



A **SHOOTING IRON** ADVENTURE FOR 10TH LEVEL CHARACTERS

LOOKIN' TO DIE

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FOREWORD

When presented with the concept of doing a Western, my head immediately went to Clint Eastwood's famous *Man with No Name* trilogy. To me it fit the RPG format so well, characters enter a new location, help some people, get money, and leave. But when my teammate, Bridget, proposed doing a story around the four horsemen, the challenge excited me. The four horsemen are antithetical to the Western genre and the RPG style of narrative. The four horsemen end sin, something the West is full of, yet the fun of games comes with the possibility of winning in the end. So sure this may not be entirely accurate to either of the concepts we started with, I feel like the end product is something worth playing. Finally, I want to give two special thank yous. The first one is to our playtesters, Jessica Teague and Miranda Leighr. Their patience and feedback was critical to meeting our standards of quality and for helping this world feel so lived in. The last thank you to my mom for being so supportive in my pursuit of game design. It means the world to me that you've risked so much in life just for the chance of working on the medium I love.

-Julien Camaraza

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INTRODUCTION

This module is designed for play by 3-5 characters of 10th level and is meant to be played with the Shooting Iron Rulebook.

The Game Master (GM) should read the module carefully before running it for the players. Throughout this module you will find boxed and unboxed information. Boxed information may be read aloud to the players at your discretion, while unboxed information is used to help the GM guide their characters through the adventure. In general, the GM decides how much of the information they have is given to the players at any given time. The GM can add or change the given information as desired to increase the enjoyment of the players - adding descriptions of room dimensions, smells, temperatures, the physical features/clothing of non-player characters (NPCs), and so on. NPCs who have custom stat blocks in Appendix A and B are bolded the first time their name appears.

This adventure is a story of action, danger, mystery, and paranormal dangers all in one city, Onyxridge. Evil forces have begun to corrupt some residents of the small city and those forces are looking to destroy anything in their path. While their chaos reigns throughout the course of a few days, it's on the day of the summer solstice where great heroes must rise or unspeakable volumes of blood will shed.

Page 6 features a section to help guide players create their characters. While this book is intended for the GM's eyes generally, feel free to show the players that portion of the book before play.

Adventure Synopsis

Over the course of about 3 in game days, the characters will deal with ruthless conquerors, gang violence, a plague, and finally the Four Horsemen who caused all of this death and violence. This adventure is designed for 3-5 to 10th level characters. At no point should you reward the players with experience, instead this module will provide items and wealth to reward the players. This adventure has six basic parts:

A Day in Onyxridge

As the opening of the module, this is simply meant to provide the players a chance to describe what a normal day is for their character. If they're interested in purchasing items or supplies before the danger begins, this is the best time to do so.

The Conquest of Onyxridge

Fitzgerald Beauregard, a man who's been possessed by the Horseman of Conquest, enters the town. To prepare for the arrival of the other Four Horsemen, he learns about the dynamics of the town and poisons the horses.

The War in Onyxridge

Alonso Gonzalez, the Horseman of War steals the children of the two main gang leaders in town. Both leaders think the other stole their child, leading to a street brawl. The player characters then can try to find the real culprit instead.

The Famine in Onyxridge

Late into the night after the gang fight, a man possessed by Famine named **Vernon Short** burns down the crops of all of the local farmers. The next morning, all of the stores that once had supplies are suddenly empty.

The Death of Onyxridge

Without food or medicine, a plague begins to spread throughout the town. The town's mortician dies, but a new mysterious mortician controlled by Death named **Levi Bowen** takes the bodies of those who died and feeds it to the townspeople.

The Fight for Onyxridge

The 4 men controlled by the Four Horsemen of the Apocalypse reveal themselves to the townsfolk and announce the beginning of the end of the world. It's up to the party to stop them.

CHARACTER CREATION

If your players are creating new characters for this adventure, consider allotting an hour for them to make characters with one another so they can create characters who are already bonded together and care about their city. If they do make characters together, consider the following:

Onyxridge is Home

This adventure takes place in Onyxridge, a standard western city based on the Hollywood interpretations from the 1950's and onward. You could have lived there your whole life or possibly just moved in. Maybe your character is looking for work or maybe they're just trying to get away from where they used to be. Regardless, you live in Onyxridge, know the people here, and care about your city.

Adventuring is for Experts

Player characters in *Lookin' to Die* are level 10 from the start, which means they will have the totality of their abilities unlocked when the module begins. If you're not familiar with tabletop RPGs or are trying to focus on the narrative, consider playing a simpler class like the *Pioneer* or the *Cowboy/Cowgirl*. If you like more complexity, the *Sleuth* or the *Gambler* will be able to provide it for you. All character classes will be useful at different times, so choose the one you'll have the most fun with or best represents your character's personality. While multiple characters can be the same class, it's recommended each player choosing a unique one. It's a lot more interesting when everyone has different abilities!

Why are you Helping People?

Throughout this module, your character will be helping a wide variety of NPCs. Some characters may do this out of the good of their hearts while others may do it for fame and fortune. Regardless, make sure you have a clearly defined motivation and communicate it to your GM so they can better tailor this experience for you.

Using Premade Characters

Over the next 4 pages, you'll find a selection of 4 premade characters. Feel free to use them as they exist, taking their stats and making your own character, or even taking the pre-made personalities but apply different stats and abilities. Whichever choice you believe will help you enjoy the module the most, you should take. For more on character creation, see Chapter 1 of the *Shooting Iron* rulebook.

Louis 'The Knight' Matthews, 10th Level Cowboy

10 Strength, No bonuses or penalties.

4 Intelligence, -2 penalty language or starting skill known and INT grit checks.

18 Wisdom, +3 bonus to notice checks and WIS grit checks.

12 Dexterity, +1 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

-1 Constitution, -1 penalty to hit points per hit dice and CON grit checks.

12 Charm, +1 bonus to NPC reactions and CHM grit checks.

Hit Points: 50

To Hit (TH): Base +5; Adjusted

Melee +5; Adjusted Ranged +6

Grit Check Bonus (SV): Base +4;

Adjusted STR +4; INT +2; WIS +7;

DEX +5; CON +3; CHM +5

Defense (DF): 17

Abilities: Wrangling, Call Mount,

Dodge, Mounted Combat, Weapon

Specialization Pistols, Deflect

Damage, Spur, Trick Roping,

Trample, and Ride-by Attack.

Skills: Persuasion, Insight, Etiquette,

Animal Handling, Survival

Background and Personality: Louis

used to be a hero when he was

younger. He longs for the days when

he would ride on his steed,

Masquerade, while wearing a black

mask and white hat saving anyone in

town. Eventually the town got a real

sheriff and police force and now

Louis is racing to the bottom of his bottle every day. His age and drinking habits have made it

hard for him to remember a lot of history, but when he's on a horse, he feels 30 years

younger. He hopes one day that something will pull him out of retirement, just so he can save

the day one more time.

Equipment: \$30, fast draw revolver, pocket knife, overcoat, clothes, boots, spurs, cowboy hat, satchel, dried apples, Mustang named Masquerade, saddle, saddle bags, blanket.



Maria 'Deadeye' Parks, 10th Level Gambler

6 Strength, -2 penalty to hit and damage in hand-to-hand combat and STR grit checks.

12 Intelligence, +1 bonus language or starting skill known and INT grit checks.

0 Wisdom, No bonuses or penalties.

12 Dexterity, +1 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

-2 Constitution, -2 penalty to hit points per hit dice and CON grit checks.

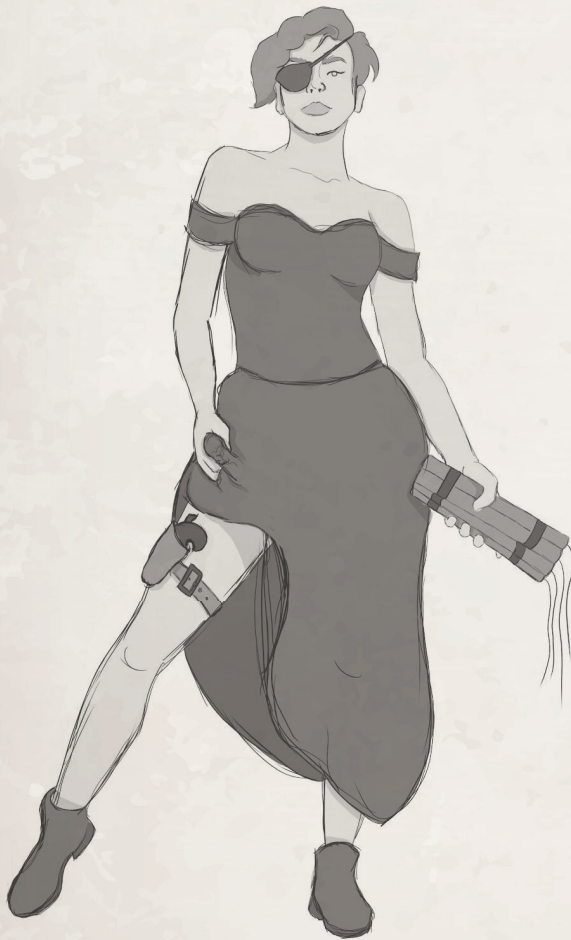
18 Charm, +3 bonus to NPC reactions and CHM grit checks.

Hit Points: 20

To Hit (TH): Base +4; Adjusted Melee +3; Adjusted Ranged +5

Grit Check Bonus (SV): Base +6; Adjusted STR +4; INT +7; WIS +6; DEX +7; CON +4; CHM +9

Defense (DF): 16



Abilities: Cheat (88%), Grift (83%), Convincing, Discord, Trick, Disguise, Befriend, and Audience

Skills: Gambling, Explosives, Intimidation, Insight, Persuasion, Investigation, Language - Reading & Writing, Appraisal

Background and Personality: Maria lost her eye years ago by playing it safe. She never took risks in life and when she tried to be nice to a bandit robbing her, she paid the ultimate price. Ever since, she's realised that there is no such thing as risk or safety in life. There's control and chaos. She commands any room she's in and is a control freak. When she doesn't have the situation under wraps, she breaks apart. She'll lie, cheat, it doesn't matter. Maria wants control.

Equipment: \$50, dynamite (x5), formal attire, shoes, eyepatch, a double-headed coin, derringer

Raymond 'The Bullet' Slater, 10th Level Pioneer

12 Strength, +1 bonus to hit and damage in hand-to-hand combat and STR grit checks.

9 Intelligence, No bonuses or penalties.

8 Wisdom, -1 penalty to notice checks and WIS grit checks.

3 Dexterity, -3 penalty to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

18 Constitution, +3 bonus to hit points per hit dice and CON grit checks.

15 Charm, +2 bonus to NPC reactions and CHM grit checks.

Hit Points: 106

To Hit (TH): Base +4; Adjusted Melee +5; Adjusted Ranged +1

Grit Check Bonus (SV): Base +5; Adjusted STR +6; INT +5;

WIS +4; DEX +2; CON +8; CHM +7

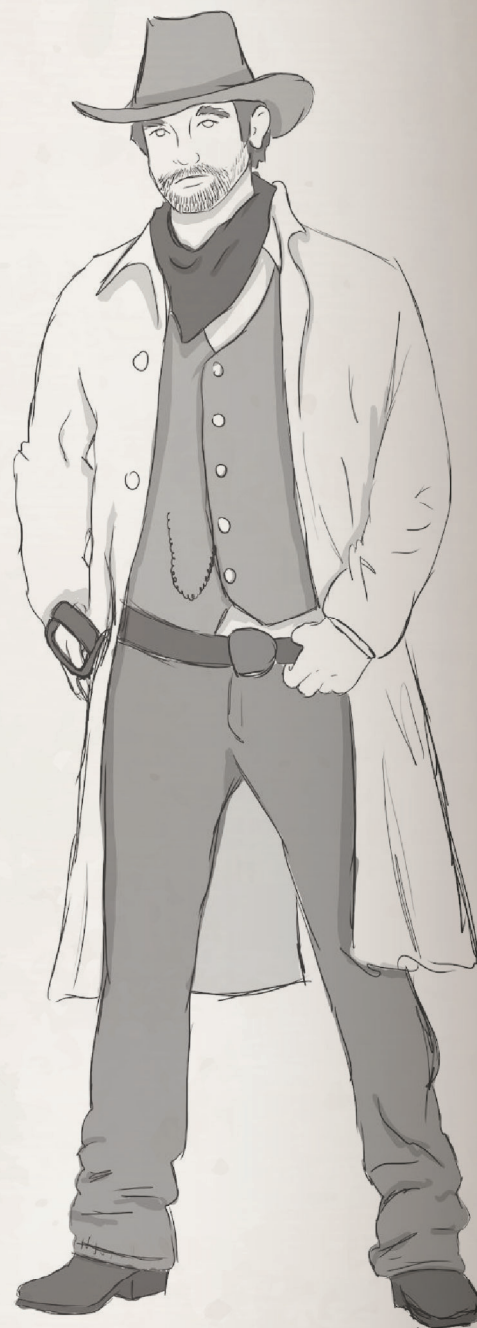
Defense (DF): 13

Abilities: Inner Strength (3 times per day), Endurance, Damage Reduction 2, Alertness, Delay Damage

Skills: Persuasion, Survival, Intimidation, Language- Reading & Writing, Etiquette, Job - Politician, Job - Farmer

Background and Personality: Raymond loves his little town more than anything in the world, but despises the current mayor. He believes him to be corrupt and thinks the 2% tax is way too high. Raymond decided he needed to solve his problems, so he's currently running for mayor. No one took him seriously until during one of his speeches, Raymond was shot in the heart. He then stood up, pulled the bullet out, stabbed the shooter repeatedly, and then finished his speech. Since then, he's been the talk of the town as a new upcomer.

Equipment: \$8, saber, axe, clothes, bullet, hat, knife, dried apples, butter, sausage, pork, steak.



Carissa 'The Executioner' Wilder , 10th Level Gunfighter

6 Strength, -1 penalty to hit and damage in hand-to-hand combat and STR grit checks.

12 Intelligence, +1 bonus language or starting skill known and INT grit checks.

12 Wisdom, +1 bonus to notice checks and WIS grit checks.

18 Dexterity, +3 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

9 Constitution, No bonuses or penalties.

6 Charm, -2 penalty to NPC reactions and CHM grit checks.

Hit Points: 50

To Hit (TH): Base +8; Adjusted Melee +7; Adjusted Ranged +11

Grit Check Bonus (SV): Base +4; Adjusted STR +3; INT +5; WIS +5; DEX +7; CON +4; CHM +2

Defense (DF): 17

Abilities: Weapon Focus Firearm, Point Blank Shot, Far Shot, Fast Draw, Weapon Specialization Firearm, Precise Shot, Greater Weapon Focus Firearm, Quick Shot, Dead Eye, Greater Weapon Specialization Firearm
Skills: Intimidation, Notice, Insight, Acrobatics, Investigation, Job - Assassin, Stealth, Knowledge - Anatomy

Background and Personality: Carissa is the best assassin this side of the Mississippi. If you want someone buried 6ft under and have a gold slug, she's the woman to find. She's never been a people's person and prefers to do her job without complications. She wears a long black jacket, so anyone who sees her knows that means death.

Equipment: Spencer Repeating Rifle, Sawed-off shotgun, gatling gun, \$35, overcoat, clothes, boots, spurs, cowboy hat, pocket knife, dried apples, beans.



Adventure Hooks

Characters can be motivated to save the town for a number of reasons and not all are listed here. Talk to your players about their characters and decide what you believe would be the best way to get them invested in the story.

For the Glory. With the city falling apart, this is a great chance to be known as a hero among the local town folk. You could be helping with political or romantic motivations behind the mask or just do it because it's the right thing to do.

A Job's a Job. Throughout the adventure, characters will frequently be offered monetary rewards for the efforts. Characters interested in wealth or fame can use the dangerous events as a way to get to their end goals.

Protecting Your Home. You live in Onyxridge, you don't want to see it destroyed unless it's on your own terms. You risked everything to travel west and you're not about to see it all go to waste. You may even have family living here who are too young to meet their end.

A DAY IN ONYXRIDGE

The town of Onyxridge is pretty small with about 1000 residents. Some are here to farm, some to find gold, and some to get away from their past. Significant locations in Onyxridge are each given a short description of the building and those who reside in it. The town map on page 12 details the relative locations of all of the major locations. All of the following information is common knowledge and you can tell the players it at any time if you feel it's necessary.

Encourage your players to describe their characters' day to day and role in the town.

1. Blacksmith

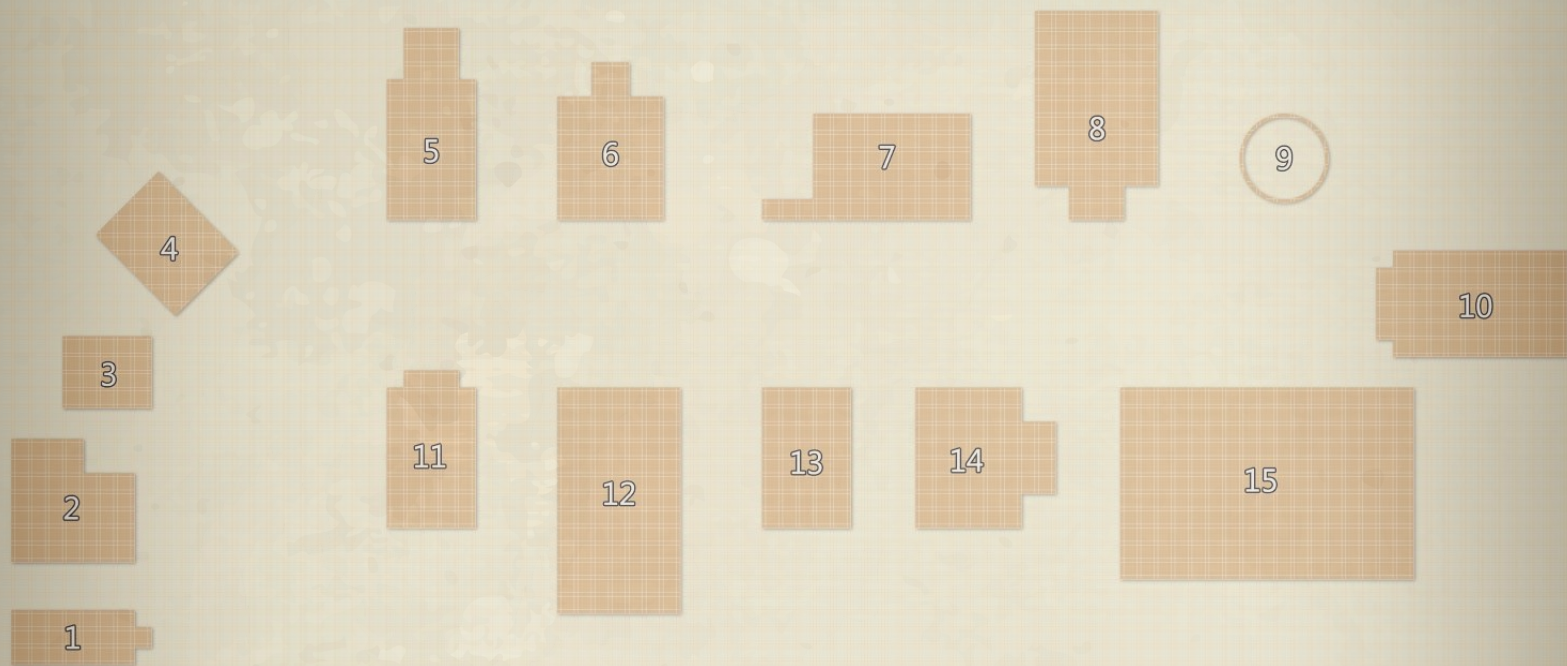
This is where players can buy any weapons with a rarity of C or U. The blacksmith is Elias Bailey, a dark skinned man with a black goatee and moustache. He speaks with a hardy voice and wears a white shirt with a black apron over it. He can be haggled with, but doesn't like being talked down to. He's a strong man and won't take to being intimidated well, but it is possible. He wants to help his city and make a profit while doing so, but he does hope to move back to the bigger cities in the east if he makes enough money. If asked about the supernatural happenings, he doesn't know much but will tell the players that Alonso Gonzalez, someone new to town, came in and bought a lot of guns a few days ago.

2. The Sheriff's Office

The Sheriff's Office is quite a boring place. **Paul Harrison** sits in his chair with a piece of hay in his mouth waiting for some crime. He's an old, no nonsense white man with hair as grey as the wolves he has on the wall. As an old man, he's quite frail but he can shoot anything in a mile. He's from France and his accent reflects it. As the Sheriff, he gets paid each month as long as he goes to the office, so he doesn't mind the quiet nature of Onyxridge at all. He's aware of the two rival gangs and can give information about them, but knows there's nothing he could do about them if he tried.

3. Barbershop / Doctor's Office

Victoria Avery is the town's doctor and barber. She's a bit of a creep, but knows when to pull it back. With her pale skin and black hair, she's often just testing how far she can push the weirdness without losing



business. She has a collection of pet snakes and hangs up their old skin on the old wooden walls. Her office is really just one medical chair, some medicine, and the many sharp objects she surrounds herself with.

4. Laundry

Valencia Cortez is a kind older woman who escaped a dangerous life in Mexico before making safer money cleaning the clothes of the people in Onyxridge. She's short with tan skin and short black hair. She may be uneducated, but she has common sense and uses it when she can. Her own safety is her only priority. When threatened she knows how to escape any situation. Her teeth are deformed, but she doesn't smile a lot anyways. If asked about the events of the adventure, she doesn't know anything.

5. General Market

Joy Kimble is the daughter of Zachariah and Judith Kimble. Joy's 19 years old and is the oldest of 4 sisters, so while the rest of the family is farming outside of town, she brings the crops to the market and sells them. It helps that she's an attractive blonde woman, but Joy knows how to haggle her way into more profit. If someone tries to sell her something, she'll always offer a tenth of what it's worth. Characters can buy any food from her with a rarity of C or U for their default price.

6. The Sunset Hotel

Generally regarded as the more affordable of the hotels, The Sunset Hotel run by the crotchety old man Diego Valquez. The hotel is run down and is full of spiders, but you get what you pay for at 50 cents a night.

Diego has a long white mustache and is always wearing a busted up sun hat, normally reading a 3 week old newspaper. Diego would love an excuse to leave town and restart and will take most good opportunities to do so.

7. Bank

Cyrus Murray, leader of the Shark Teeth gang, controls all of the money that comes in and out of town. The bank doesn't provide many benefits to those who save their money there, but Cyrus knows how to "handle competition". He cares about his daughter and making a profit. Cyrus is a cruel negotiator. He sees no problem with calling a hit on somebody if it'll help him stay in power. He's round, bald, and wears a big suit and big bolo tie.

8. Church

Father John runs the church. He's a bit off his rocker, but most of the town knows he means well. Still, he'll forcibly dunk someone into water if they aren't already baptised. He's balding, wrinkly, and walks with a hunch that curves like a crescent moon. He's able to provide plenty of wisdom from the readings of the church, but don't ask him to list out the states. As long as people are following the word of the lord, Father John does his best to keep the church clean and provides for everyone who needs it. If asked about the events of the adventure, he claims he always knew it was going to happen. This is divine intervention! He believes he doesn't have to worry, but is sorely mistaken.

9. The Water Tower

At 130 ft tall, the water tower is an icon of the city. It has a horseshoe painted on its white wood and is generally kept clean by the residents of the city out of respect.

10. City Hall

Mayor **Linus McDaniel** is a kind soul, but the town thinks he's never been the sharpest knife in the drawer. Money frequently goes to waste on useless projects like a bridge for a 3 foot deep river. Still, he's generally a friend to those around him and that's how he stays mayor. City Hall is a small little building with a clock on the front and two inviting wooden doors. On the inside is basically just his desk, covered in knick knacks from various native tribes.

11. Drug Store

The drug store is really nothing remarkable. Samuel and Alice Barnard are two middle aged white pharmacists who are growing their medicine behind the store. They're only in town temporarily, they say. The two are waiting for a city to strike gold before they move in and sell their medicine in all of the new big cities. They're both very quaint people, not really looking for trouble or success, just trying to stay out of the way.

12. The Crown Baron Hotel

Often described as the hotel for people who don't hate themselves, The Crown Baron Hotel really is quite nice. The tall white granite columns hold up the ballroom painted with designs of beautiful women dancing in floral dresses. Thaddeus Dixon is a masterful negotiator. That is to say, he's a con artist. The hotel is made from cheap wood and really isn't anything special. But Thaddeus has spent his whole life putting makeup on pigs and has no intention of stopping now. He has a ginger mullet and a cowboy hat that he thinks makes him look like a badass. He can gamble with the best of them, so never challenge him at the poker table.

13. Saloon

While the Saloon is owned by the Downriver gang, it's really the pride and joy of Archie Clay, the bartender. He's a quiet old man and loves the bar more than anything else. He doesn't really engage with his drunk customers unless they start breaking things. Then the shotgun comes out. Anyone with cash can gamble, playing Texas Hold 'em or Blackjack.

14. Whorehouse

Both the Saloon and the Whorehouse are run by Madam **Lizzie Walters**, leader of the Downriver gang. Women are a rare commodity in the west and she's used that rareness as a way to get power in the city. She'll never do any of the "dirty work" herself, but will gladly protect her employees who will. The whorehouse is genuinely very clean and the women there know all of their employees quite well. The bouncers only need to get involved when someone gets too handsy after a couple of drinks.

15. Imperial Stables

Felicity Milliken is in her mid forties and loves nothing more than her horses. She speaks with a thick southern accent and talks about her horses like their cats. She knows their names, eating habits, run speeds, and allergies all by heart. She has brown hair and hazel eyes. She's always wearing a flannel shirt and jeans, which she claims is the uniform for a good cowgirl. Characters can purchase a horse from her if they pay her enough. Refer to pages 117 to 122 of the *Shooting Iron Rulebook* for information on how to create the appearance of any horses.

THE CONQUEST OF ONYXRIDGE

In the center of town, a man appears on white horse. He wears a white blouse and has a full head of golden hair. To his hip is a gun. His name is Fitzgerald Beauregard and he's currently been possessed by the first horseman, Conquest. The reason he tells people he is in town is to learn about the social dynamics about the town as he is currently studying how people interact with each other, but the actual reason is because he wants to cleanse the west of the immoral and evil. After speaking to a few members of the city, he approaches the characters and introduces himself. He invites them for drinks and a meal in the tavern. If he is rejected, he tries once more, insisting it to be his treat.

Accepting His Invitation

Fitzgerald will walk them to the Saloon and holler at Lizzie, the owner and leader of the Downriver Gang, to clean a table for them and to bring a round of drinks. Lizzie does not take kindly to this and tells Fitzgerald she'll bring the drinks over grumpily.

After the players sit down, drinks are brought to the table and meal orders are being taken. Fitzgerald closely inspects Lizzie from top to bottom before sighing and saying that he's surprised to see that with the clothes she's wearing she's not taking orders only during the night. Lizzie ignores this comment, looks over to the players and whispers to them that she doesn't like the haughty type and they normally brew trouble in the town, and proceeds to go back to work.

Fitzgerald turns to the characters and asks them what they think of the town. Mentioning he is trying to find out how the citizens perceive each other for a study. He asks about the bigger influences in the town.

If the characters don't tell Fitzgerald anything, he will stand up and leave without paying for the meal, blathering about them being ungrateful. If the players tell them about some of the town members, he thanks them and pays for the meal.

Denying His Invitation

Fitzgerald sneers and says that he'll just ask someone else. As he trots away slowly, Lizzie comes into view and he says he's surprised to see that someone dressed so scantily is awake after all the work she has to do during the night. Lizzie spits on the floor to his general direction and ignores him.

Fitzgerald will still end up finding out about the town's citizens either way, but he will dislike the characters and target them.

Conquering Imperial Stables

When the characters leave the Saloon, they begin to hear neighing coming from the Imperial Stables. Stationed outside is Fitzgerald's white horse with a satchel attached to its saddle. Inside the satchel on his saddle is a few vials of murky poisonous liquid and 100 gold coins.

A character can make a Medicine Wisdom grit check with a DC of 16 or bring it to the drug store to learn that this vial is an incredibly powerful poison. Anyone who drinks it must make a CON grit check of 20 or higher or take 25 points of damage as it courses through their body.

Going Inside the Stable

If the characters go inside, have them roll a Stealth Dexterity grit check with a DC of 14. If the roll fails, they come in sloppily and spot a golden head of hair running away.

If the roll succeeds, they will see that inside of the stable is the man and that he is pouring something onto the haybed that each horse owns. He is not making any sounds. If they approach him, the man will say that Felicity, the stable owner, allowed him to help the horses out. He explains that he has a concoction he gives to his horse that helps it rest better and allows for a healthier start to the day. He also explains that it takes the horses a while to get used to it so the stables will probably be closed the next day. He seems truthful unless a player rolls an Insight Wisdom grit check with DC of 17. If they attack him, he'll quickly get on his horse and escape.

Reporting to the Sheriff

If the characters report what they saw to the Sheriff, they must roll a Persuasion Charm grit check with a DC of 18. If the players present any valid evidence, the DC will be 12 instead.

Succeeding convinces Sheriff Paul Harrison to go to the stables. By the time he gets there, many of the horses are on their final breaths.

Failing, the Sheriff tells the players that he knows Fitzgerald personally and the only reason Fitzgerald would be there is to enhance the horses.

Reporting to the Mayor

If the characters report what they saw to the Mayor, they must roll a Persuasion Charm grit check with a DC of 20. If the players

present any valid evidence, the DC will be 14 instead.

Succeeding shocks Mayor McDaniel. He swears he thought Fitzgerald was a good man. Still, he swallows his pride and tells the party he'll let the Sheriff know immediately.

Failing, the Mayor tells the party that they're wasting his time. Fitzgerald is a great person according to McDaniel and he'd never do anything but the best for other people.

Reporting to Felicity

If the characters try to find Felicity to tell her, they must make an Investigation Intelligence grit check with a DC of 13 to find her at the Saloon. Upon telling her what they witnessed, Felicity will rush to the stables and check on the horses. They will seem fine, but she tells them that if anything happens to the horses, she knows it's because of Fitzgerald.

A Worse Next Day

The next day, the stables are closed. This makes trading outside of the town more of a challenge and many are confused by it. There appears to be something wrong with the horses. Trading has ceased for the day as people try to investigate what is going on.

Felicity can be found mourning her horses. She knows that she took care of them just like her father did ever since he died and that she's only been an asset to the town. If the characters successfully told someone the day prior, she knows Fitzgerald did it and screams about how much she hates him. Note: a character's horse is part of their inventory and is generally with them at all times, so they go unaffected.

If the characters failed the day prior or choose not to tell anyone, they can do so now. Use the DCs from the previous page and give the player rolling advantage when doing so.

THE WAR IN ONYXRIDGE

In the middle of the afternoon, two gangs gather near the center of town. A cacophony of shouting is heard as the leaders, who appear to be Cyrus and Lizzie, face off for the first time in two years. Lizzie goes in for a punch, coming in from the right. Cyrus swats her hand aside and lands a blow directly on Lizzie's eye. A couple of people from each gang have stepped off to the side and are throwing punches at each other. One person is sent flying and crashes through a window, landing inside the saloon. Hearing the glass shatter pushes the two even more over the edge, causing them to draw their guns.

If they wait until the commotion dies down then they can hear about it from the gossiping townspeople later on. If they happen to be at the saloon, then they will be interrupted by a man crashing in through a window. If the players are outside, they may get hit by any of the objects or people that are being thrown around.

Trying to Stop the Fight

If a character tries to stop the fight, they can roll a CHM etiquette or intimidation grit check with a DC of 16. If they are successful, the gangs calm down and the two gang leaders explain the situation: Lizzie's 6 year old son and Cyrus's 7 year old daughter, the best friends and a symbol of peace between the two gangs, have gone missing. Both parents had initially blamed the other for the disappearance claiming it to be a way of starting a war, but now they

realize that there would be no reason for both children to have disappeared.

If the players fail, roll initiative as the characters are now involved in the fight for not minding their business. The characters only need to get into combat with Lizzie Walters and Cyrus Murray. The rest of the gang members fight in the background, not focused on the party. When the fight is over or when the characters succeed at calming them down, the two of them calm down and explain to the players what's wrong.

Finding the Missing Children

After telling the players about their missing children, Lizzie and Cyrus will request their help in looking for them. Lizzie cannot give much, but she will offer the players free drinks at her saloon for a week. Cyrus offers them a small ruby worth \$50.

If the players choose to take them up on their offers, Cyrus and Lizzie thank them and return to work.

If the players decline their offers, Lizzie and Cyrus are offended. As they begin to protest, the sheriff will interrupt and inform the players that he is unable to do the job alone.

Have everyone who wants to roll and Investigation Intelligence grit check with a DC of 15 to look for clues. Those who pass it find out from other town members that the children were reportedly seen at the Sunset Hotel. If no one passes it, the Sheriff finds out instead and tells the party.

Investigating The Sunset Hotel

When the party arrives at the hotel, a rather tall man saunters out of the hotel. In this town, everyone knows everyone, but this guy seems to be a stranger from out of town. His face can't be seen all that clearly as it is downturned and covered up further by the brim of his hat. A lasso is seen dangling from his side. If any player follows him, he simply goes to the saloon, orders a drink, and comes back.

Diego Valquez will be sitting at the front desk reading. Cheap as it is, not a lot of people stay at this hotel because of how rundown it is, yet for some reason Diego still hasn't shut it down and left. In his old age, he has become hard of hearing and the players will have to do something in order to get his attention. He will then glance up over his newspaper and groan, asking them why they are here.

Asking About the Missing Kids

Diego will say that he was busy reading his newspaper and had not been paying attention to whether or not there were any kids outside of the hotel.

Upon any further questioning, he will write it off and say that he didn't see or hear anything.

Asking About the Mysterious Man

Diego will not initially give much information about the guest. All he will say is that the man came from somewhere out of town.

The players can roll a Persuasion or Intimidation Charm grit check to try to get more information. Use the table on the next page for his response.

Diego's Response

01-10	Diego stands by his confidentiality and refuses to talk about his guest.
11-15	Diego will say the man's name is Alonso and that he is staying in the first room on the second floor.
16-20	Diego will say that the man's name is Alonso. He is staying alone in the room adjacent to the players and checked in late last night. Alonso left early this morning, just as Diego was getting ready to start reading his paper, with his lasso but when he came back a little while later, the lasso was gone.

Requesting a Room

Diego will grab a key from the wall behind him and walk begrudgingly to a room down the hallway. Diego will take the players to the left side room at the end of the hall. He states that they can all share one room because he doesn't want to have a third room to clean.

The players are faced with a single bed directly in front of the door, the sheets ridden with unidentifiable stains, and a single window to the right of the bed. There is a small wooden closet on the left side of the bed and no bathroom. Diego says that there is an outhouse around the back and points towards the window. If the players look outside the window, they can see the outhouse. Diego leaves the players in a huff.

Searching Outside the Sunset Hotel

Outside the Sunset Hotel, the players can roll a Notice Wisdom grit check with a DC

of 15. Any characters who succeed see a faint set of footprints. They appear to be made by small children. Following them will bring the players to the back of the building. The outhouse stands off to the side as the players stand in an otherwise empty area behind the building. If any player makes an Intelligence Investigation grit check, use the table below for what they find.

Investigating the Footprints

01-10	The tracks end abruptly.
11-15	The tracks end abruptly. It is also apparent by how the dirt is kicked up that there was some sort of quick movement and a bit of a struggle.
16-20	There is movement coming from the window from a room upstairs, Alonso's room. The players aren't able to see into the room all that clearly, though they can make out the door of the closet opening up a small bit even though no one is inside. A tiny scrap of fabric has been snagged by a piece of the splintered wood of the window frame.

Getting Inside Alonso's Room

There are many ways to get inside Alonso's Room. If the characters come up with another way besides the provided ones and assuming they roll well, let them in.

Asking Diego. If the characters ask Diego for entry to Alonso's room, they must roll a Persuasion or Intimidation Charm grit check with a DC of 17. On success, Diego reluctantly agrees and goes to unlock the door.

Going through the Window. If the characters wish to enter Alonso's room from his window then they must roll an Acrobatics Dexterity grit check with a DC of 15 in order to climb up to it.

Kicking the Door Open. If the characters choose to force their way in through Alonso's door, they must roll an Athletics Strength grit check with a DC of 10 to kick it in.

Attacking the Door. If the party attacks the door with a weapon attack, the door has a Defense of 5 and 4 Hit Points.

Entering a War Room

Once inside Alonso's room, a shuffling sound can be heard coming from the closet. The door begins to open even more, followed by a frightened gasp as something falls out. The players are now faced with a young boy and girl who have been tied together laying on the floor. The little girl's sleeve is torn, the same fabric found outside the window, but she is otherwise unharmed. She looks nothing like her father. The boy on the other hand is the spitting image of his mother.

A minute later, Alonso stands in the doorway to his room. His hat still covers most of his face, but the players are still able to see the wicked grin he is wearing. He turns his head towards the two children, telling them that they were ordered to stay in the closet and be quiet. His attention is now back on the players as he continues to block the door, their quickest mode of escape. Alonso informs the players that he won't allow them to leave now that they have discovered where Lizzie and Cyrus's

children are. Roll initiative as War tries to stop them.

After a single round of combat, Alonso decides that it's time to end things. He pulls out a gun and shoots the roof and it begins to collapse. If the players are fast and pass a Dexterity grit check with DC of 25, then they can avoid the falling debris and escape through the window. Anyone unable to escape is rendered unconscious by the rubble. If all of the characters are caught by Alonso, they will all be rendered unconscious. When they wake up again, Alonso will have already left with the children.

If a player is able to dodge the debris, Alonso will keep attacking them. If the player runs to inform Lizzie and Cyrus that their children have been found but are currently still in danger, they will both get their gangs to assist in confronting Alonso. Outnumbered, Alonso escapes with the children and leaves the unconscious characters where they were.

The Aftermath

Upon hearing that the culprit has slipped away with their children, Lizzie and Cyrus will ask all of the townspeople to join them in their search around the area surrounding the town. After searching for a few hours, everyone will meet back up empty handed. A single person will chime with the only bit of information. He will say that he saw a man riding off in the distance on a red horse with a rather large burlap bag behind him. If asked, he went towards the farmer's house.

THE FAMINE IN ONYXRIDGE

As night falls, a small orange light appears in the distance. If the characters move towards it, they see the farm is set ablaze. If the characters do so, they'll see a random animal from the following table. See chapter 5 of the *Shooting Iron Rulebook* for more information on critters & varmints.

Random Animal Table

01-04	Buffalo
05-08	Coyote
09-12	Grizzly Bear
13-16	Snake
17-20	Wild Boar

Have one player roll a Stealth Dexterity or Wisdom Survival grit check with a DC of 14 to lead the party safely around the animal. If the roll fails, the beast attacks the character who made the failed attempt.

Alerting the Town of the Fire

If the party alerts anyone to the fire, people will start waking up and dousing the crops in water from the water tower.

The players may help douse the crops, and so when citizens appear with large buckets, the players must do a STR check with a DC of 16 to successfully help douse a part of the fire. If half or more of your players succeed this check, the farmers will survive. Alternatively, a character can attempt to run into the fire and try to save the family themselves. Doing so is extremely dangerous and requires multiple high DC

Strength Athletics or Dexterity Acrobatics check as the house burns and crumbles around them. If saved, Zachariah will thank them immensely for saving his family, before seeing his livelihood destroyed.

The Fire Grows

If they don't defeat the beasts or didn't properly douse the fire, they'll hear the screams of the Kimble family within the fire. The children escape first, before their parents let out a horrifying scream. The fire grows larger and the roof collapses, resulting in the death of Zachariah and Judith Kimble.

The citizens of town surround the four daughters; Joy Kimble, the eldest of the four, Jenna, Caitlyn, and Eleanor. The mayor gives the children a place to stay for the night and announces to those around him to go back to bed

Ignoring the Fire

If the party goes to sleep and never investigates the fire, they'll wake up early to yelling outside. During the night, there was a fire that overtook all the crops and burned down the farm, killing Zachariah and Judith Kimble.

No Farm, No Food

Regardless of the outcome, the next morning many of the town's citizens are standing outside of the General Market arguing about what will be happening in the future going on. The most noticeable people are:

- Cyrus Murray, the banker, wearing a white wife beater shirt with sloppily put on pants.
- Lizzie, the tavern keep, dressed in proper attire, as she was ready for the day

- Elias Bailey, the blacksmith, adorned with sweat and his apron
- Victoria Avery, who is in a long white dress with a snake wrapped around her neck
- Valencia Cortez, stands to the side of the crowd with her arms crossed
- Diego Valquez, proudly sporting his busted sun hat, but dressed in sleepwear
- The newly orphaned Kimble children weeping and scared.

The Mayor comes out of his office. He will call for a moment of silence for those who have died during the fire, and tell the townsfolk that there will be issues keeping everyone fed. He suggests that the citizens of the town share the food that they have stored in their houses amongst themselves. This causes a lot of yelling from those protesting.

Speaking to the Townspeople

If the characters talk to any named NPCs, the reasons that the named NPCs will give as to why they cannot share food will be related to what is known about them, their job, and their circumstances. For example, Lizzie may say that her women depend on her or Diego believes that a lack of food will hurt tourism.

If the players decide to talk to the non-essential NPCs, they are not happy about having to share the little food they have with everyone else. If a player character asks for more information as to why, roll a d4 and use the response on the following table.

“Why Should I Not Share?” Table

01	They have children who they care about more than the town.
02	They believe they earned the food themselves and shouldn't have to share.
03	They're poor enough as is and don't have enough food to share.
04	They're taking care of an elderly and sickly family member that must be fed.

Eventually the sheriff pushes the mayor aside, shoots his gun in the air, and tells the crowd that this is not something that should be up for debate. He exclaims that he and a group of men will be collecting food from each house to distribute it fairly so that everyone can eat while things settle down.

After they storm off and collect all the food forcibly, people start realizing that the amount is not enough and that the General Market has also seen better days. Many of the townspeople relied on buying and cooking on a day-to-day basis. Each player will be handed 2 rations.

The townsfolk disperse after receiving their rations, while many non-essential NPCs immediately resort to drinking to forget about their hunger, but this causes a lot of dehydration and many people hover over the water tower to quench their thirst.

The mayor will come out at this point and tell people that he's aware that everyone is hungry and that they must remain calm until another merchant comes by their town or they regrow their crops.

This only causes disgruntled talking and people dispersing.

First the Food, Now the Water

With all of the people drinking, many have become dehydrated and so the water tower is of easy access to everyone. During this time, a mysterious stranger is seen wandering the town, only Elias has figured this out. Elias will come to the players to mention this strange figure and how odd it is that it appeared during this situation, but it isn't of the utmost importance currently as the town is in a dire condition.

Searching the Town for the Stranger

If the players decide to scour the town for the man, they will have to perform an Investigation Intelligence check with a DC of 14 to notice wet hoofprints around the town along with a vile smell. If they decide to see where the hoofprints are, the players will find out that the trail leads to the water tower.

Investigating the Water Tower

If the party inspects the water tower, they must go up the stairs leading to the opening and roll an Investigation Intelligence check with a DC of 14 to notice that the water seems murky after opening the door.

Telling the Town about the Water Tower

If the players decide to tell anyone besides the sheriff, they will direct the players to the sheriff immediately.

When the sheriff finds out, he immediately heads over to the water tower and analyzes it. He heads back to his office and rallies the townsfolk to tell them about what happened to the water. He advises the water in the water tower might be harmful, but there is no way to tell for sure.

Death Begins to Spread

After a few hours, the first death occurs. The person who has died is a woman in her mid thirties who was seen drinking outside of the saloon that day. She is found lying on the floor with lots of liquid coming out of her mouth. Despite the fact that what she holds is a bottle of bourbon, the liquid coming out of her is a murky green liquid.

A man with a rather large belly, dressed in old clothes gets on a soap box in front of city hall. He says his name is Vernon Short and he's sick of all of this chaos. As people begin to crowd around him, he gets them riled up. According to him, the government has failed to protect them. He's done following the law and doesn't want to die. Eventually the 20 or so people who are listening to him get angry and form a mob. Vernon announces that Felicity's horses are dead and rather than sharing the meat, she's wasting food by giving them funerals. Vernon can not be reasoned with here, regardless of rolls.

This causes people to start discussing a raid upon the stables so that they are able to survive for longer as they cannot rely on water to fill themselves up anymore.

Warning Felicity about the Raid

If the characters warn Felicity about what the townsfolk are planning, she will board up her stables and ask for the characters' help. If they help Felicity stop this uprising, they will have to stay up the entire night guarding the imperial stables. The players must roll Athletics Strength grit checks with a DC of 16 throughout the night as the villagers mindlessly attack the stables. After 3 successful rolls, they tire out and go home. After 3 failures, they break into the house.

If the players succeed in keeping the horses safe, Felicity thanks the players and

hands them some of the food she had saved up for herself, saying that she had a hidden stash in her house. This results in 1 ration for each player.

The People Break into the Stables

If the players let the citizens go after the horses, join them, or fail to protect the rolls protecting it, the Imperial Stables is taken over during the night and the townsfolk come bursting in stabbing the horses with pitchforks. They eat the dead horses and drink the dirty water, only leading to more sickness. Vernon chooses not to eat anything because “he thinks the rest of the town deserves it”.

The Pains of Malnourishment

The next day is one filled with death as many people’s health start declining and they are too weak to look for help. Roll a d20 to determine how many people have died during the night. Vernon is nowhere to be seen and is assumed to be dead as well.

During this time, the players receive 2d6 poison damage because of their lack of nourishment. If they received the rations from Felicity or found food from somewhere else, they do not take the damage.

THE DEATH OF ONYXRIDGE

As if starving during the sudden famine isn’t enough, more and more people begin to come down with the plague. The town’s establishments are nearly empty as most of the townspeople have fallen ill and are awaiting death or have already shaken the hand of death. During this time, a new mortician appears as the previous one couldn’t even protect himself from the very sickness he sought to aid others fight against.

The new mortician is Levi Bowen. Not only has he been helping deal with the surplus of dead bodies, but he has also helped to provide a great deal of food after the effects of the famine. Apparently, Levi is sharing the rations he brought from home before he traveled. Mayor McDaniel thinks that the town’s newcomer is doing too much work on his own. He asks the players to help Levi out, offering an opal gemstone worth \$10 as incentive.

Accepting the Mayor’s Offer

If the characters accept the gemstone, Mayor McDaniel will give each player an opal. If the players wish to bargain for more money, they must roll a Persuasion Charm grit check with a DC of 15. Then Mayor McDaniel will give them a diamond worth \$50. Any further attempts will anger him and the offer will be off the table. If the characters do the job free of charge, the mayor will give each player a badge of honor. They haven’t been made yet since this has not been done before and serve no purpose other than bragging rights.

Denying the Mayor’s Offer

Mayor McDaniel will let the players off, saying that he can find some other folks that are willing to help out.

Helping the New Mortician

The only thing that greets the players upon their arrival at the doctor’s office are pairs of soulless eyes. Men, women, children; no one is spared from the tragedy brought on by this dreadful plague. If the players walk inside, they can see a young girl shaking the gloved hands with who must be the new mortician. She will then pass by the players. Her face is pale and gaunt, eyes beginning to sink in but filled with content. In her bony, trembling hands the girl carries a small white package.

Levi, a learned looking man, will turn to the players and greet them with a toothy grin. If the characters don't greet him, his smile will not falter. He will simply remove one of his gloves and pat the characters on the back of the neck, giving a slight squeeze after the final pat, and then put his glove back on.

If they do greet him back, Levi's smile will widen. He will begin to show the players around the office. The office is filthy. Glancing around will show fluids of various types covering the floor. A single operating table sits off to one side with what used to be white sheets sprawled out on top. Beside it sits a small table with sharp tools which appear to be the only clean things in the office.

The first room Levi will take the players to is the one where his food supply is stored. The walls are lined with small white packages, just like the one the young girl from earlier held.

Next, Levi will point to the room next to the one they just left before taking the players outside. This room is to be strictly off limits. Outside, Levi shows the players where the bodies are currently being kept. They are stacked up in rows about 6 people high. After showing the players around, Levi will go around back in order to check the amount of space left for more bodies. The players are now left alone in the doctor's office, but not for long.

Sneaking into the Forbidden Room

If the characters want to sneak into the forbidden room, they must roll a Stealth Dexterity grit check with a DC of 20. Once inside, the players can see another operating table, this one occupied by a fresh body. Blood drips onto the floor from the body's missing arm, a rusty meat cleaver resting

beside the wounded area. A Notice Wisdom grit check of 20 or higher will allow the players to see a small stack of the mortician's food packages in the corner of the room. A Notice Wisdom grit check off 25 or higher will show a container filled with body parts. Next to the container is the white paper used to wrap the food being given to the townspeople.

There are sounds of a door opening nearby, signifying that Levi has returned. The players can roll a Stealth Dexterity grit check with a DC of 15 in order to leave the room without alerting the mortician.

If the characters confront Levi about the meat, Levi will deny any claims. If the players attempt to use the room as evidence, they will find that the contents inside have disappeared. Levi then rushes them out, declaring they've helped enough. If the characters go back in, go to the "Questioning Levi" section of this module.

Rejecting the Mayor's Offer

Later that day, everyone in town is carrying around a white package. If the players ask anyone about it, they will say that it's the food that the new mortician is giving out. Any of the townspeople questioned about the food will suggest that the players ought to go a grab some.

Going to the Doctor's Office

When the characters go to the Doctor's Office, they will be greeted by Levi. He will ask them why they came.

If the players say that they came for food, Levi will give each player one of the white packages and send them off. With the food that everyone is talking about now within their possession, the characters can

see what all the fuss is about. If a character tries to investigate the food, it seems like beef.

If someone tries to eat the food, it tastes strangely like pork. The players who have eaten the meat must roll a CON grit check with a DC of 20 or they will receive 5 damage and become ill.

As grateful as everyone is about the food, those who eat it seem to be getting sick with symptoms that differ from that of the plague. The players can roll a Medicine Wisdom grit check with a DC of 10 to examine either the townspeople or any of the players who have eaten the meat.

The examination shows that the symptoms include shaking, joint pain, and headaches. Some of the townspeople are even experiencing a deterioration of speech.

Questioning Levi

The doctor's office is seemingly empty when the players arrive. Muffled grunts can be heard coming from one of the closed doors within the building.

If the characters investigate, have the players roll a Stealth Dexterity check with a DC of 14 or higher in order to crack the door open and peek into the room.

Inside, Levi can be seen hunched over a body but there is a little bit of movement still coming from it. Levi removes the glove from his left hand and looks at it curiously, as if it is his first time seeing it. Slowly, he lowers the uncovered hand and begins to run it down the person's face. As he continues to trail his fingers down, reaching the collarbone, the person begins to shake uncontrollably. They try to cry out, but the sound is muffled as though they have been gagged. Levi continues moving his hand down, now at the lower

abdomen when the movement and screaming comes to a stop. Levi raises a rusty meat cleaver into the air and brings it down with swift precision, removing the body's arm. He then goes to work carving up the limb until he is satisfied and then wraps it up in a thick, white paper.

If the grit check fails, Levi will be alerted of the players. He will smile his toothy grin again and throw his meat cleaver at the players only to hit the door. The players can either run and try to inform the sheriff or stay and fight.

Fighting Levi

The players can roll for initiative. After a single round of combat, Levi clutches his chest and begins coughing. Blood splatters onto the filthy floor and drips down from his lips. He falls to the floor, convulses, and then stops moving altogether. He seems to be down for the count.

Telling the Sheriff

If they try to tell the sheriff, he will be sitting at his desk, staring straight ahead. When the characters try to tell him what's happening, the sheriff is unresponsive to anything they say.

They can walk up to the sheriff and see that he is having difficulty swallowing and is suffering from tissue death. An open package of the meat from Levi sits in front of him.

Going Back Outside

When the characters go back outside, they can roll a Notice Wisdom grit check with a DC of 10 and look around town to see that many people are suffering the same way as the sheriff. Somehow the initial symptoms have worsened at an alarming rate. As the townspeople continue to die all

around the players, Levi suddenly appears in front of them on a horse. He removes his remaining glove and drops it on the ground and touches the horse. The horse whines and neighs as it begins to turn a pale color. Once the transformation is complete, Levi speeds off past the players and out of town.

The sounds of the dying townspeople are replaced by a multitude of thuds as their bodies begin to hit the ground. They begin to decay at an alarming rate until nothing is left on the ground except for the imprints of what had been there just moments ago. A thick, pale green mist surrounds the perimeter of the town. It forms a barrier that reaches up high above the buildings, only the sky directly above the Onyxridge is still visible.

A single man comes rushing from the imperial stables on horseback, heading towards the mist to give chase to Levi. The horse rears back as it approaches the barrier, drops the rider, and runs back towards the stables. The man gets back up and begins to walk into the mist, fully intent on getting out of Onyxridge, only to fall back immediately. He begins to choke and writhe on the ground, his skin turning bright red as sweat pours from all over. In moments, the man is dead, and the players are left alone and trapped within the town.

As the moon rises in the east, all that's left to do is wait until morning for what is to come.

THE FIGHT FOR ONYXRIDGE

As the new day rises, the 4 men who've caused all of the chaos emerge from the green mist. Fitzgerald Beauregard, Alonso Gonzalez, Vernon Short, and Levi Bowen stand in the center of town, each on horseback. Alonso has the two kidnapped

children tied up, sitting on the back of his horse. Their horrified faces show scars of a traumatic two days.

Fitzgerald moves forward. With the silence of the town, each of his horse's steps can be heard. He announces to the town that the world is being judged for one final town. He tells the townsfolk that they plan to completely rapture the earth at noon, so they should say goodbye to their loved ones. A drunkard old man runs up to attack Fitzgerald and is quickly shot by Levi. If anyone in the party makes any sort of aggressive acts towards the four of them, begin combat between them. There is no negotiating with them, regardless of what is rolled.

Fighting the Four Horsemen

The Four Horsemen are ruthless killers in combat. Describe their attacks as brutal and inhuman during combat. At the same time, this is the climax of the module. The party should feel awesomely powerful if they roll well. Make sure to reward creative solutions, like shooting down the water tower, with damage towards the enemies. If a character attacks one of their horses, the damage is dealt to the both of them until the horse is dead. They will still fight with whatever health they have remaining.

Defeating the Four Horsemen

If the players defeat the 4 possessed men, those who are left alive wake up dazed and confused, having no recollection of the past week. The two children both return to their parents, who are happy to see them alive. Any rewards promised to players are now given by those who promised them. After everything is settled, the town begins to celebrate, as peace is now restored. The players are invited to a small feast with the

remaining food with them as the guests of honor.

Losing the Fight for Onyxridge

As the last of the characters fall, a scourge passes not just through Onyxridge, but the whole Wild West, and eventually the world. City after city begins to experience the terrors they've seen over the past few days; conquest, war, famine, and death. Chaos reigns on earth for a year before humanity is wiped out. The player characters are not seen as failures however, but instead are remembered as mankind's heroic stand against the end.

Parting Words

You've reached the end of the module at this point. Thank you for reading! We hoped you enjoyed reading it and if you played it, we hope your players had a good time. If you're interested in any of our other works, here's a link to the portfolios of the different people who worked on this adventure.

juliencamaraza.com

BridgetLongo.artstation.com

artstation.com/eviani

mackenziefowlerb.wixsite.com/mackenziefowler

APPENDIX A: NON-PLAYABLE CHARACTERS

This appendix describes all of the nonplayer characters that require stat blocks for this module. If a character doesn't have stats listed here, assume they have no unique abilities and all of their stats are average, with no modifier. The characters listed here are presented in alphabetical order.

Cyrus Murray , 10th Level Outlaw

14 Strength, +1 bonus to hit and damage in hand-to-hand combat and STR grit checks.

18 Intelligence, +3 bonus language or starting skill known and INT grit checks.

12 Wisdom, +1 bonus to notice checks and WIS grit checks.

8 Dexterity, -1 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

12 Constitution, +1 bonus to hit points per hit dice and CON grit checks.

12 Charm, +1 bonus to NPC reactions and CHM grit checks.

Hit Points: 55

To Hit (TH): Base +6; Adjusted Melee +7; Adjusted Ranged +5

Grit Check Bonus (SV): Base +5; Adjusted STR +6;

INT +9; WIS +6; DEX +4; CON +6; CHM +6

Defense (DF): 13

Abilities: Sneak (77%), Bushwack (5d6), Quick, Danger Sense, Infamy, Evasion, Improvised Weapons, Street Fighting, Gang (12 members), Dirty Fighting, Escape Artist

Skills: Job - Banker, Persuasion, Intimidation, Appraisal, Insight, Gambling, Athletics, Performance - Harmonica, Investigation, Medicine, Drive - Wagon

Background and Personality: Cyrus leads the other gang in town, the Shark Teeth gang. Anyone money that comes into or leaves town, he has a record of it. Sometimes, a bit of it "disappears", but with no other banks in town, he doesn't have to worry about people finding an alternative. He speaks with a deep southern drawl and doesn't like it people make him say anything twice. He's a cold hearted killer and cares about nothing but his daughter and his money.

Equipment: \$100, a single action revolvers, saber (hidden in cane), formal attire, bolo tie



Lizzie Walters , 10th Level Gunfighter

10 Strength, No bonuses or penalties.

18 Intelligence, +3 bonus language or starting skill known and INT grit checks.

14 Wisdom, +2 bonus to notice checks and WIS grit checks.

18 Dexterity, +3 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

8 Constitution, -1 penalty to hit points per hit dice and CON grit checks.

18 Charm, +3 bonus to NPC reactions and CHM grit checks.

Hit Points: 40

To Hit (TH): Base +8; Adjusted Melee +8; Adjusted Ranged +11

Grit Check Bonus (SV): Base +4; Adjusted STR +4; INT +7; WIS +6; DEX +7; CON +3; CHM +7

Defense (DF): 17

Abilities: Weapon Focus Firearm, Point Blank Shot, Far Shot, Fast Draw, Weapon Specialization Firearm, Precise Shot, Greater Weapon Focus Firearm, Quick Shot, Dead Eye, Greater Weapon Specialization Firearm

Skills: Job - Saloon Worker, Etiquette, Persuasion, Notice, Intimidation, Gossip, Appraisal, Job - Brewer, Job - Musician [Piano], Job - Accountant

Background and Personality: Lizzie

Walters is the leader of one of the town's two gangs, the Downriver gang. While the town was still being created, Lizzie realized that if you control a resource, you have value. What's the most valuable resource in the West? The women. She treats them with respect of course, but she knows how powerful that makes her. Mostly out of necessity, she treats people with a facade of kindness until they cross her.

Equipment: \$100, two single action revolvers, "formal" attire, boots, tobacco



Mayor Linus McDaniel, 10th Level Townie

10 Strength, No bonuses or penalties.

8 Intelligence, -1 bonus language or starting skill known and INT grit checks.

14 Wisdom, +1 penalty to notice checks and WIS grit checks.

11 Dexterity, No bonuses or penalties

13 Constitution, +1 bonus to hit points per hit dice and CON grit checks.

18 Charm, +3 bonus to NPC reactions and CHM grit checks.

Hit Points: 60

To Hit (TH): Base +6; Adjusted Melee +6; Adjusted Ranged +6

Grit Check Bonus (SV): Base +5; Adjusted STR +5; INT +7; WIS +6; DEX +5; CON +6; CHM +8

Defense (DF): 14



Abilities: Knowledge [78%],
Linguistics [67%], Plan [84%],
Jack of All Trades, Fast
Learner, Exploit Weakness,
Talented [Job- Lawman],
Savant, Strategist

Skills: Job - Lawman, Language
- Reading and Writing,
Language- Spanish,
Performance - Banjo,
Persuasion, Etiquette

Background and Personality:
Mayor McDaniel is trying his
best, but he really was not born
to lead people. He's very
charismatic and can win
elections, but once he's in office
he's quite disappointing. He
lived in a town called Windy
Rise, but his shoddy
performance got him banished
from town. He's better than he
used to be, but still not great.

Equipment: \$8, knife, suit,
boots, cowboy hat

Paul Harrison, 10th Level Sleuth

6 Strength, -2 penalty to hit and damage in hand-to-hand combat and STR grit checks.

18 Intelligence, +3 bonus language or starting skill known and INT grit checks.

8 Wisdom, -1 penalty to notice checks and WIS grit checks.

14 Dexterity, +1 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

-1 Constitution, -1 penalty to hit points per hit dice and CON grit checks.

9 Charm, No bonuses or penalties.

Hit Points: 40

To Hit (TH): Base +6; Adjusted Melee +4; Adjusted Ranged +7

Grit Check Bonus (SV): Base +5; Adjusted STR +3; INT +9; WIS +5; DEX +7; CON +5; CHM +6

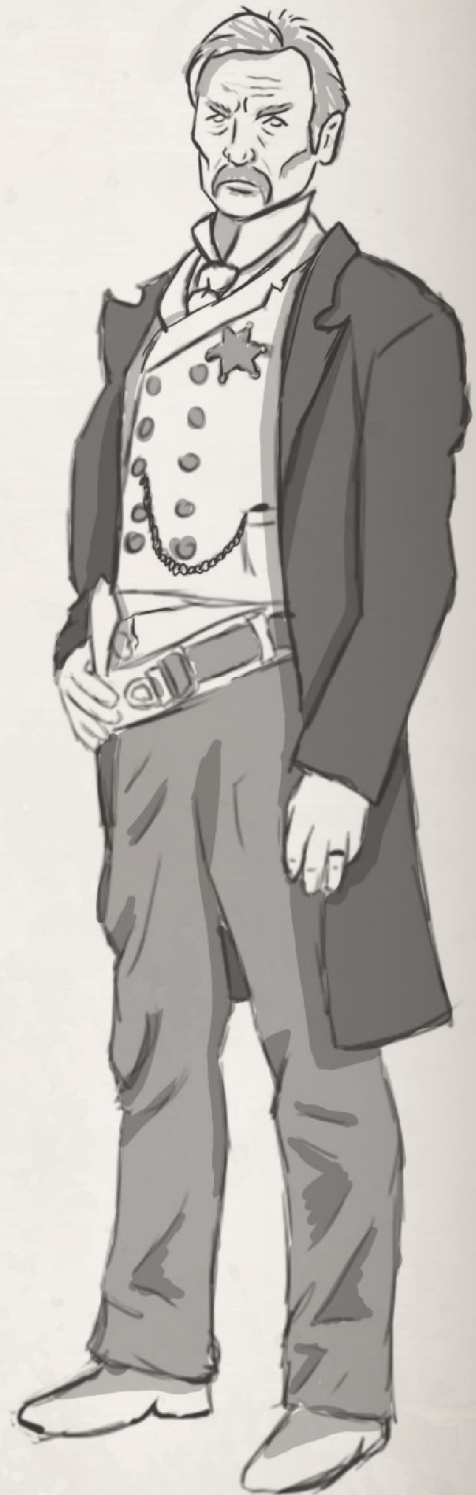
Defense (DF): 15

Abilities: Discern Lie (78%), Tail (73%), Profile, Contact, Brawl, Nonlethal Force, Attentive, Defensive, Sixth Sense

Skills: Investigation, Language - Reading & Writing, Language - Spanish, Language - French, Job - Detective, Job - Lawman, Animal Handling, Survival, Soldier, Athletics

Background and Personality: Paul Harrison is around the age that most sheriffs get to, "too old for this sh*t". Before he moved here, he was french soldier who fought in Mexico. He got shot in the leg and was left to die. He barely escaped with his life and now lives in Onxyridge because nothing here is as dangerous as the war.

Equipment: \$10, single action revolver, knife, suit, boots



Zacariah Kimble, 3rd Level Pioneer

12 Strength, +1 bonus to hit and damage in hand-to-hand combat and STR grit checks.

6 Intelligence, -2 penalty language or starting skill known and INT grit checks.

10 Wisdom, No bonuses or penalties.

8 Dexterity, No bonuses or penalties.

16 Constitution, +2 bonus to hit points per hit dice and CON grit checks.

9 Charm, No bonuses or penalties.

Hit Points: 31

To Hit (TH): Base +1; Adjusted Melee

+2; Adjusted Ranged +1

Grit Check Bonus (SV): Base +2;

Adjusted STR +3; INT +0; WIS +2;

DEX +2; CON +4; CHM +2

Defense (DF): 12

Abilities: Inner Strength 1/d,

Endurance

Skills: Job - Farmer, Job - Parent

Background and Personality: Zacariah Kimble is living the american dream. A wife he loves, 4 beautiful daughters, and a farm that lets him live off the fat of the land. When tragedy strikes in this town, he gets hit the hardest. He's worked so hard to get what he wants in life and would hate to lose it.

Equipment: \$4, sunhat, overall, boots, bowie knife



APPENDIX B: THE FOUR HORSEMEN

This appendix describes the stat blocks for the main enemies of this module, the four horsemen and the humans they're possessing. These characters do not use traditional character classes and instead have unique abilities when in combat. The characters listed here are featured in the order they appear in the adventure.

Conquest / Fitzgerald Beauregard

18 Strength, +3 bonus to hit and damage in hand-to-hand combat and STR grit checks.

8 Intelligence -1 bonus language or starting skill known and INT grit checks.

14 Wisdom, +1 bonus to notice check and WIS grit checks.

14 Dexterity, +1 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

10 Constitution, No bonuses or penalties

16 Charm, +2 bonus to NPC reactions and CHM grit checks.

Hit Points: 60

To Hit (TH): Base +5; Adjusted Melee +8; Adjusted Ranged +6

Grit Check Bonus (SV): Base +4; Adjusted STR +7; INT +3;

WIS +5; DEX +5; CON +4; CHM +6

Defense (DF): 17

Equipment: Axe, Saber, Cowboy Outfit, Cowboy Hat, Mustang named Conquest.



Description: Fitzgerald Beauregard thought he was unstoppable. When he enlisted in the Confederate Army as a Lieutenant General, he truly believed he would get a chance to show those union bootlickers why no one messes with the South. In his first battle leading an army, he failed miserably but fought to the bitter end. Conquest appreciated his ruthlessness in battle and possessed him for the end of the world. Now he's an elegant charmer off the battlefield, but a master tactician in combat.

Special Abilities:

Ride-By Attack. When Conquest is mounted, he can move, attack, and move again continuing in a straight line. His total movement for the round can't exceed double his normal speed.

Subjugator. Conquest gains a bonus to his To Hit equal to the amount of the four horsemen still standing, including himself.



War / Alonso Gonzalez

18 Strength, +3 bonus to hit and damage in hand-to-hand combat and STR grit checks.

8 Intelligence, -1 penalty language or starting skill known and INT grit checks.

10 Wisdom, No bonuses or penalties.

15 Dexterity, +1 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

16 Constitution, +2 bonus to hit points per hit dice and CON grit checks.

12 Charm, +1 bonus to NPC reactions and CHM grit checks.

Hit Points: 68

To Hit (TH): Base +5; Adjusted Melee +8;

Adjusted Ranged +5

Grit Check Bonus (SV): Base +5;

Adjusted STR +8; INT +4; WIS

+5; DEX +6; CON +7; CHM +6

Defense (DF): 17

Equipment: Lasso, Saber, Cowboy

Outfit, Cowboy Hat, Hot-blood

Horse named War.

Description: Before he was possessed, Alonso fought against the French in Mexico defending his country. War believed his strength and combat prowess made him a perfect candidate to control and use to rapture the world. Under War's control, Alonso is a cold, conviving, and ruthless man who incites violence between people only to prove how far they'd go to stay alive for one more day.

Special Abilities:

God Among Men. War cannot be successfully intimidated or deceived, regardless of what the roll against him is.

Damage Reduction 2. War is able to ignore a set amount of damage. Subtract 2 damage from any damage dealt to War.

Famine / Vernon Short

7 Strength, -2 penalty to hit and damage in hand-to-hand combat and STR grit checks.

18 Intelligence, +3 bonus language or starting skill known and INT grit checks.

14 Wisdom, +1 bonus to notice check and WIS grit checks.

10 Dexterity, No bonuses or penalties.

8 Constitution, -1 penalty to hit points per hit dice and CON grit checks.

6 Charm, -1 penalty to NPC reactions and CHM grit checks.

Hit Points: 40

To Hit (TH): Base +6; Adjusted Melee +4; Adjusted Ranged +6

Grit Check Bonus (SV): Base +5; Adjusted STR +3; INT +6; WIS +6; DEX +5; CON +4; CHM +4

Defense (DF): 15

Equipment: Pepper Box, Overcoat, Cowboy Hat, Hot-blood horse named Famine.

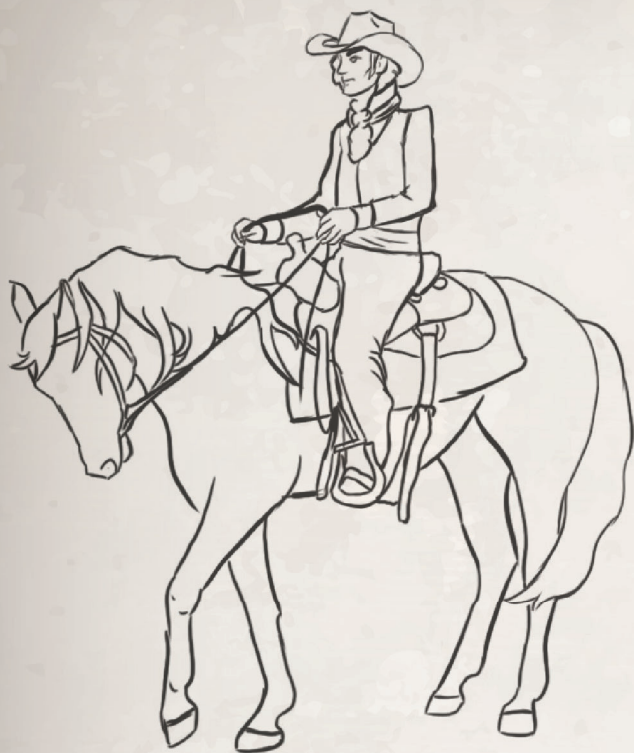
Description: Vernon Short has experienced poverty. He grew up a poor man with parents who beat him for asking for more in life. He tried moving to the West for good work, but when he couldn't get any, he turned to a life of crime. Petty theft turned into bank robberies, which then turned into murder to cover up his tracks. Sooner or later, Vernon would be willing to do literally anything just to put food on his plate. Famine respected his resourcefulness and possessed him. Under Famine's control Vernon constantly pushes people to turn on each other. His lowly appearance makes him seem non-threatening, but he's truly just as evil as the other 3 horsemen.

Special Abilities:

Tip the Scales. If Famine successfully makes an unarmed strike, roll 2d4. If you roll an odd number, restore health to Famine equal to the roll. If you roll an even number, deal damage to the target equal to the roll.

Consume the Earth. At the beginning of each of his turns, Famine restores 1d4 health. His hp can not be higher than his maximum health,





Death / Levi Bowen

10 Strength, No bonuses or penalties.

16 Intelligence, +2 bonus languages or starting skill known and INT grit checks.

14 Wisdom, +1 bonus to notice check and WIS grit checks.

18 Dexterity, +3 bonus to defense, initiative, to hit rolls with ranged weapons, and DEX grit checks.

13 Constitution, +1 bonus to hit points per hit dice and CON grit checks.

3 Charm, -3 penalty to NPC reactions and CHM grit checks.

Hit Points: 60

To Hit (TH): Base +8; Adjusted Melee +8;

Adjusted Ranged +11

Grit Check Bonus (SV): Base +4; Adjusted

STR +4; INT +6; WIS +5; DEX +7; CON

+5; CHM +1

Defense (DF): 17

Equipment: Double Action Revolver, Bowie Knife x5, Cowboy Outfit, Cowboy Hat, Hot-blood horse named Death.

Description: Levi Bowen was forcibly enrolled into Irongrasp Regional Rehabilitation Facility for a long streak of murders one year ago. That would have been the end of his story, but the final horseman thought he was a perfect candidate to control. With new powers granted by Death, Levi killed his guards and escaped. He was and is a maniac. Murder is a joke and he's the audeience to him.

Special Abilities:

Disease Spread. Death can choose to use Disease Spread instead of attacking during his turn. Any none friendly targets within a 5ft radius of Death must make a CON grit check with a DC of 14. Any targets who fail begin to choke and feel their body temperature rise. They take 1d6 damage before the poison passes through their body.

Fatal Contact. Any player whose skin makes contact with Death begins to have their health depleted each round. At the beginning of each of their turns, have them make a Constitution grit check, DC 17, to fight the disease. If they fail it, they take 1d6 damage. If they pass it, they no longer have the disease until they make contact again.

