

WESTERN ADVENTURE PACK

Version: 3

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Western Adventure Pack

Setting Information

- The world is dust, gunpowder, and silence — a stretch of sunburnt land where justice rides a tired horse and graves are dug with one eye open.
- The age is the fading light of the 1800s — a time when the frontier gasps its last breath before the iron rails and telegraph wires stitch it shut.
- The setting is a lonely town at the edge of the known — saloons creak at dusk, cattle trails run dry, and the nearest law rides days behind.
- Wilderness presses from all sides — jagged canyons, storm-bit plains, forests thick with eyes, and rivers that have swallowed more than they quenched.
- The town is a crossroads for fortune and ruin — ranchers, trappers, drifters, preachers, bounty men, and worse — all passing through, none passing clean.
- Life runs on grit and guts — fences built by calloused hands, whiskey poured for coin or company, and grudges carried further than water.
- Danger comes with the wind — wolves in the hills, bandits on the ridge, a stranger with a slow draw and no name to answer for.

- This is a land where every man writes his name in lead, and the only truth worth a damn is what you can hold onto when the shooting starts.

Character Traits

Concepts

	1	2	3	4	5	6
1	Weathered Sheriff	Wandering Gunslinger	Jaded Bounty Hunter	Stoic Homesteader	Retired Outlaw	Lone Preacher
2	Broken Deputy	Mute Tracker	Gambling Drifter	Snake-Oil Salesman	Vengeful Widow	Ex-Soldier Turned Rancher
3	Ghost Town Survivor	Railroad Scout	Illiterate Farmhand	Reluctant Hero	Cold-Blooded Killer	Escaped Convict
4	Desert Prophet	Grizzled Gold Miner	Runaway Heiress	Reformed Rustler	Veteran Indian Scout	Drunkard with a Past
5	Reckless Stagecoach Driver	Frontier Doctor	Charismatic Con Man	Doom-Whispering Hermit	Sharp-Tongued Saloon Singer	Former Pinkerton Agent
6	Outcast Orphan	Mysterious Stranger	Whispering	Foreign	Grave-Robbing Tinkerer	One-Eyed

1	2	3	4	5	6
		Grave-keeper	Merce-nary		Ranch Hand

Skills

	1	2	3	4	5	6
1	Quick Draw	Animal Handling	Blunt Honesty	Card Sharp-ing	Gun Main-te-nance	Desert Naviga-tion
2	Long-Range Shot	Rope & Lasso	Silent Move-ment	Am-bush Plan-ning	Bluff-ing	Camp-fire Cook-ing
3	Riding Hard	Dows-ing	Staring Contest Winner	Old Wound Diagno-sis	Bar-room Brawl-ing	Makeshift Repairs
4	Threat Assessment	Gun Twirling	Hoofprint Reading	Dyna-mite Timing	Sharp Aim	Stand-off Nerve
5	Preach-ing Fire	Read-ing People	Riding Side Sad-dle	Poker Face	Quick Re-load	Map Mem-ory
6	Lie De-tection	Makeshift Surgery	Spitting Distance	Horse Whis-pering	Lock Bust-ing	Ghost Story-telling

Frailties

	1	2	3	4	5	6
1	Haunted by the War	One Eye	Bad Gambling Habit	Constant Cough	Hunted for a Bounty	Allergic to Horses
2	Trusts No One	Nightmares Every Night	Wanted in Another State	Blames Self for a Massacre	See Ghosts Sometimes	Afraid of Gunfire
3	Never Learned to Read	Drinking Problem	Can't Say No to a Dare	Escorted from Kin	Marked by the Devil	Shaky Hands at Dusk
4	Talks to the Dead	Crossed the Wrong Man	Old Bullet Still Inside	Townfolk Hate You	Superstitious Wreck	Can't Leave the County
5	Sworn Vow of Silence	Falls for Every Scam	Cursed by a Dying Woman	Missing a Finger	Refuses to Carry a Gun	Flat Broke Always
6	Walks with a Limp	Claustrophobic	Known Liar	Fear of Snakes	Old Flames Burn Hot	Suspect in Disappearances

Gear

	1	2	3	4	5	6
1	Rusted Revolver	Blood-stained Hat	Trusted Lasso	Custom-Made Spurs	Deck of Marked Cards	Snakebite Tonic Flask
2	Sawed-Off Shotgun	Dog-Eared Wanted Posters	Ornate Bowie Knife	Hand-Carved Pipe	Pocket Bible	Lockpick Hairpin
3	Shiny Deputy Badge	Journal of Last Words	Fire-Starting Flint	Coin Toss Token	Flask of Strong Stuff	Engraved Pocket Watch
4	Folding Shovel	Last Silver Horse Shoe Charm	Rusty Bear Trap	Map to a Lost Mine	Tattered Trench-coat	
5	Home-made Rifle	Whispering Saddlebag	Mirror from a Lover	Saloon Token Necklace	Hand-Drawn Wanted Poster (self)	Cracked Spyglass
6	Keepsake Revolver (no bullets)	Charred Sheriff's Star	Vial of River Dust	Lock-box with No Key	Sacred Amulet of a Dying Tribe	Tin Can with a Rattlesnake Tail

Names

Female Names

	1	2	3	4	5	6
1	Clara	Ruth	Hattie	Louella	Nell	Josie
2	Maude	Mercy	June	Cora	Ada	Laverne
3	Belle	Thelma	Sadie	Miriam	Esther	Della
4	Winona	Dorothea	Lillian	Opal	Edie	Mabel
5	Blanche	Dinah	Hazel	Isobel	Tilda	Nora
6	Elvira	Frankie	Goldie	Mattie	Pru- dence	Clara- belle

Male Names

	1	2	3	4	5	6
1	Jed	Amos	Hank	Cyrus	Boone	Luther
2	Elmer	Rufus	Silas	Wyatt	Zeke	Emmett
3	Otis	Buck	Clayton	Jasper	Ira	Virgil
4	Cletus	Earl	Thad- deus	Jebe- diah	Amos	Vernon
5	Levi	Clyde	Orville	Amos	Reuben	Hollis
6	Abner	Wade	Roscoe	Gideon	Quentin	Enoch

Surnames

	1	2	3	4	5	6
1	McGraw	Delaney	Crow- der	Boone	With- ers	Hay- wood
2	Langtry	Hensley	Tabor	Calla- han	Sut- ter	Dug- gan

	1	2	3	4	5	6
3	Merri- weather	Rawlins	Dalton	Cavanaugh	Har- row	Gree- ley
4	Drum- mond	Whitley	Farnsworth	Hollis- ter	Bur- rows	Tag- gart
5	Ketchum	Cartwright	Calhoun	Tem- pleton	Bel- lamy	Good- night
6	Rourke	Pickett	Voss	Mad- dox	Doolin	Parnell

Nicknames

	1	2	3	4	5	6
1	One- Eye	Dust Devil	Black Jack	Preacher	No- Name	Whiskey Tooth
2	Dead- shot	Slow- poke	Red Boots	Widow- maker	Tin Star	Gallows Joe
3	Snakebite	Gravedig- ger	Lucky Seven	Silent Sue	Iron- Hand	Bitter Creek
4	Mad Mag- gie	Slim Pickens	Hush Puppy	Widow's Son	Lefty	Cactus Jim
5	Shot- glass	Crow- Eater	Rattlesnake	Miss Fortune	Dusty Rose	Broken- Tooth
6	The Weasel	Cold- Eyes	Thun- derjaw	Blue- bonnet	Prairie Ghost	Gutshot Hank

Special Rules

Quick-Draw Duels

In this land, justice is often decided in a heartbeat — or the failure of one.

- When a duel begins, both participants roll a closed Oracle question: “Do I outdraw my opponent?” Use Advantage if tags support it (e.g. Quick Hands, Fast Reflexes, Gunfighter Instinct).
- The winner gains Advantage on their first Conflict roll.

After that, combat proceeds normally — each side takes turns resolving Conflicts until one is down, disarmed, or flees.

Wanted Levels

A good name goes a long way in the West. A bad one goes even further.

Each time you commit crimes or notorious acts, your **Wanted Level** increases. Higher levels draw the attention of lawmen, bounty hunters, and the occasional vigilante. Good deeds may reduce your notoriety — but only if someone’s watching.

Wanted Levels:

1. **Unknown** – You’re a nobody. Free to roam.
2. **Petty Criminal** – You’ve stolen, lied, or trespassed. Some folks might take note.
3. **Notorious Outlaw** – There’s a poster with your face on it somewhere.
4. **Infamous Gang Leader** – You’re a known threat. Most towns will refuse you service or shoot on sight.
5. **Public Enemy** – Your name spreads faster than your horse can ride. You’re hunted.

6. **Legendary Outlaw** – You're a living myth. The law wants your head. So does half the territory.

Tip: Some towns or factions may react based on your level. At Level 3+, roll Faction Tags with Disadvantage unless disguised or protected.

Hardship

The frontier doesn't care about your plans. It breaks them — and you — without apology.

- You must track **thirst**, **hunger**, and **exposure**.
- When injured, healing is slow unless you have access to clean water, shelter, or proper medicine.
- Harsh conditions (drought, dust storms, blizzards) may impose penalties or force checks to continue travel or avoid Frailty Tags.

Example:

You're stranded on the mesa. No water, no shade. After a day's travel, you gain the tag Parched. Keep it until you find water. If Parched is still active and you fail a survival check, gain Delirious or Sunburned.

Note: Use Frailty Tags like Starving, Frostbitten, or Exhausted to represent long-term hardship effects.

Factions

The Badge-Bearers

- **Concept:** Grim enforcers of a fading order
- **Skills:** Fugitive tracking, frontier discipline
- **Frailty:** Cling to codes no longer respected

- **Gear:** Tin badge, arrest ledger
- **Goal:** Hold the line against chaos
- **Motive:** Duty above all
- **Nemesis:** The Scars of the Territory

The Scars of the Territory

- **Concept:** Fractured gangs and gun-hardened survivors
- **Skills:** Ambush tactics, outlaw charisma
- **Frailty:** Prone to betrayal within the ranks
- **Gear:** Stolen pistols, blood-stained bandanas
- **Goal:** Ride until no law can follow
- **Motive:** Vengeance and survival
- **Nemesis:** Badge-Bearers, and each other

The Dustwalkers

- **Concept:** Displaced guardians of ancestral trails
- **Skills:** Landcraft, memory-keeping
- **Frailty:** Surrounded by a world that forgets
- **Gear:** Ceremonial blade, hand-drawn map
- **Goal:** Defend the land without losing the story
- **Motive:** Resistance rooted in tradition
- **Nemesis:** The Railmen Syndicate

The Homestead Union

- **Concept:** Stubborn settlers and fence-holding families
- **Skills:** Bartering grit, marksmanship from the porch
- **Frailty:** Naïveté disguised as hope
- **Gear:** Worn musket, iron cooking pot
- **Goal:** Raise homes that can't be burned out
- **Motive:** Future carved from dirt
- **Nemesis:** Land agents and syndicate men

The Railmen Syndicate

- **Concept:** Industrialists and their loyal hammermen
- **Skills:** Dynamite use, supply logistics
- **Frailty:** Blind to who's buried under progress
- **Gear:** Steel rail contracts, brass whistle
- **Goal:** Push the line west at any cost
- **Motive:** Wealth through empire
- **Nemesis:** Dustwalkers and all who delay the line

The Border Marauders

- **Concept:** Ragged veterans of lost causes
- **Skills:** Guerilla strikes, desert maneuvering
- **Frailty:** Fragmented loyalty and old scores
- **Gear:** Machetes, patched saddlebags
- **Goal:** Redraw the frontier in blood
- **Motive:** Wrath against the old order
- **Nemesis:** Militias, bounty hunters, and time itself

NPCs

Jack "Black Dust" McLean

- **Concept:** Charismatic gang leader
- **Skills:** Quick-draw duels, battlefield tactics
- **Frailty:** Can't resist a gamble
- **Gear:** Twin custom pistols, bullet-scarred black hat
- **Goal:** Carve out a kingdom of dust and fear
- **Motive:** Legacy through blood
- **Nemesis:** Sheriff Ada Whitlock

Belle "Brass Tooth" Calderón

- **Concept:** Notorious stagecoach raider

- **Skills:** Bluffing, horseback ambushes
- **Frailty:** Haunted by betrayal
- **Gear:** Sawed-off shotgun, charm bracelet of bounty tags
- **Goal:** Erase her past with infamy
- **Motive:** Spite dressed as freedom
- **Nemesis:** Deputy Marshal Thorne

“Doc” Vance Holloway

- **Concept:** Dying gambler-philosopher
- **Skills:** Card sharp, intuitive shooter
- **Frailty:** Coughs blood he jokes away
- **Gear:** Ivory-handled derringer, silver pocketwatch
- **Goal:** Die with a grin, not a whimper
- **Motive:** Loyalty to those who stayed
- **Nemesis:** “Gentleman” Ringo Malloy

Mary “Stagecoach” Fields

- **Concept:** Iron-willed freight hauler
- **Skills:** Rough terrain driver, mule wrangler
- **Frailty:** Won’t cross rivers
- **Gear:** Reinforced coach whip, battered iron skillet
- **Goal:** Deliver her passengers alive
- **Motive:** Duty carved in scars
- **Nemesis:** Bandit queen Red Clara Valdez

Caleb “The Preacher” Johnson

- **Concept:** Gun-slinging preacher
- **Skills:** Fiery sermons, deadly aim
- **Frailty:** Sees judgment in every shadow
- **Gear:** Dusty Bible, notched Colt revolver
- **Goal:** Save the town—or burn its sins away

- **Motive:** Redemption at any cost
- **Nemesis:** Revivalist Silas “God’s Hand” Granger

Lydia “The Widow” Duvall

- **Concept:** Rifle-wielding mourner
- **Skills:** Marksmanship, cold patience
- **Frailty:** Drinks to remember
- **Gear:** Lace shawl with pistol loops, widow’s veil
- **Goal:** Kill the man who murdered her husband
- **Motive:** Grief-forged justice
- **Nemesis:** Bloody Bill Davidson

Frontier Threats

The Dustjaw

- **Concept:** Hardened outlaw with nothing left to lose
- **Skills:** Quick-draw, bush ambush
- **Frailty:** Overconfident and slow to retreat
- **Gear:** Rusted six-shooter, bullet-patched duster
- **Goal:** Rob enough to vanish south
- **Motive:** Survival through domination
- **Nemesis:** The posse who left him for dead

Ridgeback Coyote

- **Concept:** Territorial alpha with a scarred snout
- **Skills:** Night prowling, coordinated howling
- **Frailty:** Easily baited when hungry
- **Gear:** Teeth, speed, the cover of darkness
- **Goal:** Drive out intruders and expand its range
- **Motive:** Instinct and hunger
- **Nemesis:** A ranch dog with a grudge

Painted Canyon Sniper

- **Concept:** Former scout turned paid killer
- **Skills:** Camouflage, long-range marksmanship
- **Frailty:** One eye shot out in war
- **Gear:** Scoped carbine, war medal worn on a string
- **Goal:** Collect the bounty, no questions asked
- **Motive:** Professional pride, not malice
- **Nemesis:** Any who return fire

Broadjaw Rattler

- **Concept:** Massive rattlesnake nesting near the creek beds
- **Skills:** Silent approach, lightning strike
- **Frailty:** Slow to move in the morning chill
- **Gear:** Fangs, venom sac, natural camouflage
- **Goal:** Secure territory and mates
- **Motive:** Defense and hunger
- **Nemesis:** The trail hand with a shovel scar to prove it

Creekbed Rustlers

- **Concept:** Loose band of cattle thieves operating under moonlight
- **Skills:** Rope work, herd steering, vanishing fast
- **Frailty:** Poor coordination when separated
- **Gear:** Lariats, stolen brands, tired nags
- **Goal:** Sell stolen herds before daybreak
- **Motive:** Profit from other men's labor
- **Nemesis:** Any honest wrangler or night watch

Bitter Range Widow

- **Concept:** Sharp-eyed homesteader with a dead husband and no patience

- **Skills:** Marksmanship, terrain advantage
- **Frailty:** Quick temper, quicker trigger
- **Gear:** Old Springfield rifle, widow's locket
- **Goal:** Keep her land at all costs
- **Motive:** Defiance against displacement
- **Nemesis:** The land agent who forged her claim

Locations

Red Lantern Saloon

- Faded hub of drink, smoke, and whispered deals. Known for poker games that end in gunfire.
- Possible Encounters: Bartender, Drifter, Card Shark

Devil's Spine Pass

- Narrow switchback trail carved through jagged rock. Ideal ground for ambushes — or accidents.
- Possible Encounters: Highwayman, Scout, Coyote

Lost Pick Mine

- Partially collapsed claim with rumors of hidden silver. Echoes travel too far down here.
- Possible Encounters: Claim Jumper, Stray Mule, Cave-In Risk

Fort Redemption

- Old Union fort turned garrison for local patrols. Supplies are short, tempers shorter.
- Possible Encounters: Captain, Deserter, Supply Officer

Dusthaven

- Boomtown gone bust, now ruled by backroom politics. Streets are dry, but blood still runs.

- Possible Encounters: Corrupt Mayor, Deputy, Loan Shark

Hollow Tree Ranch

- Well-fenced spread on disputed land. Guards work for pay — and switch sides fast.
- Possible Encounters: Ranch Hand, Foreman, Trespasser

Adventure Seeds

D66	Adventure
11	Track counterfeit coin to a printing press hidden in a traveling medicine show.
12	Track a bounty into storm country, but the outlaw’s kin are watching every ridge.
13	You wake with your gear stolen and a sheriff’s badge pinned to your chest. The town calls you law now.
14	Dig into a sudden election victory — the votes outnumber the living in town.
15	Investigate a string of barn burnings blamed on a rival ranch — but something doesn’t add up.
16	Escort a supply wagon through contested range land as both raiders and ranchers stake their claim.
21	A cattle baron’s son vanished on a trail ride. Find him before the vultures do.
22	Ride escort for a payroll wagon rumored to be double-loaded. Word’s out, and so are the wolves.

D66	Adventure
23	Serve a warrant in a boomtown that hasn't seen a lawman in years. No one wants the man found.
24	Locate a missing surveyor last seen camping near Devil's Spine — his camp is burned and his horse shot.
25	Protect a railworker strike leader from hired enforcers. The company says she's a fire-brand.
26	Escort a prisoner across county lines — their old gang has set up blockades.
31	Break into a war profiteer's warehouse to recover stolen army rifles before they cross the border.
32	Guard a bridge under construction. Dynamite's gone missing, and tempers are short.
33	A former outlaw seeks to surrender. His old partners plan to bury him before he can talk.
34	Break a siege: a traveling doctor and her patients are trapped in a church by local vigilantes.
35	Trail a stolen herd across open range. Something's killing cattle and leaving the meat behind.
36	Confront a gunman killing veterans from the same company. You wore the same uniform once.

D66	Adventure
41	A caravan of settlers seeks escort — but a masked rider follows, asking for one man's head.
42	A judge arrives in town with a docket of buried sins. Keep them alive through the night.
43	Defend a widow's homestead from hired guns sent by a railroad syndicate with forged land claims.
44	You're offered coin to testify in a land dispute. Both sides swear they'll kill you if you do.
45	Transport a coffin to a mountain cemetery. The family says to bury it before nightfall.
46	Investigate a mine collapse blamed on sabotage. Survivors say it wasn't just the rocks that moved.
51	Follow a boot trail into the canyons. The man you're after vanished chasing a mirage.
52	Negotiate a truce between two ranches after a shootout left three men dead — and the water rights in question.
53	Intercept a telegram before it reaches the governor. Some truths don't travel safe in daylight.
54	Stop a jailbreak planned by the sheriff's own deputy. The town's split, and time's running short.

D66	Adventure
55	A land baron pays handsomely to relocate a family. The family refuses to move — or to speak.
56	A letter arrives: your name is on a will, but the town holding the inheritance is run by outlaws.
61	A homesteader's well turns to blood. Panic brews, but someone stands to gain from the exodus.
62	Protect a mule train carrying dynamite to the mountain mine — snow's coming and wolves follow.
63	An aging lawman asks for your help arresting his own son. The town's ready to turn against him.
64	A storm uncovers graves on land newly claimed. The sheriff wants it quiet. The preacher does not.
65	A band of regulators offers justice. Are they law — or just another gang with clean boots?
66	A hired scout hasn't returned from the high pass. Their horse came back alone and bloody.