

WESTERN ADVENTURE PACK

Version: 3

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Western Adventure Pack

Setting Information

- The Western Adventure Pack is set in the American Old West during the late 1800s.
- The game takes place in a small town on the frontier, surrounded by vast, untamed wilderness.
- The town is a hub for traders, cowboys, and settlers, as well as outlaws, bandits, and other dangerous characters.
- The area is marked by rugged terrain, extreme weather conditions, and a variety of wildlife, including bears, wolves, and mountain lions.
- The culture and lifestyle of the time are heavily influenced by the traditions and values of the cowboy way of life, such as individualism, self-reliance, and rugged individualism.

Character Traits

Concepts

	1	2	3	4	5	6
1	Lone Gun-slinger	Fear-less Outlaw	Cursed Sheriff	Wild Tracker	Myste-rious Gambler	Hon-orable Law-man

	1	2	3	4	5	6
2	Swift Sharpshooter	Cunning Bandit	Loyal Deputy	Vengeful Gunslinger	Wise Native Scout	Reckless Renegade
3	Charismatic Showman	Tenacious Bounty Hunter	Skilled Blacksmith	Charming Saloon Owner	Quick-fingered Pickpocket	Resilient Frontierswoman
4	Skilled Horse Whisperer	Ruthless Desperado	Noble Rancher	Enigmatic Preacher	Adventurous Prospector	Formidable Gunslinger
5	Crafty Trickster	Deadly Sniper	Mysterious Stranger	Resourceful Tracker	Courageous Marshal	Daring Stagecoach Driver
6	Wise Medicine Woman	Sharp-eyed Scout	Skilled Sharpshooter	Reliable Trail Guide	Fearless Gunslinger	Tenacious Lawkeeper

Skills

	1	2	3	4	5	6
1	Marksmanship	Horseback Riding	Quick Draw	Tracking	Bartering	Knife Fighting
2	Survival	Gambling	Lasso Mastery	Stealth	Leadership	Archery

	1	2	3	4	5	6
	In- stincts					
3	Whiskey Tast- ing	Riding Shotgun	Brawl- ing	Lock- picking	Fast Talking	Sharp- shoot- ing
4	Hunt- ing	Cooking/ Campfire Cooking	Horse- man- ship	Bank Rob- bery Plan- ning	Story- telling	Fist- fighting
5	Intimi- dation	Trick Shooting	Gam- bling Cheat- ing	Track- ing Out- laws	Saloon Games	Outlaw Contacts
6	Old Prospe- cting	Disguise	First Aid	Dyna- mite Han- dling	Singing/ Cowboy Ballads	Roping/ Cattle Wran- gling

Frailties

	1	2	3	4	5	6
1	Shaky Hands	Whiskey Addic- tion	Vengeance Obses- sion	Trouble with Au- thority	Lone Wolf	Super- stitious Beliefs
2	Chronic Gold Fever	Fear of Native Ameri- cans	Card Sharp's Rival- ries	Reck- less Gam- bler	Rid- ing Fear	Stage- coach Travel Sickness

	1	2	3	4	5	6
3	Wanted Dead or Alive	Gunshot Wound That Never Healed Properly	Inability to Swim	Relentless Outlaw Pursuit	Cursed by a Condemned Spirit	Chronic Bad Luck with Gambling
4	Nightmares of Past Shootouts	Quick Temper	Unfinished Business from the Past	Fear of Rattlesnakes	Lost in the Desert	Infamous Reputation
5	Shoot First Ask Questions Later	PTSD from the Civil War	Bandit Gang Feuds	Fear of Being Betrayed by Companions	Incurable Horse Allergies	Chronic Misfortune with Cards and Dice
6	Persecuted by a Corrupt Lawman	Fear of the Noose	Rustler Stigma	Rejected by Native American Tribes	Inability to Read or Write	Bounty on their Head

Gear

	1	2	3	4	5	6
1	Revolver	Lever-action Rifle	Bowie Knife	Stetson Hat	Bandana	Cowboy Boots
2	Leather Duster	Saddle and Tack	Winchester Shotgun	Spur	Lasso	Saddlebags
3	Golt Peace maker	Pocket Watch	Sheriff's Badge	Saloon Playing Cards	Wanted Poster	Sheriff's Deputy Star
4	Brass Knuckles	Wagon	Horse-shoes	Saddle Holster	Derringer Pistol	Horse Brush and Comb
5	Min-ing Pick-axe	Can-teen	Wanted Dead or Alive Poster	Har-monica	Gold Pan	Poncho
6	Dy-na-mite	Tin Cup	Chuck-wagon Cooking Utensils	Horse Feed	Rid-ing Spurs	Gambler's Dice

Special Rules

Quick-draw duels

- Before the duel, both contenders roll a quick-draw skill check to determine who draws their weapon first.
- The first contender to draw their weapon gets a bonus to their first attack roll.

- Both contenders then take turns making attack rolls until one contender is defeated.

Wanted levels

- The protagonist's infamy level increases whenever they commit crimes or engage in other outlaw activities.
- Lawmen and bounty hunters are more likely to recognize and pursue The protagonist at higher infamy levels.
- The protagonist can decrease their infamy level by completing quests or performing other deeds that are seen as heroic or honorable.
- The Levels are:
 1. **Unknown:** No one knows who you are, or you're just starting out. You're not wanted yet.
 2. **Petty criminal:** You've committed minor crimes like theft or trespassing. Lawmen may be looking for you, but you're not yet a top priority.
 3. **Notorious outlaw:** You've gained a reputation as an outlaw, and lawmen are actively seeking you out. There may be a bounty on your head.
 4. **Infamous gang leader:** You're a leader of a gang, and your infamy has grown. Lawmen are actively hunting you, and your name is well-known.
 5. **Public enemy:** You're a notorious criminal, and lawmen are determined to bring you to justice. You're constantly on the run, and there may be a large bounty on your head.
 6. **Legendary outlaw:** You're a living legend in the criminal underworld, and lawmen consider you one of the most dangerous criminals in the West. Bounty hunters and lawmen alike are obsessed with bringing you down.

Hardship

- The protagonist must keep track of their thirst, hunger, and other physical needs.
- Injuries take longer to heal and have a greater impact on The protagonist's abilities.
- Extreme weather conditions like heat waves or blizzards can also affect The protagonist's health and make it more difficult to complete tasks.

Factions

The Lawmen

- **Concept:** Honorable enforcers of the law
- **Skills:** Tracking, Shooting
- **Frailty:** Blindly adhere to the law
- **Gear:** Badge, Handcuffs
- **Goal:** Uphold the law
- **Motive:** Justice
- **Nemesis:** Outlaws

The Outlaws

- **Concept:** Ruthless criminals
- **Skills:** Intimidation, Robbery
- **Frailty:** Lack of trustworthiness
- **Gear:** Revolvers, Bandanas
- **Goal:** Get rich and stay alive
- **Motive:** Greed
- **Nemesis:** Lawmen

The Natives

- **Concept:** Native American tribes
- **Skills:** Tracking, Survival

- **Frailty:** Prejudice and persecution
- **Gear:** Tomahawks, Bows
- **Goal:** Protect their land and way of life
- **Motive:** Tradition
- **Nemesis:** Settlers

The Settlers

- **Concept:** Pioneers and homesteaders
- **Skills:** Farming, Bartering
- **Frailty:** Naive optimism
- **Gear:** Plows, Muskets
- **Goal:** Establish a new life in the West
- **Motive:** Opportunity
- **Nemesis:** Native Americans

The Railroad Company

- **Concept:** Industrialist corporation
- **Skills:** Engineering, Business
- **Frailty:** Ruthlessness in pursuit of profit
- **Gear:** Train engines, Rail tracks
- **Goal:** Build a transcontinental railroad
- **Motive:** Economic gain
- **Nemesis:** Saboteurs

The Mexican Banditos

- **Concept:** Ruthless bandits from south of the border
- **Skills:** Ambush, Horseback Riding
- **Frailty:** Hot-headedness
- **Gear:** Sombreros, Machetes
- **Goal:** Gain wealth and power
- **Motive:** Revenge against Anglo-Americans

- **Nemesis:** Texas Rangers

NPCs

Black Jack McLean

- **Concept:** Ruthless gunslinger
- **Skills:** Quick-draw, Intimidation
- **Frailty:** Gambling addiction
- **Gear:** Dual revolvers, Stetson hat
- **Goal:** Build a criminal empire
- **Motive:** Money and power
- **Nemesis:** Sheriff John Roberts

Belle Starr

- **Concept:** Infamous outlaw
- **Skills:** Horseback riding, Deception
- **Frailty:** Alcoholism
- **Gear:** Sawed-off shotgun, Leather boots
- **Goal:** Make a name for herself in the criminal underworld
- **Motive:** Revenge against the law
- **Nemesis:** U.S. Marshal James Wilson

Doc Holliday

- **Concept:** Gambler and gunslinger
- **Skills:** Marksmanship, Card playing
- **Frailty:** Tuberculosis
- **Gear:** Long coat, Silver-tipped cane
- **Goal:** Die with his boots on
- **Motive:** Loyalty to his friends
- **Nemesis:** Johnny Ringo

Mary “Stagecoach” Fields

- **Concept:** Tough-as-nails stagecoach driver
- **Skills:** Driving, Cooking
- **Frailty:** Fear of water
- **Gear:** Whip, Bowie knife
- **Goal:** Keep her passengers safe
- **Motive:** Protecting those in need
- **Nemesis:** Bandit leader “One-Eyed” Jack

Caleb “The Preacher” Johnson

- **Concept:** Former preacher turned gunslinger
- **Skills:** Preaching, Pistol shooting
- **Frailty:** Guilt over past mistakes
- **Gear:** Bible, Colt revolver
- **Goal:** Redeem himself for his sins
- **Motive:** Protecting the innocent
- **Nemesis:** Corrupt saloon owner Tom “Black Hat” Smith

Lydia “The Widow” Johnson

- **Concept:** Widow seeking revenge for her husband’s death
- **Skills:** Sewing, Rifle shooting
- **Frailty:** Alcoholism
- **Gear:** Embroidered shawl, Cartridge belt
- **Goal:** Avenge her husband’s death
- **Motive:** Justice for the innocent
- **Nemesis:** Outlaw gang leader “Bloody Bill” Davidson

Foes

Lone Rider

- **Concept:** Fearless Outlaw

- **Skills:** Expert Gunman, Quick Reflexes
- **Frailty:** Arrogance
- **Gear:** Dual Revolvers, Bandana
- **Goal:** Amass Wealth
- **Motive:** Revenge for an old betrayal
- **Nemesis:** The lawman who killed his brother

Coyote

- **Concept:** Wily Predator
- **Skills:** Stealthy Hunter, Sharp Senses
- **Frailty:** Weakness to traps
- **Gear:** Sharp Teeth and Claws
- **Goal:** Survive and Thrive
- **Motive:** Hunger and Territory
- **Nemesis:** The Rancher who poisoned his pack

Rattler

- **Concept:** Venomous Serpent
- **Skills:** Stealthy Ambusher, Poisonous Bite
- **Frailty:** Vulnerable to Cold
- **Gear:** Venomous Fangs, Coiled Strike
- **Goal:** Hunt and Kill Prey
- **Motive:** Self-defense and Nourishment
- **Nemesis:** The Gunslinger who killed his mate

Lurker

- **Concept:** Silent Stalker
- **Skills:** Camouflage, Ambush Attack
- **Frailty:** Vulnerable to Loud Noises
- **Gear:** Sharp Claws, Powerful Jaws
- **Goal:** Protect its Territory

- **Motive:** Instinctual Need for Survival
- **Nemesis:** The Prospector who stumbled upon its lair

Bandit

- **Concept:** Ruthless Thief
- **Skills:** Stealth, Intimidation
- **Frailty:** Greed
- **Gear:** Mask, Knife
- **Goal:** Rob and Plunder
- **Motive:** Wealth and Power
- **Nemesis:** The Sheriff who wants him dead or alive

Renegade

- **Concept:** Wild Outlaw
- **Skills:** Horse Riding, Survivalism
- **Frailty:** Hot-headedness
- **Gear:** Pistol, Bowie Knife
- **Goal:** Live Free and Avoid Capture
- **Motive:** Retaliation against Oppression
- **Nemesis:** The Merciless Land Baron

Locations

Deadwood Saloon

- Iconic drinking establishment in the center of town.
- Frequented by cowboys, miners, and gamblers.
- Possible Encounters: Bartender, Outlaws, Gamblers

Coyote Pass

- Treacherous pass through the mountains.
- Bandits and ambushes are common.
- Possible Encounters: Bandit, Natives, Rattlesnake

Silver Mine

- Abandoned mine with silver veins.
- Tunnels are unstable and dangerous.
- Possible Encounters: Outlaws, Lurker, Rattlesnake

Fort Union

- Military fort on the edge of the territory.
- Commanded by a tough but fair colonel.
- Possible Encounters: Soldiers, Natives

Dry Gulch

- Small, dusty town on the outskirts of civilization.
- Lawless and dangerous, ruled by a corrupt mayor.
- Possible Encounters: Mayor, Bandit, Lawmen

Big Sky Ranch

- Sprawling cattle ranch owned by a wealthy rancher.
- Prized cattle are guarded by cowboys and guard dogs.
- Possible Encounters: Rancher, Cowboy, Rattlesnake

Adventure Seeds

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Adventure

- 11 The protagonist is hired to escort a wagon train through dangerous territory, but they soon discover that one of the passengers is actually a notorious outlaw in disguise.
- 12 The protagonist is hired by a local rancher to track down a group of rustlers who have been stealing his cattle. However, the rustlers turn out to be a group of native tribespeople who are being forced off their land by the rancher.

- 13 The protagonist is ambushed by a gang of bandits while traveling alone on the trail. They must fight off the attackers and then track them back to their hideout to put an end to their activities.
- 14 The protagonist is hired to protect a wealthy landowner's daughter from a group of kidnappers who have been plaguing the area. However, the daughter is not as helpless as she seems and may have her own agenda.
- 15 The protagonist is recruited by a local sheriff to track down a dangerous outlaw who has been terrorizing the town. However, the outlaw is a former lawman himself and knows all the tricks of the trade.
- 16 The protagonist stumbles upon a group of treasure hunters who are searching for a lost mine said to be filled with gold. However, the mine is also rumored to be cursed, and the treasure hunters are not the only ones looking for it.
- 21 The protagonist is hired to retrieve a stolen shipment of weapons that was headed to a nearby military fort. However, the thieves turn out to be a rogue group of soldiers who have their own agenda.
- 22 The protagonist comes across a small town that has been taken over by a group of ruthless outlaws. They must find a way to liberate the town and bring the criminals to justice.
- 23 The protagonist is hired by a wealthy landowner to protect his ranch from a group of native tribespeople who are fighting back against the encroachment of white settlers.
- 24 The protagonist is hired to transport a group of settlers to a new town being built in the west. However, the journey
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is fraught with danger, and the settlers may have their own secrets and agendas.

25 The protagonist is hired to investigate a series of mysterious disappearances that have been occurring in a remote mining town. However, they soon discover that the town is being haunted by a malevolent spirit.

26 The protagonist is hired to track down a legendary gunslinger who has been terrorizing the west for years. However, the gunslinger may not be all that they seem.

31 The protagonist is hired by a group of native tribespeople to protect their land from a group of white settlers who are encroaching on their territory. However, the settlers may have their own reasons for being there.

32 The protagonist stumbles upon a group of bandits who have taken over a small town and are holding the inhabitants hostage. They must find a way to rescue the townsfolk and put an end to the bandits' activities.

33 The protagonist is hired by a group of prospectors to help them find a rich vein of gold that is rumored to be located deep in the mountains. However, the prospectors are not the only ones looking for the gold.

34 The protagonist is recruited by a group of vigilantes who are seeking to bring justice to the lawless west. However, the vigilantes may not be as noble as they seem.

35 The protagonist is hired by a local rancher to track down a group of wolves that have been killing his livestock. However, the wolves may not be the real threat.

36 The protagonist stumbles upon a small town that has been overrun by a gang of undead outlaws. They must

find a way to put the undead to rest and bring peace back to the town.

41 The protagonist is hired by a wealthy cattle baron to track down a group of rustlers who have been stealing his livestock. The trail leads The protagonist to a nearby town, where they must navigate the corrupt local law enforcement and confront the leader of the rustlers, who turns out to be a member of a rival cattle ranch.

42 The protagonist is approached by a group of settlers who are being harassed by a band of bandits. The settlers ask The protagonist to help defend their town, and The protagonist must rally a group of able-bodied citizens and use their skills to fortify the town against the bandits' attack.

43 The protagonist is hired to escort a wealthy businessman and his family through dangerous territory to a neighboring town. Along the way, they are attacked by a group of outlaws who are seeking revenge against the businessman, and The protagonist must protect their charges while also fighting off the attackers.

44 The protagonist is approached by a group of native Americans who have been displaced from their land by white settlers. The natives ask The protagonist to help them reclaim their land, and The protagonist must navigate the complicated racial tensions of the region while also fighting off the settlers' armed forces.

45 The protagonist stumbles upon a ghost town that is rumored to be cursed. The town is infested with undead creatures, and The protagonist must battle their way

through hordes of zombies and skeletons to uncover the source of the curse and put an end to it.

46 The protagonist is hired by a wealthy mine owner to investigate a series of accidents and thefts that have been plaguing his operations. The protagonist discovers that a rival mine owner has been sabotaging the operations in an attempt to drive his competitor out of business.

51 The protagonist is hired by a local lawman to track down a dangerous outlaw who has been terrorizing the region. The protagonist must navigate the harsh wilderness and track down the outlaw's hideout, where they must engage in a tense shootout to bring the criminal to justice.

52 The protagonist is hired to investigate a string of mysterious disappearances in a nearby town. They soon discover that the town is being preyed upon by a pack of werewolves, and must work to eliminate the threat before more innocent people are taken.

53 The protagonist is approached by a group of miners who have been driven out of their claims by a group of bandits. The miners offer The protagonist a cut of their gold if they can help them reclaim their land, and The protagonist must use their skills to outsmart the bandits and protect the miners.

54 The protagonist is hired to investigate a strange illness that is sweeping through a nearby town. They discover that the illness is being caused by a group of witches who are seeking revenge against the townspeople for their persecution.

55 The protagonist is hired to track down a rogue gunslinger who has been challenging and killing other gunfighters

in the region. The protagonist must engage in a high-noon showdown with the rogue gunslinger to put an end to their reign of terror.

56 The protagonist is approached by a group of prospectors who have discovered a rich vein of gold in a nearby canyon. The prospectors ask The protagonist to help them defend their claim against a rival gang of miners who are seeking to steal their gold.

61 The protagonist is hired to transport a group of dangerous outlaws to a nearby prison. Along the way, The protagonist must fend off attacks from the outlaws'.

62 The protagonist is hired by the local sheriff to track down a notorious outlaw who has been terrorizing the town. Along the way, they encounter hostile terrain, dangerous creatures, and hostile bandits who are trying to protect the outlaw.

63 The protagonist stumbles upon a secret gold mine, but soon discovers that it's haunted by vengeful ghosts of miners who died there. They must navigate the treacherous mine and defeat the spirits to claim the gold.

64 The protagonist is framed for a crime they didn't commit and must clear their name while avoiding the lawmen who are after them. They must track down the true culprit, gather evidence, and bring them to justice.

65 The protagonist is hired to deliver a package to a remote outpost on the frontier, but soon discovers that the package contains a dangerous weapon that could change the course of the war. They must decide whether to deliver the package or destroy it.

D66**Adventure**

66 The protagonist is kidnapped by a group of bandits who demand a ransom from their wealthy family. They must escape from their captors, track them down, and bring them to justice.