Note:* If the PCs have not found *any* maps, one of the NPCs can find one and hand it over.

If Johnny is being helpful, he'll tell them that the Dunker Cabin holds enough supplies for a couple of weeks, and can be walked to in just a few hours. However, if asked about Fort Rufus, he'll shrug and just say that he only knows a Rufus that is Wade's great-uncle that he only met once, and didn't know he had a fort or anything else in the area).

WO'OTEYOO SOUL BIRD

STR 30	DEX 65	INT 15
CON 50	APP -	POW 75
SIZ 10	SAN 0	HP 8

Damage bonus: -2
Build: 1 **Move:** 5 / 10 flying
Fighting (Talons) 30%, damage 1D4
Dodge: 40%

Armor: 1 (feathers)
Skills: Listen 90%, Spot Hidden 90%

"Fooooo.... foooooooooos!"



A Navigate roll orients the investigators to either location. It's just over three hours walk to the cabin, and another eight hours to Fort Rufus (which requires a Survival roll; failure indicates 1D2 damage from various desert injuries). See the end of the adventure for optional locations the investigators can find as they travel.

THE TEIHIIHAN TOTEMS

Regardless of which direction the investigators head off, they soon find the first of several Teihiihan totems. These stone and bone structures, just taller than a man, jut ominously out of the dry hills. A Know roll confirms that they were built relatively recently (days or weeks). An Occult roll connects the structures to the Teihiihan, as signs of recent victory in battle.

A few miles later, the investigators will see another totem in the distance. However, they will also spy an abnormal vulture-like creature on top of it. As they notice the bird, it makes a weird warbling shriek sound, something that sounds like a mix between a nasally crawl and a throaty gurgle. If the investigators approach closer, a Spot Hidden roll reveals that the thing has a mangled, misshapen head, with a human mouth in place of a beak – Sanity roll (0/1) as it makes another bizarre sound, and stares angrily at the investigators, especially Johnny if he's with them, with a kind of malevolent intelligence! *Keeper Note:* What the PCs don't realize at this point, is that the bird contains the soul and memories of Wade Dunker.

If the investigators approach within a stone's throw, the misshapen vulture will awkwardly flap away. Likewise, if the investigators take a shot at the creature, they'll get one shot off before it flies off, screaming. If the investigators kill the thing, its dying corpse will squawk a visceral "Foooooooooos, foooooooooos!" (a mangled accusation towards Rufus, the man

who transformed Wade in his ritual), and then give off an awful, offal odor. Additionally, the investigator who killed it will experience awful nightmares of the creature feeding on him while he sleeps. The nightmares last three nights, with the PC losing 1 SAN each night from uneasy sleep.

DUNKER CABIN

The Dunker Cabin is a 3-room, wooden cabin at the base of the hills. Only one of the windows to the cabin has glass — flimsy shutters cover the others. An outhouse is erected about ten yards from the cabin; a well is dug a few dozen yards away in the opposite direction. A Teihiihan totem stands just not too far from the well. Unlike the other totems, this one is covered in fresh blood. If Johnny is with the investigators, he'll point out, "that wasn't there before."

From the outside, the cabin looks deserted. There's no smoke coming from its chimney, or obvious noise from inside. A Spot Hidden roll will reveal that the front door is cracked open ever so much. The rear door is locked shut (though a Locksmith or Hard STR roll can force it open).

The common room is messy, stacked with mostly-empty crates and some basic supplies, like dry goods, hard tack, some cheap tools, and a vintage Colt Model 1855 20G shotgun (2D6/1D6/1D3 damage; Base Range 10/20/50, Uses Per Round 1 or 2, 2 shots, Malfunction 100) mounted on a wall.

Another room has two bunks in it, a mess of bedrolls and blankets, and a few worn almanacs scattered around.

A storage area has a few more boxes of dried goods, some cheap bottles of whiskey, a basket of cutlery, a kerosene lantern, and a stove. An Spot Hidden roll, however, will spot a trap door in the floor. Inside is a small compartment with \$100 in cash, a rusted bear trap (treat as STR 80, 1D6 damage), and a set of gemstone earrings (worth \$50).



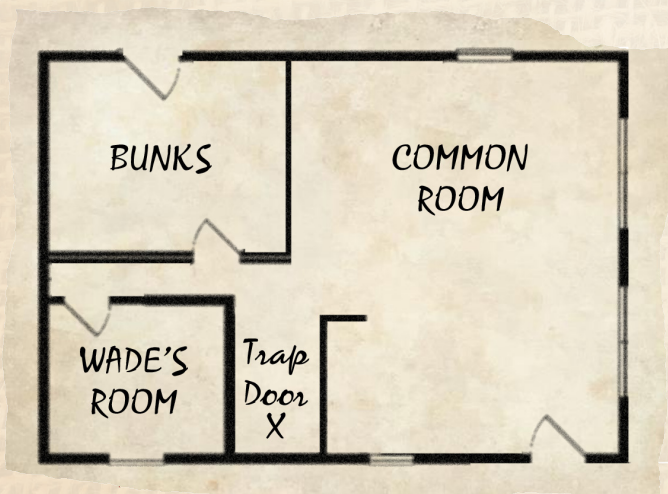
Wade's room is locked up. A Locksmith or Hard STR roll can force it open, or the investigators can break the glass window and climb inside. There are two beds in here, one for Wade, and an occasional bed for his brother Charlie. On the desk in the corner are some maps of the area, and a note from Uncle Rufus (see [Handout A](#)), which in scratchy handwriting tells about an accident that crippled his leg, and requests that Wade come bring him supplies to his cabin. The letter is dated a few days ago.

A metal lockbox under the bed can be broken open or picked, revealing Wade's stash of \$50, an incomplete reply to his uncle (see [Handout B](#)), five shotgun shells for the 1855 shotgun, and a working pocket watch.

TEIHIIHAN TERROR

As the investigators gain entrance to the Dunker Cabin, two Teihiihan, armed with shortbows, sneak up about a hundred yards from the cabin to observe the investigators, counting them, to see if they should attack. Investigators on lookout duty should make an opposed roll vs. the Teihiihan's Stealth (70%) skill to see if they are spotted.

The Keeper can run this encounter in a few different ways. Teihiihan are intelligent ambushers and prefer to attack when they have a clear advantage. They are too tactical to simply rush the house in daylight! Instead, they delight in sadistic tricks, and may try hiding outside the cabin, or in the well or outhouse, and try to lure a victim out alone with sounds. They may also try to snipe at investigators with their short





If the cabin looks too well guarded, the Teihiihan revert to nighttime terror tactics. First, the Teihiihan wake the investigators at night with horrible screams and ancient battle cries, throwing stones at the windows, then fleeing into the hills, satisfied with their cleverness. Later, try sneaking to the well, to throw a dessicated coyote husk into it to poison the water; then they sneak to the outhouse to leave its gruesome heart as a future gift to be discovered. They may even set a primitive trap in the outhouse, such as dead weight over the door (doing 1d4 damage) to anyone who doesn't spot it.

FORT RUFUS

Fort Rufus lies about eight hours from the Dunker Cabin. A Navigation roll (bonus die if the investigators use the maps found in Wade's room) will navigate the investigators here, though the investigators will have to make a Survival roll or suffer 1D2 damage from sunburn or other desert injuries.

Fort Rufus is hardly a fort; it's a two-story construction surrounded by a stone fence. In his prime, Rufus was a carpenter, so it is easy to imagine it as a once-sturdy and beautiful house (an EDU roll reveals good craftsmanship). However, the elements and recent dark magic has taken its toll on the structure, and now it looks in disrepair.

bows from cover (though are unlikely to hit, with range penalties). If fired at, or rushed, the Teihiihan vanish into the hills, laughing gleefully to return at night.

If the Teihiihan are not detected, and it gets dark out, they grow more bold. They try to sneak into the house, either through the rear door or a window, and grab a victim. They prefer to go for weak stragglers first, so the older Dr. Ezekiel, or Amanda Birnstead, are likely targets unless they are well-protected inside the cabin. If the investigators awaken to the sound of two Teihiihan forcefully grabbing a victim and hauling them away, make a Sanity roll (0/1)! If their snatch and grab looks unlikely, the Teihiihan use their knives to stab at legs and feet, trying to cripple and slow the PCs, before retreating.

THE HOOWUUNI SPIDER RITUAL

About a month ago, Rufus Dunker stumbled across a wounded Arapaho medicine man, **Hosaa**. Angry at illness, old age, and a crippling leg injury, Rufus threatened the man to teach him magic that would restore his vitality. Calling upon Nihancan, the Arapaho spider trickster, the medicine man gave Rufus the power to trade bodies with another man. Jealous of his nephew, Wade, who had refused to give Rufus a share in his latest small-time heist, Rufus wrote a letter of apology to Wade and asked him to come out to his house. There, he drugged Wade and took him to the nearby Black Mine, where the ritual had to be performed. However, the spider trickster had the last word, and the unexpected happened. While Rufus took Wade's body as planned, a dark spirit named Hoowuuni took control of Rufus' body. Wade's spirit occupied a horrific vulture-like creature, doomed to spend the rest of his days voiceless and with shredded sanity. Hoowuuni sum-

moned his servants, the Teihiihan, to chase Rufus down and devour any humans they find on their path. With each person devoured, Hoowuuni gains more of his dark, preternatural strength, which he intends to use to influence the he settlers in the nearby towns, turning men against each other with fear, violence, and terror.

The magic of the ritual grants Hoowuuni temporary immortality. He can only be killed once the spirits of Rufus and Wade are gone from this world (i.e. Wade's body and the Soul Bird are dead first). He can also be banished by destroying the heart of the Teihiihan (located in the Black Mine) with the arrowheads of his tribe. Finally, if the PCs manage to track down the medicine man (who escaped during the original ritual), he can teach them a ritual to banish Hoowuuni, if he is lured to the Black Mine that was once his home.

As the investigators approach the house, they will see a figure walking around the house. A Spot Hidden roll will reveal it to be a bearded and elderly gentleman, examining his property. Johnny will recognize him as **Rufus Dunker**, Wade's great-uncle. However, if the investigators remember the note they found in the Dunker cabin, they will be surprised that he is not showing any leg injury as he walks.

Rufus' body has been possessed by Hoowuuni, a dark spirit who has summoned the cannibalistic Teihiihan and is using them to regain his power of fear and manipulation. Confident in his immortality (see text box), and delighting in tricking mortals, he'll pretend to be the real Rufus (to the best of his ability), find out what he can, and then keep the investigators nearby so that they can be easily killed by his servants. Upon spotting the PCs, Hoowuuni will invite them inside his house, insisting that they look too weary not to rest.

INSIDE WITH RUFUS-HOOWUUNI

Rufus' body is possessed by HOOWUUNI, a dark spirit who has summoned the cannibalistic Teihiihan and is using them to regain his preternatural powers of fear and manipulation. Confident in his immortality (see text box), and delighting in his own trickery, he pretends to be the real Rufus (to the best of his ability). His goal is to find out what he can about the world and these strangers, and then detain the PCs until they can be easily killed by his servants. Upon spotting the investigators, Hoowuuni invites them inside his house, insisting that they look too weary not to rest.


Hoowuuni directs his conversation to discover more about nearby towns, the leaders and influencers of those settlements, and latest news. At first, his questions sound innocent enough, like a man who has not been to civilization in a year or so. But soon his questions take on a darker tone. First, he'll delight in the story about the derailed train, finding it both dramatic and humorous. Soon, he can't help but ask the investigators about particularly violent crimes in the area, if there have been any large-scale cattle poisonings, or who the last man hanged was, and if he had any family who watched.

Eventually, Hoowuuni grows tired (a legitimate complication of having a new physical body) and excuses himself to his upstairs bedroom. He invites the investigators to throw some bedding down in the downstairs common room or use the two beds that are in the spare room upstairs.

HOOWUUNI (AS RUFUS)

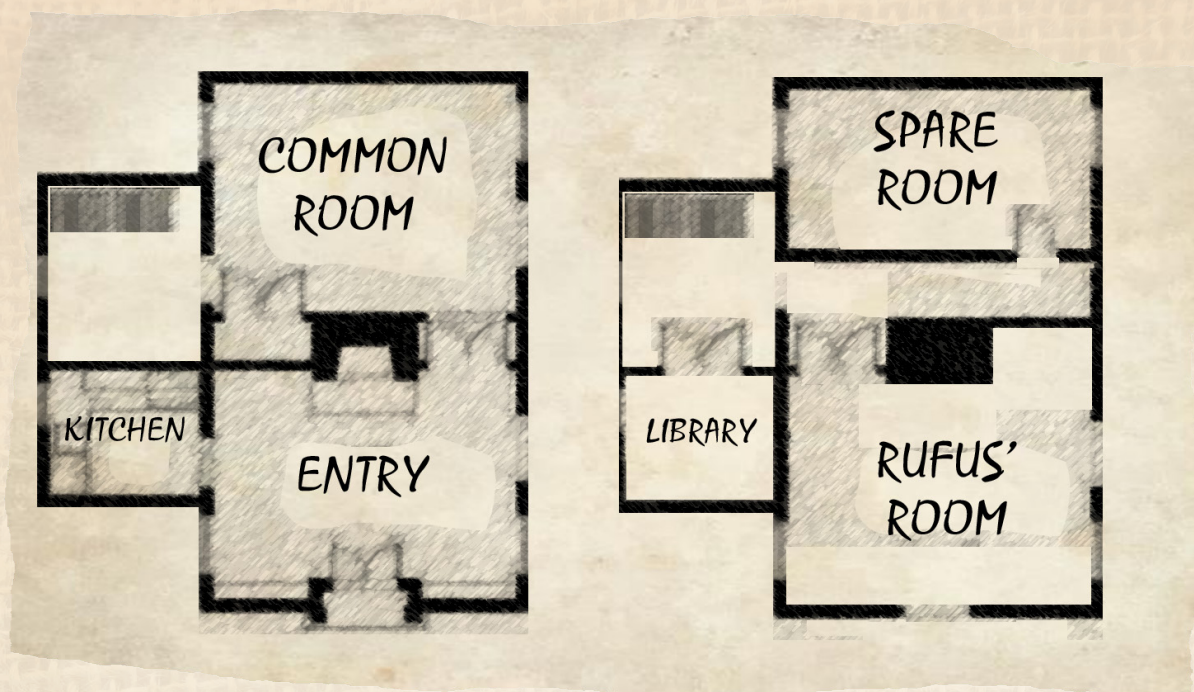
STR 80	DEX 65	INT 85
CON 80	APP 20	POW 90
SIZ 60	SAN 45	HP 14

Damage bonus: +1D4
Build: 1 **Move:** 8
Magic Points: 26
Fighting (Brawl) 70%, damage 1D3 + dmg bonus
Dodge: 35%
Armor: 3 (spirit ward)
Skills: Charm 40%, Gambling-50%, Intimidate 60%, Languages (Arapaho) 80%; Listen 50%, Navigate (90%), Persuade 70%, Psychology 90%, Ride 50%, Stealth 30%, Spot Hidden 70%, Track 50%, Trap 60%
Spells: Cloud Memory, Mental Suggestion, Summon Teihiihan
Unkillable: May only die if the spirits of Rufus and Wade are dead first.
Vulnerable: Takes +1D4 damage from Arapaho arrowheads.
Personality: Obsessive with toying with mortals, selfish



After drowsy Hoowuuni retires to his locked upstairs bedroom room, the investigators can search the house. There are a few interesting finds in the house:

- In the upstairs library, the investigators find, among scattered, dated newspapers, a pamphlet called "Legends of the Arapaho," and three, worn books of the occult: *The Devils of Koifa*, *Solstice Soil*, and *Liber Thelema* (see [Hand-outs D](#) and [E](#)). An Occult roll reveals that these books all contain rituals to extend life and heal injuries. Examining these books finds extensive handwritten notes inside each one. Investigators looking for references on the Teihiihan can make a LIBRARY USE roll to quickly uncover more information about them, and the dark magic that summons them. Otherwise, investigators can find the information by simply spending a couple of hours studying the books and making an EDU roll.
- In the kitchen, in one of the cabinet drawers, is an unsent piece of mail written from Rufus to one of his friends, Cain, shortly after he captured Hosaa, the medicine man. Hoowuuni-Rufus does not recall writing this note, nor does he remember that Cain is a childhood friend who lives in Kansas City.



- In the upstairs landing, there is a gas lantern which Rufus used to read his books at night.
- In the spare room, under one of the beds, the investigators find a bloody necklace (a SPOT HIDDEN roll or careful look find it). Anyone with cultural familiarity, or making a History roll identifies that the necklace belongs to an Arapaho indian (a success by 3 or more reveals it is that of a medicine man). *Keeper Note:* This necklace was lost by Hosaa, the Arapaho medicine man that Rufus Dunker captured and held hostage here. An extensive search of the floor around the extra beds (a Hard Spot Hidden roll) finds additional spots of blood in this room.

TEIHIIHAN NIGHTMARES

Sleeping in the same house as Hoowuuni overwhelms the mind. Nightmares and ill thoughts seep from the floorboards as Hoowuuni drifts off to sleep. After midnight, sleeping investigators must make a SAN (0/1) roll to avoid dreams of being lost in the desert, burning from a blistering black sun, and spiralling into a thirsty madness. Investigators struck by nightmares immediately suffer fatigue will awaken confused and hallucinating, having difficulty telling reality from their nightmare.

Just after midnight, two hungry Teihiihan creep into the cabin to terrorize (and devour) one or more of the investigators. Anyone on lookout duty should make an opposed check vs. the Teihiihan's Stealth (70%) skill to see if the creatures are detected as they make their approach, though the dark night

will make this difficult. One Teihiihan will come in through one of the side windows, which Hoowuuni purposely left unlocked. The other climbs up the side of the house into the open spare bedroom window, hoping to take someone by surprise.

As the Teihiihan enter the house, investigators who have experienced the night madness will begin hallucinating, and see their friends' faces as grisly coyote skulls (Sanity roll (1/1D4) the first time they see a companion, followed by confusion). Additionally, nightmare-inflicted investigators will see the Teihiihan as especially monstrous, covered in grotesque desert locusts, having snakes for arms, or with squirming, dessicated rats hanging from their hair.

Again, the Teihiihan focus their attack on the weaker investigators or NPCs, and they will withdraw if they are out-matched, laughing into the night. When the Teihiihan retreat, Hoowuuni will also flee the cabin, fearing retribution of some kind. He'll attempt to climb out his window and escape into the desert towards the Black Mine. If caught and confronted, he'll try to talk his way out of the situation, acting scared for his life, pretending to know nothing of the creatures, and refusing to let the investigators follow him (Hoowuuni prefers to keep the location of the Black Mine a secret).

If the investigators threaten violence or otherwise make Hoowuuni feel as if he cannot get away, he'll surrender, still feigning old age and ignorance. By morning, he'll devise a

new plan that tricks the investigators into escorting him towards the Black Mine, where he hopes the Teihiihan will finally annihilate them.

Depending on what he knows of the investigators by that time, Hoowuuni will either promise safety (saying the mine is still active and holds a dozen or so miners who can help them), wealth (lie that the mine has hidden silver), or, if all else fails, he'll be honest, and tell them that the mine holds the heart of the Teihiihan, which can be destroyed and banish the creatures back to the spirit world. Hoowuuni does not believe the investigators have the strength to survive the mine, though he will lie about the numbers of Teihiihan, saying there are only a handful guarding the heart.

If the investigators attempt to kill Hoowuuni, he'll defend himself with whatever he can. If they succeed in killing him, his "dead body" slowly regenerates, thanks to his unkillable power, which makes him unable to actually perish while the spirits of Rufus and Wade still live. His body will reform, revive, and then he'll set out towards the Black Mine.

HOSAA ARRIVES

Hosaa was the Arapaho medicine man that Rufus Dunker took hostage, forcing the man to teach him the Hoowuuni Spider Ritual. After teaching him the ritual and directing him to the Black Mine, Hosaa stole Rufus' horse and escaped the mine, fleeing into the hills. After the ritual was performed, Hosaa regretted what he had done, and spied on Hoowuuni, trying to figure a way to end his dark and dangerous presence.

Hosaa knows how to reverse the ritual, but is fearful of Hoowuuni and his Teihiihan who live and spawn at the Black Mine. When he sees the investigators approach Fort Rufus, he believes he can convince them to accompany him to the mine and protect him while he undoes the magic.

Hosaa deeply fears Hoowuuni and does his best to keep his distance from him. He will not approach the investigators if Hoowuuni is with them. (If the investigators have somehow captured Hoowuuni, he will stay visible on the horizon, hoping that one of them ventures up to him without Hoowuuni.)

Otherwise, Hosaa tries to contact the investigators as they leave Fort Rufus. He will track them for an hour, staying at a visible distance, hoping the investigators grow more comfortable with his presence (though whether that is the case or not depends on the investigators' general paranoia at this point).

Hosaa speaks broken English, but will do his best to communicate that he is here to help the investigators, and try to educate them that Hoowuuni is a dark spirit that has inhab-



ited the body of the old man. He believes he can reverse the ritual, if the investigators accompany him to the Black Mine, to protect him from the Teihiihan there.

If the investigators suggest just fleeing the territory, Hosaa tries to convince them otherwise, saying that Hoowuuni will only grow more strong with each victim his Teihiihan devours, and soon will have enough dark power to seed a local town with his dark corruption. *Keeper Note:* If the PCs have not uncovered the legend of Hoowuuni in Rufus' library, Hosaa should recount a dark and terrible story of the last time Hoowuuni escaped, resulting in the chaotic death of a settlement.

THE BLACK MINE

The Black Mine, an abandoned coal mine, lies a half day west of Fort Rufus, a few miles inside the hills, along a rocky sloping path. On the trail to the mine, the investigators spot another Teihiihan totem or two along the trail, and have another sighting of the Wooteeyoo Soul Bird (aka Wade Dunker), unless they have already killed it. The Soul Bird perches creepily on top of the mine trail's sign.

The mine is boarded over, with a sign that warns of the danger of collapse on the outside. However, the boards are loose (carefully loosened by Rufus) and it is easy to enter.

The mine is pitch black, though a lantern will enable the investigators to see in the gloom. The mine smells sharply of sulfur — anyone with a mining background, or who makes a Hard Know roll will reveal this is unusual... normal coal mines just smell of damp earth. There are five locations in the mine:

The Entrance (A) — Scattered planks of wood, some broken bottles, and an old shovel litter the entrance area. Anyone who holds still and listens can make a Listen roll to hear movement in the mine, in the direction of area D.

The Ritual Area (B) — The ritual area is where Rufus Dunk-

er performed the Hoowuuni Spider Mask ritual. The mine floor is covered in dead and mutilated ravens, surrounding a shriveled spider carcass the size of a small horse saddle (Sanity Check 1/1D3 as investigators realize the dead thing is unnatural).

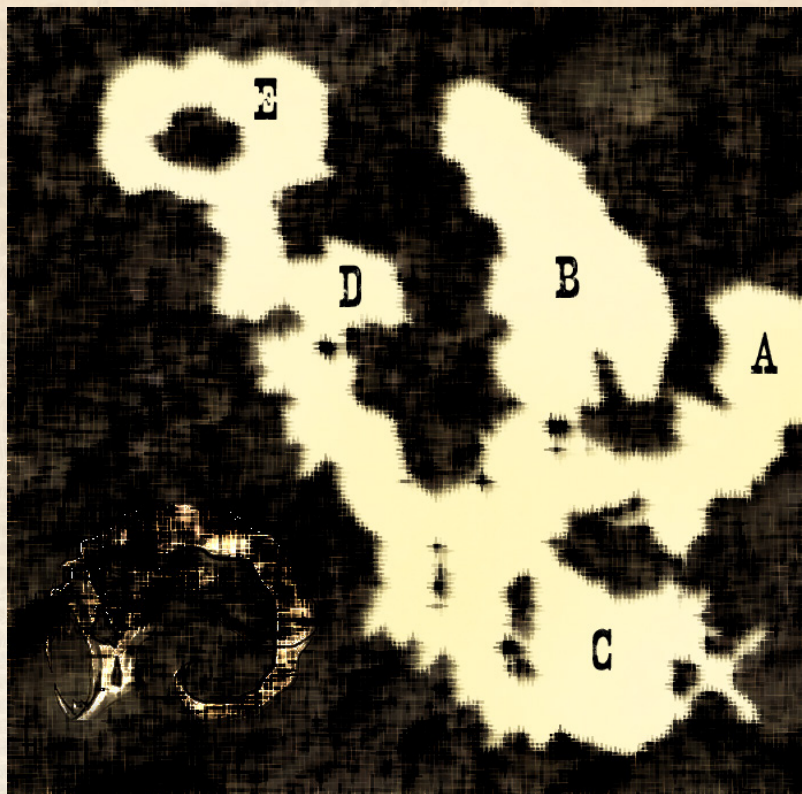
Old Storage (C) — This area is filled with old crates, a broken mine cart, and scattered mining equipment. The investigators can also find an old lantern in here with just enough kerosene for about 20 minutes of light. A Spot Hidden roll finds an old stick of dynamite at the bottom of one of the crates (4D10 damage at 3 yards).

Lurking in the shadows in the Old Storage, however, is RUFUS DUNKER himself, **still in the young body of Wade**, standing in the corner, wounded and wielding a shotgun. Old Rufus escaped the Teihiihan ambush at the train tracks, and slowly returned to the mine to exact revenge on Hosaa, the medicine man who he believes cursed him with the Teihiihan. Rufus' sanity is frayed and he sees enemies everywhere. If he sees Hosaa, he'll try to murder him for revenge. If he does not see Hosaa, he can be reasoned with (though initially reacts poorly to strangers), but only as long as he is led to believe the PCs are friends who can help him kill the Teihiihan and help him return to civilization.

Teihiihan Pit (D) — A man-sized hole in the floor of the mine spirals into nothingness. Two Teihiihan are here, guarding Hoowuuni, but this is the place where more Teihiihan emerge from the darkness. If the Teihiihan or Hoowuuni detects the investigators, another Teihiihan will emerge from the pit every minute or so (up to 2-3 Teihiihan per surviving PC). With enough time and strength, the investigators can seal the hole temporarily by covering it with rocks and debris, but the Teihiihan will eventually clear the blockage. Investigators who think to use dynamite or nitroglycerine and make an INT roll can destroy the pit entirely, though another will form in a few days while Hoowuuni lives.

If an investigator is foolish enough to fall or climb down the hole, he finds it extends hundreds of feet down. Soon, it transitions into the spirit realm of the Teihiihan, where any mortal will be horribly devoured by hundreds of nameless, primal things.

The Heart (E) — A massive pile of rubble and debris lies in this room, sealing away what was once the rest of the mine. Behind this pile of rubble, emerging from the wall, is a massive, beating black heart, the source of the dark energy that fuels Hoowuuni and his Teihiihan. Seeing the glistening, evil heart calls for a Sanity roll (1/1D6)! If Hoowuuni escaped



Fort Rufus, he will be found in this room, talking to the heart, slowly summoning more Teihiihan to devour his enemies and fuel his dark magic. The Heart is also where Hosaa, if he is with the investigators, must perform his ritual to reverse Hoowuuni's summoning and banish him back to the spirit world.

THE FINALE

There many ways the Black Mine can play out, and ultimately the Keeper should run the conclusion according to the pieces left on the board. Hoowuuni's motivation is to continue to grow his power so he cause terror and manipulate one of the nearby human settlements. He gains power when his Teihiihan servants devour their victims. So regardless of his exact position, he'll try to lure the investigators to their death, perhaps fast-talking them into a dead end, where they can be ambushed and killed by the dozen or so Teihiihan that live in the mine. He prefers not to fight himself, and has no skill or taste for firearms. He only resorts to using physical force as a last resort.

The investigators have multiple ways to stop Hoowuuni. One, they can try to kill him. As hinted in the tale of Hoowuuni in the Legends of the Arapaho handout found in Fort Rufus, killing Hoowuuni first requires killing Rufus and Wade (still in the body the soul bird outside the mine).

Second, the investigators can destroy the heart, which fuels both Hoowuuni and his servants. The heart has HP 20 and Armor 6. Arapaho arrowheads (though not the black stone ones of the Teihiihan) can more easily penetrate the thick musculature of the heart (treat as Armor 0).

Third, the investigators can protect Hosaa long enough for him to perform the ritual to banish Hoowuuni. This involves fending off the Teihiihan that live in the mine, as well as making sure Hoowuuni does not escape the mine. The ritual takes about three minutes, with Hosaa performing a ceremony of chanting and dancing near the heart. Once finished, the ritual causes the walls of the mine to melt and scream, the heart to shrivel, the Teihiihan pit to seal, and Hoowuuni himself devoured by the stone itself. This ritual leaves Rufus and Wade in their switched bodies. It is up to the investigators on how to deal with that situation...

Fourth (and most desperate), the investigators can try to destroy the mine, effectively sealing Hoowuuni and his Teihiihan inside forever, and causing the hungry Teihiihan to devour Hoowuuni and each other before returning to the spirit world. If the investigators have dynamite or Johnny's leftover nitroglycerine, they can try to collapse the mine with a successful Hard INT roll. A Science (Geology) roll will help them find the weakest point in the mine and give a bonus die to their INT roll. (Both the room with the heart, already the location of one collapse, and the cross tunnels between areas B and C work great). If the investigators fails the roll, the explosion will simply rock the mine and cause debris to rain down (investigators in the same area as the explosion should make a DEX roll or take 1D6 damage from falling rocks).

WRAPPING UP

Once Hoowuuni and the Teihiihan are destroyed, the investigators can safely navigate to the nearest town of Mapleton, Kansas. Mapleton is a three day walk from the mine (more if investigators are badly wounded). Forgiving Keepers can have a handful of sheriff's men show up a few hours in the trip, dispatched after the train never showed up and successful tracking the investigators. They have fresh water and food and know the territory well.

Unforgiving GMs should require a Navigate roll each day to orienteer to the town. Failure adds another day of travel. For each day traveled, investigators must make a Survival roll; failure indicates 1D2 damage from the harsh environment.

RUFUS (AS WADE)

STR 60 DEX 60 INT 55
CON 80 APP 65 POW 40
SIZ 50 SAN 15 HP 13



Damage bonus: none

Build: 1 **Move:** 9

Fighting (Brawl) 70%, damage 1D3 + dmg bonus

Firearms (Shotgun) 60%, damage 2D6/1D6/1D3

Dodge: 40%

Armor: none

Skills: Appraise 40%, Art/Craft (Carpentry) 70%, Climb 50%, First Aid-40%, Gambling 40%, Intimidate 70%, Listen 40%, Navigate (60%), Occult 60%, Psychology 50%, Stealth 35%, Ride 60%, Spot Hidden 60%, Track 50%, Trap 60%

Equipment: Fine, large "wolf" knife

Personality: Doesn't like to talk much. Quick to anger. Obsessed with staying young and taking risks. Calls people nasty names, or just "Mittens" when he can't think of anything better.

For good roleplaying and successfully completing this scenario, the investigators should receive a 1D6 SAN reward. Furthermore, if the investigators manage to return to civilization with some of the original train survivors, they'll gain a good reputation in the area (though some locals will whisper behind their backs that they've returned with a curse of their own).

EXTENDING THE ADVENTURE

If the investigators venture through the wilderness (maybe following the train tracks, or or botching their Navigate rolls and get lost), the Keeper can deploy one of these creepy encounters. (These encounters are purposely not on the map... the Keeper can add them as necessary.)

The Ghost Snake Oil Wagon

An enclosed and windowless wagon sits atop a craggy hill. Dead trees surround the wagon, their limbs twisting into the old wood walls that were once painted with a colorful billboard, "Dr. McGoffer's Medicinal Cure-All's." One of the wheels is destroyed, and a lone arrow sticks out from

the side. The door to the wagon is barred from the inside. A Locksmith roll can lift the bar from the outside, or a Hard STR roll can break it down.

The wagon is a one-room affair, undecorated except for a metal bedframe in the corner. A near-skeletal dead body lies on the cot, an arrow still sticking from his neck. Anyone who examines the body carefully will find that the man had six fingers on each of his hands. An old rusted Enfield .577 caplock rifle lies fallen on the floor next to him with a handful of paper cartridges (1D10+2 damage; Base Range 50; Uses per Round 1/4; 1 shot; Malfunction 85). If the rifle is carefully disassembled and cleaned, it can be restored to Malfunction 95.

A Spot Hidden roll will find a hidden compartment under the floorboards. Inside is a small crate with \$65 and 50 small glass flasks. Some are filled with an exotic green substance which smells like cumin. The fluid tastes bitter and is medicinally useless.

A Lost Mule

The investigators hear a clunky bell rattling nearby, and soon spy a shaggy mule slowly and aimlessly walking in the wild. On approaching it, the mule is clearly ill. A small waterskin on its back still contains fresh water. A Medicine roll reveals that the animal is exhausted and dehydrated. On a Hard success, the PC reveals something worse — the mule is infested by an unknown kind of worm colony.

If the investigators feed and water the mule, it will appreciatively follow them. However, the next night, it will topple over, screaming in agony as its belly bursts open with hundreds of worms. Anyone witnessing this should make a Sanity roll (1/1D3) from the sight.


Keepers who want to up the horror of this encounter can decide that the waterskin actually has worm-infected water in it. Anyone who drinks from the waterskin must make a CON roll or become infested by worms. The worms will slowly mature and multiply inside the host for 1D6 days before causing damage (1D4 per day), cramps, and nausea. The only treatment for the worm infection is worm tablets, available in town, which will allow for another CON roll to cure the infection (and vomiting them out spectacularly).

The Dessicated Worm

As the investigators wander the desert, they see a strange shape in distance, vultures circling overhead. Examining the site, they will see an enormous, dead snake, easily ten feet long and as thick as a loaf of bread. However, examining further reveals the creature to be unlike a snake at all, with no head and a

HOSAA

STR 50	DEX 55	INT 60
CON 50	APP 50	POW 65
SIZ 55	SAN 50	HP 10



Damage bonus: none
Build: 0 **Move:** 8
Fighting (Brawl) 40%, damage 1D3
Firearms (Musket) 40%, damage 1d10+4
Dodge: 40%
Armor: none
Skills: Charm 40%, Climb 35%, Cthulhu Mythos-20%, First Aid 50%, Language (English)-20%; Language (Arapaho)-80%, Listen 70%, Medicine 25%, Navigate 50%, Occult-70%, Persuade 80%, Psychology 60%, Ride 55%, Spot Hidden 60%, Stealth 45%

Spells: Call Deity, Evil Eye

Equipment: Stolen musket, cartridges, ancient arrowhead

Personality: Cautious, loves telling bad jokes (in broken English)

segmentated body. It is, in fact, a massive worm (a Zoology roll will confirm this); another Zoology or Medicine roll will reveal it's been dead for just a few days, though all but one segment is dry as a bone. A deceased vulture lies beside the worm, crawling with maggots.

About this Adventure

For more free one shot adventures, please visit 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 1shotadventures.com or tweet @SageThalcos on Twitter.

Change Log

v1.0 - Original release.

v2.0 - Editing pass, bookmarks, added character tents

NOTABLE NPCs

AMANDA BIRNSTEAD

STR 45 DEX 60 INT 65
CON 60 APP 50 POW 80
SIZ 40 SAN 70 HP 10



Damage bonus: none

Build: 0 **Move:** 9

Fighting (Brawl) 25%, damage 1D3

Dodge: 45%

Armor: none

Skills: Accounting 50%, Appraise 70%,
Firearm (Pistol) 45%, Law 35%, Library
Use 25%, Listen 65%, Psychology 55%,
Ride 60%, Spot Hidden 40%

Personality: Outspoken and stubborn,
has deep empathy for the Plains Indians

DR. EZEKIEL DICKINSON

STR 40 DEX 45 INT 65
CON 50 APP 50 POW 65
SIZ 65 SAN 70 HP 9



Damage bonus: none

Build: 0 **Move:** 5

Fighting (Brawl) 25%, damage 1D3

Dodge: 30%

Armor: none

Skills: Drive Wagon 55%, Law 25%, Library Use
30%, First Aid 60%, Listen 70%, Medicine 60%,
Psychology 40%, Science (Biology) 40%, Ride
55%, Spot Hidden 30%

Equipment: Bottle of tonic water, medical bag,
day-old newspaper

Personality: Arrogant, no respect for anyone not
of the same status

HANDOUTS

Uncle-

I do not care one cent that you think we owe you more. All you did was bring some horse feed and complain bitterly about the indians harasing your house. And Dogspit says you took his wolf knife and he is inclined to pay you a wist like he did that old man in Arkansas city. It's all I can do is

Wade-

As much as I am still angered at your godless gang skippin out on my honest brokerage, it is time for us to take the high road.

I've been hurt bad, Wade, but I don't need to make you privy to the ins and outs of the matter. I am old and tired of this continuous living, and my leg is ruined. I've been unable to travel to Mapleton and all I have in my fort is bitter coffee and some boot leather Dogspit calls jerky. I've cast my lot with you and yours and fast need supplies (and liquor) from your trough.

Uncle Rufus

Handout A - Incomplete note found in Wade Dunker's lock box

Handout B - Note found in Wade Dunker's cabin



Handout C - Map found in the brim of a hat at the train

THE TEIHIIHAN

Also known as Cannibal Dwarves, the Teihiihan are heartless man-eaters and the hated enemies of the Arapaho tribe. Teihiihan comes from the Arapaho word for "strong", as native warriors claim they have fought dwarves with preternatural strength. In some tales these creatures are referred to as Nimerigar, a name that originates from the Shoshone tribe. Descriptions of the Teihiihan vary somewhat from tribe to tribe, but they are usually said to be the size of children, dark-skinned, and bloodthirsty. Some tribes say they fought with tooth and nail, but others say they forge primitive weapons. One source claims the Teihiihan have the power to turn themselves invisible, while others say they are impossible to spot simply because they moved with incredible speed. Some suggest that the dwarves' warlike temperament comes because they must be killed in battle to reach the dwarf afterworld. Others believe that they were gluttons who killed more than they could eat. According to most versions of the story, the race of cannibal dwarves was destroyed in an ancient war by an alliance of tribes, who sent their best bowmen to defeat Hoowuuni, the trickster spirit who commands the Teihiihan to devour souls to give him increasing dark power over mortals.

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Handout D - Page from the Devils of Koifa, found in Fort Rufus

Cain

July 5

Strugglin to fashion my full thoughts. Found another vile arphoe indian creeping around my fence. Funny as all get out his leg was hurt like mine. I tried talkin to him to give him a square shake but he hissed and took a musket shot at my bockeyes so I did my civic duty and shot him.

Bottommuff ins (named the indian) didn't die so now I'm askin you to confer with the commissioners whether there is bounty for live arphoe in Mapleton.

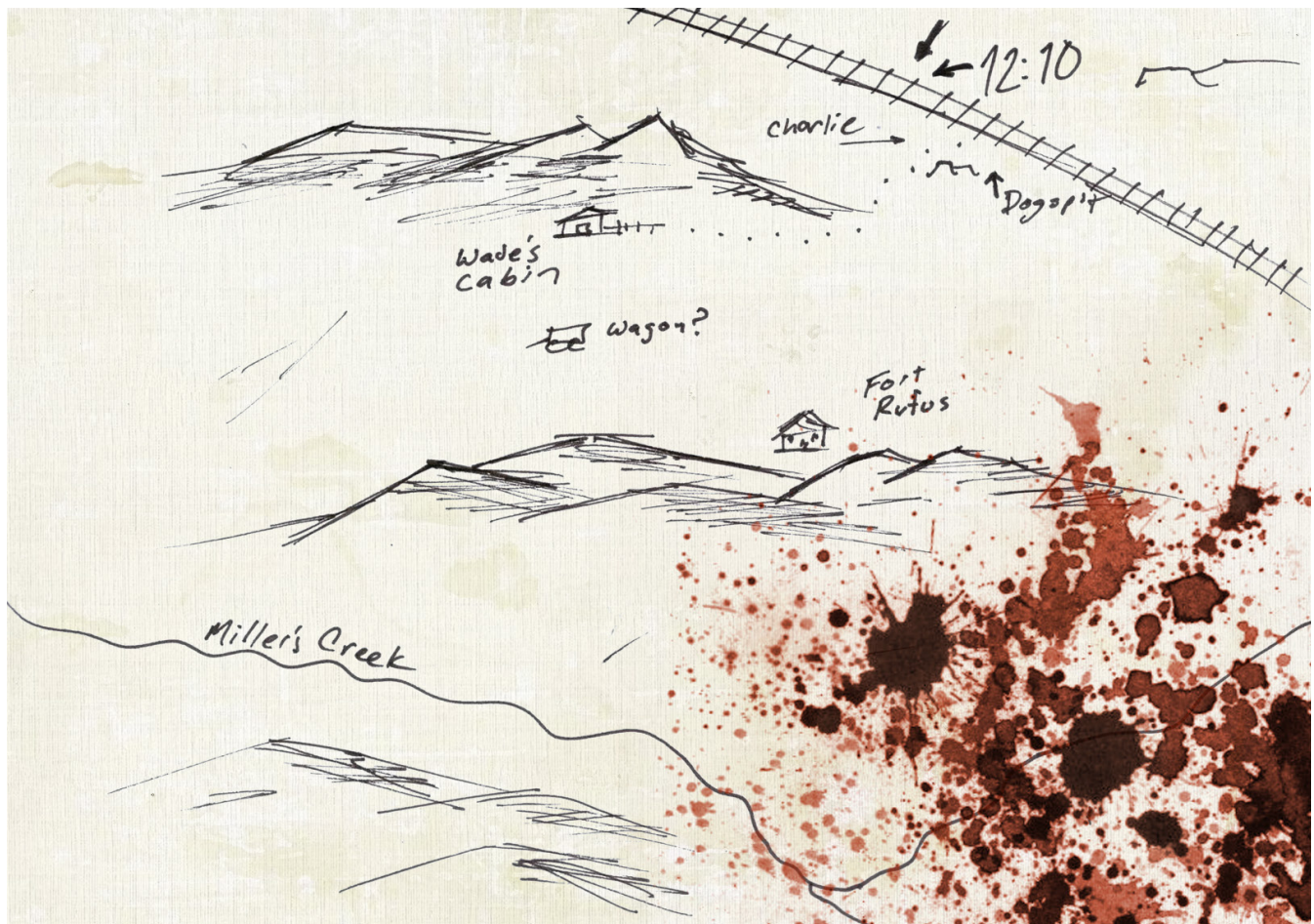
Rufus D.

Handout F - Letter to Rufus' friend Cain, found found in Fort Rufus' kitchen

EHAWEE AND HOOWUUNI'S SPIDER MASK

Ehawee across the circle she saw some people who were pushing each others' faces
 Ehawee wiped her eyes and recognized that Hoowuuni had played his spider trick
 Her grandfather had become her mother
 And her mother had taken to the tree and cawed down to the circle
 And Hoowuuni had become her grandfather and danced around the fire
 She struck Hoowuuni with her knife, but she could not catch this ghost
 But then Ehawee remembered this ghost's snare before
 Sure of herself, she shot an arrow into first her mother by the fire
 And then one into the tree
 Crying when the bird fell into the ashes
 And then the knife into Hoowuuni, who melted away laughing
 "Ehawee!" he said to her, "Now you must let them go!"

Handout E - Page from "Legends of the Arapaho" in Fort Rufus



Handout G - Map found in Dogspit's pocket. Note that the wagon is a clue that might lead to the Ghost Snake Oil Wagon side adventure

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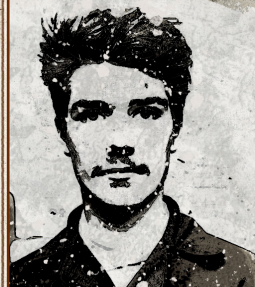
KANSAS CITY to
ARKANSAS CITY

GOOD FOR ONE TRIP UNTIL July, 30th 1888

Rail tickets for the PCs

Birthplace Kansas City, MO

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Damage Bonus	+0			
Build	0			
Dodge	47	<table border="1"><tr><td>23</td></tr><tr><td>7</td></tr></table>	23	7
23				
7				

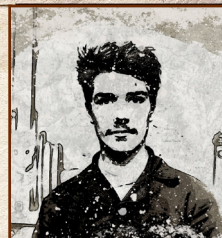
BACKSTORY

Personal Description

A skinny young coach attendant with a diligent and attentive manner

Traits

Curious



Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Spends too much money on his shoes

Avoids sitting down whenever possible

Talks slightly louder than he should

Neat freak with his clothes

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

This is your second month on the job as a junior coach attendant on the Atchison Topeka Santa Fe Railroad. Even though your father kicked you out of his house in Kansas City (after you drank his prized \$100 bottle of Scottish whisky with your girl Eleanor), you've done okay for yourself, earning big tips by socializing with the wealthy ladies and gentlemen passengers... and occasionally providing additional services after-hours. Recently, you've heard Eleanor's been sneaking around town with a rich Virginian. Now, you've got big ambitions to be as rich and powerful as the men you serve, so you can win Eleanor back (and pay off a tough bhoys to punch that belvedere in the nose).

CASH & ASSETS

Spending Level

Cash \$67

Assets

POSSESSIONS

Silver pocketwatch chain

Small leather pouch

Whittling knife

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.

Player

Char.

Player

Char.

Player

Char.

Player

Char.

Player

Char.

Player

Char.

Player

Char.

Player

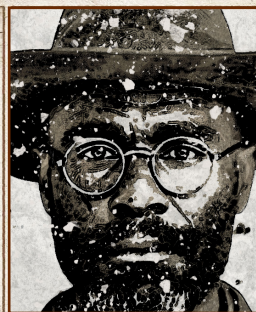
ME

OLD WEST

Name Sydney Allensworth
 Player _____
 Occupation Ex-buffalo soldier
 Age 35 Sex Male
 Residence Kansas City, MO
 Birthplace Memphis, TN

CHARACTERISTICS

STR 65 ³²/₁₃ DEX 60 ³⁰/₁₂ INT 45 ²²/₉
 CON 60 ³⁰/₁₂ APP 50 ²⁵/₁₀ POW 40 ²⁰/₈
 SIZ 60 ³⁰/₁₂ EDU 40 ²⁰/₈ Move Rate 9



Major Wound 12

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

DOWN DARKER TRAILS

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

8

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> English	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Plains
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
		<input type="checkbox"/> Ride (15%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Colt M1860	60	30	12	1d8	15y	1 (3)	6	98

COMBAT

Damage Bonus +1d4
 Build 1
 Dodge 40 ²⁰/₈

BACKSTORY

Personal Description

Well-built, but mild-mannered ex-soldier; often found reading quietly

Traits Old fashioned common sense



Ideology/Beliefs

Respects the law

Fond of Friesian horses, saving money for one

Injuries & Scars

Nearsighted

Significant People

Phobias & Manias Constantly cleans his glasses

Says "and that's how it is" a lot

Never talks about fighting during the war

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

The nightmares don't seem to stop. Dyin' men falling all over themselves to run from you, your Colt smoking and melting hot lead all over your hand. Even though it's been years since you were in the Army, the dreams hit you at least once a week. When you finally shared with your son, Henry, he told you to come move in with him in Arkansas City, and that he knew a doctor friend who might be able to help. Trouble is, your son doesn't know what you've been doing the last few years. It hasn't been carpentry like you told Henry. Been years since you held a hammer. Instead, you've been transporting surplus army rifles to the Cheyenne, Pawnee, and Osage, something that would get you arrested or shot. But you gave that up months ago, and swore never to break the law again. You just hope Henry never finds out.

CASH & ASSETS

Spending Level _____

Cash \$96

Assets _____

POSSESSIONS

Novel of Carmilla, by JS Le Fanu

Fine gray brimmed hat

Black army boots

Hobo knife (combo knife, fork, spoon)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

ME

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

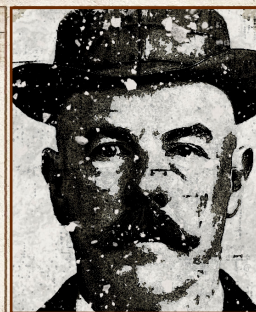
Char. _____
Player _____

OLD WEST

Name Judge Moses T. Bell
 Player _____
 Occupation Circuit judge
 Age 54 Sex Male
 Residence St. Louis, MO
 Birthplace Chicago, IL

CHARACTERISTICS

STR 55 ³⁰/₁₂ DEX 50 ³⁰/₁₂ INT 65 ²²/₉
 CON 55 ³⁰/₁₂ APP 45 ²⁵/₁₀ POW 60 ²⁰/₈
 SIZ 60 ³⁰/₁₂ EDU 70 ²⁰/₈ Move Rate 6



Major Wound 11 HP

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

Temp. Insane	Indef. Insane	60	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

SANITY

DOWN DARKER TRAILS

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

12 HP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> English	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
		<input type="checkbox"/> Ride (15%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Pepperbox .22	40	20	8	1d6	3y	1	8	99

COMBAT

Damage Bonus +0

Build 0

Dodge 25 ¹²/₅

BACKSTORY

Personal Description

Striking, with grey eyes, silver white hair and a perfectly groomed big ol' moustache

Ideology/Beliefs

Respects all law officers; expects them to respect him
Doesn't eat meat

Significant People

Duty to Oran Roberts, a corrupt ex-governor

Meaningful Locations

Treasured Possessions

Traits

Single-minded and stubborn
Known for bullying folks

Injuries & Scars

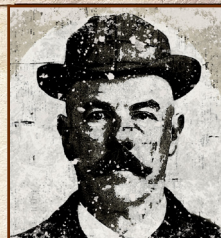
Chronic back pain

Phobias & Manias

Nervous around large fires
Doesn't appreciate inappropriate jokes
Doesn't like horses

Arcane Tones, Spells & Artifacts

Encounters with Strange Entities



HISTORY

You just finished a case that just filled you with rage. You were all set to put some wealthy chucklehead away for a year or two after he knifed a kid in the gut during a card game. But then Oran sent you telegram saying you had to let him go, 'cause the assaultant was his nephew or something. Just killed you to do that. Now, you are traveling to Arkansas City after the local judge there was murdered on the street by one of the Dunker's horse thieves. Idiot sheriff didn't form a posse, didn't put out a reward, just let the body sit there in the sun for hours. But now you hear a bounty hunter caught this guy, and they need a judge to try him. You can't wait to get in his face, watch his knees shake as you sentence him, then put the noose over his neck yourself.

CASH & ASSETS

Spending Level

Cash \$129

Assets

POSSESSIONS

Law journal, papers, pen
Packet of jerky
Nice wool suit and Stetson hat
Briefcase
Teak gavel, engraved with 'MTB'

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

ME

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Damage Bonus	-1				
Build	-1				
Dodge	<table border="1"> <tr> <td>40</td> <td>20</td> </tr> <tr> <td></td> <td>8</td> </tr> </table>	40	20		8
40	20				
	8				

BACKSTORY

Personal Description

Athletic build, chin high, with sharp and skeptical green eyes

Traits

Fearless
Generous with her money
Respectful of her elders



Ideology/Beliefs

Sense of duty to orphans
Somewhat of a pacifist - doesn't believe in harming innocents

Injuries & Scars

Large scar on leg from a cougar attack as a teenager

Significant People

Phobias & Manias

Loves hunting big game
Doesn't trust teenagers
Always asks folks where they are from

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

You recently moved to Kansas City from Mexico City, where you spent a few years with your parents helping build churches. Whenever you weren't spending time hunting or riding in the wilderness, you were helping the poor folks and talking your way into the ambassador's estate for the fine parties and celebrations there. However, when the ambassador started writing sick and frightening letters to you, you knew it was time to move north. Now, as president of the Kansas City Charity Organizational Society, it's your duty to make sure good people's donations go to the right causes. When you heard about the orphanage in Arkansas City opening, you knew you had to make the trip yourself.

CASH & ASSETS

Spending Level

Cash \$133

Assets

POSSESSIONS

Embroidered, fine purse
Telegraph operator manual
Amber-tinted glasses
Ladies feathered hat
Envelope with \$500 of donations

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/5 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

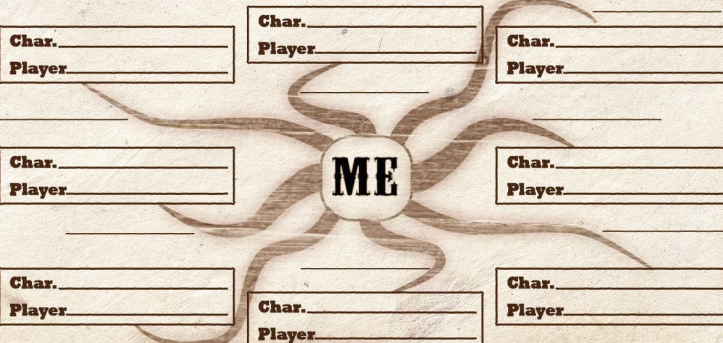
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



OLD WEST

Name "Fiasco" Felicity Tanner

Player

Occupation Drifter

Age 24 Sex Female

Residence Kansas City, MO

Birthplace Georgetown, AR

CHARACTERISTICS

STR 70 ³⁵/₁₄ DEX 60 ³⁰/₁₂ INT 40 ²⁰/₈

CON 70 ³⁵/₁₄ APP 40 ²⁰/₄ POW 60 ³⁰/₁₂

SIZ 55 ²⁷/₁₁ EDU 35 ¹⁷/₇ Move Rate 9



Major Wound	12
HIT POINTS	00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41

Temp. Insane	Indef. Insane	60	Max	Insane	01 02 03 04 05 06 07
					08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

SANITY

DOWN DARKER TRAILS

LUCK	Out of Luck	01 02 03 04 05 06 07
		08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS	12
	00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> English	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
		<input type="checkbox"/> Ride (15%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-
Colt M1877 Lightning	60	30	12	1d10	15y	1 (3)	6	100

COMBAT

Damage Bonus	+1d4
Build	1
Dodge	30 ¹⁵ / ₆

BACKSTORY

Personal Description

Never looks quite focused, disheveled clothes, looks at you suspiciously
Doesn't care about her appearance

Traits

Knows she's unlucky
Yells when she gets annoyed
Has a thick drawl



Ideology/Beliefs

Sense of duty to orphans
Somewhat of a pacifist - doesn't believe in harming innocents
Never forgives cheaters

Injuries & Scars

Criminal record for lots of misdemeanors

Significant People

Fondness and familiarity with the plains indians

Phobias & Manias

Compulsive gambler
Always sits with her feet propped up

Meaningful Locations

Arcane Tones, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

Nothin's ever really your fault. That's what life is. One dodgasted fault right after another. You need to stop tellin' your mind to folks, cause then a bourbon shot that ain't yours somehow ends up slicin' an eyeball out and suddenly the sheriff wants a word for socialability's sake, and you're inside a tunkin' jail cell. And then you told him maybe you need a tunkin' bourbon 'cause you'd rather be tunkin' drunk there. But he didn't socialize to that and sure enough, turn of events starin' you in the face, and the sensible proposal was to punch him in his jaw. Well, you don't want to fight in it no more and don't want to hear folks tinklin' in your ear about it no more, so you're gonna get to Arkansas City where they better allow you your full range of expression.

CASH & ASSETS

Spending Level

Cash \$0

Assets

POSSESSIONS

Crumpled hat
US Army canteen
Whiskey bottle
Buckskin trousers
Dice

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	ME	Char. Player
Char. Player	Char. Player	Char. Player

OLD WEST

Name Hettie Britton
 Player _____
 Occupation Spiritualist
 Age 31 Sex Female
 Residence Arkansas City, MO
 Birthplace Sacramento, CA

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 45 ²²/₉ INT 70 ³⁵/₁₄
 CON 55 ²⁷/₁₁ APP 60 ³⁰/₁₂ POW 80 ⁴⁰/₁₆
 SIZ 40 ²⁰/₈ EDU 65 ³²/₁₃ Move Rate 9



Major Wound	9						Temp. Insane							Indef. Insane	80						Max	Insane						01	02	03	04	05	06	07
HIT POINTS	00	01	02	03	04	05	06	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	SANITY			
	07	08	09	10	11	12	13	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53				
	14	15	16	17	18	19	20	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76				
	21	22	23	24	25	26	27	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99				
	28	29	30	31	32	33	34	DOWN DARKER TRAILS																		12								
35	36	37	38	39	40	41																												

DOWN DARKER TRAILS

LUCK	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
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INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<u>21</u> ¹⁰ / ₄	<input type="checkbox"/> Fast Talk (05%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Language (Own) (EDU)	<u>65</u> ³⁷ / ₁₃	<input type="checkbox"/> Rope Use (05%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Animal Handling (05%)	<u>21</u> ¹⁰ / ₄	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>15</u> ⁷ / ₃	<input type="checkbox"/> English	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Science (01%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Anthropology (01%)	<u>21</u> ¹⁰ / ₄	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Law (05%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Sleight of Hand (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Appraise (05%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Library Use (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Spot Hidden (25%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Archaeology (01%)	<u>45</u> ²² / ₉	<input type="checkbox"/> First Aid (30%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Listen (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Stealth (20%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Art / Craft (05%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Gambling (10%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Locksmith (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Survival (10%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Charm (15%)	<u>45</u> ²² / ₉	<input type="checkbox"/> History (05%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Swim (20%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Intimidate (15%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Medicine (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Throw (20%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Credit Rating (00%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Jump (20%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Natural World (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Track (10%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Cthulhu Mythos (00%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Language (Other) (01%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Navigate (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Trap (10%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Disguise (05%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Magic Points	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Occult (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Unarmed	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Dodge (half DEX)	<u>45</u> ²² / ₉	<input type="checkbox"/> Pilot (01%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Op. Hv. Machine (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Weapon	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Drive Wagon/Coach (20%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Psychology (10%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Damage Bonus	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Elec. Repair (00%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Ride (15%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Psych. Repair (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Build	<u>20</u> ¹⁰ / ₄

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>25</u>	<u>12</u>	<u>5</u>	<u>1d3 + db</u>	<u>-</u>	<u>1</u>	<u>-</u>	<u>-</u>

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>22</u> ¹¹ / ₄

BACKSTORY

Personal Description

Calm, graceful, but with dark eyes that speak to a story of sadness

Traits

Charismatic
Curious, but indecisive when stressed
Likes big jewelry



Ideology/Beliefs

Has a secret (her seances are all faked)
Never turns down a chance to defend spiritualism

Injuries & Scars

Significant People

Has an enemy, her ex-husband Dr. John Booker

Phobias & Manias

Often uses fake names for herself
Wears heavy shoes so her ankles don't crack (except in seances)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Gold necklace with the eye of Horus

Encounters with Strange Entities

HISTORY

You are a California Widow, though it doesn't bother you much, and you're fine telling people the straight truth. Your husband John was never as good with the crowds in a seance as you were, and he got jealous you could do it better and make more cash than he could, especially when you cracked your knees and ankles to make it sounds like the ghosts were coming right there at the table. Ever since you split, he's been a jealous poxbottle and has tried to ruin you at every turn. Serves him right you stole his cash and bought a house in Arkansas City. You're hoping that with this move, you've heard the last of him. If not, you'll just pick up and move east again.

CASH & ASSETS

Spending Level

Cash \$35

Assets

POSSESSIONS

Green velvet purse
Military style boots
Portfolio of newspaper clippings
Suitcase with extra clothes
Silver earrings

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
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FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	ME	Char. Player
Char. Player	Char. Player	Char. Player

Sydney Allensworth

Businessman and Ex-buffalo Soldier



Elsie O'Shea

President, Kansas City Charity Organizational Society



Moses T. Bell

Circuit Judge



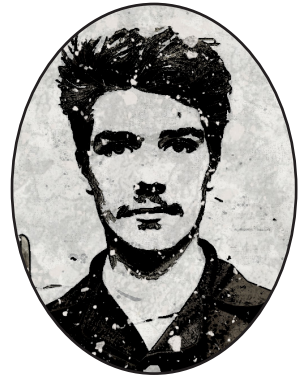
Hettie Britton

Spiritualist



Leon Conrad

Junior Coach Attendant



“Fiasco” Felicity Tanner

Ne'er Do Well



Dr. Ezekiel Dickinson

Kansas City Doctor and Veterinarian

