

The Black Mine of Teihiihan

by J.C. Connors

ABOUT THE ADVENTURE

The *Black Mine of Teihiihan* is a *GURPS Horror* adventure set in the American West in July 1883, although it can be easily translated to other systems (a *Call of Cthulhu* version is available on www.1shotadventures.com). The adventure is suitable for four to six, ordinary (~100-point) characters; 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 PCs 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 PCs will discover that most of the gang had been horrifically killed days ago. Stranded and alone in the hills, the PCs have to find their way back to civilization. Soon however, they find themselves being 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 PCs riding south from Kansas City to Arkansas City. They are making the 220 mile journey on a mostly empty, five-car passenger train. The PCs 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 PCs. The first is an older gentleman, DR. EZEKIEL J. DICKINSON. Dr. Ezekiel is an arrogant man, but has quietly 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. PCs who succeed at a PERCEPTION (VISION) roll notices that he spotted something out the window before leaping to his feet. The PCs have no time to react when suddenly a nearby explosion rocks the train.

The passenger car shudders, and PCs must make a DX roll (-4 if they were standing) to avoid getting tossed hard on to the floor or into a window (1d cr damage). GMs waning a more realistic game should randomly roll hit locations (see p. B552), which might cause some broken arms and concussions. A long and agonizing scream is heard from where Johnny Buck departed 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 1d cr damage as the train car rolls on to its side and its walls collapse inwards.

DERAILED!

Passengers who are still conscious are stunned (and must make a HT roll each turn to recover after surviving such an ordeal), but can crawl free of the wreck without trouble. Through the dust and haze, they clearly see what happened – the train's last two cars were violently 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 gasping is heard from the wreckage, and panicked chickens flap around, likely some of the livestock carried in one of the cars.



JOHNNY BUCK

ST	10	HP:	10 (2)
DX	11	Will:	9
IQ	9	Per:	9
HT	12	FP:	12



Basic Speed: 5.75 **SM:** 0

Move: 5 **Punch:** 1d-3 cr

Dodge: 8

Traits: Chummy; Fearlessness 1; Fit; One-Hand; Overconfidence; Sense of Duty (Dunker gang); Wealth (Poor). Kinda whiney; Always tells folks how great his grandfather was (and how is father was an awful, awful man)

Skills: Area Knowledge (Kansas)-9; Brawling-12; Explosives-8; Guns-12; Knife-11; Riding-11.

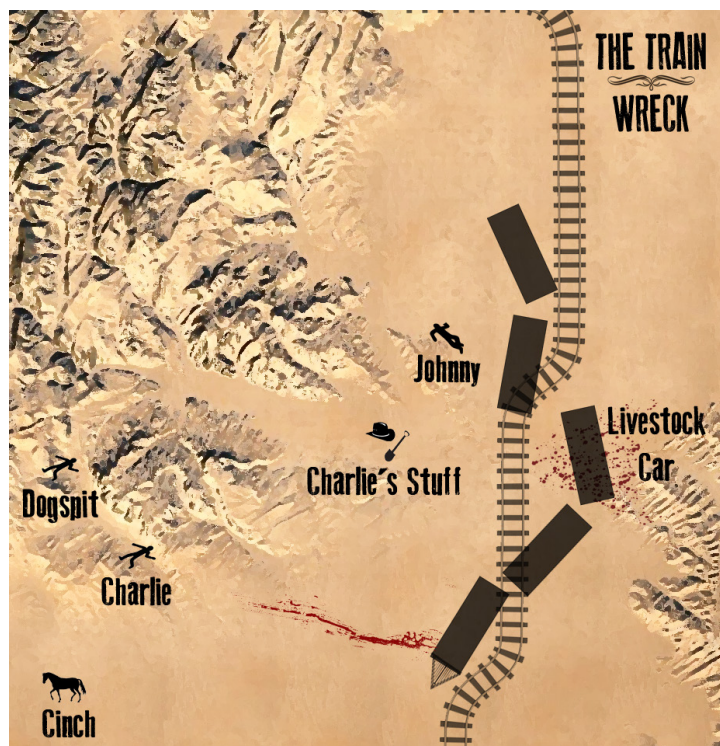
Gear: Colt .41 Cloverleaf Revolver (1d pi+; Acc 1; Range 60/650; RoF 1; Shots 4(3i), Bulk -1, Rcl 2); small knife (1d-3 imp; reach C); vial of nitroglycerine, which shockingly survived the wreck (7d+1 cr ex).

PCs can make an AREA KNOWLEDGE (KANSAS) or GEOGRAPHY 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 PCs investigate 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 (an IQ roll would reveal there should at least be one other). However, a PERCEPTION (VISION) 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 PCs can make a SEARCH roll or PERCEPTION-3 roll to find a bottle or two that withstood the derailment.



The third car had livestock in it, mostly goats and chickens. The third 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 a dozen or so chickens, which are scattering. The inside of this car is grisly, with twisted, dead and dying goats everywhere (FRIGHT CHECK+1 for those who go inside).

The fourth car was the PCs' car. Dr. Ezekiel crawled free of the wreckage with a broken left arm, but is otherwise in good condition. He'll tend to wounded PCs as best as he can.

The fifth car held the conductor (who died in the derailment), and a single passenger, AMANDA BIRNSTEAD, a middle-aged woman who was recently 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 PCs find her angrily digging in the wreckage for her handbag, and unwilling to make small talk.

GM's Note: If the GM 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, but can help fill out the party if playing with only a handful of players. Note that Dr. Ezekiel is provided as a full PC character, should one of the main PCs perish early...

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 PCs 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 PCs 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 at -3, though since he has daddy issues, talking to grandfatherly men will reduce this to -1. On a Bad reaction (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 negative reactions to just -1), or use DIPLOMACY, convincing him that he's wounded and needs treatment. A Good 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!"

A Very Good or better reaction will 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 PCs 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 reveals a few interesting sites. A TACTICS or SOLDIER roll will reveal that the area where the train derailed was definitely a great place for an well-planned ambush. There are large boulders and scattered brush, perfect for cover. A PERCEPTION roll (+2 if someone made the TACTICS roll 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 recog-

nize the hat from Wade's brother, Charlie Dunker. He also tells the PCs 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 (an IQ roll can figure out that it lies about 30 miles south; an appropriate AREA KNOWLEDGE roll recalls it's a tiny town, population 53, but with an actual, honest-to-goodness post office).

If the PCs get a good vantage point (say, by climbing one of the large boulders), a PERCEPTION roll at -4 spots a tired and thirsty horse wandering among the rocks a few hundred yards away. The skittish horse, CINCH, belonged to the Dunkers. An ANIMAL HANDLING-1 roll calms the horse enough to allow the PCs 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. PCs must make a FRIGHT CHECK (-2 if they explored enough of the livestock car to realize all the goats but one had already perished).

If the PCs investigate, they hear something clomping around inside the car, followed by horrible, wet squelching sounds. There's definitely something in there with the goats. A PERCEPTION (HEARING)-2 roll reveals that there's just one entity in there, and it sounds like it's having dinner.

To get a closer look, the PCs 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 PERCEPTION (VISION)-3 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 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 the viscera impossibly fast (FRIGHT CHECK-2!).

TEIHHHAN

ST	11	HP:	10
DX	13	Will:	10
IQ	7	Per:	10
HT	12	FP:	12



Basic Speed: 6.25 **SM:** -1

Move: 5 **Claws:** 1d cut

Dodge: 9

Traits: Appearance (Monstrous); Claws (Sharp); Duty (Hoowooni); DR 1; Fearlessness; 2; High Pain Threshold; Night Vision 7; Sadism, Striking ST+3; Vulnerability (Arapaho arrows x2).

Skills: Area Knowledge (local)-13; Bow-13; Knife-14; Survival-10; Stealth-13; Spear-13; Tracking-11.

Gear: Large stone knife (1d imp, reach C); short bow with black stone arrowheads (1d imp, Acc 1, Range 140/210, RoF 1, Shots 1(2), Bulk -6). Remember stone weapons receive a (0.5) armor divisor penalty and can break if parried by a steel blade.

If this creature notices that it is being watched, it shrieks and attempts to escape. It first tries to leap through an open window or hole in the wrecked car, but if the PCs have surrounded the train car, it will rush the smallest PC, biting and clawing to make its escape.

Identifying the creature requires an OCCULTISM or HIDDEN LORE (SPIRITS) roll. A success reveals it is a TEIHHHAN, a cannibalistic dwarf spirit from Plains Indians tales. A success by 3 or more 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 PCs 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. To continue following the trail, a TRACKING+1 is required.

Success indicates that the PCs find a **mangled body** thrown behind one of the large boulders in the hills. The body is torn

open, with viscera scattered about. PCs should roll a FRIGHT CHECK-1 because of the gruesomeness of the find. A DIAGNOSIS roll identifies that this body is half-eaten (a closer look and a second DIAGNOSIS-2 or VETERINARY -2 roll discovers 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 (2d-1 pi, Acc 1, Range 100/1,100, 2.7 lbs, Shots 6 (4i), RoF 3, ST 9, Bulk -1, Rcl 2) tossed a few paces away, with three bullets left in the chamber, and even more curious, an old stone arrowhead clutched in his left hand. A PC who studies the arrowhead and makes a HISTORY +3 roll theorizes that it is very old... ancient even. An OCCULTISM roll recalls that some native legends describe spirits leaving behind such trinkets as offerings to a victim's ancestors.

If the PCs 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 fine 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 bloodstained map that is nearly identical to the one in Charlie's hat (see [Handout G](#)).

FOLLOWING THE MAP

A PERCEPTION roll informs the PCs that they don't have enough water or supplies to walk directly to the nearest town of Mapleton. By the time the train is noticed missing, 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, the survivors are 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 PCs found one of the two maps 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. *GM's 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 tells 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 grumpy great-uncle that he only met once, and didn't know he had a fort or anything else in the area.

A NAVIGATION (LAND)+2 roll navigates the PCs to either location. It's just over three hours walk to the cabin, and another eight hours to Fort Rufus (which requires the leader to make a SURVIVAL (DESERT) roll; failure indicates each PC takes 1d-2 damage from various desert injuries) and a later than wanted arrival. See the end of the adventure for optional locations the investigators can find as they travel.

THE TEIHIIHAN TOTEMS

Regardless of which direction the PCs 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 PERCEPTION roll shows that they were built relatively recently (days or weeks). An OCCULTISM roll connects these structures to the Teihiihan, as signs of recent victory in battle.

A few miles later, the PCs see another totem in the distance. However, they 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 PCs approach closer, a PERCEPTION (VISION) roll reveals that the thing has a mangled, misshapen head, with a human mouth in place of a beak a beak – FRIGHT CHECK as it makes another bizarre sound, and stares angrily at the PCs, especially Johnny if he's with them, with a kind of malevolent intelligence! *GM Note:* What the PCs don't realize at this point, is that the bird contains the soul and memories of Wade Dunker.

If the PCs approach within a stone's throw, the misshapen vulture awkwardly flaps away. Likewise, if the PCs take a shot at the creature, they'll get one shot off before it flies off to the south, screaming. If the PCs kill the thing, its dying corpse will squawk a visceral "Fooooooooos, fooooooooos!" (a mangled accusation towards Rufus, the man who transformed Wade in his ritual), and then give off an awful, vile odor, like offal in the heat. Additionally, the PC 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 FP each night from uneasy sleep.

THE 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 (DR 1) 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 PCs, he'll point and say, "that wasn't there when I was here before."

From the outside, the cabin looks deserted. There's no smoke coming from its chimney, or obvious noise from inside. A PERCEPTION (VISION)-3 roll reveals that the front door is cracked open ever so much. The rear door is locked shut (though a LOCKPICKING, FORCED ENTRY, or ST-2 roll can force it open).

The common room is messy, stacked with mostly-empty boxes and some basic supplies, like dry goods, hard tack, some cheap tools, and a vintage Colt Model 1855 20G shotgun (1d+1 pi, Acc 3, Range 40/800, 10.9 lbs, RoF 1x7, Shots 5(20i), ST 11, Bulk -6, Rcl 1) mounted on one of the walls.

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



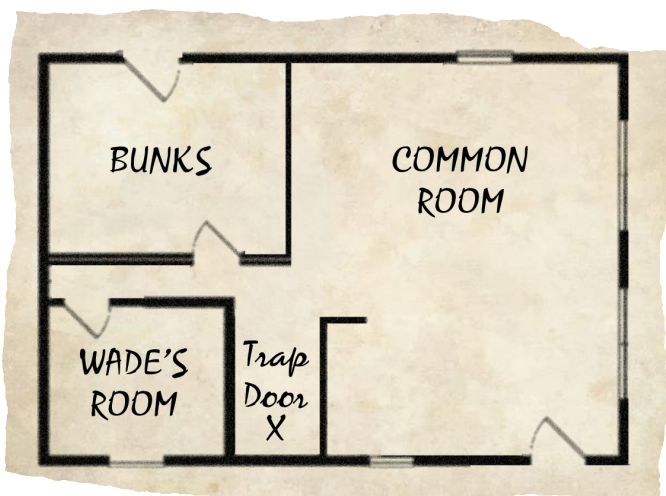
A storage area has a few more boxes of dried goods, some cheap bottles of whiskey, a basket of cutlery, a kerosene lantern, and a stove. An ARCHITECTURE or SMUGGLING roll, however, will spot a trap door in the floor. Inside is a small compartment with \$100 in cash, a rusted bear trap (ST 14, 1d+2 cr damage), and a set of gemstone earrings (worth \$50).

Wade's room is locked up. A LOCKPICKING or ST-2 roll can force it open, or the PCs 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 PCs gain entrance to the Dunker Cabin, two Teihiihan, armed with shortbows, sneak up about a hundred yards from the cabin to observe the PCs, counting them, to see if they should attack. Anyone on lookout duty should make a PERCEPTION (VISION) roll vs. the Teihiihan's STEALTH-13 skill to see if they are spotted. PCs with Danger Sense will get goosebumps right about now!





The GM 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 PC out alone with sounds. They may also try to snipe at PCs with their short 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 PCs awaken to the sound of two Teihiihan forcefully grabbing a victim and hauling them away, roll a **FRIGHT CHECK** at -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.

If the cabin looks too well guarded, the Teihiihan revert to nighttime terror tactics. First, the Teihiihan wake the PCs 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 1d6 cr damage) to anyone who doesn't spot it.

FORT RUFUS

Fort Rufus lies about eight hours from the Dunker Cabin. A **NAVIGATION (LAND)+2** roll navigates the PCs to the abode, though the PCs will have to make another **SURVIVAL (DESERT)** roll or suffer 2d-4 damage from sunburn, snakebites, or other desert injuries.

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 summoned

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.

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 the house as a once-sturdy and beautiful house (an ARCHITECTURE+2 roll or a CARPENTRY+2 roll reveal good craftsmanship). However, the elements and recent dark magic has taken its toll on the structure, and now it looks in shambling disrepair.

As the PCs approach the house, they see a figure walking around the house. A PERCEPTION (VISION) roll reveals it to be a bearded and elderly gentleman, examining his property. Johnny recognizes him as RUFUS DUNKER, Wade's great-uncle. However, if the PCs remember the note they found in the Dunker cabin, they will be surprised that he is *not showing any leg injury* as he walks.

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 PCs, 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 PCs 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 PCs to throw some bedding down in the downstairs common room or use the two beds that are in the spare room upstairs.

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

HOOWUUNI (AS RUFUS)

ST	14	HP:	14
DX	12	Will:	14
IQ	12	Per:	11
HT	12	FP:	12



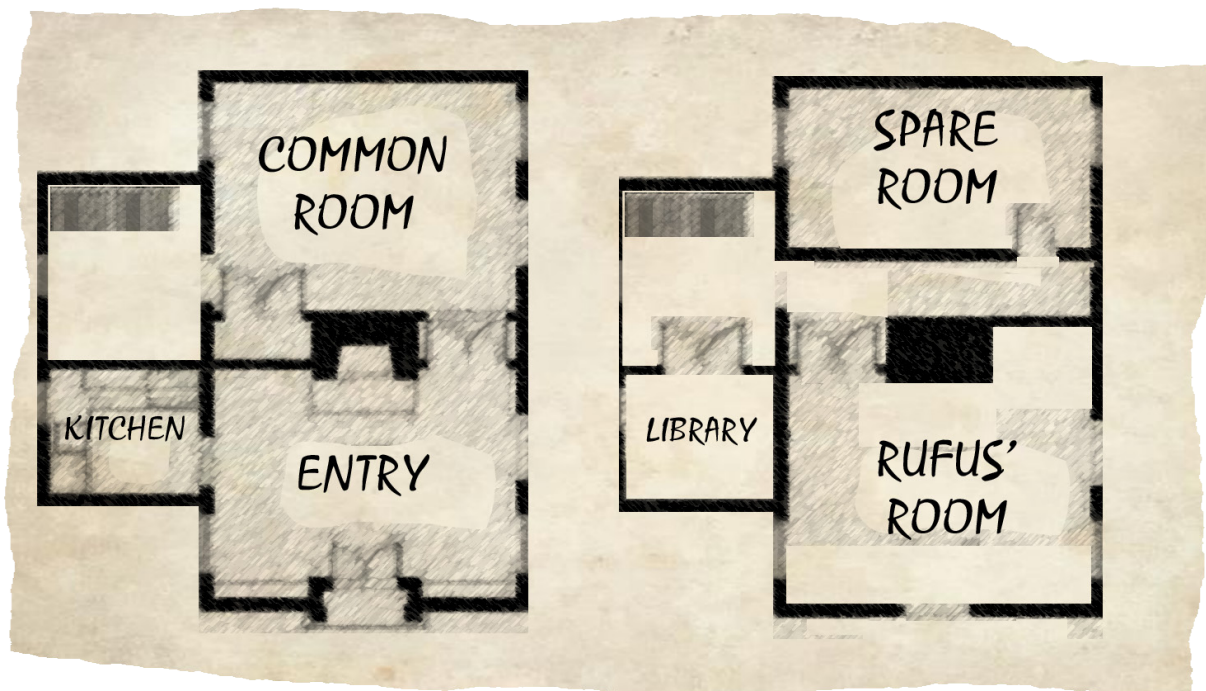
Basic Speed: 6.0 **SM:** 0
Move: 6 **Punch:** 1d-1 cr
Dodge: 9

Traits: Deep Sleeper; High Pain Threshold, Night Vision 5, Unkillable 1 (may only die if the spirits of Rufus and Wade are dead); Obsession (toying with mortals), Selfish, Unfit, Vulnerability x2 (Arapaho arrowheads); Languages (Arapaho, English).

Skills: Area Knowledge (these hills)-13; Bow-13; Fast-Talk-16; Gambling-12; Knife-13; Occultism-13; Psychology-13; Riding-12; Spear-12; Survival-14; Stealth-12; Tracking-11.

Gear: Typically none, but Rufus keeps skinning knives hidden around his house.

- In the upstairs library, the PCs 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 [Handouts D](#) and [E](#)). An OCCULTISM roll reveals that these books all contain rituals to extend life and heal injuries. Examining these books finds extensive handwritten notes inside each one. PCs looking for references on the Teihiihan can make a RESEARCH or SPEED-READING roll to quickly uncover more information about them, and the dark magic that summons them. Otherwise, PCs can find the information by simply spending a couple of hours studying the books and making an IQ 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 PCs find a bloody necklace (a SEARCH roll or careful look find it).



Anyone with Cultural Familiarity, or making a HISTORY, ARCHAEOLOGY, or AREA KNOWLEDGE-2 roll identifies that the necklace belongs to an Arapaho indian (a success by 3 or more reveals it is that of a medicine man). *GM 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 (PERCEPTION-3 roll, plus darkness penalties) 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 PCs must make a WILL-3 roll to avoid dreams of being lost in the desert, burning from a blistering black sun, and spiralling into a thirsty madness. Even PCs who stayed awake will have waking nightmares, and must make a WILL roll to avoid ill-effects. PCs struck by nightmares immediately suffer 1d+1 FP loss and 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 PCs. PCs on lookout duty should make a Perception roll vs. the Teihiihan's STEALTH-13 skill to see if the creatures are detected as they make their approach, though the dark night will add another -4 penalty to vision rolls. One Teihiihan comes in through one of the side windows, which Hoowuuni purposely left un-

locked. 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, PCs who have experienced the night madness will begin hallucinating, and see their friends' faces as grisly coyote skulls (FRIGHT CHECK the first time they see a companion, followed by confusion). Additionally, nightmare-inflicted PCs 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 (FRIGHT CHECK at -3).

Again, the Teihiihan focus their attack on weaker PCs or NPCs; they will withdraw if they are outmatched, 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 tries 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 PCs follow him (Hoowuuni prefers to keep the location of his Black Mine a secret).

If the PCs 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 PCs by that time, Hoowuuni will either promise safety (saying the mine is 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 PCs 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 PCs 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 advantage, 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

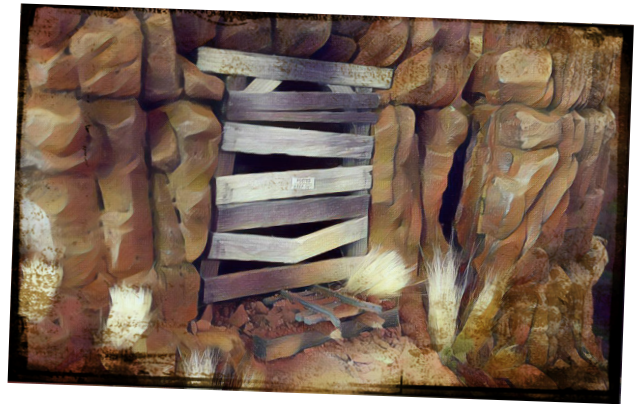
Hosaa was the Arapaho medicine man that Rufus Dunker took hostage, forcing the man to teach him the Hoowuuni Spider Ritual. After teaching him the ritual and directing him to the Black Mine, Hosaa stole Rufus' horse and escaped the mine, fleeing into the hills. After the ritual was performed, Hosaa regretted 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 PCs 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 PCs if Hoowuuni is with them. (If the PCs 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 PCs as they leave Fort Rufus. He will track them for an hour, staying at a visible distance, hoping the PCs grow more comfortable with his presence (though whether that is the case or not depends on the PCs' general paranoia at this point).

Hosaa speaks broken English, but will do his best to communicate that he is here to help the PCs, and try to educate them that Hoowuuni is a dark spirit that has inhabited the body of the old man. He believes he can reverse the ritual, if the PCs accompany him to the Black Mine, to protect him from the Teihiihan there.



If the PCs 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. *GM 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 PCs 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 (full -10 darkness penalty in all locations except the entrance, which is -5). A gas lantern reduce the penalty to -2, while a lit match reduces the penalty to -4. The mine smells sharply of sulfur — a MINING or ENGINEER (MINING) 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 PERCEPTION -5 roll to hear movement in the mine, in the direction of area D.

The Ritual Area (B) — The ritual area is where Rufus Dunker performed the Hoowuuni Spider Mask ritual. The mine floor is covered in dead and mutilated ravens, surrounding shriveled spider carcass the size of a small horse saddle (FEAR)

CHECK+1 as PCs realize the dead thing is unnatural).

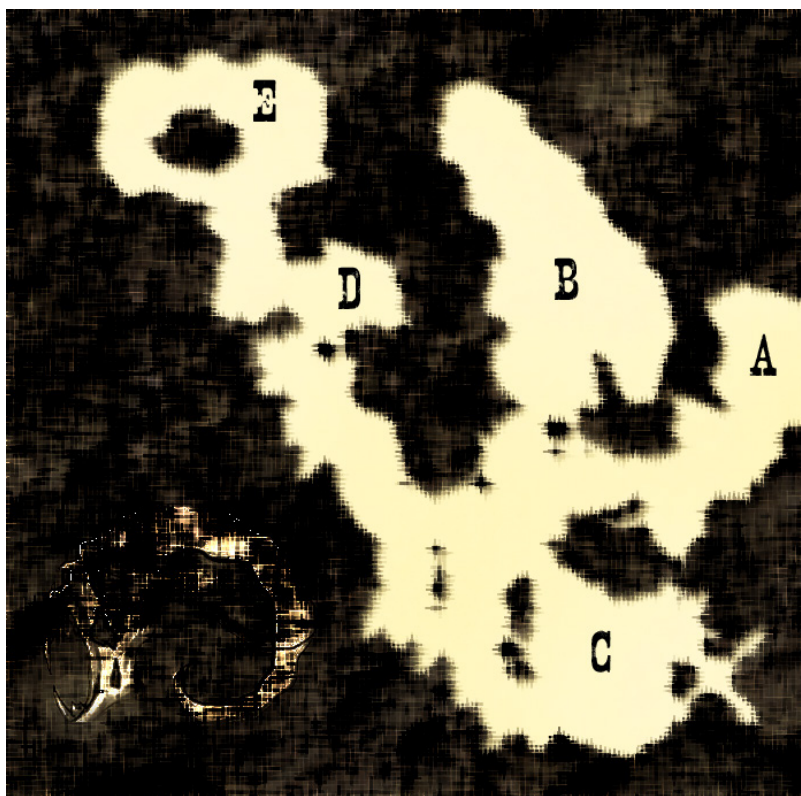
Old Storage (C) — This area is filled with old, straw-filled crates, a broken mine cart, and scattered mining equipment. The PCs can also find an old lantern in here with just enough kerosene for about 20 minutes of light. A SEARCH roll finds an old stick of dynamite at the bottom of one of the crates (6d ex within 1 yard, 6d /3 within 2 yards, 6d /6 within 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 (reacting to strangers at -3), 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 PCs, another Teihiihan emerges from the pit every minute or so (up to 2-3 Teihiihan per surviving PC). With enough time and strength, the PCs can seal the hole temporarily by covering it with rocks and debris, but the Teihiihan will eventually clear the blockage. PCs who think to use dynamite or nitroglycerine and make an EXPLOSIVES (DEMOLITIONS) roll to destroy the pit entirely... though another will form in a few days while Hoowuuni lives.

If a PC is foolish enough to fall or climb down the hole (CLIMBING rolls are -2), 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 FRIGHT CHECK at -1! 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 PCs, 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 GM 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 PCs 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 PCs 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 PCs can destroy the heart, which fuels both Hoowuuni and his servants. The heart has DR 6 and HT 11. Treat ancient Arapaho arrowheads (though not the black stone ones of the Teihiihan) as having an armor divisor of (10) against the heart, effectively reducing its DR to 1.

Third, the PCs 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 PCs on how to deal with that situation...

Fourth (and most desperate), the PCs 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 PCs have dynamite or Johnny's leftover nitroglycerine, they can try to collapse the mine with a successful EXPLOSIVES (DEMOLITION) roll. A ENGINEERING (MINING) roll will help them find the weakest point in the mine and give +1 to their demolitions attempt. (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 PCs fails the roll, the explosion will simply rock the mine and cause debris to rain down (PCs in the same area as the explosion should make a DODGE roll or take 1d+1 cr damage from falling rocks).

WRAPPING UP

Once Hoowuuni and the Teihiihan are destroyed, the PCs can safely navigate to the nearest town of Mapleton, Kansas. Mapleton is a three day walk from the mine (more if PCs are badly wounded). Forgiving GMs 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 PCs. They have fresh water and food and know the territory well.

Unforgiving GMs should require a NAVIGATION (LAND) roll each day to navigate to the town. Failure adds another day of travel. For each day traveled, PCs must make a SURVIVAL roll; failure indicates 2d-4 damage from the harsh environment.

For successfully completing this adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying. Furthermore, if they manage to return to civilization with some of the original

RUFUS (AS WADE)			
ST	12	HP: 12 (5)	
DX	12	Will: 13	
IQ	11	Per: 12	
HT	12	FP: 12	
Basic Speed: 6.0		SM: 0	
Move: 6		Punch: 1d-1 cr	
Dodge: 9			
<p>Traits: Callous; Combat Reflexes, Contacts (gangs); Obsession (staying young); Phobia (Infection); Selfish; Calls folks "Mittens" when irritated; occasional limp.</p> <p>Skills: Architecture-12; Area Knowledge (Flint Hills)-12; Brawling-13; Carpentry-11; Gambling-11; Guns (Pistol)-12; Guns (Rifle/Shotgun)-13; Knife-12; Observation-11; Occultism-10; Riding-12; Smuggling-11; Stealth-12; Survival-12; Tactics-10; Thrown Weapon (Knife)-12; Tracking-11.</p> <p>Gear: Eclipse Meteor shotgun (2d-1 pi; Acc 3; Range 40/800; RoF 2x11; Shots 2(3i), Bulk -6, Rcl 1/7, 9.3. lbs); 4 more shotgun shells; canteen. fine large "wolf" knife</p>			

train survivors, they'll gain a point towards 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 PCs venture through the wilderness (maybe following the train tracks, or or botching their NAVIGATION rolls and get lost), the GM can deploy one of these creepy encounters. These encounters are purposely not depicted on the map... the GM 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 FORCED ENTRY or LOCKPICKING roll can lift the bar from the outside, or a ST-2 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. A PERCEPTION (VISION) roll made by someone examining the body 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 (3d+2 pi+ damage, Acc 1, Range 120/1,200, 9.3 lbs, RoF 1, Shots 1 (20), ST 10, Bulk -6, Rcl 4, Malfunctions on a 14+). If the rifle is cleaned with a successful ARMOURY roll, it can be restored to Acc 3 and Malfunction 16+.

A TRAPS or SMUGGLING 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 PCs 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 VETERINARY roll reveals that the animal is exhausted and dehydrated. If the roll is made by 5 or more, the PC reveals something worse -- the mule is infested by an unknown kind of worm colony.

If the PCs feed and give the mule water, it will follow them. However, the next night, it will topple over, screaming in agony as it's belly bursts open with hundreds of worms. Anyone witnessing this should make a FRIGHT CHECK-2 from the sight.

GMs who wants 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 HT roll or become infested by worms. The worms will slowly mature and multiply inside the host for 1d days before causing damage (1d per day), cramps, and nausea. The only treatment for the worm infection is worm tablets, available in town, which will allow for another HT+1 roll to cure the infection (and vomiting them out spectacularly).

The Dessicated Worm

As the PCs 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 segmented body. It is, in fact, a massive worm (a BIOLOGY+3 roll confirms this); another BIOLOGY 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 1SHOTADVENTURES

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.

Disclaimer Stuff

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Change Log

v1.0 - Original release.

v2.0 - Editing pass, bookmarks, pregenerated character updates

NOTABLE NPCs

HOSAA

ST 10 HP: 11 (5)
DX 11 Will: 13
IQ 12 Per: 12
HT 11 FP: 11



Basic Speed: 5.5 SM: 0
Move: 5 Punch: 1d-3 cr
Dodge: 8

Traits: Acute Vision 2; Bad Back; Clerical Investment; Fit; Sense of Duty (Arapaho); Shyness; Loves making up bad jokes; Dislikes rain and mud
Skills: Area Knowledge (Flint Hills)-12; Brawling-11; Diplomacy-11; Escape-10; First Aid-12; Guns-11; Observation-13; Occultism-14; Religious Ritual (Arapaho)-13; Riding-12; Survival-12; Teaching-12; Theology-12; Tactics-10
Gear: Stolen Enfield 1853 Musket (3d+2 pi+; Acc 3; Range 120/1200; RoF 1; Shots 1(20), Bulk -6, Rcl 4, 9.3 lbs); 3 cartridges in his pocket; small knife; Arapaho stone arrowhead.

AMANDA BIRNSTEAD

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



Basic Speed: 5.0 SM: 0
Move: 5 Punch: 1d-3 cr
Dodge: 8

Traits: Innumerate; Sense of Duty (Arapaho); Status 1; Easily angered
Skills: Animal Handling-10; Area Knowledge (Kansas City)-11; Diplomacy-11; Forgery-10; Guns (Pistol)-9; Housekeeping-11; Professional Skill (Bank Teller)-11; Riding-11; Theology-10.
Gear: None.

DR. EZEKIEL DICKINSON

ST 9 HP: 9
DX 11 Will: 11
IQ 12 Per: 12
HT 11 FP: 11



Basic Speed: 5.5 SM: 0
Move: 5 Punch: 1d-3 cr
Dodge: 8

Traits: Acute Hearing 2; Bully; Code of Honor (Hippocratic Oath); Fit; Nearsighted (glasses); Generally pretty arrogant
Skills: Area Knowledge (Kansas City)-12; Diagnosis-12; First Aid-13; Diplomacy-11; Driving (Wagon)-11; Guns (Rifle)-11; Intimidation-11; Physician-13; Riding-10.
Gear: Bottle of tonic water; doctor's kit (+1 to First Aid rolls).

HANDOUTS



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

HANDOUTS

Uncle-

July 6

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 harasin your house. And Dogspit says you took his wolf knife and is inclined to pay you a visit like he did that old man in Arkansas city. It's all I can do is

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

Wade-

July 7

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 B - Note found in Wade Dunker's cabin

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.



-73-

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

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

Cain-

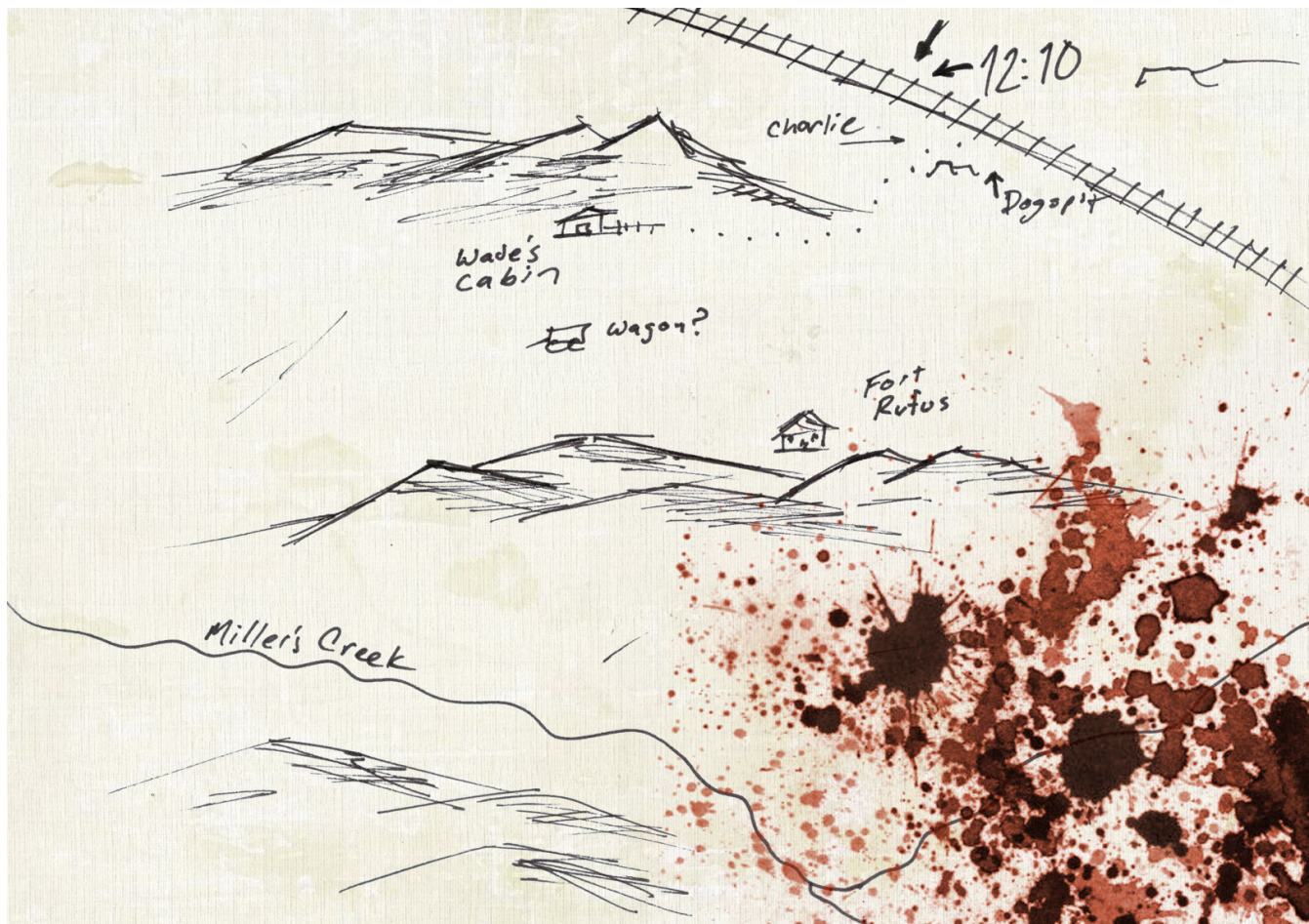
July 5

Strugglin to fashion my full thoughts. Found another vile arphoe indian creeping around my fence. Funny as all git 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.

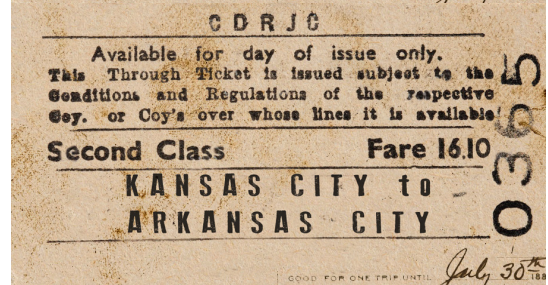
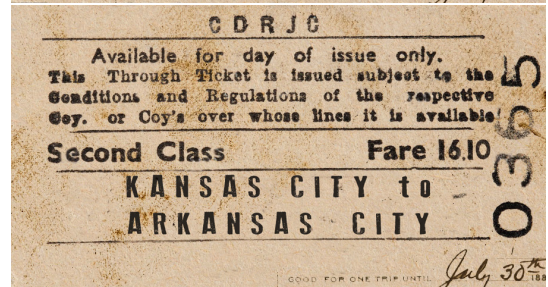
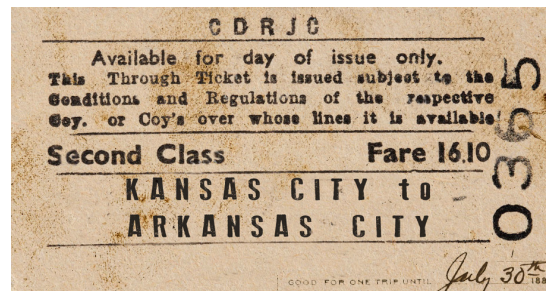
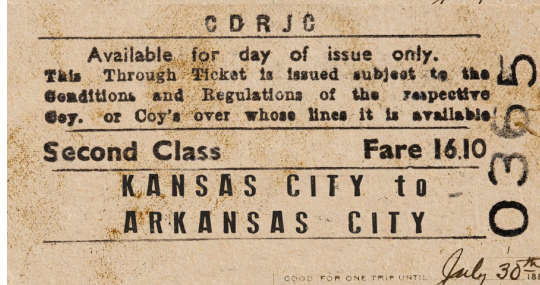
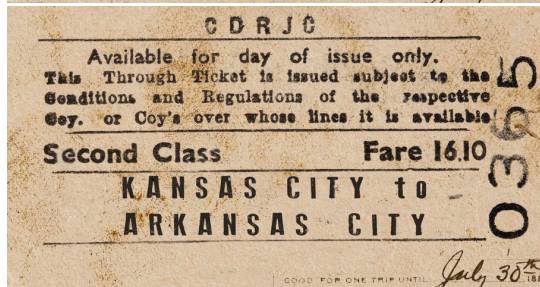
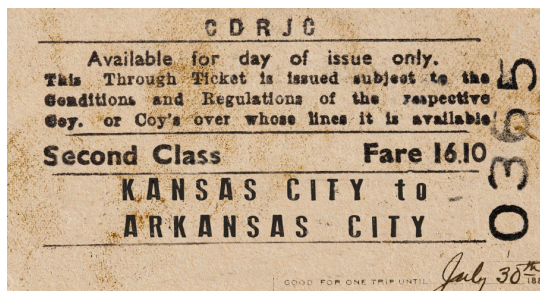
Bottommuff ins (named the indian) didn't make a die of it so now I'm askin you to confer with the commissioners whether there is bounty for live arphoe in Mapleton.

Rufus D.

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



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



Rail tickets for the PCs

Languages	Spoken	Written
English	Native	Native [0]
		[]
		[]



Weapon

Whittling Knife	1d-3 imp	C	7	Skill 11
Punch	1d-3 cr	C	8	Skill 11

Cost	Weight
\$20	$\frac{1}{4}$ lb

Weapon

[illegible]

Cost	Weight
------	--------

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

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)

\$67



Item

Silver pocketwatch chain	Neck
Small leather pouch	Pocket
Shoe polish	Pocket

Cost	Weight
\$30	- lbs.
\$3	- lbs.
\$1	- lbs.

Take notes here.

Unit	Topic	Sub-Topic	Learning Objectives	Assessment
Unit 1: Introduction to Business	Business Fundamentals	Business Definition	Understand the definition of business and its purpose.	Quiz
		Business Environment	Identify the factors influencing the business environment.	Essay
		Business Functions	Describe the various functions of a business.	Project
		Business Structure	Explain the different types of business structures.	Quiz
		Business Ethics	Discuss the importance of ethics in business.	Essay
		Business Law	Understand the basic principles of business law.	Project
		Business Finance	Describe the sources of business finance.	Quiz
		Business Marketing	Explain the concept of marketing and its importance.	Essay
		Business Operations	Understand the importance of efficient business operations.	Project
		Business Innovation	Discuss the role of innovation in business growth.	Quiz
Unit 2: Business Planning	Business Planning	Business Plan Definition	Understand the purpose and components of a business plan.	Quiz
		Business Plan Types	Identify the different types of business plans.	Essay
		Business Plan Steps	Describe the steps involved in creating a business plan.	Project
		Business Plan Content	Explain the key elements that should be included in a business plan.	Quiz
		Business Plan Review	Discuss the importance of reviewing and updating a business plan.	Essay
		Business Plan Funding	Understand the different sources of funding for a business plan.	Project
		Business Plan Implementation	Describe the process of implementing a business plan.	Quiz
		Business Plan Monitoring	Explain how to monitor the progress of a business plan.	Essay
		Business Plan Evaluation	Discuss the methods for evaluating the success of a business plan.	Project
		Business Plan Revision	Understand the importance of revising a business plan based on feedback.	Quiz

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 bloke to punch that belvedere in the nose).

\$54

0 Lbs.



Name Sydney Allensworth Player _____ Point Total 85
Ht 5'11" Wt 195 Size Modifier 0 Age 34 Unspent Pts -
Appearance Well-built but mild-mannered ex-soldier; often found reading quietly

		CURRENT	
ST	13 [30]	HP	13 [0]
DX	12 [40]	WILL	9 [0]
IQ	9 [-20]	PER	9 [0]
HT	11 [10]	FP	11 [0]

		CURRENT	
MOVE	6	DR	0



BASIC LIFT (ST × ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1
BASIC SPEED 6 [5] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>34</u>
Light (1) = 2 × BL	<u>68</u>
Medium (2) = 3 × BL	<u>102</u>
Heavy (3) = 6 × BL	<u>204</u>
X-Heavy (4) = 10 × BL	<u>340</u>

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
10	9 (Unarmed)	-

REACTION MODIFIERS

Appearance +0
Status +0
Reputation +0
-1 from Reputation
+1 from Honesty if known, +3 if trust involved

ADVANTAGES & PERKS

Combat Reflexes (+2 to fright checks, +6 to recover from stun)	[15]
Courtesy Rank (US Army, ex-Buffalo Soldier) 1	[1]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Bad Sight (Nearsighted, glasses)	[-10]
Honesty	[-10]
Reputation -1 (Fought in all the wrong wars)	[-5]
	[]
	[]
Constantly cleans his glasses	[-1]
Catchphrase - "...and that's how it is"	[-1]
Fond of fine Friesian horses, saving money for one	[-1]
Never talks about fighting during the wars	[-1]
Loves cooking stews - and comparing recipes	[-1]
	[]
	[]
	[]

SKILLS

Name	Level
Animal Handling (Horses)	9 [2]
Area Knowledge (Great Plains)	9 [1]
Armoury (Small Arms)	9 [2]
Carpentry	10 [2]
Guns (Pistol)	14 [2]
Guns (Rifle)	15 [8]
Literature	7 [1]
Riding (Horses)	12 [2]
Saber	12 [2]
Savoir-Faire (Military)	10 [2]
Smuggling	8 [1]
Soldier	10 [4]
Survival (Plains)	10 [4]
Tactics	7 [1]
	[]
	[]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
		[]
		[]



Weapon

Punch	1d-1 cr	C	9	Skill 12

Cost	Weight
-	-

Weapon

[illegible][illegible]

For complete table, see p. 550.

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*

[illegible]

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)

1



Item	
1.	_____
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100.	_____

[illegible]

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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard sheet of stationery.

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.

Totals:

\$531

6 Lbs.



Name Judge Moses T. Bell Player _____ Point Total 83
Ht 6'2" Wt 190 Size Modifier 0 Age 54 Unspent Pts -
Appearance Striking, with grey eyes, silver white hair, and a perfectly groomed big ol' moustache

ST	11	[10]	HP	11	[0]	MOVE
DX	10	[0]	WILL	13	[5]	
IQ	12	[40]	PER	12	[0]	DR
HT	11	[10]	FP	11	[0]	



BASIC LIFT (ST × ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

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

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
8	8 (Unarmed)	—

REACTION MODIFIERS

Appearance +0
Status +1 (Circuit Judge)
Reputation +0
-2 from Bully
+1 from Stubbornness (if known)

ADVANTAGES & PERKS

Administrative Rank (Judiciary)	[5]
Legal Enforcement Powers	[5]
Single-Minded (+3 to skills during long, concentrated work)	[5]
Status +1 (Circuit Judge)	[5]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Bully	[-10]
Chronic Pain (Back, 9 or less, lasts 2 hours, -2 DX and IQ)	[-5]
Code of Honor (Judge's)	[-5]
Duty (Oran Roberts, corrupt ex-governor, 6 or less, involuntary)	[-7]
Stubbornness	[-5]
	[]
Red meat unsettles his stomach	[-1]
Nervous around large fires (house burned when he was a kid)	[-1]
Doesn't appreciate inappropriate jokes	[-1]
Likes reading ghost stories for fun	[-1]
Respectful of law enforcement officers	[-1]
	[]
	[]

SKILLS

Name	Level
Criminology	12 [2]
Current Affairs (Politics)	12 [1]
Detect Lies	10 [1]
Fast-Draw (Pistol)	10 [1]
Geography (local)	10 [1]
Guns (Pistol)	11 [2]
Thumbing (improves pistol Rate of Fire to 2)	10 [2]
History (US History)	11 [2]
Intimidation	11 [1]
Law (local)	13 [8]
Leadership	12 [2]
Observation	11 [1]
Occultism	12 [1]
Politics	12 [2]
Riding (Horses)	9 [1]
Teamster	11 [1]
Writing	11 [1]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
		[]
		[]



Weapon

Punch	1d-2 cr	C	8	Skill 11

Cost	Weight
-	-

Weapon[illegible][illegible]

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*

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)

\$129



Item	Value
1. The first step in the process of developing a new product is to identify a market need.	True
2. A product that is new to the market but has been developed by a company that has previously developed other products is called a "new-to-the-world" product.	False
3. The process of developing a new product is a linear process.	False
4. The process of developing a new product is a sequential process.	False
5. The process of developing a new product is a cyclical process.	True
6. The process of developing a new product is a continuous process.	True
7. The process of developing a new product is a one-time process.	False
8. The process of developing a new product is a multi-stage process.	True
9. The process of developing a new product is a multi-step process.	True
10. The process of developing a new product is a multi-phase process.	True

[illegible][illegible]

Take notes here...

--	--

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 assailant 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.

Totals:

\$ - 9 Lbs.



Name Elsie O'Shea Player _____ Point Total 85
Ht 5'6" Wt 120 Size Modifier 0 Age 24 Unspent Pts -
Appearance Athletic good samaritan, chin high, with sharp and skeptical green eyes

ST	9	[-10]	HP	9	[0]	MOVE 6
DX	12	[40]	WILL	11	[0]	
IQ	11	[20]	PER	11	[0]	DR 0
HT	12	[20]	FP	12	[0]	



BASIC LIFT (ST × ST)/5 16 lbs DAMAGE Thr 1d-2 Sw 1d-1
BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>16</u>
Light (1) = 2 × BL	<u>32</u>
Medium (2) = 3 × BL	<u>48</u>
Heavy (3) = 6 × BL	<u>96</u>
X-Heavy (4) = 10 × BL	<u>160</u>

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Unarmed)	-

REACTION MODIFIERS

Appearance +0
Status _____
Reputation +2 (when recognized)
+2 from Sense of Duty (Orphans) when
when relevant

ADVANTAGES & PERKS

Ambidexterity	[5]
Fearlessness +2 (+2 to Fright Checks)	[4]
Fit (+1 to HT rolls)	[5]
High Manual Dexterity +1	[5]
Reputation +2 (does good charity work, 7 or less)	[3]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Impulsiveness	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Sense of Duty (Orphans and poor kids)	[-5]
	[-5]
	[]
Always asks folks where they are from, pushes for details	[-1]
Respectful of older men	[-1]
Enjoys surprising folks with the occasional inappropriate joke	[-1]
Generous with her money	[-1]
Enjoys the thrill of hunting big game	[-1]
	[]
	[]
	[]

SKILLS

Name	Level
Boating (rowboats)	11 [1]
Bow	12 [2]
Carousing	12 [1]
Climbing	12 [2]
Connoisseur (Dance)	10 [1]
Cooking	10 [1]
Current Affairs (People)	11 [1]
Electronics Operation (Telegraph)	10 [1]
Fast-Talk	12 [4]
Guns (Rifle)	12 [1]
Guns (Shotgun)	13 [2]
Riding (Horses)	11 [1]
Running	12 [2]
Survival (Plains)	10 [1]
	[]
	[]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
Spanish	Broken	Broken [2]
		[]



Name "Fiasco" Felicity Tanner Player _____ Point Total 80
Ht 5'9" Wt 180 Size Modifier 0 Age 24 Unspent Pts -
Appearance Never looks quite focused, disheveled clothes, always looks suspicious

ST	13	[30]	HP	13	[0]	CURRENT
DX	12	[40]	WILL	11	[10]	MOVE
IQ	9	[-20]	PER	9	[0]	DR
HT	12	[20]	FP	12	[0]	1



BASIC LIFT (ST × ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1
BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	34
Light (1) = 2 × BL	68
Medium (2) = 3 × BL	102
Heavy (3) = 6 × BL	204
X-Heavy (4) = 10 × BL	340

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
9	10	-
	(Brawling)	

REACTION MODIFIERS	
Appearance	-1
Status	+0
Reputation	+0
	-1 from Compulsive Gambling (when noticed)
	-1 from Social Stigma (Criminal Record)

ADVANTAGES & PERKS	
High Pain Threshold	[10]
Cultural Familiarity (Plains Indians)	[1]
	[]
	[]
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	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Appearance (Unattractive)	[-4]
Compulsive Gambling	[-5]
Social Stigma (Criminal Record)	[-5]
Unluckiness	[-10]
Wealth (Struggling)	[-10]
	[]
Gets louder when she gets annoyed	[-1]
Has a thick drawl	[-1]
Zero cares about her appearance	[-1]
Always sits with her feet propped up	[-1]
Never forgives card cheaters	[-1]
	[]
	[]

SKILLS	
Name	Level
Brawling	14 [4]
Elbow Strike (hits behind you)	13 [1]
Kicking	13 [2]
Knee Strike (hits groin)	14 [1]
Carousing	12 [1]
First Aid	10 [2]
Gambling	9 [2]
Guns (Pistol)	13 [2]
Guns (Rifle)	13 [2]
Holdout	9 [2]
Intimidation	11 [2]
Knife	13 [2]
Leatherworking	12 [1]
Lockpicking	8 [1]
Riding (Horses)	11 [1]
Stealth	12 [2]
Streetwise	9 [2]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Broken [-2]
		[]
		[]



Weapon

Bowie Knife	2d-3 cut	C, 1	8	Skill 13
	1d imp	C		
Punch / Elbow Strike	1d cr	C		Skill 14/13
Kick / Knee Strike	1d+2 cr	C, 1		Skill 13/14

Cost	Weight
\$40	1 lb

Weapon

[illegible][illegible]

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*

Modifier	Location
----------	----------

Index	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)

\$0



Item

Crumpled hat	Head
Leather jacket (DR 1)	Body
Leather cowboy boots (DR 2)	Feet
US Army canteen	Belt
Whiskey bottle	Satchel
Satchel	Belt
38 bullets (x10)	Satchel
Buckskin trousers (DR 1)	Legs
Dice	Satchel
Holster	Satchel

Cost	Weight
\$3	- lbs.
\$50	4 lbs.
\$5	3 lbs.
\$1	1 lbs.
\$2	- lbs.
\$2	- lbs.
	- lbs.
\$1	3 lbs.
\$1	- lbs.
\$25	.5 lbs.

[illegible]

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 bounbon shot that ain't yours somehow ends up slicin' an eyeball out and suddenly the sheriff wants a word for social-ability's sake, and you're inside a tunkin' jail cell. And then you told him maybe you need a tunkin' bounbon 'cause you'd rather be tunkin' drunk there. But he didn't socialize to that and sure enough, turn of events starvin' 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.

Totals:

\$ - 16 Lbs.



Name Hettie Britton Player _____ Point Total 85
Ht 5'5" Wt 130 Size Modifier 0 Age 31 Unspent Pts -
Appearance Calm and graceful fortune teller; but with dark eyes that speak to a story of sadness

		CURRENT	
ST	10 [0]	HP	10 [0]
DX	10 [0]	WILL	13 [0]
IQ	13 [60]	PER	13 [0]
HT	11 [10]	FP	11 [0]

MOVE
5

DR
0



BASIC LIFT (ST × ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 × BL	<u>40</u>
Medium (2) = 3 × BL	<u>60</u>
Heavy (3) = 6 × BL	<u>120</u>
X-Heavy (4) = 10 × BL	<u>200</u>

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
8	8 (Unarmed)	—

REACTION MODIFIERS	
Appearance +1	
Status +0	
Reputation +0	
+1 from Charisma	

ADVANTAGES & PERKS	
Appearance (Attractive)	[4]
Charisma +1	[5]
Empathy	[15]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
DISADVANTAGES & QUIRKS	
Curious	[-5]
Enemy (ex-husband Dr John Booker; equal in power; 9 or less)	[-10]
Pacifism (Reluctant Killer)	[-5]
Secret (fakes her seances; utter rejection)	[-10]
	[]
	[]
Wears heavy shoes so her ankles don't crack (except in seances)	[-1]
Dislikes not being in control of the situation	[-1]
Often uses fake names for herself	[-1]
Likes Flamboyant jewelry	[-1]
Never turns down a chance to defend spiritualism	[-1]
	[]
	[]

SKILLS		
Name	Level	
Acting	13	[2]
Animal Handling (Horses)	12	[1]
Archaeology	11	[1]
Detect Lies	15	[2]
Diplomacy (+1 from Charisma during influence rolls)	11	[1]
Fortune-Telling (Seances)	16	[1]
Hidden Lore (Spirit Lore)	13	[2]
History (Spiritualism)	11	[1]
Intimidation (+1 from Charisma during influence rolls)	12	[1]
Leadership	13	[1]
Observation	13	[2]
Occultism	12	[1]
Performance	13	[2]
Photography	12	[1]
Psychology (+3 from Empathy - if you can converse)	12	[2]
Riding (Horses)	9	[1]
Singing	11	[1]
Sleight of Hand	10	[4]
		[]
		[]
		[]

Languages		
Spoken	Written	
English	Native	Native [0]
		[]
		[]



Weapon

Punch	1d-3 cr	C	8	Skill 10

Cost	Weight
-	-

Weapon

[illegible][illegible]

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*

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)

\$35



Item

Green velvet purse	Body
Portfolio of newspaper clippings	Purse
Military style boots (DR 2)	Feet
Gold necklace with the eye of Horus	Neck
Silver earrings	Ears
Suitcase with extra clothes	Body

Cost	Weight
\$10	1 lbs.
\$-	- lbs.
\$5	3 lbs.
\$100	- lbs.
\$50	- lbs.
\$15	10 lbs.

Take notes here...

[illegible]

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.

Totals:

\$180

14 Lbs.



Name Dr Ezekiel Dickinson Player _____ Point Total 85
Ht 5'9" Wt 155 Size Modifier 0 Age 52 Unspent Pts -
Appearance Stiff and haughty, Dr Ezekiel never knows the right thing to add to a conversation

		CURRENT	
ST	10 [0]	HP	9 [0]
DX	11 [20]	WILL	12 [0]
IQ	12 [40]	PER	12 [0]
HT	11 [10]	FP	11 [0]

MOVE
5

DR
0



BASIC LIFT (ST x ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 x BL	<u>40</u>
Medium (2) = 3 x BL	<u>60</u>
Heavy (3) = 6 x BL	<u>120</u>
X-Heavy (4) = 10 x BL	<u>200</u>

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
8	8 (Unarmed)	-

REACTION MODIFIERS
Appearance -
Status +1
Reputation -
-1 from Arrogance

ADVANTAGES & PERKS	
Acute Hearing +2	[4]
Fit (+1 to HT rolls)	[5]
Status 1 (Small town doctor)	[5]
	[1]
Patience of Job (ignore -2 in penalties when patience required)	[1]
	[1]
	[1]
	[1]
	[1]
	[1]
	[1]
	[1]
	[1]
DISADVANTAGES & QUIRKS	
Bad Sight (Nearsighted w/ glasses)	[-10]
Code of Honor (Hippocratic Oath)	[-5]
Fearfulness -3 (penalty to Fright Checks)	[-6]
Odious Personal Habit (Arrogant remarks)	[-5]
Selfish	[-5]
	[1]
Enjoys writing notes for his memoirs	[-1]
Bullies those who he doesn't think are as smart as him	[-1]
Believes he would have made a great general	[-1]
Seeks approval from his betters	[-1]
Always a little awkward in conversation	[-1]
	[1]
	[1]

SKILLS		
Name	Level	
Area Knowledge (Kansas City area)	12	[1]
Diagnosis	12	[4]
Gambling	11	[1]
Guns (Rifle)	12	[2]
Intimidation	11	[1]
Naturalist	10	[1]
Pharmacy (Herbal)	10	[1]
Physician	13	[8]
Riding (Horses)	11	[2]
Sex Appeal	10	[1]
Soldier	11	[1]
Strategy	10	[1]
Surgery	10	[2]
Tactics	10	[1]
Teaching	11	[1]
Teamster	11	[1]
Veterinary	11	[2]
Writing	12	[2]
		[]
		[]
		[]
Languages	Spoken	Written
English	Native	Native [0]
Latin	-	Semi-Literate [1]
		[]

Backup character!

Sydney Allensworth

Businessman and Ex-buffalo Soldier



Per 9 - Common Sense

Elsie O'Shea

President, Kansas City Charity Organizational Society



Per 11

Moses T. Bell

Circuit Judge



Per 12 - Chronic Pain (9)

Hettie Britton

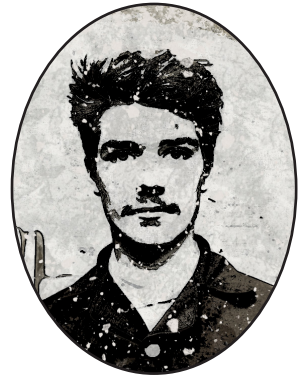
Spiritualist



Per 13 - Empathy

Leon Conrad

Junior Coach Attendant



Per 12

“Fiasco” Felicity Tanner

Ne'er Do Well



Per 9 - Unluckiness

Dr. Ezekiel Dickinson

Kansas City Doctor and Veterinarian



Per 12