St. Cecilia's Blasphemous Bordello

By J.C. Connors

About the Adventure

St. Cecilia's Blasphemous Bordello is a *GURPS Old West* horror adventure, although it can easily be adapted to other game systems (a *Call of Cthulhu* version is also available on www.1shotadventures.com). The adventure is set in 1883 in the little town of Tunis, New Mexico Territory. In a controversial affair, Tunis' famous bordello was suddenly shut down and purchased by the Sisters of St. Cecilia – who promptly reopened the site as an orphanage. A few weeks later, the old bordello has become the site of two ghastly decapitations. Not having time to get involved, the sheriff asks the PCs to investigate the killings. Soon, they discover the existence of a horrible entity created by the town's anger and shame.

St. Cecilia's Blasphemous Bordello is suitable for three-to-five 150-point characters. The end of this adventure includes five pregenerated characters so GMs can get started right away. There's also a backup character meant to replace a character who dies along the way...

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

Adventure Summary

The adventure kicks off as the PCs arrive in Tunis. The town's sheriff is expecting them at the station and tells them that he needs some help from respectable folks. It seems that two men were gruesomely murdered in the town's bordello-turned-orphanage. The sheriff doesn't have time to investigate the murders himself as he has to head to his sister's wedding in Santa Fe.

At St. Cecilia's orphanage, the PCs discover that both victims have had their heads brutally torn off. There's no sign of the culprit... or the men's heads. Stranger, this awful crime happened with nobody in the orphanage hearing a thing. An orphan girl tells them that she saw a strange man in her room the night of the murders. An investigation finds that the victims had bought some supplies at the local general store, including a black "pig candle."

In part two of the adventure, the PCs explore Tunis and talk to its residents. They discover that the sour owner of the general store has been taking deliveries of these strange black candles. The town's wealthy widow has been buying them. While no one knows who the mysterious "Candleman" is, a well-connected Mexican spy volunteers to track him down... for a price. That price is intimidating or killing a corrupt Mexican silver mine owner who is stopping through in town shortly.

After dealing with the corrupt businessman, the PCs find out that the Candlemaker lives in a canyon located twenty miles from town. He lives with some unusual rough folk, too.

In the final part of the adventure, the PCs visit the Candlemaker's home and they discover that he's making the candles through dark and occult means – from the tallow of pigs fed human corpses! These black candles always have a dark and evil effect when lit. The Candleman is proud that he sold some of his special candles to the widow, whose husband was killed when the orphanage was a bordello. Unable to convince the town to demolish the place, the widow turned to the Candleman's occult supplies to destroy it.

While each black pig candle produces a different dark effect, the PCs find out that monster who killed the two men – the Innominate Man – will soon return to claim more innocent heads.

The adventure concludes with the PCs rushing back to Tunis to fend off the Innominate Man and save the orphanage. The PCs have to use brains and bullets to stop the town from getting overrun by this dark and unnatural curse!

Tunis, Holly Moses, and Two Murders

Tunis is a small frontier town in New Mexico Territory. The land here is dry and flat but in sight of some fine mountains. A good supply of fresh, if not a bit sulphurous, water runs underneath the town, which made it a good stopping point to water horses. This made Tunis the perfect place for Holly Moses' Fancy Bordello, an upscale bordello maintained with strict regimen by its madam, Holly Watling.

Just about a year ago, the Atchison-Topeka-Santa Fe railroad built a small station in Tunis, which caused the population to boom to almost 500 people. In that year, Holly Watling's bordello made a fortune from the railroad. Wealthier than anyone within six train stops, Holly decided that she was tired and ready to call it quits. She sold the bordello to the Sisters of St. Cecilia, a group of adventurous nuns who had decided to use their savings to shut down some vice. Much to the town's surprise, the bordello was gone, the sisters moved in, and an orphanage opened its doors.

Word that Holly Moses' Bordello had changed ownership hasn't gotten around yet. Confused-yet-hopeful men still show up at the doors of the place, wondering what the new sign meant. The nuns were well-mannered and good-humored about the confusion. After informing the would-be-clients of the bad news, the nuns nonetheless invite the men to stay for the night at the orphanage, free of charge, promising nothing more than a good meal and an authentic prayer. Surprisingly, most men take up the nuns up on that offer.

With the bordello closed, the town knew that fewer visitors would arrive. The shopkeepers and saloon owners were angry that the nuns cost them business. One man even threatened to set the place on fire and chase the sisters away.

Yesterday, two strangers arrived in town. They beelined for the bordello and were as surprised as anyone when two nuns answered the door. After a confused conversation, the men agreed to spend the night at the orphanage. The next morning, the sheriff was frantically woken up by one of the nuns. The drifters were found dead in their rooms, headless, and stripped of their clothes.

The sheriff of Tunis, Robert Clanton Hume, is loathe to get involved. One, he doesn't really care to get involved with the unpopular orphanage. Two, the victims were just drifters. The town won't really cry if two unknown hooligans end up dead. Finally, and most importantly, his sister's wedding is in a few days, and he needs to head out to Santa Fe. All of those complications conclude with him deciding to meet the PCs at the train station, ask them to investigate, and then jump on the train for the wedding.

The Folks of Tunis

- New Mexico Territory -

Tunis is home to only a few hundred people. Most of its folks are poor, and make their living growing hay or raising sheep to sell in the nearby town of Deming. There's no real government in Tunis yet, but the town's young new sheriff, **Robert Clanton Hume**, has garnered enough respect that he gets to make a lot of calls on the citizen's behalf.

Other than Holly Watling's once-famous bordello, Tunis offers a single saloon, the **Bangtail**, and a poorly-stocked general store. A small bank opened a year ago, but was soon robbed by *banditos* from across the border. The banker left for Albuquerque, saying he'd be back to reopen, but nobody has seen him in years.

Other than Sheriff Hume, other influential folks in town include **John Daniels**, a tough, retired ex-buffalo soldier, the widow **Harriet Gardner**, and a wealthy Freemason, **Ephraim P. Kingsley**, who everyone believes is either spying for the Pinkertons or running some kind of secret business for the Mexican government.



Getting the PCs Involved

The pregenerated characters all have good reasons to arrive in Tunis and help the sheriff. One is a U.S. Marshall always willing to help out another lawman, another is planning on investing in the town, and a third is hot on the heels of an outlaw that has been spotted in the area.

If the GM is running *St. Cecilia's Blasphemous Bordello* as part of another campaign, it's suggested that the sheriff, ROBERT CLANTON HUME, be an old friend of one the PCs. He wrote to one or two of them and asked them help out in Tunis for a few weeks while he attends his sister's wedding in Santa Fe.

Either way, the GM should kick off the adventure with the PCs arriving in town on the 10:35 Saturday morning train. The confident sheriff meets them, suitcase in hand, as they disembark. He welcomes them, fills them in on the recent drama:

"Welcome to Tunis, friends! I can tell you're looking around wondering if you just found the smallest, crow-bait town in all New Mexico Territory. And I'd agree with you. But this little town's got what you need.

Let's see... there's a fancy new saloon called the Bangtail, a new pastor at the church, and ol' Elijah Bread is as cranky as ever at the General Store. Oh, but the bank did close. It got robbed before I was sheriff here. The banker said he'd be back to reopen, but no one's seen him in a year.

Listen, I gotta get on this train and head to my sister's big ol' wedding. I hate to surprise you like this, but I need you to handle something while I'm gone. Turns out there were two murders at the bordello last night. Sorry, I meant the orphanage. I still call it the bordello, 'cause that's what it was a few weeks ago. Townsfolk here sure weren't happy when some nuns bought their famous, money-making bordello!

If you ask me, I suspect this murder's nothing more than a blow-up between two drifters, but can you head over there and do a quick investigation? The nuns are all balled up 'cause they have some more orphans coming in soon.

I joked with Sister Florence that now there's been twice as many killings at the orphanage versus when it was a bordello, but she didn't seem to appreciate the humor.

I am positive you folks are capable of handling the fuss. I'd take care of it myself, but if I'm late for my sister's wedding, I'll be the next murder victim here in Tunis. Anyway, I truly appreciate your help. Good luck!"

Sheriff Hume smiles, slaps his friends on the shoulder, and then hops on the train to leave.

GM's Note: If you're using the VTT assets, the sheriff's introduction is available as a voice-acted audio file.

Part 1: The Orphanage

St. Cecilia's Orphanage is located at the far end of Main Street, about hundred yards from the "busy" part of town, which includes the rail station, the Bangtail saloon and the General Store.

The bordello-turned-orphanage is a well-crafted, two-story parlor house. While the paint on the house looks a little faded, it's still maintained than any of the surrounding buildings. Fancy red French-imported curtains still tell the story of the building's original purpose. The nuns haven't had time to paint a new sign yet, so one side of the building still has "Holly Moses' Fancy Bordello" painted on it, though the word "bordello" has been *mostly* painted over by the sisters.

As the PCs approach, they see the orphanage's only resident orphan – a squinty, nine-year old girl named ABIGAIL. She sits on the porch chair playing with a rag doll and humming a quiet tune to herself. She won't talk to strangers unless given permission by one of the nuns.

SISTER FLORENCE is keeping watch for the PCs and quickly intercepts them to introduce herself and usher them into the orphanage. While she's annoyed the sheriff left town, she's a genuine woman who wants to quickly wrap up any investigation – and help dispose of the corpses.

The inside of the orphanage hasn't been changed much from its bordello days. A crimson, floral wallpaper gives the entire downstairs the never-ending glow of sunset. Luxurious

Victorian-style couches and chairs furnish the parlor. There are more pillows than windows scattered about.

The only room that the nuns have changed is the old card room, which has been converted to a simple dining room. A plain pine table sits in the middle of the room, surrounded by uncomfortable chairs. Sitting at the table is the other sister of St. Cecilia, SISTER ROSA, who is reading her Bible. Her head is wrapped in a bandage, and she is having a hard time concentrating on the good book. It's obvious she's unnerved by the previous night's events.

A burly, middle-aged man in overalls, SANTOS JUAREZ, quietly eats eggs at the table, a giant napkin tucked into his shirt. Observant PCs notice a toolbox near his chair. He seems content to ignore the PCs and comfort Sister Rosa.

Sister Florence is in a hurry to get the PCs upstairs to the rooms of the killings. As she walks up, she tells the PCs that while there aren't a lot of orphans in the orphanage, a **train is arriving from Deming tomorrow bringing four precocious young children** – siblings whose parents were unfortunately killed in a building collapse. She says that both she and Sister Rosa are excited to take care of the new children.

Sister Florence explains that the two men, JIM PEPPER and BILLYGOAT ("he wouldn't give me his full name, said his wife might find out..."), were given a shared bedroom to stay the night. After a meager supper, the men went quietly to bed, and each borrowed a Bible to read. If the PCs continue to make conversation with her, she speaks crisply:

- Sister Rosa found the bodies this morning at 6 am, when she tried to wake the men up for breakfast. "Poor Sister Rosa passed out on the floor when she saw the blood – the noise of her head hitting the ground is what caused me to come running."
- She and sister Rosa went to bed early. They heard no sounds during the night. Neither did Santos.
- If asked about the girl Abigail, the sister quietly explains that the girls parents died outside of Santa Fe in a horrific railroad accident. She goes on to say that the girl doesn't speak much, but is sharp as a whistle and as fearless as a bull. The little girl heard something bad happened at the orphanage last night, but has not asked any questions.
- Sister Florence mentions that many of the townspeople are unhappy that the orphanage bought the bordello. The nuns have faced harassment, bullying, and property damage from locals – "mostly drunk men who don't know any better." Sister Florence also goes on to explain that even the women of the town are of mixed opinion about the change in ownership, since the bordello kept "travelers and rough sorts" away from their own families.
- Sister Florence has no theories as to how or why the men were killed last night. "Once they got over their disappointment that Holly Moses was closed, they were polite. One even went out to the general store before dinner and bought Abigail that doll."



The Scene of the Killings

Despite being given a shared bedroom, each man was found dead in a separate room. Billygoat left the men's original room and was found in another bedroom across the hall.

Jim Pepper's Room

Like all the others, Jim's room was once the bedroom of one of Holly Moses' bordello girls. The room has been cleared of most of the original belongings, though there is still a trunk in the corner with a faded pink skirt in it. An ornate silver mirror stands the corner of the room. Although it appears to be made of gold, the frame is merely painted wood.

Jim's near-naked body is splayed in the middle of a viscous pool of blood. Disturbingly, his head is missing and his spine extrudes from a grisly hole in his shoulder. Buzzing horseflies are already gathering on the gore. Just seeing the bloody scene causes a Fright Check-2!

A good look at the body and a successful Diagnosis roll identifies the exact manner of injury and death. The man's head was *forcibly* pulled from his body! There is no sign of the man's decapitated head in the room.

Jim's belongings are set on to a chair in the corner of the room. There's a clean shirt and some nice trousers. In the pocket of the trousers is a whittling knife, a wad of cash worth $15, and a folded letter from his brother, Pleasant "Plez" Pepper (see **Handout A**). The letter reads:

Dear brother, when I received your letter, my first reaction was "why do not?" Of course I will go with you to the famous Holly Moses house of ill repute! I'll take the train and meet you there on Saturday the 15th. You best remember when I fist-punched you so hard that Christmas for taking more than you deserve before I got to the table! I've run into some despair as of late and needs a lengthy and good diversion. —Plez Pepper

Saturday the 15th is this very day. With only two more trains are due in Tunis, the PCs can deduce that Plez Pepper is due to arrive either on the 12:25 train from Deming or the 4:13 train from Benton. *GM's Note: It's the latter, but the PCs won't really have a way of knowing.*

Plez Pepper is also wanted by one of the pregenerated PCs. The bounty hunter Minnie MacPherson is looking for him and his $500 bounty. The U.S. Marshall James Weatherton will also be interested in capturing a wanted fugitive. Plez will show up later in the adventure!

A second pile of clothes near the bed contain Billygoat's sundries. The clothes are crumpled, smell of too much cologne, and there's only $7 in his wallet. Along with the cash, there's a **hand-written receipt** from the General Store showing the sale of a doll for 98 cents and a "pig candle" for an expensive $1.25 (see **Handout B**). Two worn Holy Bibles are tossed underneath the clothes.

A specific search of the room for the candle finds the burned-out stub of an tar-black tallow candle in a candle-holder by the bed. The thing smells putrid, like urine and ammonia. None of the residents of the orphanage recognize it.

Billygoat's Body

Billygoat's murder scene is like Jim Pepper's. Billygoat's headless body is sprawled on the ground, a dark trail of blood leading from the hallway behind him. He's been killed much in the same way as his friend, and no amount of searching finds his head.

A search of the room finds a revolver underneath the bed. Three recently-fired rounds are missing from the gun, which can be traced to holes in the gypsum plaster ceiling of the room. If any of the nuns are informed of this fact, they express sincere confusion as they *definitely* did not hear any shots fired in the night.

Interviewing Folks

The PCs likely decide to converse with the residents of the orphanage about the previous night's events.

Sister Rosa does not have more to add to Sister Florence's story. She barely speaks English, preferring Spanish. She has a bruise on her forehead and complains of a headache. She'll appreciate any medical help. Once reassured, she says that she knocked on the men's door this morning to offer them an early breakfast. When they didn't respond, she assumed they had left and opened the door up. She screamed when she saw the bodies, tripped, and fell.

Soft-spoken **Santos Juarez** says that he used to work for the bordello as their bouncer. He made a fair living, $2 a day, for helping the girls keep the place under control. When Madam Holly shut the place down, she negotiated with the sisters to keep Santos employed with them. He's been helping the nuns convert the place into a respectable orphanage. While Santos preferred the company of pretty girls to the nuns (and was paid more), he says he's happy enough here.

Santos' story is mostly the same as the nuns'. His only addition is that he heard Jim Pepper and Billygoat talking loudly just before midnight and asked them to keep it down so that the two nuns and Abigail could sleep. They apologized and said they were going to bed. He didn't hear what they were talking about, but it was something to do with Jim's brother. Santos went to sleep and heard nothing for the rest of the night.

Abigail the Orphan, at first, says she didn't hearing anything. After supper, she tucked her new doll "Miss Annie" into her own bed in her room and then went to sleep. Abigail will soon suggest to the PCs that "Miss Annie" was lonely last night, and would sure love a little sister to sleep with. Soon, Abigail begins to tell the PCs all about the *other* doll she's seen at the general store, how she has *beautiful* red hair, and how she's *just* 98 cents. Pleading puppy dog eyes are quickly deployed.

Abigail is easily bribed to tell what she knows. The GM may also allow a suitable social skill to convince the girl to expand her story, if the PCs are too cheap to go buy the girl a doll.

Once appeased, Abigail explains that she woke up in the middle of the night and saw that Miss Annie had fallen out of bed. She got out of bed to retrieve the doll when suddenly she noticed that her door was open. Standing in the doorway was a tall man whose "head almost touched the top of the door frame." He had too-long arms and "his face was like a rotten potato." She says that he carried a bundle under his arm "like a wool blanket or something."

The faceless man walked into her room and picked up the doll on the floor. He handed it back to the girl, put a bony finger to where his lips might be, and then walked out of the room, "silent as any ghost my mama told me about."

Abigail is willing to draw a picture of the stranger (see **Handout C**). However, if any of the sisters overhear Abigail's story, they dismiss it as a bad dream. They say Abigail has been having nightmares ever since her parents died.

Part 2: Working the Town

This section of the adventure lets the PCs freely explore the Tunis. Eventually, they'll discover that one of the dead men bought a black candle from Elijah Bread, the general store owner, and that he's been supplying them to the town's wealthy widow, Harriet Gardner. From there, only an enigmatic spy, Ephraim Kingsley, seems able to track the maker of the candles, the Candleman, down. GM's should let the players roleplay and investigate until they figure out where the Candleman lives.

The General Store

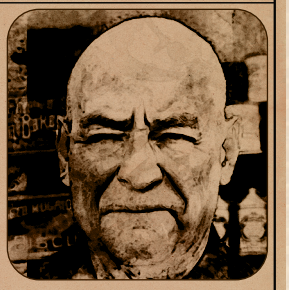
The PCs' first visit to the General Store is likely after the orphan Abigail asks for a new doll, but other folks in the adventure may send the PCs to the store as well.

The small store is filled with mostly-empty shelves. Other than some odds and ends, the General Store only stocks a few cheap hand tools – shovels, pickaxes, saws – and some boxes of wormy biscuits. A shelf behind the counter holds three dusty toys – a red-headed doll, a wooden crib, and a painted wooden sheep on wheels. Oddly, a sharp iron coyote trap sits next to the toys, discounted down to $2 (treat the trap as ST 14, doing 1d+2 cr damage). The entire place smells acrid, like bad body odor.

As the PCs enter the store, the proprietor, an ancient, ill-tempered man named ELIJAH BREAD hurriedly stashes a **moldy cigar box** under the counter. Without any hint of friendliness, he asks them what they came for.

Elijah Bread

- Tight-fisted Shopkeeper -



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

Basic Speed: 5.25 SM: 0
Move: 5 Punch: 1d-3 cr
Dodge: 8

Traits: Bad Temper; Business Acumen 1; Intolerance; Miserliness; Odious Personal Habit (Passive Aggressive Commentary); Wealth (Comfortable). Bald head is always peeling. Ill-tempered.

Skills: Carpentry-12; Guns-11; Lockpicking-12; History-10; Knife-11; Merchant-12; Observation-11; Riding-10.

Gear: Always keeps his Webley .442 revolver nearby (1d+2 pi+, Acc 1, Range 110/1200, RoF 3, Shots 6(5i), Bulk -1, Rcl 3).

Notes: Squint-eyed, tight-fisted Elijah Bread has mastered the art of passive aggressiveness. He dislikes anyone he doesn't recognize, and fills their ears with woes that slow the simplest requests for help. If someone can overcome his irritability, he tells long tales of happily raining artillery down on Union troops in '63. Details of the exact battles he was in are always sketchy.

GM's Note: Bread has been selling the Candleman's black "pig candles" to occult-minded folks who come and go on the train. The sinister candles are made out of the tallow of pigs who have fed on human flesh. He recently received a batch of six candles, which he hid out of sight under his counter. Examining and handling the soft candles blackened his nails.

Any PC near Bread who succeeds at a Perception (Vision)-3 roll notices the black substance under his nails.

Bread hates new folks and is reluctant to give up any information about himself. If asked about the two dead men, Bread only confirms that they came into his store shortly before closing to buy a doll.

If asked about the "pig candle" the dead men bought, Elijah first denies selling them such a thing. If confronted with evidence of the sale (i.e., the receipt found in Billygoat's belongings), he finally, reluctantly admits that he sold them one.

If asked where he procured the black candles, Bread refuses to say. He sees that information as a "trade secret."

Loitering Boys

- Hired Errand Boys -

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



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

Traits: Various, but all have Wealth (Struggling), Status -1, and Overconfidence.

Skills: Brawling-14; Carousing-12; Guns-12; Intimidation-10; Knife-13; Prospecting-8; Riding-11; Scrounging-11.

Gear: They carry large knives and are quick to threaten with them (1d cut, Reach C,1 or 1d-1 imp, Reach C). They also carry older Remington .44 Army revolvers (2d pi+, Acc 2, Range 100/1100, RoF 1, Shots 6(10i), Bulk -3, Rcl 3), and a few dollars in cash.

Notes: Joe, William, and Keats are none-too-bright ruffians, but the townsfolk of Tunis find them harmless and occasionally useful. They're motivated first by money and second by loyalty to the people they know. They will hold a grudge, and if embarrassed by the PCs, look for revenge later.

John Daniels

- Retired Buffalo Soldier -

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



Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-2 cr
Dodge: 10

Traits: Chronic Pain (Bad Shoulder, Mild); Code of Honor (Soldier's); Combat Reflexes; Fit; Honesty; Light Sleeper; Reputation +2 (Honest Buffalo Soldier). Incompetence (Carpentry).

Skills: Area Knowledge-11; Axe/Mace-11; Brawling-13; Carpentry-7; Detect Lies-10; First Aid-11; Guns-14; Knife-12; Leadership-11; Riding-13; Soldier-12; Tactics-10; Tracking-11.

Gear: He usually has a small carpenter's axe handy (1d+2 cut, Reach 1), but also keeps his Springfield carbine nearby (4d-1 pi+, Acc 3, Range 400/2600, RoF 1, Shots 1(3), Bulk -5, Rcl 4).

Notes: John Daniels was an officer with the 9th Cavalry when he was shot in the shoulder in the Red River War. He retired and worked a few years on his uncle's farm in Texas. Eventually he saved up enough money to buy land in New Mexico Territory.

When intimidated, threatened, or otherwise strong-armed, Bread admits that a "scrawny, sour-smelling candle-man" delivered the candles two days ago. He struggles to describe the man, only saying that he is thin and wore an ill-fitting black suit. He swears he's only take a couple deliveries from the man over the last few months, and that only strangers buy them. He honestly has no idea what the foul-smelling candles do.

Bread adds that the local gentleman EPHRAIM KINGSLEY had tense words with the Candleman a month or so back. Guns were drawn, but with the help of the retired Buffalo soldier, JOHN DANIELS, the two men chased the Candleman out of town.

Some Loiterers Arrive and Loiter

As the PCs browse the store, a Perception (Hearing) roll hears three shifty toughs loitering outside the store. One man can't help but constantly peep through the store window. When Elijah notices them, he gets nervous and tries to finish his business with the PCs as fast as possible.

These three ruffians are here to buy pig candles from Elijah and bring them to Harriet Gardner. They've been told *never* to be seen buying the candles, so they'll loiter outside the store until the PCs are gone. If the PCs show no sign of leaving, they'll eventually come in and tell them to skedaddle, i.e., get lost or else get whipped. The ruffians act tough and might even throw a few punches or draw a knife, but they quickly retreat back off if guns are drawn or they're obviously out-matched.

If the PCs leave the store, the loiterers enter and buy the box of black candles Elijah stored under his counter. They take the candles to Harriet Gardner's house, trade them for some cash, and head to the saloon to spend it. The boys aren't careful, so with some cleverness or stealth, the PCs can easily observe what the men are doing and where they are going.

Similarly, if the PCs intimidate and question the loiterers, the men admit that they're buying candles for the widow. They say she's paying them 50 cents to procure them. The men don't know anything else about the candles, why she wants them, what they're used for, or where they came from.

John Daniel's Half-House

John Daniels is a middle-aged, retired buffalo soldier. John's house is a block or so from the train station, still under construction. He was a skilled soldier, but a terrible carpenter. He's been struggling to complete his small home for almost a year. While townsfolk loves to joke about his slow progress, they appreciate that Daniels been a helpful man to have around town, especially when any visitors to the bordello got out of hand.

The PCs likely find John Daniels awkwardly sawing and hammering on his property. Less than half of his house is complete. A Carpentry or Architecture roll spots a dozen or so serious problems in its construction.

As long as the PCs are polite, John Daniels is good-natured and willing to talk. He's quick to point out that he doesn't know anything about the two dead men. He never saw them, though he heard there was a killing or two at the orphanage overnight. While he's hesitant to get involved in any kind of investigation, he'll share more about what he knows about the town and its residents:

- If asked about Elijah Bread, Daniels scoffs and recants how the bitter old man refuses to sell him good tools or lumber. Many times, Daniels has had to take the train to Deming to buy supplies there. He's not happy about it. His next trip to Deming is scheduled for tomorrow.
- If asked about the widow Harriet Gardner, Daniels gets embarrassed and tries changing the subject. On a Very Good or better reaction roll he'll admit he had a short fling with her a few months back. He goes on to explain that she was obviously lonely after her husband was killed a few years back. They ended the relationship as they were "two different people." Daniels is a gentleman and won't say much more about his love life.
- Daniels doesn't know much about Harriet's husband's death. She never brought it up and he never asked.
- If asked about the Candleman, Daniels stiffens up and warns the PCs to stay away from that man. "People like him would skulk into our cavalry camp, offer to higgle us soldiers their medicines and elixirs. Most of them were just chiselers trying to scam a dime off the illiterate and uneducated of us soldiers. I was an officer, and I knew better. But then there were the *worse* ones... the ones like *him*. Sure, they looked like the others, came into our camp to sell their blessed Adam's Ale. But that ale was poison. They meant to kill us. Don't know if they didn't like us serving in the Army, or didn't like us because of how we were born. But they came to poison us, smiling the whole time. I recognized this man's voice and helped Ephraim Kingsley chase him off. You watch yourself. That Candleman's not just a quack, he's a *murderous* quack."

Harriet's Motives

- Or Why She Hates the Orphanage -



Harriet Gardner is determined to destroy St. Cecilia's Orphanage. Her husband, Jacob Lee Gardner, was a regular visitor of the place when it was a bordello, which she only discovered when he was stabbed and killed by another patron while fighting over his favorite soiled dove. Worse, Harriet was horrified that Jacob had blown so much money at the bordello that there was not much left to maintain the couple's large ranch.

Harriet sold the ranch and moved to Tunis to persuade the town to destroy the bordello. They refused. She approached the madam, Holly Moses, and asked to buy it from her. Holly refused as well, and told Harriet that Jacob had spent enough cash at the bordello to help *her* retire to a nice ranch. After that conversation, Harriet swore she'd see the place utterly destroyed. She was *mortified* when the place became an orphanage, feeling it would corrupt the very souls of children.

One night, while spending the night with Pastor Shaw, she found an occult book in his study. She read it and was enthusiastic about the idea of bringing a literal curse upon the place. When the strange Candleman visited the pastor to sell him another book, Harriet took the opportunity to question him. She ordered a box of his black pig candles, intending to give them to the orphanage and watch the place burn in the flames of Hell. Since Harriet didn't want to be seen accepting deliveries from the sinister man, the she arranged to have the candles delivered to the Elijah Bread's General Store.

Before she could enact her plan, however, Elijah Bread sold one of the candles to unwitting Jim Pepper, who stopped by to purchase a doll for the orphanage's lone orphan, Abigail. Jim returned to the orphanage and lit the candle, summoning the Innominate Man into Tunis. When Harriet first hears about this, she is shocked, but unrepentant. After all, the two men, who obviously showed up in town for a night of sinful fun, deserved their fate.

However, if Harriet ever hears the full story of the Candleman, his evil hog farm, and his degenerate servants, she finally comes to her senses. The widow realizes that grief and rage have caused her to go down the devil's path. When confronted, she repents and begs forgiveness. She truly regrets bringing the curse of the Innominate Man upon the town. Choking with emotion, she agrees to do what she can to help stop the threat.

- If asked where the Candleman lives, Daniels doesn't really know. "Probably moved on to another town by now."
- If asked about Ephraim Kingsley, Daniels says to look for him in the saloon, and that he rents a room there. "That man, of all the men in all New Mexico, sure misses the Holly Moses..." he laughs.

If someone competently volunteers to help Daniels out for a few hours on his house, he'll be in their debt and agree to do some light work to help out with the PCs' investigation, for example, keeping an eye out on someone.

Harriet Gardner's House

Harriet Gardner is a reclusive widow who lives as far from the rail station as one can get. She hates the racket. Harriet bought her house in Tunis a year ago, having sold her dead husband's ranch located halfway between Tunis and Deming.

Harriet Gardner is in her mid-thirties, but looks younger than that. She used be vivacious, but after her husband died, she lost a lot of her outgoing personality. If she's not holed up in her house, she's at the town church helping the new pastor.

While Harriet politely answers her door during the day, she typically isn't willing to talk to strangers. She must be charmed or reasoned with in order to even get a few reluctant minutes with her.

When the PCs get some time with Harriet, she shares:

- If asked about her husband (Jacob), she mentions that he died a violent death and that she's glad that he passed very quickly. Harriet quickly changes the subject.
- Similarly, if asked about the orphanage, all Harriet says is that she can't imagine why some nuns would think they could turn such a horrible, licentious place into a place more godly. She mentions that she asked the town to tear down the building, but because it was private property, they refused. She seems annoyed by that logic. She concludes that the nuns that bought the bordello were clearly not thinking straight when they did it.
- If asked about John Daniels, she gets flustered and only says that the ex-soldier is a kind, generous man, and that she's glad he is around Tunis to help keep the town safe. If the PCs confront her about her relationship with John Daniels, she'll ask them to leave her house.
- If asked about the boys who were buying her candles, Harriet says that the three often do work for her around town. "It's not right to ask a widow to do all the work that needs to get done around a house," she explains. She will admit the boys aren't bright," but they are always eager to please."
- If asked about the black candles, Harriet lies that the dark of night does not agree with her, and the special black candles burn "flare wild, like a torch shoutin' against a storm of night!" She's especially upset that the maker of the candles is disliked in town, and is kept away by "that untrustworthy bully" Ephraim Kingsley. If asked about any occult properties of the candles, she feigns disgust and denies any knowledge of such terrible things.

During any conversation, Harriet talks a *lot* about good PASTOR GRAHAM SHAW, and what an influence he's been on her life since her husband died. She goes on and on about how he's well-read, kind, and just the kind of man this town needs. She won't, however, ever admit to being in a relationship with him.

The Shepherd's Light Church

The Shepherd's Light Church is a small, white-painted building located adjacent to the train station. The inside of the church is only big enough for a couple dozen members. Usually, it's only full on Sundays, and a quarter-full during evening prayers on weeknights.

The pastor of the church is Pastor Graham Shaw, a prematurely-balding young man from Tennessee. Pastor Shaw is never seen without a Bible in his hand and a purse-lipped smile on his honest-looking face.

Shaw can usually be found in the back of the church in a small bedroom, reading, writing, and studying for his next sermon. He also has a dark secret – he enjoys procuring and studying occult books. He has recently received a new one, *The Gaze of the Handled Serpent,* that he is quite enjoying.

The pastor is so into his new book that he likely won't hear the PCs enter the church. If interrupted, he fumbles around and hurriedly hides the snakeskin-bound book under some papers. He greets the PCs with a nervous smile and a good nature. PCs in a good position to see this should get a Perception (Vision) roll to spot him hiding the unusual book.

The pastor is difficult to talk to. He brings most conversations back to lessons taught in the Bible, refers to the town as his lost flock, and has nary a bad word to say about anyone. Only two subjects cause him to get uncomfortable:

- If the PCs allude to the fact that the pastor has a relationship with Harriet, he denies it and asks the PCs to leave.
- If the PCs ask about the pig candles, he becomes nervously excited and ask if he can study one of the candles. He'll admit he has "some experience" with the occult, due to a boyhood interest in such matters.

At meal-times, the pastor usually heads to the saloon to grab a bite to eat. He locks up his bedroom when he leaves, but the lock can easily be picked with a Lockpicking+2 roll.

If the PCs find time to take a look through pastor's occult book, they discover that it has a small section devoted to the black pig candles (see **Handout D**). The book tells that such candles can summon a "spirit of dark intent."

GM's Note: If the PCs foolishly give the pastor one of the extra pig candles, he'll light it in the middle of the night and suffer horrible accident. He'll claim that he saw a serpent on his bed and bludgeoned it with a candlestick. When he awakens, however, there is no sign of a snake, and his own hand is pulverized to ruin.

The Bangtail Saloon and Ephraim Kingsley

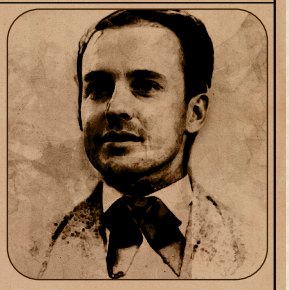
Ephraim Kingsley lives in a spacious room atop the Bangtail saloon. He pays the owner of the saloon, a quiet man named FERNANDO MELGARES, a nice sum of $20 month for the room, breakfast every morning, and no questions asked.

Despite his private quarters, Ephraim spends most of the time in the saloon itself. He can usually be found sitting at his table in the corner of the room smoking a thin cigar and writing long correspondences to various folks in the region. He is often seen talking to strangers who have taken the train up from Mexico. No one really knows what Ephraim does for a living, though a Streetwise roll discovers that he's a Freemason, and most folks in Tunis think he's also spy, either secretly working for the Pinkertons or, worse, President González of Mexico.

Ephraim takes an honest interest in the new folks. He welcomes them to his table, orders a round of drinks on his tab, and seems authentically interested to know more about them:

- When the bordello comes up in conversation, Ephraim makes it clear he is sad the "legendary establishment" closed. He enjoyed the company of Holly Watling's ladies nearly every night (but never on Sundays – "every man has his limits"). He still keeps in touch with Holly, who he was close with, and writes letters to her weekly.
- Ephraim does not know the men who were killed at the orphanage. He says that even when it was a bordello, it was one of the safest spots in all New Mexico Territory. He can only think of one killing there in several years. If asked, he recounts the story of the death of widow Harriet's husband – Jacob Lee Gardner (see p.8).
- If asked about the candles or the Candleman, he becomes very serious. He first saw the Candleman a year ago, harassing the women of the bordello. "Threatening them in unseemly if not ungodly ways," he frowns. He helped Santos Juarez, who worked for the bordello, kick the man out. A month or two ago, Ephraim saw the man again. Ephraim scolded him to get out of town, but the man drew on him. Before Ephraim could respond, John Daniels, "that big bull of a buffalo soldier" tackled him and chased him away. Cocky Ephraim is sure that he could have drawn on the stranger and shot him dead, even if John Daniels hadn't interceded.
- If asked where the Candleman lives, Ephraim winks and says he can easily find out, but the PCs would have to do an important **favor** for him first.

Ephraim Kingsley
- Double-Dealing Spy -



ST	10	**HP**: 10	
DX	12	**Will**: 13	
IQ	13	**Per**: 14	
HT	12	**FP**: 12	

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-3 cr
Dodge: 9

Traits: Appearance (Attractive); Charisma 1; Compulsive Behavior (Writing Correspondences); Contact Groups (Pinkertons and Mexican Army); Secret (Double-Agent); Selfish; Wealth (Wealthy). Speaks English and Spanish fluently.

Skills: Area Knowledge-13; Current Affairs-14; Diplomacy-13; Fast-Draw-13; Filch-13; Guns-14; Observation-14; Riding-11; Sex Appeal-13; Stealth-13; Survival-13; Writing-14.

Gear: He carries a concealed Webley .442 revolver (1d+2 pi+, Acc 1, Range 110/1200, RoF 3, Shots 6(5i), Bulk -1, Rcl 3).

Notes: Charismatic and smooth, British-born Ephraim is rarely at a loss for a clever plan. These days, he's working for both the Mexicans *and* the Pinkertons. And he's none-too-anxious to get personally involved in any plot that might irritate either.

Ephraim's favor is straightforward. At 4:13, the afternoon train from Benson is going to come in. It needs to refill some water, so it will be in the statio for at least twenty minutes. On the train is a corrupt Mexican silver tycoon named VINCENTE GUZMAN.

"Guzman is the kind of bastard that makes Billy the Kid look like an honest man. He runs a dozen iron and silver mines in Juarez. Corrupt as all get out. Supplies the metal to men trying to take down the government. And they send him their enemies – men, women, children – to work the mines.

Vincente Guzman

- Corrupt Silver Tycoon -

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



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

Traits: Business Acumen 2; Callous; Greed; Motion Sickness; Status 4; Wealth (Very Wealthy). Speaks Spanish and English (Accented). Fond of his long-time bodyguard.

Skills: Administration-13; Geology-10; Guns-12; Intimidation-11; Law-10; Leadership-12; Market Analysis-13; Merchant-15; Savoir-Faire (High Society)-14.

Gear: He carries a custom-made Webley Bulldog revolver (1d+2 pi+, Acc 1, Range 110/1200, RoF 3, Shots 5(5i), Bulk -1, Rcl 3).

Notes: Vincente Guzman is a well-connected silver and iron tycoon. Satisfied that he's running an finely-tuned mining operation in northern Mexico, he's now on the prowl to buy assets in New Mexico and Arizona territory.

Robledo

- Old and Loyal Bodyguard -

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



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

Traits: Fearlessness 2; Compulsive Gambling; Duty (Vincente Guzman); Hard of Hearing; High Pain Threshold. Speaks Spanish and English (Broken). Always looks a bit unkempt.

Skills: Boxing-13; Carousing-10; Fast-Draw (Knife)-13; First Aid-11; Gambling-12; Guns-13; Holdout-11; Knife-14; Merchant-10; Observation-12; Riding-11; Savoir-Faire (Servant)-11; Search-12; Thrown Weapon (Knife)-14.

Gear: Robledo keeps a heavy Remington 12G shotgun near him on the train (1d+1 pi, Acc 3, Range 40/800, RoF 2x8, Shots 2 (4i); Bulk -6; Rcl 1, 8 lbs.). When he leaves the train he carries his Webley revolver (1d+2 pi+, Acc 1, Range 110/1200, RoF 3, Shots 5(5i), Bulk -1, Rcl 3). He also carries brass knuckles (+1 punching damage) and a fine knife in his boot (1d+1 cut or 1d imp, Parry 9, Reach C).

I've been in those mines. No one lasts more than a few months. Guzman doesn't care because the pesos keep coming in. The Mexican government won't go near the mines because the U.S. forces on the border will think they're itching for another war.

"Guzman is heading to Santa Fe with $5,000 to secure a deal to buy a mine in New Mexico territory. I don't want that deal to happen. You need to make sure he turns around and goes back to Mexico without a deal. Convince him or kill him, I don't care. Do that for me today, and I'll find your candle maker."

If asked about the consequences of such an action, Ephraim doesn't seem bothered. He assures the PCs that the sheriff isn't around to arrest them, and even so, the crime will be forgotten long before any judge comes to town. "No circuit judge will care about this fellow getting his lamp blown out on a train in Tunis. If this all goes well, you might even get a medal from Chester Alan Arthur *and* Presidente González."

Once the PCs have assured him that they'll deal with Vincente Guzman, Ephraim asks one of his local informers about the Candleman's whereabouts.

Part 3: The 4:13 Train from Benson

A little after four o'clock, a four-car train arrives from Benson, Arizona Territory. The train consists of an older Dauntless heavy locomotive, two cargo cars, and a single passenger car. The train stops in Tunis for about twenty minutes to refill its water from the tower at the station, unload a few crates of cargo, and give the passengers a few minutes to stretch and get some fresh air.

There are two passengers of note on the train. The first is Vincente Guzman, the unscrupulous Mexican tycoon who is heading to Santa Fe for business. The second is the outlaw Plez Pepper, who *thinks* that he is joining his brother Jim at a bordello for the weekend.

Vincente Guzman and His Stomach Woes

Vincente is travelling to Santa Fe to negotiate purchasing land. He's travelling with his associate and bodyguard, a burly old man named ROBLEDO. Vincente has a heavy crate with 18-lbs of silver ingots under his seat, worth $5,000. He

intends to use the silver as the first installment against his plan to buy a mine in New Mexico.

During the stop, Vincente does not depart the train. He easily gets motion sickness from rail travel and feels ill. Instead, he sends Robledo over to the saloon to buy some absinthe, which he uses as a health tonic. Compulsive gambler Robledo is likely to get distracted playing a quick round of cards while he's there.

If the PCs want the location of the Candleman from Ephraim Kingsley, they need to stop Vincente from initiating his deal while he's briefly stopping in town. They have 20 minutes to do it. There are a few obvious ways the PCs can pull this off, but smart players will find their own clever solutions.

Killing Vincente is the easiest way to stop the deal from happening, though this will create quite a ruckus on the train and also attract retaliation from Vincente's bodyguard, Robledo. While Vincente isn't feeling well, he'll defend himself with his revolver.

Stealing Vincente's assets will also kill the deal. He keeps the silver in a case under his seat. If he's distracted, a stealthy PC might be able to get it off the train before he notices.

Finally, PCs may try to persuade Vincente to turn around, or otherwise not do the deal. For example, the PCs might intimidate him, or convince him he's walking into a trap up north. Either way, great roleplaying and a successful Intimidation, Fast-Talk, or Acting rolls might do the trick.

GM's Note: If the PCs utterly fail to stop Vincente Guzman, all is not lost. Ephraim Kingsley appreciates good effort, and will still pass on the information that the Candleman lives in Rattlesnake Box, a canyon located 20 miles south of town. Ephraim will imply that the PCs still owe him a favor, however.

Plez Pepper Arrives and Is Dismayed

Plez Pepper is a wanted fugitive. He has a $500 bounty on his head. While law is scarce in New Mexico territory, Lt. Colonel Henry Alan Knox of the U.S. Army wants him dead or alive. Once a sergeant in Colonel Knox's battalion, Plez had words with Knox and publicly named him a "sallow, floppy eared burnt boot of a man."

Before he could be whipped for insubordination, Plez gathered some friends, stole a cache of new rifles from Fort Stanton, and fled into Arizona Territory. Worse, he made a point of his leaving by stealing the colonel's wife's finest dress. He defecated on it, and left it where the rifles were stored so everyone could see.

Plez Pepper

- Wanted Man -



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

Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d-1 cr
Dodge: 9

Traits: Acute Vision 2; Bad Temper; Enemy (Colonel Knox); Hard to Kill 1; Hard to Subdue 1; Lecherousness; Reputation -3 (Vengeful Outlaw); Social Stigma (Criminal).

Skills: Area Knowledge-13; Brawling-15; Carousing-13; Fast-Draw-13; Fast-Talk-11; Guns-15; Intimidation-13; Knife-13; Riding-13; Running-12; Sex Appeal-11; Soldier-10; Stealth-11; Survival-11.

Gear: In addition to a custom leather jacket (DR 1), he carries a Colt M1873 .45 revolver (3d-2 pi+, Acc 2, Range 120/1300, RoF 1, Shots 6 (5i), Bulk -2, Rcl 4). He has about $30 on him.

Notes: Bushy-bearded, squint-eyed Plez loves that he has frustrated the "entire" U.S. Army with his disgusting, practical jokes. Running out of cash, he's desperate to pull of his next job.



As implied in his letter to his brother, Plez Pepper is arriving into town expecting a big welcome from his brother inside a bustling bordello. He has no inkling that the bordello is closed and is brother is dead.

GM's Note: GM's wanting a shorter adventure can ignore Plez's arrival. Perhaps he got word that the orphanage closed, or that the law knows he's arriving into Tunis. He avoids Tunis and never shows up.

When Plez arrives, he disembarks the train and looks for his brother, Jim. He is approached by one of the town's "Loitering Boys" (Joe, William, or Keats) and told about what happened to poor Jim at the orphanage the night before. They tell him that the PCs are doing a poor job of "investigating" his brother's death and, depending how the PCs have treated the boys, might *purposely* try to enrage him over the incident.

Plez flies into a grievous rage and confronts one of the PCs. In a bizarre connection of emotion and logic, he somehow thinks that his brother's death is planned payback for what he did to Colonel Knox back at the fort. While Plez isn't stupid enough to gun a man down in the middle of the afternoon at a train station, he'll threaten, insult, and try to goad another man to draw on him first.

The GM can handle this encounter in a few ways. Plez makes for an excellent interruption while the PCs are trying to deal with Vincente Guzman. Or, Plez may simply swear to get to the bottom of what happened to his brother, and show up at a worse time in the adventure to interfere with the PCs' plans.

Part 4: Rattlesnake Box

Once the PCs have dealt with Vincente Guzman, Ephraim Kingsley's contacts give him the whereabouts of the Candleman. He lives in a ramshackle hog farm near Rattlesnake Box, about twenty miles south of Tunis. Ephraim's man says that "stubby-armed, loping men" make their home there with him.

"A year back, someone tried stealing one of his hogs. That was a big mistake. We didn't just hear *pigs* getting slaughtered that night... Not one of us had the *cajones* to try to save him," the informant says with a shiver.

With some directions, navigating to the canyon takes about five hours and requires either an appropriate Area Knowledge or Navigation roll. A failure results in arriving several hours later than expected. The rough journey also requires a Survival (Desert) roll. A failure results in 1d-2 damage from heat stroke, insect bites, or other desert maladies.



Rattlesnake Box is a box canyon with steep, brushy sides that allow for only an entrance from one side. About a half-mile into the canyon is the rustic hog farm. The PCs hear the squealing of hogs long before they see the farm.

The Candleman's Hog Farm

The hog farm is comprised of a cabin, a bunkhouse, a large storage building, and a few feeding pens. None of the structures are well-made. They look like they could topple over in just a slight breeze.

PCs who take some time to observe the farm spot half a dozen or so short, muscular men loping around the farm tending to the pigs. The men speak to each other in a horrifying language of muttering, phlegmy grunts. Just seeing these "swinefolk" at work causes a Fright Check!

Within a few minutes, a thin man dressed in a grimy black suit comes out of a cabin carrying a heavy, blood-stained cloth satchel. He walks over to one of the pig sties and throws in a few amputated human limbs and other viscera. The hogs squeal in delight and devour the flesh. Soon, the Candleman heads back inside his cabin.

Scouting the camp also spots a heavy-set man tied up to a post in the rear of the storage building. He's wearing little else than torn trousers, and is bruised and beaten. A horse is tied up to a fence not too far from the man.

The Candleman

- Occult Practitioner -

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



Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d-2 cr
Dodge: 9

Traits: Acute Taste and Smell 2; Appearance (Unattractive); Curious; Danger Sense; Loner; Phantom Voices; Skinny.

Skills: Area Knowledge-14; Axe/Mace-13; Fast-Draw-13; Guns-13; Interrogation-13; Knife-13; Leadership-12; Merchant-13; Occultism-14; Professional Skills (Butcher and Chandler)-13; Research-13; Riding-12; Scrounging-14; Stealth-12; Streetwise-13.

Gear: He wears a leather apron (DR 2/1) and carries a meat cleaver (1d+1 cut, Reach 1, Parry 9U) and a carving knife. Under his bed he keeps his old Civil War-era Henry Rifle (2d+1 pi+, Acc 3, Range 250/1900, RoF 2, Shots 15+1 (4i), Bulk -5, 11 lbs.).

Notes: The Candleman's origin is unknown, though those say that he roamed battlefields, whispering to dying men about the dark, occult secrets they kept.

Swinefolk

- Stubby-Armed Loping Men -

ST	14	**HP**: 14	
DX	11	**Will**: 9	
IQ	9	**Per**: 9	
HT	10	**FP**: 10	



Basic Speed: 6.25 SM: 0
Move: 6 Claws: 1d cr
Dodge: 9

Traits: Bad Temper; Bad Smell; Bloodlust; Callous; Discriminatory Smell; Disturbing Voice (Grunting n' Jabbering); DR 1; Hard to Subdue 2; Odious Habit (Eats Sentients). Four fingers.

Skills: Animal Handling (Pigs)-9; Axe/Mace-12; Brawling-12; Spear-12; Survival-9; Tracking-14.

Gear: Most carry improvised weapon, such as a wood shovel (2d+1 cr, Reach 1, Parry 9) or a pitchfork (1d+4 (0.5) imp, Reach 1-2, Parry 9U). The smartest one, "Gark", has figured out how to use an old Model 1855 shotgun (1d pi, Acc 2, Range 40/800, RoF 2x7, Shots 5 (10i), Bulk -6, Rcl 1, Shotgun-11).

Notes: Swinefolk are pale humanoids with sloping foreheads, squashed noses, wrinkled ears, and thick keratin feet. No one knows where these cruel degenerates originated from.

If the PCs are seen approaching the farm, the swinefolk aggressively gather, grunting in their primitive language. They gesture and prod the PCs towards the Candleman's cabin. They've been given instructions to deliver any visitors to the farm to him, and will not become violent unless they are provoked – in which case they will furiously defend themselves with berserk fury until their foes are dead!

The Candleman's Cabin

The Candleman's cabin is a dim building lit by only one window. The floors are sticky with a black substance and the entire place smells like a charnel house. A small bed is in the corner of the room, and a shelf holds of old books with occult titles, like *Dol-Moses' Three Eyes*, *The Rantings of Jezebel*, and *Five Tombs of the Four Kings*.

When the PCs arrive, the Candleman is busy carving the fat from a dead hog on one of his tables. A smoking iron pot is on the fire, and he methodically drops chunks of yellow fat into it. Candlemaking equipment such as strainers, jars, and long wicks are stacked neatly on a nearby table.

The Candleman is happy to talk to the PCs while he works. Unless he has a reason to be suspicious, he thinks that they are here to purchase some of his books or candles.

"You must be in the revenge business to have traveled all this way. Don't be startled by my unusual friends. They are hard working and loyal, though I wouldn't stare at one in the eyes too long. They ain't like you and I.

"I'm making some fresh pig candles now, but I still have a cigar box with a few of the last batch available. $1 each. Or, if you'd like to peruse my collection of books, I can part with one or two. They'll be pricier, of course. Bring me that towel, will you? Look at me, making a sloppy mess, heh."

If he is suspicious of the PCs – for example, they clearly walk in with the intent to capture or kill him – he'll order his swinefolk to attack the PCs while he escapes on horseback. Otherwise, he's willing to chat more with them, at least until he starts to realize that they have ulterior motives.

- He's quick to offer that he offers no guarantees on his pig candles. Each one has a different effect – "dark snow-

flakes, every one." If pushed, he admits that while many cause nothing more than some bad luck or a sinister little parlor trick, others end in glorious misery for anyone around when the candles are burned. He claims he's gotten better at creating that effect. "The trick is what you feed the hogs," he says darkly.

- He also inquires as to what exactly happened when one of his candles was lit inside the orphanage. He likes cataloging the results.
- If the PCs tell him about the Innominate Man, he is especially *delighted*. "One of the faceless men! How marvelous! I've read about the Innominate Man in one of my books. A persistent fellow, ain't he?"
- If asked about the man tied up in the back, the Candleman shrugs and says his men found him looking for gold in the area. "He's not going to find any gold here," he chuckles. "I'm just waiting until the hogs' bellies are grumbling. Should be later tonight."
- If asked about the swinefolk, the Candleman only says that he found them living in a series of caves not far from here. "They might be the last of their kind," he laments. He goes on to share how one of them, GARK, is mighty smart and has even figured out how to drive a wagon.
- He knows Pastor Graham Shaw from Tunis, and recalls that he recently sold the pastor a book – *The Gaze of the Handled Serpent.* He goes on to say that the pastor is a fellow connoisseur of reading about "the old ways".
- The Candleman admits to visiting the bordello on a few occasions, and that he was dismayed to hear that it closed down.
- If Ephraim Kingsley or John Daniels is brought up, the Candleman simply sneers and says they should have minded their own business.
- The Candleman laughs at a mention of the widow Harriet, saying that she asked him for every way to destroy the bordello. "I told her she should just burn it with a little kerosene, but she wanted something a bit more dramatic. So I sent up a box of candles for Ephraim to sell her. Didn't know if she would have the constitution to go through with it. Been thinking if she did, maybe she'd make a good helper out here. Whaddya think?"

Eventually, the Candleman starts asking his own questions, wondering how the PCs found him and what they're intending to use his candles for. He'll grow suspicious and soon ask them to leave.

If the Candleman feels threatened, he tries to escape on his horse. He heads for the caves where he originally found the swinefolk (about five miles from his farm). If the PCs attack him, he'll lunge for his rifle under his bed and call his aggressive swinefolk to defend the farm.

If the Candleman is killed, he coughs up some black bile, shudders horribly, and expires. His corpse still gasps and whispers in a strange, unknown language for an hour after his death.

Searching the room, the PCs find a cashbox under his bed with $300 in it. On the bookshelf, they'll find a notebook with various "recipes" for his candles, each more gruesome than the last. They also find a description of the Innominate Man (see **Handout E**) in *Five Tombs of the Four Kings*, which explains how the Innominate Man will keep appearing, claiming heads each night, until he has claimed nine heads for his demonic masters!

In this book, they also discover that the only way to defeat a Innominate Man is with silver to the heart.

The PCs should now realize that the orphanage is still in real danger, especially with more orphans showing up to stay!

The Captive

The man held in the back of the farm is MANUEL VELEZ, a would-be gold miner who was searching the hills for any sign of the precious metal. He was bitten by a snake and passed out under a tree when he and his companion, JUAN, were suddenly seized by the terrifying swinefolk. Both men were tortured, and poor Manuel witnessed his friend getting butchered and fed to the Candleman's hogs.

The horrifying experience has deeply shaken Manuel. He talks in partial sentences, rolls his eyes, and won't go anywhere near a hog again in his life. He won't be of much use to the PCs, but he's thankful he was saved from a horrifying end.

GM's Note: Manuel Velez makes a good backup character in the event that any of the PCs were killed in a skirmish with the Candleman and his swinefolk.

Plez Pepper's Ambush

If the PCs angered the outlaw Plez Pepper when he stopped in Tunis, this canyon makes a good place for him to show up again and try to enact his revenge.

Rounding up a few of his boys, he tracks the PCs into the canyon and prepares to surprise them when they leave. He could show up at *exactly* the wrong time – perhaps when the PCs are tensely conversing with the Candleman, or as they leave the canyon, thinking they've left any danger behind them.

Part 5: Dark Night at the Orphanage

Once the PCs have dealt with the Candleman, they must race back to Tunis to save the orphanage from the Innominate Man.

With the travel time to and from Tunis, it's likely that a night has passed since the PCs' first visit to the orphanage. The PCs return to Tunis to discover that the Innominate Man has appeared again, brutally murdering Santos Juarez in the same way the other two men were killed. The two nuns are terrified, with Sister Rosa saying that she walked in on the Innominate Man silently wrenching poor Santos' head off.

Sister Rosa tells her tale in Spanish:

"Poor Santos was screaming, but no sound came out of his mouth. The monster just kept pulling... it was awful, I ran, but tripped down the stairs and broke my ankle. By the time help arrived, Santos was dead and the monstrous man was gone."

Also, the new orphans have arrived at the orphanage at this point. The four children, all under the age of nine, are terrified by what they've heard. The nuns, not realizing that the Innominate Man will appear again, haven't had the good sense to remove them from the premises yet.

Once Sister Florence and Sister Rosa hear about the danger, they are likely to follow any plan the PCs have to protect the orphanage.

Preparing for the Night

According to the Candleman's book, the Innominate Man will appear every night until he has claimed nine heads.

Depending on when the PCs arrive back in town, they may have a few hours to prepare for his arrival. They can likely convince John Daniels and Ephraim Kingsley to help, once they hear the full story about what the PCs encountered in Rattlesnake Box. Harriet Gardner, once she hears about the Candleman's dark practices, repents and will offer whatever aid she can. The rest of the town, however, is unlikely to believe any stories about a murderer appearing from nowhere in the middle of the orphanage.

The Candleman's book describes that only way to kill the Innominate Man for good is with silver to the heart. The PCs can procure that silver in a few ways:

The Innominate Man

- Agent from the Netherworld -



ST	17	**HP**: 17	
DX	14	**Will**: 13	
IQ	11	**Per**: 13	
HT	12	**FP**: 12	

Basic Speed: 6.5 SM: 0
Move: 6 Claws: 1d+2 cut
Dodge: 9

Traits: Appearance (Horrific); Bad Smell; Bloodlust; Claws (Sharp); Code of Honor (Gentleman's); Doesn't Breathe, Eat, Drink, or Sleep; High Pain Threshold; Indomitable; Injury Tolerance (No Blood, No Vitals, Unliving); Silence 3; Unaging; Unfazeable; Unkillable 2 (Achilles' Heel: Silver): Vulnerability (Silver ×2); Can talk, but prefers not too.

Skills: Brawling-16; Guns-15; Intimidation-16; Stealth-15; Tracking-14; Wrestling-14.

Gear: The Innominate Man appearing in a black leather duster (DR 2). He carries a bone white pistol at his side, which he only to shoot the legs out from under his prey when they escape him (3d-2 pi+, Acc 2, Range 120/1300, RoF 1, Shots 6 (5i), Bulk -2, Rcl 4).

Notes: The Innominate Man is chartered with returning the heads of his victims back to the underworld. His sinister, demonic masters, the Five Kings, demand heads before allowing him back to his netherworld residence. He prefers to slam into his opponents, then wrench their head off their necks. Treat this as a Neck Snap maneuver: if he wins a Quick Contest versus ST or HT, he inflicts 3d-1 cr damage to the neck.

Once the Man has claimed a head, he starts to disincorporate. This process usually takes a minute or two, during which time he can try to claim another victim, or just contemplate mortal life for a few moments.

Despite his brutal calling, the Innominate Man is a gentleman. While he prefers not to speak, he will talk in a low voice, politely growling that he has no choice over his actions anymore. As a gentleman, he prefers victims that are strong and sinful; he'll only choose weaker or more virtuous victims if he has no other choice.

Once defeated with silver, the Man's malformed face becomes plain and ordinary. With a half-smile, he'll thank his killer, wink, and then turn to ash.

- If the PCs took Vincente Guzman's stash of silver ingots, it can easily be melted down and turned into solid silver bullets or silver-coated knives. There's plenty to create all kinds of weapons out of!
- Dimes from the day were made from a 90% silver alloy. A collection of them also provides enough silver to create a handful of bullets and a silver-coated knife.
- The PCs can also scrounge the town to dig up some more silver, perhaps from utensils or jewelry. A Scrounging roll, or talking to wealthy folks like Ephraim or the widow Harriet can procure enough silver to make a handful of bullets and a knife.

Once silver is procured, an Armoury-3 roll forges silver bullets or knives. The town smith's workshop gives +3 to any Armoury rolls. Treat the young smith himself as having Armoury skill 12 if the PCs can convince him to do the unusual work.

GM's Note on Silver Weapons: Firearms firing soft silver bullets suffer -1 to Acc and Malf after fired the first shot (most TL5 guns have Malf 16). If the Armoury roll to create the bullet was failed, the weapon suffers -1 to Malf per point the roll was failed by! Silver-edged melee weapons reduce the wounding modifier from his the Innominate Man's Vulnerability from ×2 to ×1.5.

The Innominate Man Returns for More

The Innominate Man's curse causes him to materialize inside the orphanage, usually after midnight and always near the candle that was originally burned to summon him.

The first sign of the Innominate Man is when the spot where the candle was first lit starts to smoke and smell sulphurous. An ash cloud forms into the shape of a man, from which the Innominate Man silently emerges. Seeing him in person causes all witnesses to make a Fright Check-2!

The Innominate Man can choose his exact moment of materialization. If he sees that folks are waiting in ambush for him, he can choose to stay insubstantial for a minute or so before appearing in the flesh, moving into another room or out the window before stalking his prey.

Although the Innominate Man materializes in the orphanage, nothing prevents him from leaving the building. He needs to claim at least one victim before disappearing back into the netherworld. If no one is around, he'll walk the streets looking for a suitable victim.

The Faceless

- Headless Horrors -

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



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

Traits: Appearance (Monstrous); Bloodlust; Claws (Sharp); Dark Vision; Doesn't Breathe, Eat, or Sleep; High Pain Threshold; Injury Tolerance (Unliving; No Brain, Eyes, Head, Neck); Mute.

Skills: Brawling-14.

Gear: None. They just wear the tattered, bloody clothes they died in.

Notes: These horrifying nightmares clawed out of their graves to serve the Innominate Man. They mindlessly rush upon their enemies, clawing and beating them with their grave-hardened fists. Even seeing one of these headless horrors is terrifying, requiring a Fright Check-2.

Complications

It's possible that the PCs will lay a perfect trap for the Innominate Man – set up to snipe him with silver bullets the moment he materializes. If the GM wants to increase the chaos and challenge of this final confrontation, there are a few optional tricks to throw in:

The Swinefolk Return – Surviving swinefolk from the Candleman's farm have tracked the PCs back to Tunis! The strange humanoids are attuned to shifts in the netherworld and know to time their attack on the town when the Innominate Man appears. Just as the Man appears, the PCs hear the horrible squeals of the swinfolk popping up at key places across town – not just the orphanage, but any place where the Candleman might have sold his dark goods, such as the church or Harriet's place. Unless the PCs divide their attention, the murderous swinefolk will kill innocent folks and burn down much of the town this night.

Plez Pepper's Final Lesson – If the outlaw Plez Pepper hasn't met his end yet, he might make his move against the PCs this night. He'll round up his boys and try to give the PCs a good "nighttime beating" before the sheriff returns.

His Faceless Servants – In this twist, the Innominate Man has preternatural sway over his headless, dead victims. If he detects that he is outgunned, he summons his victims back to life to fight alongside him. Unless the bodies were previously properly disposed of, the blind, headless bodies of Jim Pepper, Billygoat, and Santos fumble back to life and come to his aid!

Conclusion

Once the PCs have dispatched the Innominate Man, the town returns to a few hours of peace. In the morning, Harriet Gardner has decided to leave on the next train before the town figures out she was the cause of their latest problem. Elijah Bread has vanished too, and even Ephraim Kingsley's network of informants don't know where he's gone off too. A few weeks later, however, one of his men claims to have seen him near some caves with a swine-man...

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 managed to save the orphanage or the town with their bravery, they'll gain a point towards a good Reputation in the area.

Extending the Adventure: Holly Watling

One key player missing from this whole adventure is Holly Watling, the original owner of the now closed Holly Moses' Fancy Bordello. It's possible that the PCs will think to track her down, wondering if she has anything to do with the ruckus going on at the orphanage.

After selling the bordello, Holly moved to a ranch outside of Rincon, which is about 70 miles from Tunis. There's a station in Rincon, so it's possible to take the train there. With only two trains leaving each day, it's just barely feasible to get to Rincon and back and still have time to have coffee with Holly at her ranch.

Holly Watling is an intelligent and hard-working woman in her late twenties. She never seems to sit down and is always on her feet working. Even though she sold the bordello for an easier life, she's already got a few loyal men working for her to expand her ranch.

Holly won't know much about the goings-on at the orphanage, but when she hears the Candlemaker and his occult arts are involved, she is happy to share what she knows about the awful man.

First, she says that he was an occasional client at the bordello until the girls refused to provide any services towards him. The girls called him the Mud Grub, because of how he treated them, all nice one minute and then vicious the next. He tried *kidnapping* one of my girls, until good Ephraim Kingsley gave him a lacing and kicked him out good. Everyone loved Ephraim, especially after that."

She goes on to explain that she heard from one of her clients that the Candleman was last seen prospecting some caves south of Tunis, but she never heard that he came back to town.

If the GM wants to give the PCs the option of skipping Ephraim Kingsley's request to deal with the corrupt Vincente Guzman, then Holly Watling can give enough information for the PCs to track the Candleman to his farm in Rattlesnake Box.

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! Send a telegram or post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

Special Thanks

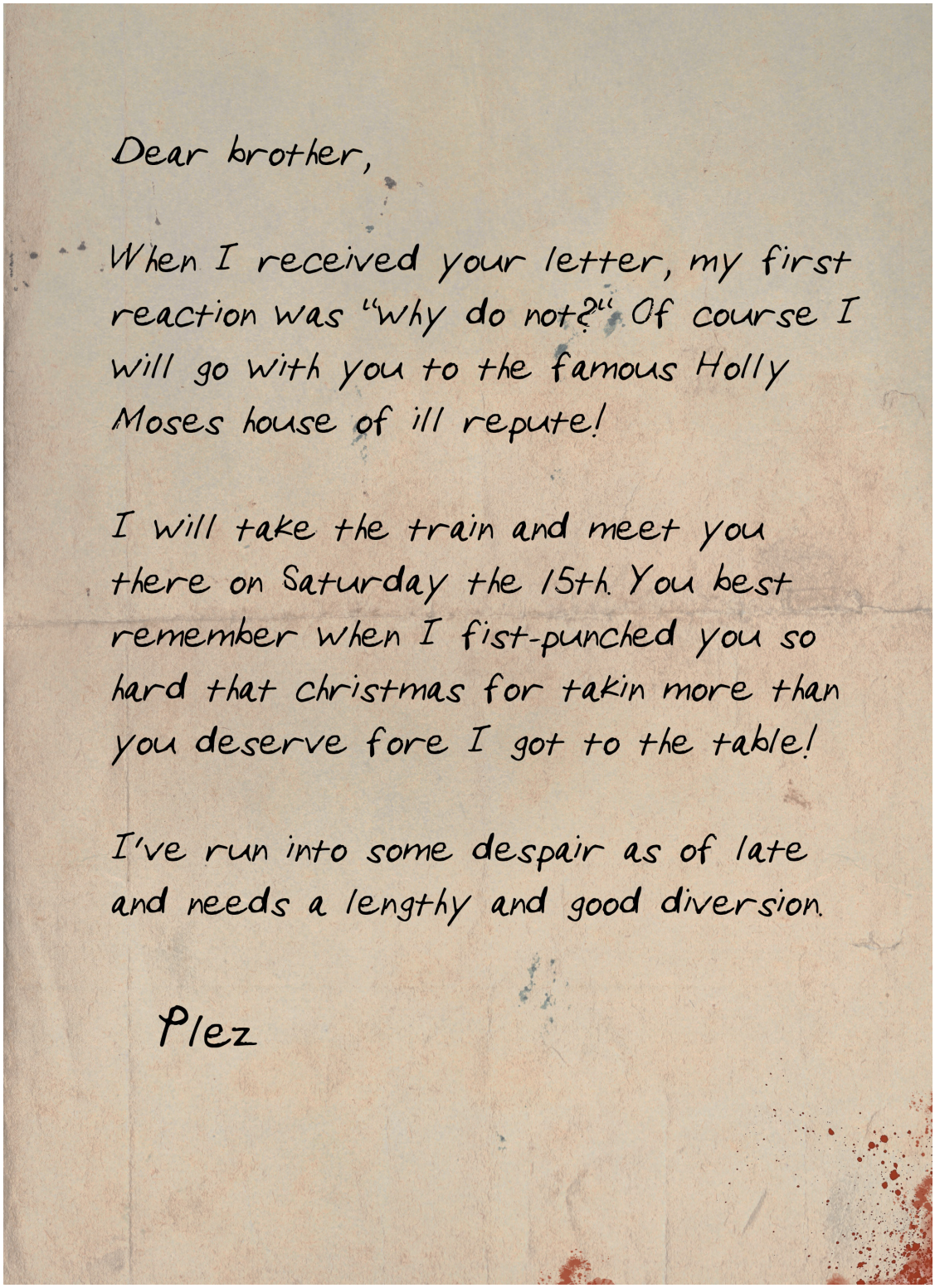
Special thanks to Dummyman on Fiverr.com for his voice performance for Sheriff's Hume's introduction (available in the VTT assets). Thanks to Madeline Connors for the drawing of the "weird creepy guy" in the handouts. Thanks also to thispersondoesnotexist.com and artbreeder.com for helping create images of the various characters.

Disclaimer Stuff

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Change Log

v1.0 - Original release.
v1.1 - Fixed a plot hole where if the PCs failed to interrogate Elijah Bread, they might not find Ephraim Kingsley



Dear brother,

When I received your letter, my first reaction was "why do not?" Of course I will go with you to the famous Holly Moses house of ill repute!

I will take the train and meet you there on Saturday the 15th. You best remember when I fist-punched you so hard that christmas for takin more than you deserve fore I got to the table!

I've run into some despair as of late and needs a lengthy and good diversion.

Plez

Handout A - Letter from Plez to his brother Jim, found in the orphanage

TUNIS GENERAL STORE AND DRY GOODS
E.C. BREAD - IMPORTER

Purchases as follows

1	Jul's Rag Doll	0	98–
1	Pig candle	1	25–
		2	23

Handout B - Receipt found in Billygoat's wallet

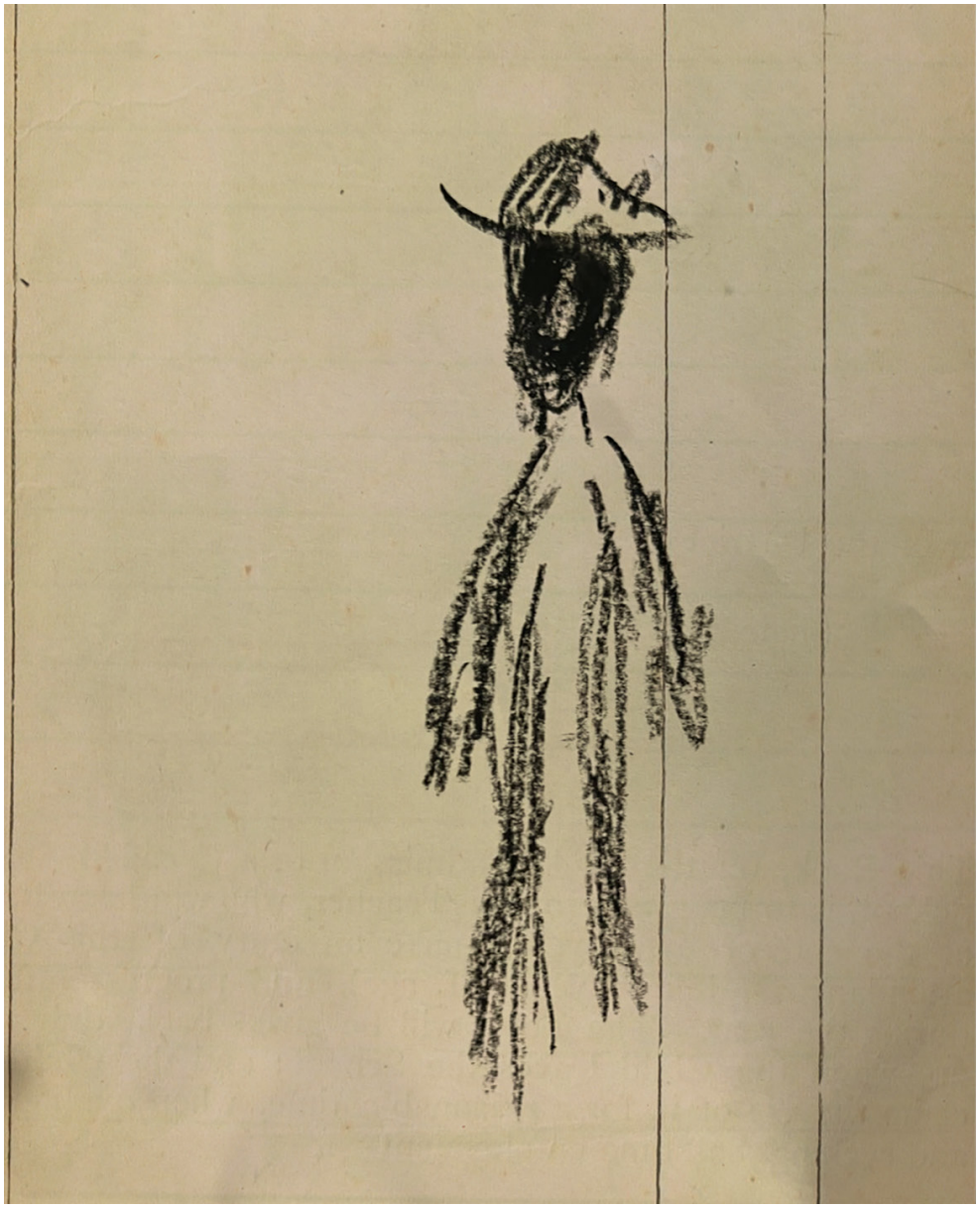
Innominate Man (*Netherworld Spirit*), a manifested spirit summoned by a scorned individual. Serves as an emissary to the Five Kings but is reported to be mute. Once summoned, the Innominate Man



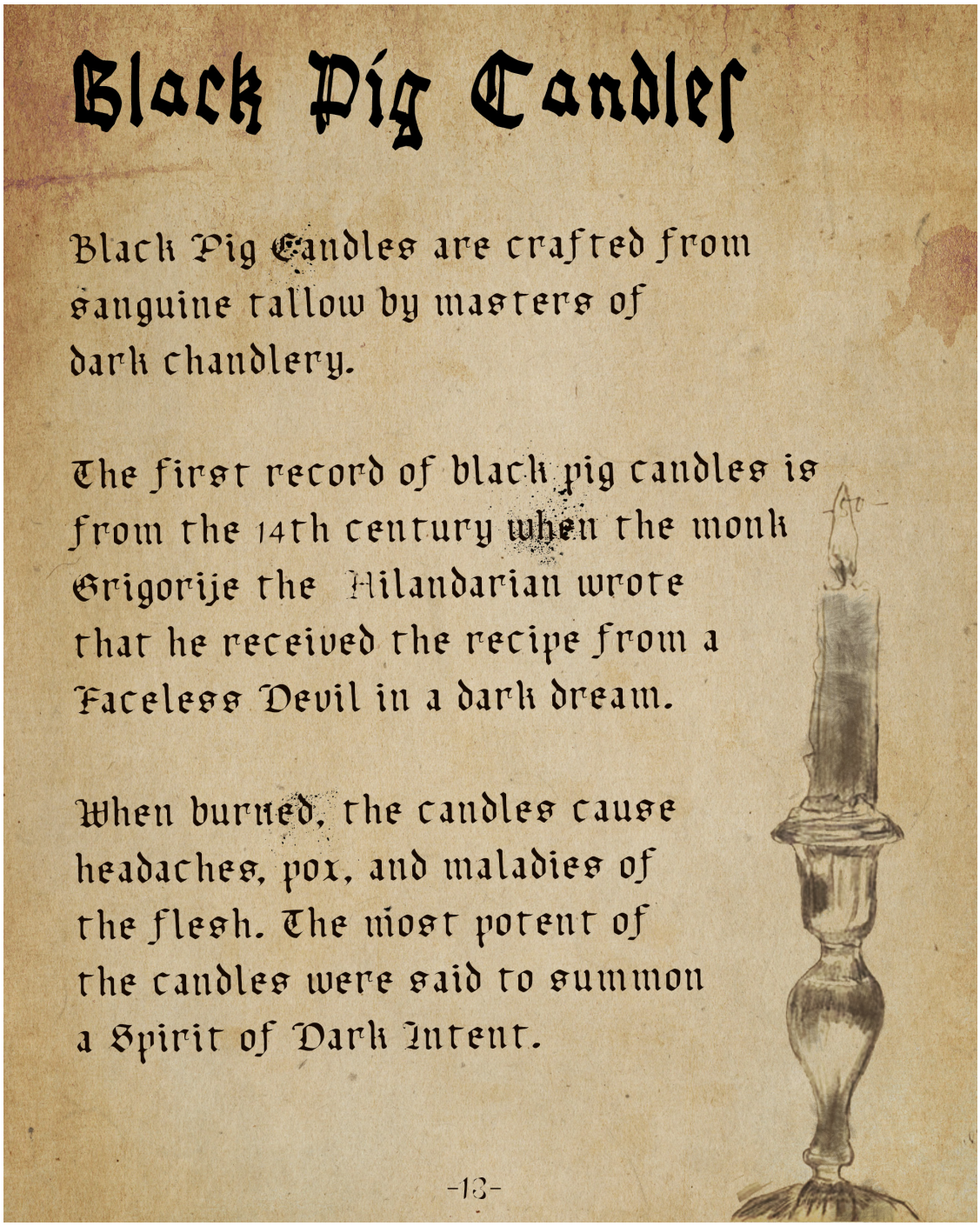
reappears at the spot first summoned until he has claimed nine heads for the Five Kings. He is said to be nigh invulnerable while he is claimng heads for his dark masters. The Cadizian Scholar (1757) wrote that the Man can be dispatched with goodly silver to the heart.

Ipos/Ipes *(Christian Demon)*, in medieval demonology, Ipos is an Earl and powerful Prince or Duke of Hell. He commands thirty-six legions of demons. He knows and can reveal all things, past

Handout E - Information found about the Innominate Man in one of the Candleman's books.



Handout C - Abigail's Drawing of the Innominate Man



Black Pig Candles

Black Pig Candles are crafted from sanguine tallow by masters of dark chandlery.

The first record of black pig candles is from the 14th century when the monk Grigorije the Hilandarian wrote that he received the recipe from a Faceless Devil in a dark dream.

When burned, the candles cause headaches, pox, and maladies of the flesh. The most potent of the candles were said to summon a Spirit of Dark Intent.

-13-

Handout D - Page on from Pastor Shaw's *The Gaze of the Handled Serpent* book, which describes the black pig candles.



Bonus Handout - Plez Pepper's wanted poster. The investigators might find this hanging inside the sheriff's office, or other appropriate places in town.

Old West Horror

Name Pedro Garza **Player** _____ **Point Total** 150

Ht 5'11" **Wt** 180 **Size Modifier** 0 **Age** 30 **Unspent Pts** -

Appearance A man who can't decide between politics or crime

				CURRENT			
ST	13	[30]	HP	13		[0]	MOVE 6
DX	12	[40]	Will	12		[5]	
IQ	11	[20]	Per	11		[0]	DR -
HT	12	[20]	FP	12		[0]	



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	9 (Boxing)	-

REACTION MODIFIERS

Appearance +2 or +4 (attracted folks)

Status _____

Reputation _____

+1 from Intuitive Statesman (in politics)

ADVANTAGES & PERKS

Appearance (Handsome)	[12]
Hard to Subdue I (+1 to HT rolls to stay conscious)	[2]
High Pain Threshold (ignore pain penalties)	[15]
Intuitive Statesman I	[5]
	[ ]
Weapon Bind (+1 skill with "The Statesman," his shotgun)	[1]
	[ ]
	[ ]
	[ ]
	[ ]
Speaks Spanish (Native) and English (Accented)	[4]
	[ ]

DISADVANTAGES & QUIRKS

Bully	[-10]
Impulsiveness	[-10]
Klutz (make a DX roll each day to avoid minor clumsiness)	[-5]
Obsession (Become Famous.)	[-10]
Pacifism (Reluctant Killer)	[-5]
	[ ]
	[ ]
	[ ]
Loves to read about outlaws	[-1]
Thinks he's wanted in Mexico - he's not	[-1]
Loves crowds	[-1]
Feels guilty after bullying folks	[-1]
Loves cats	[-1]

SKILLS

Name	Level	
Armoury (Small Arms)	13	[4]
Boxing	13	[4]
Carousing	13	[2]
Carpentry	12	[2]
Cooking	10	[1]
Current Affairs (Politics) (includes +1 from Statesman)	13	[3]
Guns (Pistol+Rifle+Shotgun)	13	[6]
Knife	12	[1]
Law (Mexico) (includes +1 from Statesman)	10	[1]
Politics (includes +1 from Statesman)	12	[2]
Propaganda (includes +1 from Statesman)	12	[2]
Public Speaking (Debate) (includes +1 from Statesman)	13	[2]
Riding (Equines)	12	[2]
Saber	12	[2]
Sex Appeal (includes +4 from Appearance)	15	[1]
Soldier	11	[2]
Streetwise	12	[4]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d cr	C	9	Skill 13	-	-
Large knife	2d-3 cut	C,1	8	Skill 13	$40	1 lb.
	1d imp	C				

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Spencer '82 12G shotgun	1d+1 pi	3	40/800	2x9	5+1(2i)	-6	1	Skill 14, unreliable 16+	$800	9 lbs.
"La Estadista - The Statesman"										

Speed/Range Table

For complete table, see p. 550.

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

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

Hit Location

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

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

Money

$25



Possessions

Item	Location	Cost	Weight
Leather boots (DR 1)	Feet	$5	4 lbs.
Hat	Head	$3	0.5 lbs.
Ivory comb	Pocket	$3	-
Bandolier with 12 shells	Torso	$4	1 lb.
Totals:		$	15 Lbs.

A few years ago, you helped Presidente González get elected. You were part of his rural military police, and you worked hard for him. You did everything you could to make sure he won. You loved politics, even when it meant you had to twist some arms to make people vote the right way. He even gave you one of his shotguns! But then González issued those #$*! nickel coins and the whole economy crashed. He couldn't pay you anymore. When you complained, he sent men after you. You had to flee across the border into New Mexico Territory. One day, you'll go back, but now it's time to make a name for yourself. Maybe you'll run for president one day, and make some better decisions.

Character Notes

A shotgun with RoF 9 gives +2 to hit, RoF 18 gives +4 to hit!

Within 4 yards, shotgun does 4d+4 pi damage, Rcl 5, RoF 2, but DR x4

Name Deputy James Weatherton **Player** _____ **Point Total** 150

Ht 5'11" **Wt** 185 **Size Modifier** 0 **Age** 32 **Unspent Pts** -

Appearance Deeply sarcastic U.S. marshal with a usually-deserved reputation for being stone cold

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

MOVE 6

DR -



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

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

ENCUMBRANCE

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

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
10	9 (Knife)	-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +2 from Reputation (when known)
+1 from Animal Friend (animals)
+1 from Honesty, or +3 when trust involved
-1 from Callous (when known)

ADVANTAGES & PERKS

Acute Hearing +2	[4]
Ambidexterity	[5]
Animal Friend 1	[5]
Combat Reflexes (rarely surprised, +2 to Fright Checks)	[15]
	[ ]
Legal Enforcement Powers 2	[10]
Reputation +2 (stone cold marshal, 10 or less)	[5]
	[ ]
Cool Under Fire (no -2 penalty to pop up attacks within 12 yards)	[1]
	[ ]
Speaks English (Native) and Spanish (Accented)	[4]
	[ ]

DISADVANTAGES & QUIRKS

Callous	[-5]
Duty (Marshal Service, 12 or less)	[-10]
Honesty	[-10]
Impulsiveness	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
	[ ]
	[ ]
	[ ]
Hand hurts a lot from being broken recently	[-1]
Loves fishing	[-1]
Doesn't get along with authority	[-1]
Just about always courteous and polite...	[-1]
...but passive-aggressively sarcastic	[-1]

SKILLS

Name	Level	
Administration	11	[1]
Animal Handling (Equines) (includes +1 from An. Friend)	13	[2]
Armoury (Small Arms)	11	[1]
Explosives (Demolition)	11	[1]
First Aid	12	[1]
Fishing	14	[2]
Guns (Pistol + Rifle)	14	[7]
Fanning	12	[3]
Guns (Shotgun)	13	[1]
Interrogation	12	[2]
Intimidation (add +1 for threats, +2 if you use reputation)	13	[2]
Knife	12	[1]
Law	11	[2]
Leadership	11	[1]
Riding (Equines) (includes +1 from Animal Friend)	13	[2]
Saber	11	[1]
Search	13	[2]
Shadowing	12	[2]
Smuggling	11	[1]
Survival (Plains)	12	[1]
Swimming	12	[1]
Thrown Weapon (Knife)	13	[1]
Veterinary (Equines) (includes +1 from Animal Friend)	11	[1]
		[ ]
		[ ]

OLD WEST HORROR
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	10	Skill 12	-	-
Large knife	1d-1 cut	C,1	9	Skill 12	$40	1 lb.
	1d-1 imp	C				

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Colt M1873 .45 Artillery	2d+2 pi+	2	120/1300	1	6(3i)	-2	4	Skill 14	$350	3 lbs.
fanned				2				Skill 12 - Can't aim!		
Large Knife (thrown)	1d-1 imp	0	8/16	1	1	-2	-	Skill 13	-	-

SPEED/RANGE TABLE

For complete table, see p. 550.

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

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

HIT LOCATION

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

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

MONEY

$50



CHARACTER NOTES

POSSESSIONS

Item	Location	Cost	Weight
Leather boots (DR 1)	Feet	$5	4 lbs.
Stetson hat	Head	$20	1 lb.
Holster	Hip	$1	-
"Stirrup", his horse	-	$60	-
Box of safety matches	Pocket	-	-
		Totals:	$ 9 Lbs.

A good friend of yours, ROBERT CLANTON HUME, moved to Tunis a year ago. He quit the marshals to become a small town sheriff. You don't really understand that kind of urge, but when Hume asked you to come to town for a few weeks to help out while he was going to his sister's wedding, you figured helping was the right thing to do. After all, Hume saved your life that once. Some drunk blowhard decided to take a shot at you across the street, just because you arrested his mother for armed bank robbery. Hume just drew on him and shot him dead before he could pull the trigger. You said you owed him one after that. So you hopped the train from Santa Fe to Tunis to see what this small town's all about.

Old West Horror

Name Minnie MacPherson **Player** _____ **Point Total** 150

Ht 5'9" **Wt** 150 **Size Modifier** 0 **Age** 27 **Unspent Pts** -

Appearance Iron-faced bounty hunter - new to the business but with a bone to pick

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



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

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

ENCUMBRANCE

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

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
10	10 (Brawling)	-

REACTION MODIFIERS

Appearance +1

Status +1 (Rancher's daughter)

Reputation _____

-1 from Callous (people with empathy)

-1 from Social Stigma

ADVANTAGES & PERKS

Acute Vision +2	[4]
Appearance (Attractive)	[4]
Combat Reflexes (rarely surprised, +2 to Fright Checks)	[15]
Contact Group (New Mexico Ranchers, skill 12, 9 or less)	[5]
Fit (+1 to all HT rolls)	[5]
Status (Rancher's Daughter)	[5]
	[ ]
	[ ]
	[ ]
	[ ]
Speaks English (Native)	[0]
	[ ]

DISADVANTAGES & QUIRKS

Code of Honor (Professional - Stays bought)	[-5]
Enemy (Tubin's Rancheros, small group, 9 or less)	[-10]
Phobia (Snakes)	[-5]
Social Stigma (Uneducated and Clearly Confused Person)	[-5]
Vow (Find the Men Who Killed Your Parents)	[-10]
	[ ]
	[ ]
	[ ]
Precious of her hat (it was her father's)	[-1]
Takes regular baths	[-1]
Doesn't like pigs - finds them disturbing	[-1]
Wants to learn Chinese	[-1]
Hates talking in public	[-1]

SKILLS

Name	Level	
Animal Handling (Bovines)	10	[1]
Area Knowledge (New Mexico Territory)	12	[2]
Bow	13	[2]
Brawling	13	[2]
Climbing	12	[2]
Detect Lies	11	[4]
Diplomacy	9	[1]
First Aid	11	[1]
Guns (Pistol + Shotgun)	14	[2]
Guns (Rifle)	15	[4]
Law (Criminal)	9	[1]
Navigation (Land)	11	[2]
Observation (includes +2 from Acute Vision)	13	[2]
Riding (Equines)	14	[4]
Search	11	[2]
Shadowing	12	[4]
Survival (Desert)	11	[2]
Tracking (add +2 when Vision a factor)	12	[4]
Traps	10	[1]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-2 cr	C	10	Skill 13	-	-
w/ brass knuckles	1d-1 cr				$10	-

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Colt 1877 Lightning	2d-1 pi	1	100/1100	3	6(4i)	-1	2	Skill 14	$310	3 lbs.
Winchester '73 long rifle	3d+1 pi+	4	330/2400	2	17+1(2i)	-5	2	Skill 15	$550	11 lbs.

Speed/Range Table

For complete table, see p. 550.

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

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

Hit Location

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

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

Money

$7



Possessions

Item	Location	Cost	Weight
Leather boots (DR 1)	Feet	$5	3 lbs.
Hat	Head	$3	0.5 lbs.
Leather Satchel		$10	1 lb.
Holster	Hip	$1	-
Cake soap	Bag	-	-
Bounty sheet for Plez Pepper	Bag	-	-
Box of safety matches	Bag	-	-
Totals:		$	19 Lbs.

Character Notes



Your parents were killed when bandits raided the ranch where they worked. You were just two at the time. The ranch owner, Duke, adopted you as his daughter, and taught you how to run one of the most successful ranches in the territory. You even helped him fend off the Tubin brothers, who were itching to steal an old man's land! Shot their no-good father dead, right in the skull. That should teach 'em.

But you always wanted to get the men who killed your parents. You heard they're still alive, still robbing and killing innocent folks. You picked up bounty hunting. While you've only gotten a few folks so far, you know if you keep this up, you'll find those banditos.

OLD WEST HORROR

Name Dr. Petar Popov **Player** _____ **Point Total** 150

Ht 5'9" **Wt** 160 **Size Modifier** 0 **Age** 49 **Unspent Pts** -

Appearance Well-educated, wild-haired, rich Bulgarian doctor - always has a scheme

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



BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE** Thr 1d-2 Sw 1d

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

ENCUMBRANCE

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

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Fists)	-

REACTION MODIFIERS

Appearance -1

Status +1 from Wealth

Reputation +1 from Healer (Patients)

ADVANTAGES & PERKS

Eidetic Memory	[5]
Healer 1	[10]
Jack of All Trades (+1 to all skill defaults you don't know)	[5]
Serendipity 1 (good things just happen to you!)	[15]
Wealth (Wealthy)	[20]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
Speaks Bulgarian (Native) and English (Accented)	[4]
	[ ]

DISADVANTAGES & QUIRKS

Appearance (Unattractive)	[-4]
Code of Honor (Gentleman's)	[-10]
Compulsive Spending	[-5]
Curious (Severe! Resist on a 6 or less)	[-10]
Hard of Hearing (-4 to Hearing rolls)	[-10]
	[ ]
	[ ]
	[ ]
Fascinated by trains	[-1]
Likes to laugh	[-1]
Never curses in English - only Bulgarian	[-1]
Prone to bad investments	[-1]
Soft spot for children	[-1]

SKILLS

Name	Level	
Diagnosis (includes +1 from Healer)	13	[4]
Diplomacy	11	[2]
Fast-Draw (Pistol)	12	[1]
Guns (Pistol+Rifle)	12	[2]
History (European)	11	[1]
Literature (European Folklore)	11	[1]
Mechanic (Steam Engines)	11	[1]
Naturalist	12	[4]
Pharmacy (includes +1 from Healer)	12	[2]
Physician (includes +1 from Healer)	13	[4]
Psychology	12	[2]
Riding (Equines)	11	[1]
Savoir-Faire (Military)	12	[1]
Soldier	11	[1]
Surgery (includes +1 from Healer)	12	[4]
Teamster (Equines)	11	[1]
Ventriloquism	11	[2]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	10	Skill 12	-	-

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
S&W Russian .44 Revolver	2d pi+	2	120/1300	1	6(2i)	-2	3	Skill 12	$350	3 lbs.

Speed/Range Table

For complete table, see p. 550.

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

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

Hit Location

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

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

Money

$100



Possessions

Item	Location	Cost	Weight
French Shoes	Feet	$40	2 lbs.
Doctor's Kit		$50	2 lbs.
Roskopf Silver Pocket Watch	Pocket	$100	-
Belt Holster	-	$25	0.5 lbs.
Deed to a small office in Tunis		$300	
Totals:		$	8 Lbs.

You are incredibly excited to get to Tunis! You just bought a new office on Main Street and will be the town's first doctor! Everyone in Santa Fe says this little town will make you RICH!

You've heard the train is bringing in a hundred new people into Tunis every day. And so many of them are there to visit the famous Holly Moses Fancy Bordello. And you know any town with a big popular bordello is going to need a big popular doctor to help out all the sick folks! Haha! Just thinking about all white-eyed men who are going to need your medicinal help (and willing to pay a lot of money for it) makes you want to sing!

Character Notes

OLD WEST HORROR

Name Luella Barton **Player** _____ **Point Total** 150

Ht 5'5" **Wt** 125 **Size Modifier** 0 **Age** 21 **Unspent Pts** -

Appearance New Mexico Territory's most optimistic - and persistent - grifter

				CURRENT			
ST	9	[-10]	HP	9		[0]	
DX	12	[40]	Will	13		[0]	
IQ	13	[60]	Per	13		[0]	
HT	12	[20]	FP	12		[0]	

CURRENT

MOVE 6

DR -



BASIC LIFT (ST × ST)/5 18 lbs **DAMAGE** Thr 1d-2 Sw 1d

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

ENCUMBRANCE

None (0) = BL	18
Light (1) = 2 × BL	36
Medium (2) = 3 × BL	54
Heavy (3) = 6 × BL	108
X-Heavy (4) = 10 × BL	180

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
9	9 (Fists)	-

REACTION MODIFIERS

Appearance +2 or +4 (attracted folks)

Status -

Reputation -

ADVANTAGES & PERKS

Appearance (Beautiful)	[5]
Common Sense (Conscious - ask GM for advice)	[15]
Fit (+1 to all HT rolls)	[5]
Impersonator 2	[10]
Speaks English (Native)	[0]

DISADVANTAGES & QUIRKS

Debt -5 (owes $250 per month to Judge JR Brown)	[-5]
Selfish	[-5]
Squeamish	[-10]
Trickster (Con Jobs) (once a day, try to pull off a con)	[-15]
Always optimistic	[-1]
Sense of duty to her parents	[-1]
Goes out of her way to talk to strangers	[-1]
Prefers to target men for her cons	[-1]
Annoyingly chipper when drunk	[-1]

SKILLS

Name	Level	
Acting (includes +2 from Impersonator)	15	[2]
Climbing	12	[2]
Disguise (includes +2 from Impersonator)	14	[1]
Escape	12	[4]
Fast-Draw (Pistol)	12	[1]
Filch	13	[4]
Forgery	12	[2]
Gambling	12	[1]
Guns (Pistol)	12	[1]
Leadership	13	[2]
Psychology	11	[1]
Riding (Equines)	11	[1]
Running	12	[2]
Savoir-Faire (High Society + Servant) (incl. +2)	15	[2]
Sewing	12	[1]
Sleight of Hand	12	[4]
Stealth	12	[2]
Swimming	12	[2]

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	10	Skill 12	-	-

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

Speed/Range Table

For complete table, see p. 550.

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

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

Hit Location

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

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

Money

$120



Possessions

Item	Location	Cost	Weight
Ordinary Dress		$12	2 lbs.
Cloth Satchel		$3	0.5 lbs.
Personal Basics	Bag	$5	1 lb.
Fine Pair of Shoes	Feet	$40	2 lbs.
Totals:		$	6 Lbs.

Character Notes

The beauty of small towns is that they are filled with buffoons. See, all the smart ones live in the big cities. That's just a Truth of the World.

And you NEED the money. Judge Brown said that if you don't pay him regularly, he's going to arrest your father and mother and call a real hanging judge. They didn't do anything wrong, but that's just the kind of chiseler Judge Brown is.

You haven't hit this little town of Tunis yet. You heard there's a big bordello though - and that'll bring the real stupid bazoos in. There's a fortune to be made here, you know it.

Old West Horror

Name Manuel Velez **Player** _____ **Point Total** 95

Ht 5'9" **Wt** 200 **Size Modifier** 0 **Age** 32 **Unspent Pts** -

Appearance Kidnapped gold-miner who barely escaped with his life

				CURRENT			
ST	14	[40]	HP	14	5	[0]	MOVE 5
DX	12	[40]	Will	10		[0]	
IQ	10	[0]	Per	12		[10]	DR -
HT	11	[10]	FP	11	CURRENT	[0]	



BASIC LIFT (ST × ST)/5 39 lbs **DAMAGE** Thr 1d-2 Sw 1d

BASIC SPEED 5.5 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	39
Light (1) = 2 × BL	78
Medium (2) = 3 × BL	117
Heavy (3) = 6 × BL	234
X-Heavy (4) = 10 × BL	390

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
8	9 (Brawling)	-

REACTION MODIFIERS

Appearance -

Status -1 (Poor Miner)

Reputation +1 from Survivor (other survivalists)

+1 from Merchant (buying or selling)

ADVANTAGES & PERKS

Hard to Kill 2 (+2 on HT rolls to avoid dying!)	[4]
Survivor 1	[5]
Speaks Spanish (Native), English (Accented), Apache (Broken)	[5]

DISADVANTAGES & QUIRKS

Dyslexia	[-10]
Nightmares	[-5]
Post-Combat Shakes	[-5]
Status -1 (Poor Miner)	[-5]
Wealth (Struggling)	[-10]
Always insistent on being the campfire guy	[-1]
Terrible singer, but enjoys it anyway	[-1]
Never drinks alone	[-1]
Likes to cook for friends	[-1]
Likes sleeping outdoors	[-1]

SKILLS

Name	Level	
Animal Handling (Dogs + Equines)	10	[4]
Area Knowledge (local)	12	[2]
Brawling	12	[2]
Cooking	10	[2]
First-Aid (includes +1 from Survivor)	11	[1]
Geology	8	[1]
Guns (Rifle)	11	[1]
Merchant	9	[1]
Navigation (Land)	11	[4]
Packing	13	[2]
Professional Skill (Miner)	11	[2]
Prospecting	10	[2]
Riding (Equines)	10	[1]
Scrounging (includes +1 from Survivor)	16	[8]
Streetwise	10	[1]
Survivor (Desert + Mountain) (incl. +1 from Survivor)	13	[4]

Backup character in the event someone perishes!

Old West Horror
Character Sheet

Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-1 cr	C	10	Skill 12	-	-

Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

Speed/Range Table

For complete table, see p. 550.

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

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

Hit Location

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

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

Money

$0



Character Notes

Possessions

Item	Location	Cost	Weight
Worn shoes		$20	2 lbs.
Totals:		$	2 Lbs.

A few weeks ago you rode down from Santa Fe because you heard there was an abandoned gold or silver mine out here near some caves. You talked your friend JUAN to ride into the mountains and go look for it. Just a few days on, a baby rattler bit your toe as you were singing drunk by the campfire. You sucked out the venom but were delirious. Next thing you know, you and Juan were getting grabbed by strange fellows with the faces of fat devils. They murdered poor Juan... it was awful, you can't even bring yourself to remember what they did to him... but it will haunt you the rest of your nights. Thank God some strangers found you and set you free.

Pedro Garza

On the Edge Between Law and Crime



Per 11 – Klutz

James Weatherton

Stone Cold U.S. Marshal



Per 13

Minnie MacPherson

Obsessed Bounty Hunter



Per 11 - Enemy (9-)

Dr. Petar Popov

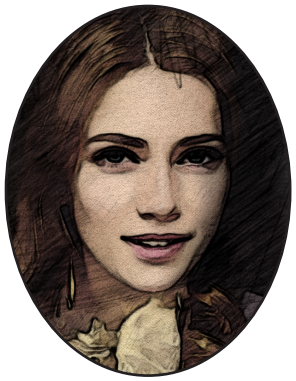
Wealthy Bulgarian Doctor



Per 12 - Serendipity

Luella Barton

Persistent Grifter



Per 13 - Squeamish

Manuel Velez

Kidnapped Gold Miner



Per 12 - Nightmares