

WEIRD FRONTIERS

ROLE PLAYING GAME

DIG THREE GRAVES

A LEVEL 3 ADVENTURE BY
HARLEY STRONH



COMPATIBLE WITH

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RPG



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DIG THREE GRAVES

A 3RD LEVEL ADVENTURE

BY

HARLEY "HARLOT" STROH

Dedicated to Buckshot Blume and his outlaw band.

Special thanks to the generous backers that (unknowingly) lent their names to the heroes and villains of Harrow Springs: Bob "Rowdy Robert Brinkman" Brinkman , Christopher "Zander Black" Zander, Hector "Dynamite Cruz" Cruz, Jason "Hard Menard" Menard, Jeff "Mad Dog Scifert" Scifert, Jeffery "Old Man Olesky" Olesky, Jon "The Kansas Kid" Hershberger, Kalian "Captain May" May, Kurt "Doc Ellison" Ellison, Laura "The Ghost of Lara Black" Williams, Marc "Blackjack Marc" Plourde, Marlene "Moonwaltz Mary" Whitmer, Michael "Birdie Bolam" Bolam, Michael "Michel the Snake" Jones, Operyon "Hoppy Longfall" Fall, Patricio "Gonzo Gonzaga" Gonzaga, Paul "Father Pablo" Kensler, and Sarah "Shotgun Sarah" Ehinger.

No likeness or association is intended for any of these generous souls, save for that dastardly, lily-livered C'thulhu rustler, outlaw Rowdy Robert.



INTRODUCTION

Some would have us believe that with the advent of the Seven Days of Night, monsters began to walk God's earth; that heroes rose up, armed with new powers; that, with a Colt and some gumption, even the common man might strike a blow for righteousness, and chase the monsters back to their holes.

The truth is harder to accept: mankind has never had a need for new monsters. They've been with us all along.

The Knights of the Golden Circle are a testament to this maxim, a secret society that aims to build a slave empire atop the ashes of America, Mexico, and the Carribean. The Seven Days of Night upset their plans, scattering the lodges and forcing members of the society to go underground for a time.

But evil always abides. The Knights hid their caches of gold and silver and continued to foment unrest and terror, looking forward to that day when they could rise once more.

In Dig Three Graves, the PCs encounter the Knights of the Golden Circle in a bid to recover a stolen treasure horde.

The adventure is best suited for a party of 2nd-3rd level PCs. However, because the most challenging encounters require clever roleplay, the adventure can also be enjoyed by a party of well-played 1st level PCs. That said, low-level parties need to be wary of the final encounters, which are sure to end in blood.

Investigations can sometimes bog down with too many characters chasing their own leads. Three to five PCs (backed up by hired guns recruited during the course of the adventure) may be optimal, depending on how well your players communicate with one another and coordinate their goals.

ADVENTURE SUMMARY

The adventure begins with a mission: acquire a strongbox of blessed silver stolen by the Dry Park Gang, a notorious band of outlaws. The judge could assign the task from a group that best fits their current campaign: a church, the Pinkerton agency, perhaps the Texas Rangers. The gang, in turn, was betrayed by one of their own, Kid Colton. The Kid abandoned his crew to Texas Rangers and fled with the blessed silver to a cabin in the southwest desert.

Arriving at the cabin, the PCs discover the first complication: Kid Colton is dead and is survived by his widow and son. Murdering the widow and stealing the silver would taint the holy silver (to say nothing of the PCs' souls). Worse, the Kid's spirit is tormented to this day by the ghosts of the Dry Park Gang. The specters ride at the head of black thunderstorms, dragging the Kid and other damned souls behind.

Widow Colton offers the characters a solution to the impasse: recover her husband's body so that he can be re-interred outside their family cabin and finally rest in peace. In return, she will surrender the holy silver.

The widow believes that Kid Colton was buried in Boot Hill, in the town of Harrow Springs. Chasing down the lead, the PCs discover the second complication: the Kid's coffin is empty. In his place is a single sheet of paper with strange sigils and a curse that damns Kid Colton to ride with the Parker Gang until the end of days.

To finally recover Kid Colton, the PCs must locate Purgatory—the Dry Park Gang's hideout. This pits the character directly against the surviving member of the lodge. And once the PCs start digging at old secrets, the society will stop at nothing to keep their treasure hoard a secret.



THE KNIGHTS OF THE GOLDEN

CIRCLE

The town of Harrow Springs is controlled by members of a secret society calling themselves the Knights of the Golden Circle. The original objective of the KGC was to annex a “golden circle” of territories in Mexico, Central America, the Confederate States of America, and the Caribbean as slave states. The group financed their plots by robberies and blackmail, secretly amassing wealth in anticipation of a grand succession.

Like so much, their plots were upended following the Seven Days of Night. The Knights were fractured into dozens of splintered lodges or “Castles”; each in turn was directed to cache their wealth and supplies, until the time for revolution was ripe.

Harrow Springs is home to one such lodge. For years the outlaws known as the Dry Park Gang (or “the Parkers”) terrorized west Texas, carrying home their ill-gotten gains to be hidden in the maze of canyons outside of Harrow Springs. The Parkers were exceptionally violent, treating their crimes as justifiable acts of guerilla war against an occupying force. Not satisfied by simply collecting wealth for the KGC, the Dry Park Gang also sought to spread terror.

Their trail of heinous acts came to a brutal end when the Parkers were betrayed by one of their own, but the gang’s secret purpose was never discovered. The KGC treasure hoard remains hidden to this day.

Only a handful of townsfolk know of the Parker Gang’s secret history. However, the citizens are all trusted members of Harrow Springs, and can easily sway public opinion if it suits their ends. Righteous PCs intent on sticking their noses where they don’t belong might find themselves being hunted down by a posse.

Judges looking to make the Knights of the Golden Circle part of a larger campaign arc will find a wealth of conspiracy theories—many false, some true—surrounding the secret society. While the chronology of the short-lived brotherhood falls a few years late for the Weird Frontiers timeline, the group and its horrific aims can be mined to great effect by imaginative judges.

THE DRY PARK GANG

Before their executions, the Dry Park Gang holed up in the canyonlands outside of Harrow Springs. The narrow sandstone canyons form a nigh indecipherable maze; the high cliff walls lend themselves to ready ambushes, and the lack of water and scorching sun deter all but the most ardent explorers. The Parkers called their hideout Purgatory. Remote and easily defended, it was nearly impossible for lawmen to approach without alerting the gang.

The gang met their end at the hands of Kid Colton, a young outlaw who rode with the crew, but never suspected their real allegiances. Married and with a child on the way, Kid Colton found himself questioning the outlaw’s life. So when the Texas Rangers cornered Kid Colton, his choice was an easy one. The Kid led the Rangers back to Purgatory, then fled, taking a strongbox of KGC silver with him. The Parker Gang had their day in court with the inevitable judgement of “hanging until dead.”

But the Parker Gang’s story wasn’t over. Hatred doesn’t die, and few men could hate like the Dry Park Gang.

Scarcely a week had passed before the first riders were spotted in the sky: towering spectral outlaws astride gaunt horses, with thunderclouds billowing like black traildust in their wake. They descended on Kid Colton and swept him up. The next time anyone saw the Kid, he was at the tail of the ghostly Dry Park Gang.

Today, the Dry Park Gang continues waging their war on the frontier. Any time black storm clouds are seen, the Parker Gang is near, riding down lone cowboys and lost travelers, and sweeping them into their unholy haunting, as they thunder towards eternity and the second coming of the Days of Night.

The ghost riders are first encountered outside Widow Colton’s cabin in the opening encounter of the adventure. Subsequently, they can be played by the judge as a trump card to move characters along and shake up moments when the session threatens to bog down.



Judge's note: The Dry Park Gang cannot be fought, at least by mortals. The gang—and the damned souls made to chase them—readily devour any mortal that doesn't seek shelter from their hell-storm. A character caught outside, without shelter (or worse, facing down the riders), must attempt a DC 15 Fortitude save or be swept into the gang. On a failed check, the PC's body is discovered lifeless in the wake of the storm, and the character's ghost can be seen at the very back of the gang, desperately trying to keep up with the lead riders. At the judge's pleasure, these lost PCs might desperately try to wave off their old companions, warning of the fate that befalls those foolish enough to cross paths with the gang.

On a successful save, roll 1d12 modified by Luck, and consult the following table:

1 or less	The character is found unconscious, with but a single hit point remaining, and having suffered 1d4 permanent Personality damage. The PC is at -1d to all action dice for the next 24 hours.
2-6	The character is found unconscious and with but a single hit point remaining. The PC suffers -1d to all action dice for the next 24 hours.
7-9	The PC is found, wild-eyed and insensate. The character recovers but then suffers -1d to all action dice for the next 24 hours.
10-12	The PC is found unconscious but unharmed, with no memory of the encounter.
13+	The PC steels their nerves against the horrors of the Dry Park Gang, gaining +1d3 permanent Luck. Henceforth, the PC need not seek shelter when faced with the ghost riders.

In practice, those seeking shelter almost always find it. Townsfolk hide themselves behind locked doors and drawn curtains, and those caught in the street can hide beneath overturned water troughs and barrels, beneath the raised boardwalk, or even within the open livery. Effectively, those trying to hide from the riders nearly always succeed.



HARROW SPRINGS

A small outpost in the southwest desert, Harrow Springs is the only trace of civilization for a hundred miles in any direction. Harrow owes its existence to Doc Harrow, the prospector who discovered the springs that gave the town its name. The settlement clings to life thanks to the irregular stagecoaches that pass through the junction on their way to Fort Apache.

The population of Harrow has steadily dwindled following the Seven Days of Night. Now, fewer than two hundred souls call the town home. Those that remain are fearful folk, borne down by the weight of their lot. While “Harrowers” are not bad people, they feign a greasy warmth towards strangers, but only so long as newcomers have pesos or silver to spend. Penniless wanderers quickly wear out their welcome and find themselves subjected to the loathing the townsfolk usually reserve for themselves. Opportunities for kindness and real generosity exist but are the exceptions, not the norm.

The thing all Harrowers fear are the ghosts of the Dry Park Gang. Anytime the skies darken and a storm threatens to sweep through town, every door is closed and bolted, curtains are drawn shut, and the townsfolk cower in their backrooms, praying for the riders to pass.

Those caught outside vanish, only to be seen riding drag as the Dry Park Gang thunders through the sky.

Inquiries into the Dry Park Gang or Purgatory are met with icy glares and sullen silence. The exception is Hoppy Longfall, the town drunk, who will bend any ear willing to listen.

AGAINST THE KGC

The agents of the KGC are stymied by two opposing goals: First, to keep their participation in the KGC secret; second, to prevent KGC treasure from being discovered and stolen. In the early stages of the adventure, Hans Wolfsritter, Old Man Olesky, Doc Ellison, and their crew play their hands close to the vest. It's not until they face losing the hoard that the KGC takes overt, direct actions against the PCs.

Initially, if the agents of the KGC interact with the PCs at all, it is solely by misdirection (that is readily, and plausibly, denied). However, if forced by the PCs, they take increasingly more aggressive measures. Judges should use the following suggestions for inspiration.

- Accidents seem to dog the PCs. A load of barrels snap free of their tie down, rolling off a wagon towards the PCs (DC 10 Reflex save or take 1d16 damage; take an additional 1d4 damage for each point of failed save). Or, perhaps a herd of horses break loose from the livery (**Area 2-7**) and stampede down main street. Characters (and anyone else in the street) must attempt DC 15 Reflex saves each round or suffer 1d12 damage and be knocked prone, possibly being struck again the following round. Characters on the Path of the Righteous may feel themselves compelled to rescue citizens caught in the street.
- Second-tier flunkies, a step removed from the KGC leadership, taunt and goad the PCs. Michel the Snake, Mad Dog Scifert, and Shotgun Sarah are all willing to pick fights with a little encouragement (especially if abetted by alcohol). This begins as a bar fight and can quickly spill out to the street with increasing violence.
- The KGC begins spreading rumors about the PCs, alleging they are criminals. (This tactic can be made far more effective by the PCs' own behaviour. If the party is openly violent or caught committing crimes (e.g. digging up graves), they make it easy for regular townsfolk to jump to conclusions.)
- Finally, if the PCs succeed in tracking down the hoard, the KGC agents call them out for a showdown. By this late juncture, any pretence or deception has been dropped. Hans Wolfsritter, Old Man Olesky, Doc Ellison, and their hired guns wait for the PCs at Widow Colton's cabin. When the gunsmoke clears, it's left to the gods to sort the quick from the dead.



ADVENTURE HOOKS

In the course of the crimes, the Dry Park Gang unknowingly made off with silver candelabras blessed by the Holy See (the bishop of Rome). The silver glows softly in dim light; simply viewing the glow bestows a sense of peace and calm to those that walk the Path of The Righteous, while inciting fury and rage to those on the Path of The Damned.

There are scores of reasons for the PCs to be interested in the blessed silver. The judge should pick one or two to hook PCs (or their motivated players) with the rumor of blessed silver and its potential power.

Bedlamites: Certain alien inventions require arcane materials in their construction. Blessed silver can be used to line the interior of demonic traps, craft poles in ghost-drive generators, imbue weapons with anti-lycanthrope powers, and the like.

Calaveras: Those who would speak for the dead must also wrestle with demonic and diabolic forces. The blessed silver is a boon to any harbinger hoping to stave off the wicked as they complete the work of those cast across the veil too soon.

Hellbillies: Some dark fae are affected by silver as much as they are to cold iron. Blessed silver packs a stronger punch when used against dark-natured fae.

Mountebanks: Blessed silver, ground to a fine powder and suspended in liquid, is a key ingredient in some of the most powerful alchemical elixirs. A mountebank with a ready supply of blessed silver extract is a force to be respected—or feared.

Occultists: Students of the occult are perhaps quickest to recognize the real value of a cache of blessed silver. Whether exorcising demons, banishing devils, or simply seizing some insurance against black magics, blessed silver is a powerful adjunct.

Revelators: Speaking directly for the Church, revelators are the easiest class to hook in recovering the cache of blessed silver. Stolen from a holy

sanctuary, the candelabras must be recovered and returned to their place of origin. Additionally, if other classes hope to claim the silver for their own, they may find that the revelator intercedes, guiding the party back to the path of righteousness.



RUMORS & TALL TALES

All the PCs have a passing knowledge of the Dry Park Gang, having heard of the violent outlaws and their trail of crimes across the southwest. The PCs also know that the gang was betrayed by one of their own, Kid Colton, who made off with the blessed silver. The Kid has a bounty of \$2,500 on his head if he's brought back alive, which just makes the pot that much sweeter.

Cursory investigation reveals that Kid Colton holed up with his family in a cabin a day's easy ride outside of Harrow Springs. It stands to reason that he can still be found there, and if not, that the homestead might have clues to his current whereabouts.

Some PCs have heard additional rumors swirling around about the gang. Judges should select rumors from the following table, or roll 1d7 for each PC (roll twice for characters with criminal backgrounds).

RUMOR & TALL TALES TABLE (ROLL 1D7)	
1	Kid Colton and his family were murdered in their beds a year ago. The stolen silver must be still hidden somewhere near their cabin.
2	The Texas Rangers never actually caught up to the Dry Park Gang. The gang is still out there, lying low in the desert, living off their cache and plotting their next crime.
3	The Dry Park Gang's treasure was never discovered. Even if the surviving cache is but a fraction of their haul over the years, it must be tens of thousands of dollars.
4	Kid Colton was an undercover Texas Ranger. His widow buried him with the stolen silver and swore never to reveal his resting place.
5	The Dry Park Gang's hideout is a hole in the wall called Purgatory. It's somewhere in the canyonlands outside Harrow Springs, but only a fool would wander those arroyos without a guide.
6	The Dry Park Gang was part of something bigger than themselves. How else did they always know which stages had the payroll and which banks to hit? They had someone on the inside.
7	Not all of the Dry Park Gang were at the hideout when the Texas Rangers arrived. The survivors took false identities and are hidden in Harrow Springs to this day.





AREA 1 - COLTON'S CABIN

Player Start: The adventure begins with the PCs on the ridge above Widow Colton's cabin. Having tracked down the Kid, all that remains is to recover the stolen silver and return home. However, the party's plans and machinations are quickly interrupted by the Dry Park Gang (see **Ghost Riders**, referenced below).

Judges should tailor the read-aloud text to suit the adventure hooks chosen and their campaign:

You and your companions rein up atop the ridge, looking down into the valley below. A small cabin sits at the edge of the pine forest, beside a hardscrabble garden. In the center of the meadow is a spade, a mound of earth, and an open grave.

Surely this is the home of the notorious Kid Colton, late of the Dry Park Gang. If the stories are true, there is no more vicious outlaw to ride the west—but this is one reign of terror that will end today.

Unknown to the PCs, Kid Colton is already dead,

shot down by his former confederates. The cabin is now occupied solely by Widow Colton and her son.

Widow Colton is a tall, slender woman, her face lined from worry and hardship. Her son Angus works alongside her in the garden during the day, and the two never stray far from the cabin. The Widow keeps a shotgun close at hand at all times, and there is a wood-splitting axe leaning on the porch.

Widow Colton is immediately suspicious of any visitors, confronting them with the shotgun, and instructing Angus to get inside. The Widow then calls for the strangers to “get gone” before withdrawing to the porch, never lowering her gun barrel.

Angus is a non-combatant, but if his mother is harmed, he races to her side, trying to protect her with his own body.

THE GRAVE

Widow Colton has dug her own husband's grave, but the grave stands empty, awaiting the Kid.





Judge's Note

All firearms listed in Stat blocks use the 'simplified' firearm rules from the *Weird Frontiers* core book (pg. 844).

Widow Colton: Init +0; Atk single-barrelled shotgun +1 ranged (d14/d10/d7, ROF 1, Load 1, Reload 1, Range 15/30/60) or wood axe +0 melee (1d4); AC 11; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +3; Path PoR +1.

Angus Colton: Init -1; Atk none; AC 11; HD 1d4; hp 1; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will -1; Path PoR +2.

WIDOW COLTON'S CABIN

The interior of the cabin is humble but meticulously kept. A single bed rests in one corner of the cabin, opposite a

small table set with three chairs. Between the bed and the table, on the back wall, is a dry-stone fireplace and chimney. A worn bible sits atop a simple wooden box by the hearth.

There is little of obvious interest in the cabin. The box contains 1d30+25 dollars in a mix of greenbacks, silver dollars, and smaller coins. Casks of oats, beans, and peppermint candy rest on shelves, and a wicker broom stands in the corner.

KID COLTON'S CACHE

The KGC strongbox is hidden beneath the wooden floorboards of the cabin; a close search of the floor readily reveals the hiding place. Failing this, a PC may attempt a Luck check to take note of the loose planks. Beneath the boards is a small, square hole dug into the hard-packed earth. The wooden strongbox





is framed in iron and stamped with a KGC sigil: a triangle circumscribed by a circle over a death's-head mark. The lock was destroyed long ago with a chisel and hammer.

Inside the strongbox are six silver candelabras, broken into pieces, and forced into the strongbox. The blessed silver glows softly in the dim light of the cabin. If the silver is given freely by the Widow to the PCs, each character gains a temporary +1d3 bonus Luck. These points remain until they are spent.

If the silver is stolen or taken under duress, the glow immediately vanishes, and the silver turns to lead. (Its properties can be regained, but only if returned to Widow Colton. She will tell the party that the blessed silver can not be stolen from her; it must be freely given to retain its value and blessing.) The candelabras, merely valued for the silver alone, fetch \$1,000; to buyers invested in their holy powers, the silver is nearly priceless. However, PCs may find it difficult to acquire, and then sell, the silver without transforming it into dross. Those that can afford it want the silver for nefarious ends, and those that would use it for good seldom have the money to spare.

Judge's Note

Play up that the cache is the widow's only security against poverty and privation. Thus, the challenge before the characters is largely social. First, they must convince the widow that they can be trusted; second, that she should give them the cache. There is, however, something else entirely going on here. The holy silver and the widow and her son are linked to accomplish a task. When Kid Colton betrayed his gang and took the silver, it wasn't for personal gain. The Kid's heart was touched by the Holy Spirit, and that Still Small Voice directed him to rescue the silver before it could be tainted by the Dry Park Gang. His wife and son were given flesh to walk about the mortal world once more to free the Kid's spirit and lay it to rest. In all ways Widow Colton and son will appear as human, with only the link to the silver being an unanswered question.

Ghost Riders in the Sky: The Dry Park Gang

However the standoff between the Widow Colton and the PCs unfolds, it is quickly interrupted:

The sky darkens as thick, black clouds roll over the sun. A wind tears through the valley, whipping at your dusters and hats, and in an instant, day turns to night. Lightning crackles, and the boy points to the sky, shrieking in terror.

You turn to follow his gaze: At the head of the roiling clouds is a spectral band of outlaws, riding hell-bent for leather. Behind them run wide-eyed ghosts, their wrists cinched by lariats looped around the outlaws' saddle horns, tripping and falling as they desperately try to keep up with the ghost riders. At the very back of the drag, being hauled violently through the lightning storm, is the ghost of Kid Colton.

"Momma! It's papa!"

"Get inside, boy!" The woman shouts. The first drops of icy rain hammer you from above.

The towering ghost riders spy you and your companions, turn, and spur their fiery stallions your way.

Widow Colton moves Angus inside the cabin; for all her suffering, she is still a good soul, and shouts for the PCs to follow. Those that fail to heed her warning have but a single round to seek shelter elsewhere or be caught by the riders' storm.

The storm is brief, but violent, the minutes seeming to stretch into hours. Characters caught without shelter must attempt DC 15 Fortitude saves or be swept into the gang. On a failed check, the PC's body is discovered lifeless on the ground, and the character's soul can be seen at the very back of the gang, desperately trying to keep up with the lead riders. On a successful save, roll 1d12 modified by Luck, and consult the following table:



1 OR LESS	The character is found unconscious, with but a single hit point remaining, and having suffered 1d4 permanent Personality damage. The PC is at -1d to all action dice for the next 24 hours.
2-6	The character is found unconscious, with but a single hit point remaining. The PC suffers -1d to all action dice for the next 24 hours.
7-9	The PC is found, wild-eyed and insensate. The character recovers but then suffers -1d to all action dice for the next 24 hours.
10-12	The PC is found unconscious but unharmed, with no memory of the encounter.
13+	The PC steels their nerves against the horrors of the Dry Park Gang, gaining +1d3 permanent Luck. Henceforth the PC need not seek shelter when faced with the ghost riders.

If the PCs take shelter with the widow, she throws all her weight against the door, while shouting for Angus to hide beneath the bed. The walls shudder, shingles are torn from the roof, and it sounds like a freight train is bearing down on the home. Then, after 1d5 minutes, silence.

Once the riders have passed, she re-assess the PCs based on their behavior during the storm. If the characters comported themselves with some degree of righteousness, she puts Angus to bed and starts a pot of coffee.

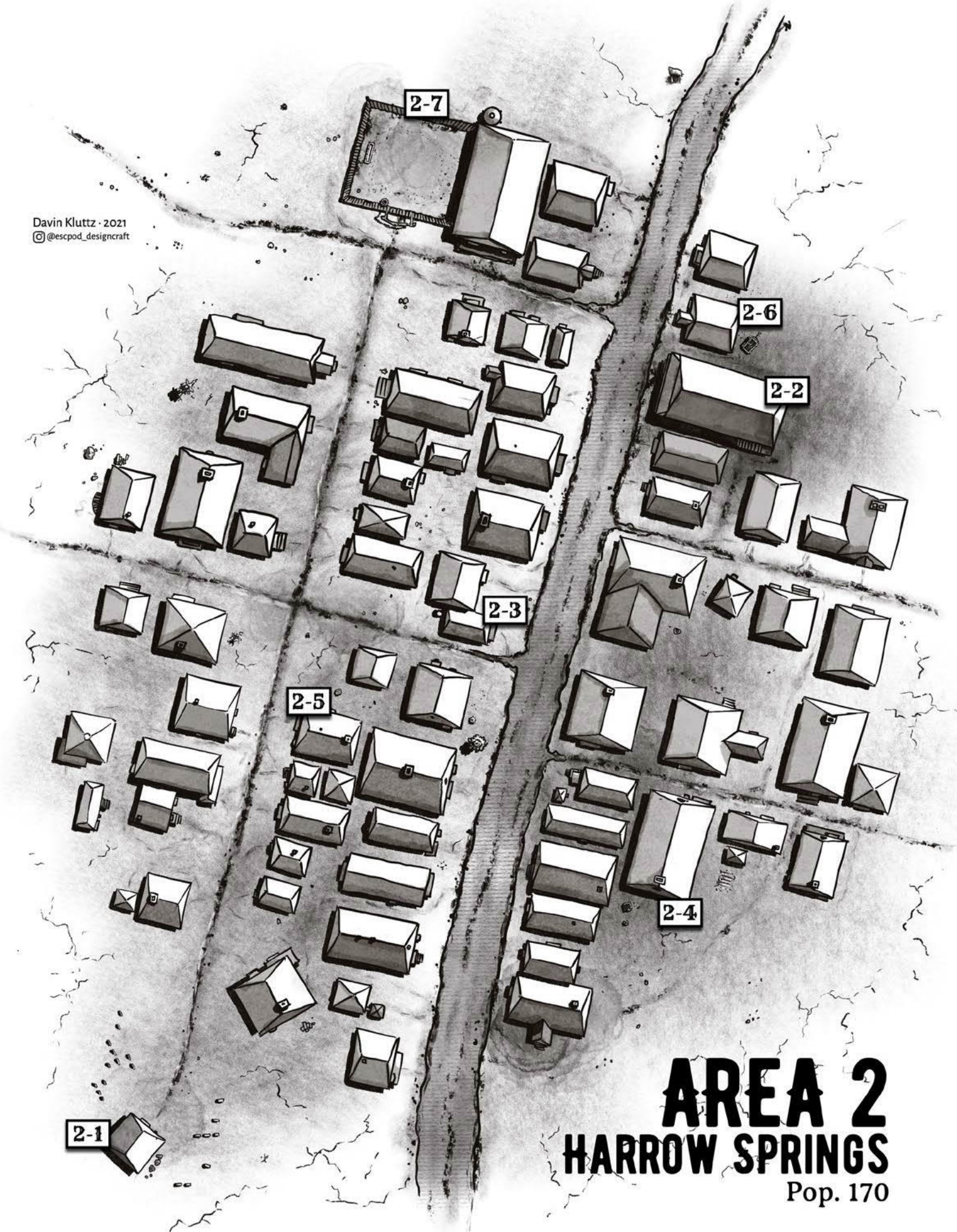
Once the boy is asleep, the Widow Colton explains that when her husband was alive, he rode with the Dry Park Gang. He tried to get out, betrayed the gang, and was murdered and buried in Boot Hill, in Harrow Springs. Now the Dry Park Gang ride as specters at the head of the black storm, dragging Kid Colton—and anyone else they catch—behind them.

If pressed about Kid Colton's cache, the widow confesses her shame: she still possesses the stolen holy silver. The cache is her sole hope of giving her son a good life, but she is willing to part with it if the PCs will retrieve her dead husband's corpse and give it a proper burial.

(Parties that offer to recover Kid Colton's body and recompense the widow deserve extra marks on the Path of The Righteous and a point of Luck or three.)

The widow mistakenly believes that her husband was buried in Harrows Spring's Boot Hill. Retrieving his body and burying it in the grave outside their home should be a simple task.

Davin Kluttz - 2021
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AREA 2
HARROW SPRINGS
Pop. 170

AREA 2 - HARROW SPRINGS

Harrow Springs is a town of some hundred and fifty-odd souls, serving travelers and outlying ranches. A stagecoach arrives roughly every three days, and Cavalry troops perhaps once a month. Unexpected travellers (i.e. the PCs) are a source of great interest and entertainment, drawing stares from children, and disapproving frowns from town marms and fathers. Purveyors of dry (and wet) goods, however, welcome the characters with open arms, eager to do business so long as the PCs have greenbacks or gold.

While the town was founded scarcely fifteen years ago, it feels far older. The paint is faded, shingles are splintered, and some shop signs are missing altogether. The town seems heavy, old, and tender—as if a strong wind could blow it down.

KGC Agents: Old Man Olesky, Hans Wolfsritter, and Doc Ellison remain loyal to the Knights of the Golden Circle. They keep a close watch on the PCs through their network of hired guns and underlings but only take direct action when the PCs are on the verge of uncovering their treasure cache.

The KGC has fewer qualms about killing off their fellow townsfolk. If Hoppy Longfall, Captain May, or Zander Black begin colluding with the PCs, they can expect a visit from Wolfsritter's gunmen. However, if the PCs insist on resorting to shotgun diplomacy, it is only a matter of time before the people of Harrow Springs take the law into their own hands. If the PCs cannot restrain themselves, a hastily raised vigilance committee will.

Judge's Note

Excepting the KGC agents, the folk of Harrow Springs are not wicked folk. However, if the PCs leave a trail of corpses in their wake, the Harrowers will take steps to defend what stands for law and order in their community.

This can be a boon to clever PCs (and their players). If the PCs make friends and allies with the townsfolk, it will buy them more time and breadth in their investigations. And, if it comes to a showdown with the Knights of the Golden Circle, a good reputation with the locals will help ensure that the entire town doesn't turn against the party. During slow moments in the game, judges should create opportunities for these moments of kindness on the part of the PCs. If the characters take the initiative to do good, it will reward them in the end. Possibilities can range from dull to dramatic:

- One of the homes in Harrow Springs catches fire (perhaps set by KGC agents in an effort to silence the family). The entire town turns out to fight the blaze, but family members are trapped upstairs. Will the PCs risk their lives to save the children? Without the aid of magic, PCs will need to navigate the burning house blind and somehow escape with the children in tow.
- Mad Dog Scifert goes on a drunken rampage, attacking a server at the Silver Dollar. One of the locals tries to stop him but is clearly outmatched—Mad Dog wipes the floor with the farmer and tosses him out into the street and demands a showdown. At any point, do the PCs intervene?
- The stage coach is due the next day, with a family returning from a trip back East. All the town is anxious about the coach's arrival—outlaws or worse have been known to harass the stage. Any offer of aid from the PCs is welcomed; would they be willing to meet the stage and escort it back to town? The Harrower's fears are ill-founded, and the ride back goes off without a hitch, but the KGC may take advantage of the PCs' absence to eliminate any townsfolk that have been friendly with the party.

TOWN BUILDINGS

Except where noted, buildings in town are but a single story in height. Most businesses double as the residence for their owners, their families, and any assistants or apprentices.

As the in-town encounter areas are dynamic and change from hour to hour and day to night, there is no single read-aloud text for the various locations. Judges should amend each encounter area and its NPCs to suit the time of day and the needs of the session.

AREA 2-1 - BOOT HILL

The cemetery stands on the edge of town—a small field ringed by a worn wooden fence. A one-room shack sits at the corner of the graveyard, inhabited by Old Olesky, an ornery, grizzled undertaker, who walks with a limp. Olesky is assisted by a pair of apprentice grave diggers that follow him throughout the day.

Olesky is secretly loyal to the KGC. Indeed, despite his dirty clothes, blackened nails, and hunched appearance, Old Olesky is second only to Hans Wolfsritter in the Dry Park Castle Lodge. Olesky is instrumental in hiding victims of the KGC and is privy to all its secrets.

Old Olesky is quick to investigate any disturbance in the graveyard, bringing along his assistants. During the day, he merely keeps a suspicious eye on visitors, but after dark he chases out any intruders, threatening violence as needed. Pressed, he fires a warning shot into the air, summoning a crowd from town in 1d5 rounds.

The graveyard harbors a number of KGC secrets in addition to Kid Colton, and Old Olesky is loath to leave it unguarded. On the rare evenings that he or his apprentices retire to the Silver Dollar saloon, Olesky makes certain that at least one assistant remains on guard with the shotgun.

THE GRAVEYARD SHACK

Two cots and a single bed surround a cast-iron potbelly stove. A simple table and three chairs stand in the corner of the shack, along with a trio of foot lockers haphazardly stuffed with worn clothes. A close search of Olesky's foot locker reveals a cache of 1d30+10 silver dollars wrapped in tissue paper, a Colt Navy pistol [single action, 1d8, ROF 2, Load 6, Reload 3, Range 10/20/60], and 20 rounds of ammunition.

Out behind the shack are a pair of sawhorses, wooden planks, and tools for building coffins.

Old Olesky (level 2 tommyknocker): Init +2; Atk Bowie knife +4 melee (1d6+2), scattergun +2 ranged (1d16/1d8/1d4, ROF 2, Load 1, Reload 3, Range 10/20/40); AC 10; HD 2d14+1d4; hp 30; MV 25'; Act 1d20; SP tommyknocker traits; SV Fort +3, Ref +2, Will +2; Path PoD +1 [Str 16 Int 9 Per 13 Sta 13 Agi 16].

Grave Diggers (4): Init +2; Atk spade +2 melee (1d6); AC 13; HD 3d8; hp 20, 16, 24, 13; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +4; Path PoD +1.

KID COLTON'S GRAVE

The grave is marked with a simple wooden cross carved with the name "Colton." Two characters working together can unearth the coffin in 2-3 hours, though it is likely they alert Old Olesky and his assistants long before then.

Characters will immediately note that the coffin is too light. Pried open, it reveals a dozen or so fist-sized rocks and a sheet of newsprint affixed with a coffin nail. The sheet reads:

no peace for traitors
no escape in life, none in death
cowards hang in Purgatory
until night falls
and the Golden Circle rises again

At the bottom of the script is an ink stamp depicting a triangle inside a circle, marked with the letters KGC



circumscribing a death's-head. "Purgatory," refers to the Parker Gang's hideout, where the corpse of Kid Colton is pinned to the sandstone wall.

The stamped sigil matches the carved stamp found in Hans Wolfsritter's study (**Area 2-2**). Occultists immediately recognize the sigil as a variant of the sign used by the Knights of the Golden Circle, unique to the Dry Park Castle Lodge.

A final clue is the sheet of newsprint. In Harrow Springs this sort of paper can only be had at the Star (**Area 2-5**), where the paper's reporter, editor, and printer Zander Black is an unwilling accomplice of the KGC.

AREA 2-2 -

THE SILVER DOLLAR (SALOON)

The Silver Dollar is Harrow Spring's chief drinking hole, only hotel, and is one of the few two-story buildings in town.

The first floor is home to the saloon and kitchen. Most nights Jay "Hard" Menard works the bar, while Gonzo Gonzaga plays piano for the crowds. Hoppy Longfall is the town drunk and is found here every night, joyfully singing along with Gonzo's tunes.

Menard is a thick-shouldered bear of a man, accustomed to using his bulk to dissuade rowdy drunks. He keeps a double-barrelled shotgun under the bar for when intimidation fails.

Gonzo Gonzaga is a recent immigrant from Italy, who found himself marooned in Harrow Springs after he lost his bankroll in a game of poker. Dismissed as ignorant by the townsfolk, Gonzo misses little, and fully suspects Wolfsritter, Olesky, and Doc Ellison of plotting something. He is willing to share his information (though not risk his life) in return for a bankroll and a ride out of Harrow Springs.

Hoppy Longfall is a former prospector who—even into his 80s—dreams of striking it rich. Nearly toothless, but still possessing a rat's nest of white hair, Hoppy is a great source of general information

about the town and the surrounding canyonlands. If befriended, he can even guide the PCs to Purgatory. (Hoppy would never think to volunteer this himself; it would need to be suggested by the characters.) It is up to the PCs to realize that the old prospector might know more secrets than the town suspects. (Wolfsritter has Hoppy killed if he learns of any plans to visit the Dry Park Gang's hideout.)

Afternoons and evenings, the Silver Dollar is host to 1d24+5 townsfolk (and another 1d8 more, if the stagecoach is passing through town). During the mornings, only Menard is present, cleaning the saloon hall in preparation for the evening rush.

Judge's Note

These NPCs are not static in their placement. Judges should use them in encounters about the town where PCs might run into them. They can provide useful information outside the bar setting.

Jay "Hard" Menard (barkeep): Init +2; Atk fist +3 melee (1d3) or double-barrel shotgun +2 ranged (1d16/1d8/1d4, ROF 2, Load 2, Reload 3, Range 10/20/40); AC 12; HD 5d8; hp 32; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; Path PoR +1.

Gonzo Gonzaga (piano man): Init +1; Atk boot knife +1 (1d4) or derringer +0 ranged (1d8, ROF 2, Load 2, Reload 3, Range 2/8/15); AC 11; HD 1d6; hp 3; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +0; Path PoR.

Hoppy Longfall (prospector): Init +2; Atk bowie knife +1 melee (1d6) or musket +3 ranged (1d16, ROF 1, Load 1, Reload 3, Range 25/50/75); AC 13; HD 1d8; hp 4; MV 30'; Act 1d20; SV Fort +0, Ref +3, Will +5; Path PoR.

SECOND FLOOR

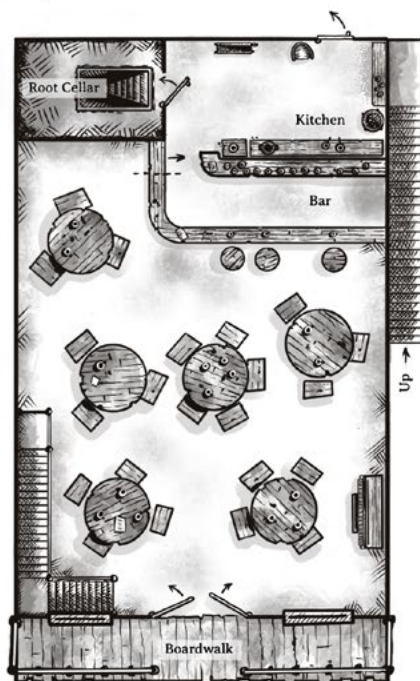
The upstairs of the Silver Dollar hosts four rooms for rent and Wolfsritter's office and private room. Every night the guest book is delivered to Wolfsritter for review.

Hans Wolfsritter is a tall man with a rough, devilish

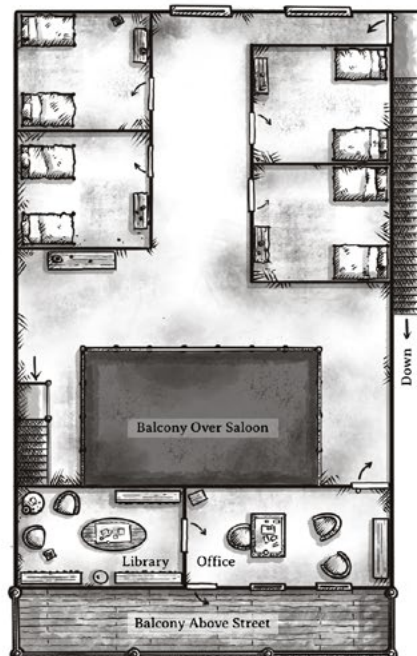


AREA 2-2

THE SILVER DOLLAR Saloon



Ground Floor



2nd Floor

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charm. He is fastidious about his dress and manners, and prides himself in being a gentleman. In his late 40s, he is keenly aware of his own mortality and only enters combat as a last resort.

The grandmaster of the KGC lodge is always accompanied by a trio of notorious hired guns: Michel the Snake, Shotgun Sarah, and Mad Dog Scifert. His bodyguards are fiercely loyal, though not to a fault. They cannot be bought off (and have no need of money so long as they serve the KGC), but if faced with certain death, each must make a Morale check (see *Weird Frontiers* core book pg. 148). On a failed check, the hired guns attempt to withdraw from combat. Note that they might still exchange shots or blows as they try to clear a path to safety. Each of the hired guns is capable of leading the PCs to Purgatory, but they try to betray the party at the first opportunity.

OFFICE SAFE

Wolfsritter keeps a small safe in the front office, hidden behind a false bookshelf laden with plat maps. The safe can be opened with a DC 20 pick locks check or a single blow dealing 30 or more points of damage.

Inside are \$150 (in bills and silver dollars) and seven silver ingots (worth \$25 each). Finally, the safe holds a carved wooden stamp identical to the sigil on the newsprint in Kid Colton's coffin (**Area 2-5**).

OCCULT LIBRARY

The private backroom area conceals Wolfsritter's collection of occult studies, diabolism, and devilry from prying eyes. Intensive study of the tomes and grimoires reveals 1d5 randomly determined occultist spells.

Hans Wolfsritter (level 5 occultist): Init +1;

Atk brass knuckles melee +3 (1d5+2), (2)heavy pistols +3 ranged (1d10, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 15; HD 5d6+4; hp 32; MV 30'; Act 1d20; SP occultist traits, 1d20+6 spell check : (1st level) *obscuring mist, nine lives, ricochet, rending*, (2nd level) *leech, armor of darkness*, (3rd level) *paroxysm, shadow stride*; SV Fort +2, Ref +4, Will +5; Path PoD +2 [Str 13 Int 14 Per 15 Sta 12 Agi 13].

Phylactery: Hans has hidden his soul in an obsidian amulet, carved in the shape of a beetle. The phylactery itself is held by a bruja who has dozens of the amulets collected from various damned souls. If slain, Wolfsritter rises 1d7 days later in a new body.

Michel the Snake: Init +3; Atk brass knuckles +3 melee (1d5+3) or (2)light pistols +4 ranged (1d8+3, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 16; HD 4d8; hp 23; MV 30'; Act 1d20; SV Fort +2, Ref +4, Will +0; Path PoD +1.

Shotgun Sarah: Init +4; Atk straight razor +2 melee (1d3+2) or revolving shotgun +5 ranged (1d12/1d8/1d5, ROF 2, Load 5, Reload 3, Range 15/30/60); AC 17; HD 4d8; hp 28; MV 30'; Act 1d20; SV Fort +0, Ref +3, Will +3; Path PoD +2.

Mad Dog Scifert: Init +2; Atk tomahawk +3 melee (1d5+3) or carbine rifle +1 ranged (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150); AC 15; HD 5d8; hp 32; MV 30'; Act 1d20; SV Fort +2, Ref +3, Will +2; Path PoD +1.

know when his services are needed and can be found awake at all hours of the day or night.

Doc is a gaunt skeleton of a man, with large eyes and nervous, spiderlike hands. Ellison is only able to focus his anxious energy when cutting open a patient. While loyal to the KGC, Doc has no intention of dying beneath a hail of bullets. If it comes to a showdown with the PCs, Doc can be found packing his equipment in anticipation of fleeing town.

Ellison has dug out a shallow cellar beneath the kitchen floor, where he keeps his "Experiment." In the course of his career, he has collected limbs, flesh, and various bits of patients, and stitched them together into a living amalgam that Doc lovingly thinks of as his child and has named "Lil' Zank." The thing in the cellar is entirely mad and lives its curtailed "life" bound in chains, with a locking metal helmet to keep it from screaming. (Any noises that come at odd hours are attributed to Doc's patients making a fuss.) If cornered, Doc lifts up the floorboards, releasing his violent child into the world, immediately triggering a DC 12 Grit check for all those unfortunate enough to witness the "child." If not encountered in this way, Ellison may let the child lose on the PCs at an appropriate time as the judge deems fit.

The towering mound of flesh and pain is utterly indiscriminate in who it attacks, directing its rage against any PC failing a Luck check first. If every PC succeeds on their checks in a given round, the thing attacks its creator. The thing makes four attacks per round, its massive fists falling like sledge hammers.

THE CABINET

Doc keeps a locked (DC 15 lockpick test) cabinet of rare acids, strange elixirs, tinctures, and tonics in his kitchen. While useless (and dangerous!) to common-folk, the cabinet offers a host of opportunities to enterprising mountebanks, granting a +3 to the next 1d10 Brew checks. This bonus can be used but three times before the materials are exhausted.

AREA 2-3 -

DOC ELLISON'S PLAGE

(DOCTOR & DENTIST)

This single-story building has no sign but is well known to everyone in town. His parlor serves as a waiting room, the dinner table doubles as an operating table, and the stains on the floorboards testify to Doc's long career. Ellison seems to have a preternatural ability to



Doc Ellison (level 4 mountebank): Init +1; Atk scalpel +2 melee (1d3); AC 14; HD 4d8; hp 28; MV 30'; Act 1d20; SP mountebank traits, Ellison has prepared the following formulae: (1st level) *Apache fear dust*, *snake oil*, *Surrey's soporific elixir*, *tympanic tincture*, (2nd level) *dead shot*, *toadstool talc*, *water dragon nectar*; SV Fort +1, Ref +3, Will +3; Path PoD [Str 9 Int 14 Per 13 Sta 8 Agi 13].

The Thing in the Cellar (Lil' Zank): Init +4; Atk fist +3 melee (1d8+3); AC 14; HD 10d8; hp 62; MV 30'; Act 4d24; SP regenerates 1d10 hp per round; SV Fort +5, Ref +4, Will -6; Path PoD +1.

AREA 2-4 - FLOPHOUSE

A long, narrow building, the flophouse bills itself as a "Hotel for the Transient and Hostel to the Weary," a cheap alternative to those unable to afford the Silver Dollar. The rooming house is run by Birdie Bolam, a retired librarian who fled east after a violent falling out regarding a married woman.

Birdie Bolam: Init +0; Atk pocket pistol +0 ranged (1d6, ROF 2, Load 5, Reload 3, Range 5/15/50); AC 12; HD 2d8; hp 8; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +3; Path PoR.

The front room of the house is a bunk room with nearly a dozen beds and a center table. Presently, the flophouse is home to a crew of out-of-work cowpokes and gunfighters. Too broke to leave Harrow Springs, and too principled to take work with the KGC, they pass their nights drinking and playing low-stakes poker. They ruefully refer to themselves as the "Flophouse Boys," even though not all are male.

While they are no one's heroes, the Flophouse Boys readily take work with PCs on the side of righteousness. Once they have signed on to a cause, the gang is fiercely loyal, preferring a good fight to a coward's life. The "boys" may be found about town for the PCs to run into as well. They might even approach them asking if they need any work done.

The Flophouse "Boys"

Blackjack Marc: Init +3; Atk fist +2 melee (1d3) or pocket pistol +2 ranged (1d6, ROF 2, Load 5, Reload 3, Range 5/15/50); AC 13; HD 2d8; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +4, Will +1; Path PoR.

Dynamite Cruz: Init +0; Atk brass knuckles +2 melee (1d6) or carbine rifle +1 ranged (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150) or 1 stick dynamite ranged +3 (6d6, 50' diameter); AC 12; HD 2d10; hp 11; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0; Path PoR.

The Kansas Kid: Init +4; Atk fist -1 melee (1d3) or (2) heavy pistols +3 ranged (1d10, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 14; HD 3d8; hp 16; MV 30'; Act 2d20; SV Fort +1, Ref +1, Will -1; Path PoR.

Moonwaltz Mary: Init +3; Atk derringer +1 ranged (1d8, ROF 2, Load 2, Reload 3, Range 2/8/15) or carbine rifle +5 (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150); AC 15; HD 3d6; hp 12; MV 30'; Act 1d20; SV Fort +4, Ref +5, Will +4; Path PoR.

AREA 2-5 -

HARROW SPRINGS STAR

(NEWSPAPER & PRINTER)

The Harrow Springs Star has been defunct for over a year now. Zander Black, the owner, editor, and publisher subsists by printing KGC propaganda leaflets for Hans Wolfsritter to ship back east.

The front door is locked at all hours (DC 15 picklocks) and the windows are covered in dust. Black is an unwilling accomplice to the KGC and keeps all their printed material hidden in the back room until they ship by coach. Black supplied the paper used for the notice inside Kid Colton's grave; anyone comparing the note and Black's newsprint can see they are a perfect match.

Black is a tall, rangy fellow with a melancholy disposition. His cousin, Lara, was murdered by



Wolfsritter's hired guns, but Black was too cowardly to rise to her defense—a failure that haunts him to this day. (See **Area 2-8** for more details on Lara's tormented spirit.) When he is not at work printing materials for Wolfsritter, Black can be found drowning his guilt at the Silver Dollar.

Broken in mind and soul, it takes very little to push Black over the edge. If confronted with his sins or threatened with violence, he cracks and begins screaming incoherently about Kid Colton and the Dry Park Gang hanging in Purgatory. (The significance of this might be lost on the townsfolk, and perhaps on the PCs as well.)

When Black cracks, roll **1d7** or pick from the following: (1) Black slips into catatonic shock, unresponsive to any stimuli; (2) he draws his derringer and kills himself; (3) he draws his derringer and attacks the nearest person; (4) Black collapses—dead from a heart attack; (5) Black sprints back to the newspaper office, retrieves a shotgun, and goes to the Silver Dollar to kill Hans Wolfsritter.

(If the last result is rolled, Black is shot dead by Wolfsritter's bodyguards before he can complete his mission.)

Black keeps a shotgun and a lockbox in the back room of the print shop. The lock box (**DC 15 picklocks**) contains **1d12** dollars in greenbacks and a silver locket containing the silhouette of a young woman.

If Black is somehow brought back to sanity and convinced that the PCs can liberate him from the KGC, he willingly leads the PCs to Purgatory.

Zander Black: Init +0; Atk deringer -1 ranged (1d8, ROF 2, Load 2, Reload 3, Range 2/8/15) or scattergun +0 ranged (1d16/1d8/1d4, ROF 1, Load 1, Reload 3, Range 10/20/40); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort -1, Ref +0, Will -3; Path PoD.

AREA 2-6 - STAGE STATION

A small one-room building, stoutly built, the stage station is the source of most excitement in Harrow Springs. Every three days or so (longer, when the weather is poor) a coach rumbles into town, drawn by six horses coated in sweat and dust from the road.

The station is overseen by a discharged cavalry soldier calling himself Captain May. Broad shouldered and handsome, May cuts an impressive figure. However, his cocksure, heroic demeanor conceals a craven soul; Captain May has never held his ground in a fight, nor will he. While too cowardly to be useful to the KGC in a fight, Captain May knows enough to fear and obey Wolfsritter and his men.

STATION SAFE

The station also serves as Harrow Springs' bank—such as it is. For a percentage of its worth (or in return for a favor), May is willing to store a character's valuables. Coach riders are free to use the safe as part of their passage.

The safe is a massive metal affair, nearly 5' on a side and built into the brick wall of the station. However, the safe presents scarcely a challenge to experienced crackers (**DC 20 picklocks**). Alternatively, it can be blasted open by explosives or magic if dealt more than 75 points of damage in a single round.

The safe contains May's accounting ledger and **5d100** dollars, in a variety of bills, coins, and gold dust.

A slim, locked drawer (**DC 20 picklocks**) is concealed beneath a sheet of tin in the base of the safe. The drawer only escapes notice on the most cursory of examinations. Inside is a tally book recording each stage that has passed through Harrow Springs and the approximate wealth on board—usually payroll bound for Fort Apache.

Entries for coaches with exceptionally rich cargoes are circled in red ink. Researchers that take the time to cross reference the highlighted coaches against the record of coaches robbed by the Dry Park Gang find an alarming correlation. (As part of his duties to the KGC, Captain May regularly reported on the coaches,

their cargo, and passengers.) The coaches each have a driver and a guard, though wealthy passengers might also hire their own bodyguards. Each coach carries 1d6-1 passengers, their luggage, and the mail for Harrow Springs and Fort Apache. On any given coach, there is 5d50 dollars in payroll, destined for Fort Apache.

AREA 2-8 - CHAPEL

At the edge of town is a simple, white church, with faded paint, and a broken church bell. The small building holds fifty congregants, but most Sundays, there are a dozen or fewer in attendance.

Father Paul presides over the chapel, doing his best to minister to the people of Harrow Springs. A devout man in his late 60s, without guile or guts, Father Paul is derided by the KGC and their allies as a pacifist fool. Much like his chapel, Father Paul is regarded as grey, weary, and not long for this world.

But, the priest has a secret. Some months back, after Lara Black's funeral (cousin to Zander in **Area 2-5**), Father Paul was visited by the young woman's ghost in the night. Though unable to receive communication from the spirit, her mere presence offered him validation in his beliefs and the knowledge that there was something far greater than this cold world.

Now, Father Paul passes his days holding one-sided conversations with a presence that only he can see. The priest knows that the spirit is tormented but has no idea how to alleviate her pain. He welcomes revelators and calaveras who might be able to aid him in his efforts to grant Lara Black peace.

Captain May (station master): Init +2; Atk (2)heavy pistols +3 ranged (1d8, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 12; HD 4d8; hp 38; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; Path PoD +1.

Coach Driver: Init -1; Atk pocket pistol -2 ranged (1d6, ROF 2, Load 5, Reload 3, Range 5/15/50); AC 9; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +1, Ref -1, Will -1; Path WtL.

Coach Guard: Init +1; Atk scattergun +1 ranged (1d16/1d8/1d4, ROF 1, Load 1, Reload 3, Range 10/20/40); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1; Path WtL.

AREA 2-7 - LIVERY & FEED

The livery, storefront, and corral are located at the end of town. Rowdy Robert Brinkman was a talented horse rustler in his youth but has settled into a modest life as a self-described "provender of equines." Despite his misspent youth, Brinkman has matured into an honest dealer in horseflesh and prides himself on the animals in his care.

At any time there are 1d7+1 horses in the corral. Most are of middling quality, but on a Luck check, a PC can recognize an exceptional steed.

Rowdy Robert Brinkman: Init +1; Atk whip +1 melee (1d2) or carbine rifle +0 ranged (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150); AC 11; HD 2d6; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1; Path PoR.

THE GHOST OF LARA BLACK

The ghost is so desperate to communicate with the living that it can accidentally overwhelm mediums and the like. If a calavera communicates with the spirit, that character must immediately make a DC 15 Will save or be overwhelmed by the psychic wave. A character failing the Grit check takes an additional 1d12 physical damage, is rendered unconscious, and cannot attempt to contact Lara Black for another 1d3 days.

Calaveras that are able to establish contact are justly rewarded. In flashes of emotion, Lara is able to share the following:

- She was murdered by Michel the Snake, Shotgun Sarah, and Mad Dog Scifert. Calaveras witness the death from Lara's point of view: being hauled out into the canyonlands and taken to a sandy overhang before being killed for amusement.



- She knows that Kid Colton's body isn't buried in the graveyard and that the Kid's soul can't be found or contacted, so long as it is forced to ride with the Dry Park Gang.
- Lara cannot lead the PCs to Purgatory. However, she can direct the PC to those who can: her cousin Zander, Hans Wolfsritter and any of his men, and Hoppy Langfall.

Laying Lara's spirit to rest is as simple as bringing her killers to justice (or rendering frontier justice). However, this righteous violence is beyond Father Paul. The priest offers what aid he can (sheltering the PCs from the KGC, for instance).

Father Paul: Init +0; Atk fist +0 melee (1d3); AC 11; HD 2d6; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +3; Path POR.

Ghost of Lara Black: Init +3; Atk howl +3 ranged (1d14); AC 13; HD 3d12; hp 24; MV 60'; Act 1d20; SP un-dead traits, Fear (DC 9 Grit check on first viewing), telekinesis (up to 25 lbs), immune to non-magical weapons; SV Fort +0, Ref +3, Will +4; Path PoR.

AREA 3 - PURGATORY

Purgatory is the name given to the Dry Park Gang's hideout; a small shelter built into a sandstone overhang. At the back of the overhang is a small, natural cave that once provided water for the outlaws and their horses when they were alive.

The arroyos surrounding Purgatory are an unmapped maze of identical sandstone ravines, high walls, and washes. Novices quickly become lost, and opportunities for ambushes abound. Characters will need magic or a guide to find the outlaws' hideout.

(Clever PCs might trick members of the KGC into returning to Purgatory and track them back to the gang's lair—Hans Wolfsritter, Old Man Olesky, and Hoppy Longfall all know how to reach the hideout.)

TREASURE

While **Area 3-5** at the back of the overhang does contain a portion of the KGC lodge's treasure, the bulk of their wealth is hidden in other caches throughout the canyonlands.

GENERAL FEATURES

The sandstone walls threaten to crumble underhand, making climbing challenging. Characters hoping to ascend the walls must succeed at DC 20 climb checks or resort to magic.

AREA 3-1 - THE AMBUSCADE

A narrow trail is cut into the sandstone wall, wending its way up to a platform atop the ridge that looks down on the surrounding canyons.

The Dry Park Gang once posted guards atop the ridge to ambush incoming riders. A circle of stones offers cover to shooters, and an old bedroll still rests amid the stones.

Shooters atop the ridge gain +4 to hit targets in the canyons below and a +4 to their AC.

AREA 3-2 - CORRAL

A side canyon has been fenced off with a makeshift barrier of branches and logs. A crude water trough has been chiseled out of the sandstone wall, and a pair of up-ended buckets lie nearby.

Characters pausing to inspect the corral discover a horse's skull, half-buried in the drifting sand. The animal died here, forgotten, after the Rangers ambushed the Dry Park Gang, and now its ghost is possessed of a ferocious hatred.

If the skull is disturbed in any way, a spectral horse appears, stamping fiercely before rearing into the air and triggering a DC 11 Grit check.



AREA 3

PURGATORY



The PCs have just one round to act; if they use that round to open the gate from the corral, the ghost horse gallops free (see the end of the encounter, below).

If the PCs do anything other than throw open the gate or break down the fence, the ghost horse attacks, lashing out with its flaming hooves. If every PC exits the corral, the spectral horse slowly fades from sight, though the smell of brimstone lingers.

Despite being a formidable foe, the ghost horse is bound, and cannot escape the corral without the help of the living. If the ghost is freed, it rewards its rescuer: the ghost possesses the PC's mount—if the character is threatened or attacked, the living mount is transformed into the ghost horse with the Stats below. The fiery ghost horse remains in place of the PC's natural mount until the threat has passed. Highly intelligent, the ghost refuses to tolerate any rider other than its liberator.

Ghost horse: Init +3; Atk hoof +5 melee (1d12+3); AC 13; HD 3d12; hp 18; MV 80'; Act 2d20; SP un-dead traits, telepathy (emotions), immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; Path WtL.



AREA 3-3 - RUINED SHACKS

Tumbled-down, rough-sawn planks litter the arroyo, laying atop rusted tin sheets.

The shacks are all destroyed, laid flat by the ghost-rider storms. There is nothing of value for the PCs here.

AREA 3-4 - THE OVERHANG

The canyon ends at a sandstone cliff. Wind and time have worn a deep, sheltering overhang into the wall. Dominating the scene is a blackened, dessicated body hanging by a noose from the front of the overhang.

The body is that of Kid Colton. Flies buzz about his face and maggots spill from his eyes and mouth. His skin is shrunk, black, and taut—producing a skeletal effect—and the Kid spins gently in the hot air.

Cutting down Kid Colton is as simple as cutting or shooting the rope. The body collapses to the ground, intact. It can be easily tied to the back of a horse and carried back to Widow Colton's cabin. (See **Conclusion**, below, for complications as the Kid's story comes to a close.)

Freeing the body of Kid Colton sets a series of events in motion. A howling wind shrieks down the canyon. Black storm clouds begin to roil and build as tongues of lightning flicker on the horizon. Heavy drops of ice-cold rain begin to pelt the PCs, and the sandy arroyos threaten to flood. While the Dry Park Gang isn't present yet, the threat of their arrival is palpable: The ghost riders are coming.

(Note: While the players may not have much experience with how quickly canyonlands can flood, their PCs likely do!)

Use the following timeline as a rough means of adjudicating the breaking storm once Kid Colton is cut down:

Rounds 1-3: Storm clouds build in the distance, and thunder rolls across the desert. Drops of icy rain spatter down from the sky.

Round 4-5: A howling wind tears through the canyon,



sweeping at the sand that covers the arroyo floor. The sand sluices away in long, blowing tendrils, revealing scores of human skeletons baked into the dried mud floor. The rain intensifies.

Round 6: As the baked silt floor begins to soften, the first skeletons wrench themselves free. Their eyes aglow with brilliant blue light, and their howls match the shrieking wind as they stagger towards the PCs.

Each PC is targeted by 1d5 skeletons, and must make a DC 12 Grit check.

The skeletons can be turned, but only partially. On each successful check, the character turning back the night can turn or destroy all the un-dead attacking a specific PC, but the other skeletons continue their attacks, unabated.

Skeletons: Init +0; Atk claw +1 melee (1d5 + 1d3 Stamina damage [Fort save vs. DC 13 for ½ damage rounding up]); AC 12; HD 1d8; hp 6 each; MV 20'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons, raise the newly dead; SV Fort +2, Ref +0, Will +0; Path POD +1.

Un-dead traits: Like all un-dead, deadpokes are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

Raise the newly dead: Each blow from the walking dead saps the PC's life, reducing their Stamina by 1d3 points (Fort save for ½ damage, rounding up). A character reduced to 0 or less is killed, their flesh torn from their bones, only to rise as a skeleton for the next round. Each time a character (even an NPC) is slain and then raised as a skeleton, surviving PCs must attempt DC 15 Grit checks. Lost stamina points are regained by surviving PCs at the rate of 1 per hour.

Round 7-10: Lightning strikes all around. Rain water begins to flood the arroyo floor, and hoards of skeletons emerge from the rushing black waters. Characters are targeted by 1d6 skeletons, the numbers increasing by +1d each round up to 1d10 skeletons maximum by round 10.

Round 11+: Crushing waters flood the arroyo. If the PCs have not yet fled, the waters rush through the canyons, leaving only the dead in their wake (reference the drowning rules in the *Weird Frontiers* core book, pg. 147). Such is the flood's strength that it is not possible to swim against it, and those caught within will begin to drown for the 1d10+2 rounds it takes for the waters to recede.

To make matters worse, the Dry Park Gang arrives to claim fresh souls for their eternal hellride (see **Area 1-1 - Dry Park Gang** and the judge's note on the gang in the **Adventure Summary** to see how the manifestation works). Friendly judges might allow surviving characters to take cover by finding a cave to duck into (perhaps a Luck check).

AREA 3-5 - CAVE & THE CACHE

The overhang has been burrowed out here to make a rough cave in the sandstone. The smell of moisture hangs in the air.

The Dry Park Gang dug into the back of the overhang, enlarging a natural cave to make a pool where water could collect. A trio of buckets rest at the water's edge.

At the back of the cave is a false wall, built of rough wooden planks, dusted with glue and sand. The wall pulls out and down, like a trapdoor, opening into a small nook.

The moving wall is trapped; a small hook is pinned to the inside of the wall and runs to an igniter set in a pitcher of nitroglycerine. If the wall is lowered without removing the hook, the pitcher detonates in a powerful explosion dealing 4d30 damage to all within the cave, throwing debris a mile in every direction, and burying the KGC treasure hoard for all time. The trap is readily detected by those that pause to look before they leap (a DC 16 disarm trap or similar check must be made to disarm the trap). Unfortunately, the nitroglycerin is so unstable that merely failing to disarm the trap triggers its full effect unless a Luck check is passed.

Behind the wall are six strongboxes. Each is secured with a lock (DC 20 check to pick or 15 points of damage in a single round). Each of the strongboxes contains 3d300 in gold and silver dollars.



CONCLUSION

SHOWDOWN WITH THE KGC

The building storm alerts the KGC that Purgatory has been breached. Hans Wolfsritter and Old Olesky (if they are still alive), round up surviving henchmen and ride to Widow Colton's for a showdown. (This assumes the PCs have talked about the widow in town and know to head there. If they have not, the KGC will have had spies keeping a watch over the Colton's home in case others come looking for the silver and will have noted the PC's visit.)

They wait out front of the cabin; Widow Colton and Angus are nowhere to be seen and do not answer calls. Hans calls out the PCs as they approach, offering KGC riches in exchange for the body of Kid Colton. This is a ruse to lure the PCs close enough for an ambush—the KGC wants nothing to do with the moldering corpse.

If the PCs demand that Wolfsritter hand over the widow and her son, he laughs, then seems bemused, as if the characters had suggested something outrageous.

Regardless of the character's actions, the KGC has no intention of permitting the PCs to leave alive. They lure the PCs close, and when the moment is ripe, launch an all out attack on the party.

Once all the villains are slain or routed, Widow Colton and Angus emerge from the cabin. The widow thanks the PCs for their service, surrenders the silver, and asks one last favor: help to put her husband to rest. ...

You turn the last spade of earth onto the grave. The Widow Colton and her son watch on in silence. The boy awkwardly drops a handful of flowers on the grave; his mother kneels to collect the flowers at the base of the wooden cross.

The characters are free to take whatever actions they like. After all is concluded:

You strap the wooden strongbox to the old mule and walk your horses up the ridge. The clouds break, and you take one last look back into the valley. The Widow Colton and her son are gone. It must be a trick of the light, but now there are three crosses set in the ground: Kid Colton's, beside two smaller graves, long overgrown with grass and flowers. Somewhere a child squeals with laughter, and a tendril of woodsmoke curls up from the cabin's chimney. It must be a track of the light, but now there are three crosses set in the ground: Kid Colton's, beside two smaller graves, long overgrown with grass and flowers. Somewhere a child squeals with laughter, and a tendril of woodsmoke curls up from the cabin's chimney.





APPENDIX

NPC LIST

While each location notes an NPC, the townsfolk can also be found elsewhere, going about their daily business. Judges should use their discretion and common sense to locate townsfolk throughout the day.

Name	Location	Stats	Notes
KNIGHTS OF THE GOLDEN CIRCLE			
Doc Ellison	2-3	(level 4 mountebank): Init +1; Atk scalpel +2 melee (1d3); AC 14; HD 4d8; hp 28; MV 30'; Act 1d20; SP mountebank traits, Ellison has prepared the following formulae: (1st level) Apache fear dust, snake oil, Surrey's soporific elixir, tympanic tincture, (2nd level) dead shot, toadstool talc, water dragon nectar; SV Fort +1, Ref +3, Will +3; Path PoD [Str 9 Int 14 Per 13 Sta 8 Agi 13].	Nervous, anxious surgeon; gaunt; keeps fleshy monstrosity in cellar
Hans Wolfsritter	2-2	(level 5 occultist): Init +1; Atk brass knuckles melee +3 (1d5+2), (2)heavy pistols +3 ranged (1d10, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 15; HD 5d6+4; hp 32; MV 30'; Act 1d20; SP occultist traits, 1d20+6 spell check : (1st level) obscuring mist, nine lives, ricochet, rending, (2nd level) leech, armor of darkness, (3rd level) paroxysm, shadow stride; SV Fort +2, Ref +4, Will +5; Path PoD +2 [Str 13 Int 14 Per 15 Sta 12 Agi 13].	Handsome, devilish man; immaculately dressed; well versed in the occult.
Old Man Olesky	2-1	(level 2 tommyknocker): Init +2; Atk Bowie knife +4 melee (1d6+2), scattergun +2 ranged (1d16/1d8/1d4, ROF 2, Load 1, Reload 3, Range 10/20/40); AC 10; HD 2d14+1d4; hp 30; MV 25'; Act 1d20; SP tommyknocker traits; SV Fort +3, Ref +2, Will +2; Path PoD +1 [Str 16 Int 9 Per 13 Sta 13 Agi 16].	Ornery undertaker; filthy, with grave dirt under fingernails and stained skin.

KGC HIRELINGS & FLUNKIES			
Captain May	2-6	Init +2; Atk (2)heavy pistols +3 ranged (1d8, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 12; HD 4d8; hp 38; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; Path PoD +1.	Handsome station master; coward.
Mad Dog Scifert	2-2	Init +2; Atk tomahawk +3 melee (1d5+3) or carbine rifle +1 ranged (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150); AC 15; HD 5d8; hp 32; MV 30'; Act 1d20; SV Fort +2, Ref +3, Will +2; Path PoD +1.	Bodyguard and enforcer for Hans Wolfsritter.
Michel the Snake	2-2	Init +3; Atk brass knuckles +3 melee (1d5+3) or (2)light pistols +4 ranged (1d8+3, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 16; HD 4d8; hp 23; MV 30'; Act 1d20; SV Fort +2, Ref +4, Will +0; Path PoD +1.	Bodyguard and enforcer for Hans Wolfsritter.
Shotgun Sarah	2-2	Init +4; Atk straight razor +2 melee (1d3+2) or revolving shotgun +5 ranged (1d12/1d8/1d5, ROF 2, Load 5, Reload 3, Range 15/30/60); AC 17; HD 4d8; hp 28; MV 30'; Act 1d20; SV Fort +0, Ref +3, Will +3; Path PoD +2.	Bodyguard and enforcer for Hans Wolfsritter
Zander Black	2-5	Init +0; Atk deringer -1 ranged (1d8, ROF 2, Load 2, Reload 3, Range 2/8/15) or scattergun +0 ranged (1d16/1d8/1d4, ROF 1, Load 1, Reload 3, Range 10/20/40); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort -1, Ref +0, Will -3; Path PoD.	Newspaper man; on the verge of a mental breakdown
FLOPHOUSE BOYS			
Blackjack Marc	2-4	Init +3; Atk fist +2 melee (1d3) or pocket pistol +2 ranged (1d6, ROF 2, Load 5, Reload 3, Range 5/15/50); AC 13; HD 2d8; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +4, Will +1; Path PoR.	Gambler.
Dynamite Cruz	2-4	Init +0; Atk brass knuckles +2 melee (1d6) or carbine rifle +1 ranged (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150) or 1 stick dynamite ranged +3 (6d6, 50' diameter); AC 12; HD 2d10; hp 11; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0; Path PoR.	Madman armed with dynamite.

The Kansas Kid	2-4	Init +4; Atk fist -1 melee (1d3) or (2) heavy pistols +3 ranged (1d10, ROF 2, Load 6, Reload 3, Range 10/20/60); AC 14; HD 3d8; hp 16; MV 30'; Act 2d20; SV Fort +1, Ref +1, Will -1; Path PoR.	Gunfighter.
Moonwaltz Mary	2-4	Init +3; Atk derringer +1 ranged (1d8, ROF 2, Load 2, Reload 3, Range 2/8/15) or carbine rifle +5 (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150); AC 15; HD 3d6; hp 12; MV 30'; Act 1d20; SV Fort +4, Ref +5, Will +4; Path PoR.	Sharpshooter.
TOWNSFOLK			
Birdie Bolam	2-4	Init +0; Atk pocket pistol +0 ranged (1d6, ROF 2, Load 5, Reload 3, Range 5/15/50); AC 12; HD 2d8; hp 8; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +3; Path PoR.	Runs flophouse; former librarian.
Gonzo Gonzaga	2-2	Init +1; Atk boot knife +1 (1d4) or derringer +0 ranged (1d8, ROF 2, Load 2, Reload 3, Range 2/8/15); AC 11; HD 1d6; hp 3; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +0; Path PoR.	Piano man.
Hoppy Longfall	2-2	Init +2; Atk bowie knife +1 melee (1d6) or musket +3 ranged (1d16, ROF 1, Load 1, Reload 3, Range 25/50/75); AC 13; HD 1d8; hp 4; MV 30'; Act 1d20; SV Fort +0, Ref +3, Will +5; Path PoR.	Prospector and town drunk; can guide PCs to Purgatory.
Jay "Hard" Menard	2-2	Init +2; Atk fist +3 melee (1d3) or double-barrel shotgun +2 ranged (1d16/1d8/1d4, ROF 2, Load 2, Reload 3, Range 10/20/40); AC 12; HD 5d8; hp 32; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; Path PoR +1.	Silver Dollar barkeep.
Rowdy Robert Brinkman	2-7	Init +1; Atk whip +1 melee (1d2) or carbine rifle +0 ranged (1d14, ROF 1, Load 1, Reload 1, Range 40/80/150); AC 11; HD 2d6; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1; Path PoR.	Runs livery; former rustler.

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