

GUNSLINGERS OF THE GOBLIN CANYON



WEIRD WEST FANTASY
ROLEPLAYING

Based on Lamentations of the Flame princess

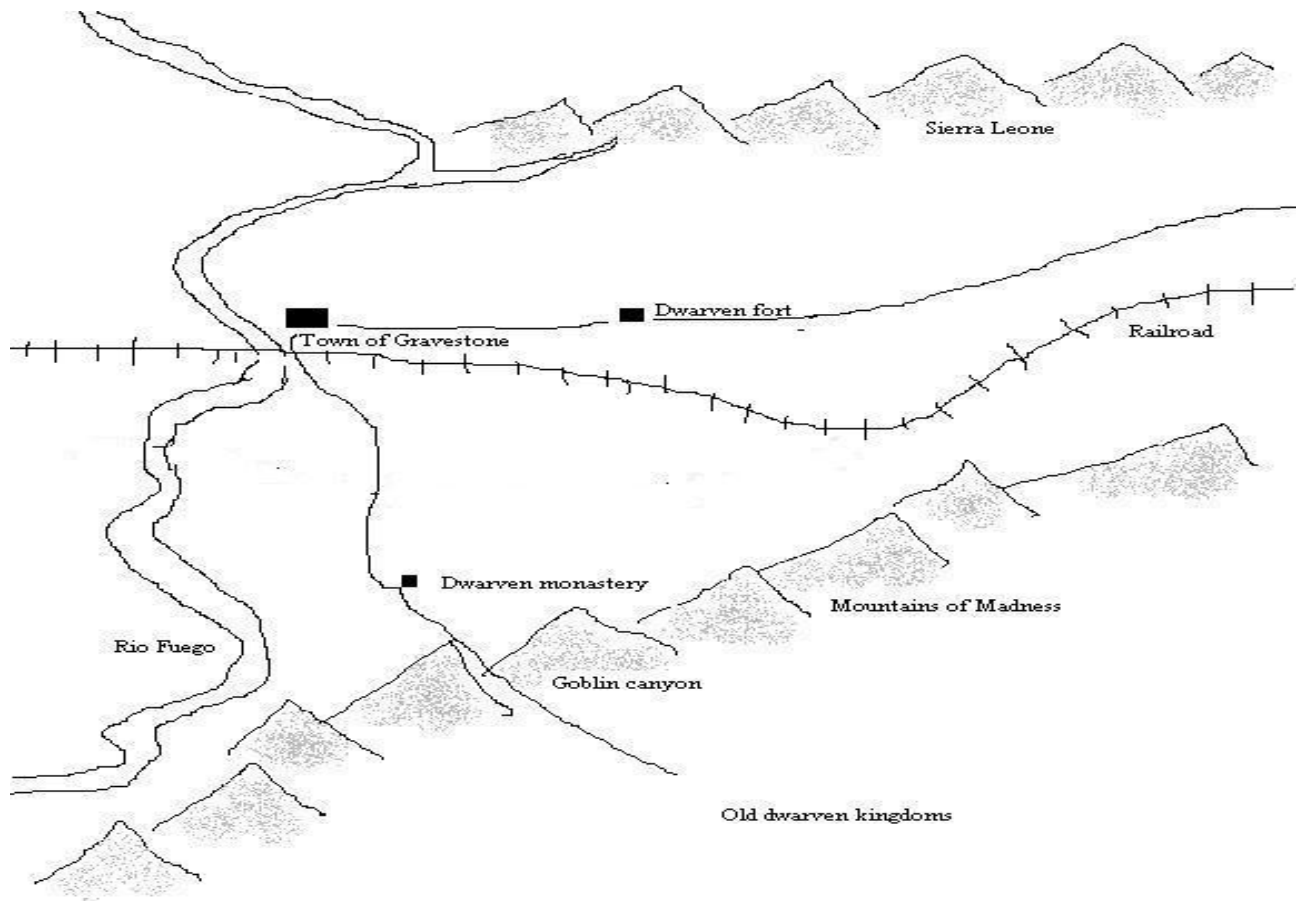
Adventure and setting for Ropecon 2011 scenario contest

"Hey stranger. We don't need any of you suspicious adventurers here!"

After drinking his whiskey the stranger turned slowly and threw his poncho on his shoulder revealing a shiny chainmail and two black revolver grips. "Mithralshirt and revolvers of chaos! He is the Duke of Death" shouted someone while the loudmouth wet himself.

This game is a what-if scenario. What if Gary Gygax had set his game in a Wild West setting? It's like D&D written by Howard and Tolkien and directed by Sergio Leone set in a western setting. The idea for this game was born after too many hours of playing Red Dead Redemption and reading fantasy novels.

The cover is a pastiche of Jean Giraud's Lieutenant Blueberry, by the author.



SETTING

Adventurers in this setting do what heroes usually do in D&D. They fight the monsters, loot dungeons, look for magic items etc. They also have dinners of canned beans by the campfire in prairie while wercoyotes howl at the moon, they ride stagecoaches, they may see themselves in wanted posters, they go to saloons where bards play piano, there are train robberies by goblin gangs, there are sheriffs with golden stars and fast hands, there are duels on empty streets.

Characters look like a mixture of Man with no name and Aragorn. Cowboy hats, cowboy boots, ponchos, bandoliers and duster coats mix with fantasy armors.

There are magical overpopulated cities in the east where wizards rule the people. 10 years ago they sent settlers to west looking for new areas. Some miners found magical orichalcum from the mountains of Sierra Leone and orichalcum boom begun. Wild frontier lured orichalcum miners looking for their fortune and along them came criminals, fortune hunters, wenches, con men and gamblers. Orichalcum is changed to gold in banks and later sent to east with magical trains. These same trains bring new people to west every day.

Elves

Elves are this settings equivalent for indians. They are not “a bit nobler, prettier, taller and gloomier version of men. Their culture is weird and different. They are more intelligent wild animals than men. Elves live in sort of a shamanist dream age and are REALLY one with the nature. They have strange names like Hooting Owl or Running Elk. If you had to put elves in D&D character classes, they would be druids and rangers. There are rumours of people living with elves and some half-elves are evidence that some men have been accepted to elven society. Half-elves are ostracized in towns.

All elves are NPCs. PCs can't be half-elves in this adventure.

Halflings

Halflings are settings equivalent for chinese people in westerns. Once a peaceful and lazy people are now forced to build railroads as a slaves. Some free individuals work in laundries.

Dwarves

Dwarves are Mexican equivalent in this setting. Once the most powerful people on the World are now mostly oppressed mine workers, farmers and banditos. Common dwarves are illiterate. Dwarves have a weak government and their society is basically generalissimos with their armies holding the people under their iron fist. There is a rebellion coming. If you really want to know what happened in dwarven history, read “Hammers of the God”.

RULES

Character classes

There are some new classes in this setting and clerics have been renamed **preachers**. Fighters are replaced by pistoleros, fast hands and sharp shooters. Specialists work mostly as trackers.

Pistolero:

- can use two revolvers at the same time, fires with both at the same round. Must shoot at the same target.

Fast hand:

- throws two dice for initiative and chooses the better one when using revolver

Sharp shooter:

- Throws two dice when rolling for to hit and chooses the better one

All these three classes get normal fighter bonuses from Lamentations of the Flame Princess.

Note! PCs can't be elves or magic-users in this adventure. It is recommended that some of them are pistoleros, fast hands or sharp shooters.

All characters start from level 2!

Fire fights

Normal combat rules from LotFP apply in this game with few extra rules.

In combat round you can:

- aim (as in normal rules, +4 bonus)
- move and shoot (-4 to hit)
- roll from cover to cover (50% cover bonus while rolling even though it makes no sense, this is western!)
- just shoot!
- reload

Distances are not given, but DM should use his own sense. No characters may move more than 10 meters in a round. You can shoot accurately with the revolver where you can see someone clearly and twice that long with the rifle. Shot gun is effective in a range of about 10 meters.

Weapons of Goblin Canyon:

- West and smithson model 3, single action 6-shooter revolver, damage d6
- Salt Peacemaker (inventor Cormuel Salt), single action 6-shooter revolver, damage d6
- Mirenton 1858, single action 6-shooter revolver, damage d6

- Linfield 1853, single-shot rifle, damage d10
- Repeater Tonry, repeating rifle (5 shot magazine), damage d8
- Rynchester, heavy repeating rifle (3 shot magazine), damage d10

- coach gun, single-shot shotgun, damage d6 (multiple targets)

- tomahawk, damage d8
- hunting knife, damage d6

Fire arms must be reloaded. Keep track of your remaining bullets. Use d6s for counting down.

ADVENTURIE

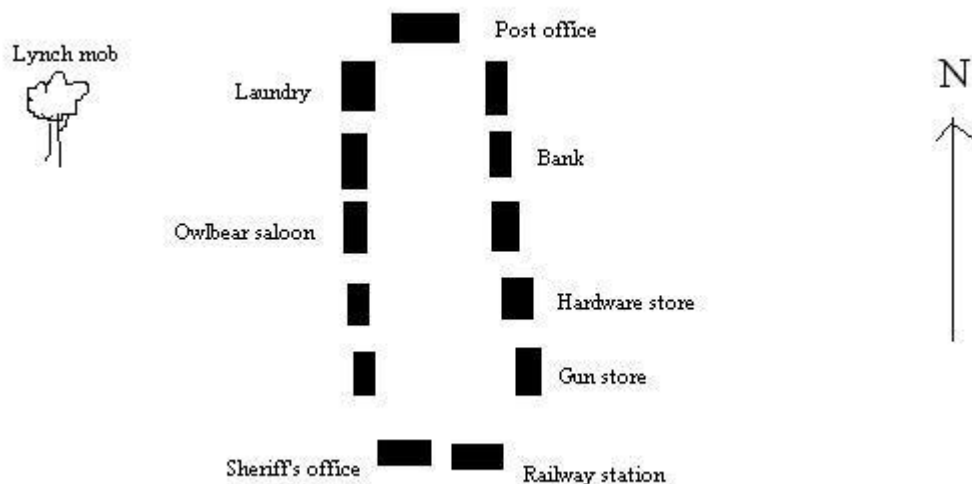
Adventurers in this setting might be bounty hunters, duelists, outlaws etc. In this adventure they all must be law enforcers. The old sheriff and his deputies in town of Gravestone have been shot in a gunfight in front of the Owlbear saloon. The character with the highest charisma is the new sheriff, and the other characters are deputies.

The adventure is mostly a sandbox around the town of Gravestone. There are few places where sheriffs are needed. The main plot in this adventure revolves around Kobold-Hickneys gang, but if there is fun without them, you shouldn't worry as a DM. If you want, you can add stagecoach robberies, duels, monster attacks etc. in this adventure.

Adventure starts when new sheriffs arrive on a train. There is no welcoming committee. Citizens don't want to choose their sides in the war between the sheriffs and Hickney's gang. Only one man – old toothless Jack – is waiting for them at the train station. Jack will take the characters to the sheriff's office and give them keys. He has been taking care of the place since the old sheriff died.

When asked about the old sheriff Jack tells them that:

“Some say that sheriff used to ride in Sorcerer-Murdock's posse when he was young. Others told me that he lived with elves for years in prairie. There were also rumours that he came with the train company to the west to hunt monsters. Old people tell me that he used to be an outlaw adventurer, but quit it after his beloved got annihilated in the mouth of green devil face at the Mountains of Madness. Well, who knows? Maybe it is all true. But nothing helped him as he faced the gang of Kobold-Hickney in front of the saloon. May the gods bless our sheriff.”



Adventure seeds:

“Who did you call a fuckin’ cowboy?!!!”

Sheriffs see one farmer flying out of saloon and angry buffaloman storming out after him. Buffalomen are this setting’s equivalent of minotaurs. These gigantic creatures are sometimes called ”cowboys”, but never to their face. This time farmer Tim Prowler went too far when he was drunk. He bumped into buffaloman Bill Hudgens’ back and said “Move over you fuckin’ cowboy”. Suddenly the whole saloon went silent. He was too drunk to understand his mistake. Now he lies on the ground unconscious. If the characters won’t stop Bill Hudgens, he will kill Tim Prowler.

Tim Prowler, 0th level man

- AC 12
- HP 4

Bill Hudgens, buffalo man

- AC 14
- HP 39
- to hit: +6
- Damage: 1d8+4

Hanging

The lynch mob has been watching the hanged dwarf for fifteen minutes. He is still alive, totally drunk and cursing like hell. Few cowards have already left the scene. The mob caught the dwarf stealing potatoes from the grocery store. He has been a menace to society for months and now they have had enough. He hasn’t killed anyone or done anything else that deserves hanging. He is just a smelly and noisy drunkard.

Damage from hanging is d6/minute. The dwarf still has 24 hp left. Will the sheriffs let him die and the mob take the justice in their own hands or will they free him and get the anger of the mob on them?

Jose “the Ugly” Ironshield, 18th level dwarf.

- AC 12
- HP 70
- Jose has no belongings.

Angry mob, 0th level men (12 men)

- AC 12
- HP 3
- Mob has mostly pitch forks and other farm tools. They are angry but will respect the law eventually.

Snake oil salesman

Snake oil salesman Dr. Nick Jones has been selling cough potion that has almost killed three grown men. He is now hiding in old dwarven fort near the eastern road. Will the sheriffs find him and prove him guilty? Nick Jones will first try to talk himself out of the situation. Then he tries to flee and starts shooting with the coach gun. If he is wounded, he will surrender.

Clues:

- sick men, where did they buy potions?
- empty potion bottles (detect poison)
- wagon tracks (tracking)

Dr. Nick Jones, 2nd level preacher

- AC 12
- HP 9
- Coach gun

Potions:

“Come on! Taste my potions and you will know that I tell the truth.”

Roll d6 and consult the table below:

1-2 just what was promised
3-4 real stuff, but with side effect
5-6 basically colored water

Side effects (Roll d6 and consult the table below):

1 skin changes color for unnatural one for d6 days
2 causes strong diarrhea for d4 hours
3 causes blindness for d4 hours
4 causes strong shaking of hands for d4 hours, -5 to dexterity temporarily
5 causes weakness for d4 hours, -3 to strength temporarily
6 potion is also poisonous, d8 damage

Kobold-Hickney's posse

The posse that has been menacing the town for several months consists of bloodthirsty coyotemen, cowardly goblins and Kobold-Hickney himself, charismatic but pathetic leader of the gang. They managed to kill the old sheriff with the help of sharp shooters and food poisoning.

They will eventually cause trouble to the new sheriffs and perhaps the end match is against the posse.

You can use this gang as following:

- 1 coyoteman and 3 goblins go to Owlbear saloon and start causing trouble. Usual customers are afraid. Coyoteman will take a duel against any character out in the street.
- If saloon gang is taken to custody, rest of the gang will ride to town and start threatening sheriffs, they will not fight now and rather leave before causing trouble
- Gang will attack sheriff's office during night time trying to release the prisoners, if Hickney is not killed, he will flee to old dwarven monastery outside the city
- firefight in monastery. If Hickney's gang was killed in fire fight earlier, he will have reserves here (5 coyotemen and 5 goblins)

Kobold-Hickney, kobold pistolero

This little creature is a cunning evil bastard. He is also a whiner and cries a lot.

- AC 15
- HP 4
- to hit: +2
- 2 West and Smithson model 3 revolvers

5 coyotemen banditos

Once holy spirits of nature, now a degenerate, cruel race. Coyotemen are this settings equivalent for gnolls. Vicious men with coyote heads.

- AC 15
- HP 11
- to hit: +1
- Linfield 1853 rifles, hunting knife

8 goblins

These cowardly creatures are nasty little buggers. They are tough as long as their bigger comrades are alive, but will surrender immediately when they fall.

- AC 15
- HP 5
- to hit:0
- West and Smithson model 3 revolvers

