

The Good, the Bad & the Disciple

a Wild West scenario by Kobayashi for **Dread : First Book of Pandemonium**

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Inspirations : Every western directed by Sergio Leone & Clint Eastwood

Overview

Demons are attracted to human's cruelty, hypocrisy and violence. What better place for them to thrive than the Wild West ?



Background

There are many books and rpgs about the Wild West. Don't miss Pinnacle's *Deadlands*, PIG's *Coyote Trail* or Kenzer's *Ace's & Eights* to name a few. Last but not least grab a copy of Vince Baker's *Dogs in the Vineyard*, this should give you inspiration for Dread no matter what era you choose to play in. And of course don't forget about the biggest online rpg sourcebook : wikipedia.

Characters

You are the last survivor of a tribe wiped out by the US army, a former slave, a bitter confederation soldier... You were nearly killed by a demon and saved by a mysterious mentor. He taught you how to fight back and send the demons back to hell. Saddle up !

Skills

The *driving* skill is replaced by the *riding* skill. As you have probably guessed the *computer Use* skill is not used in this era.

Riding

Jobs : US cavallery, cow-boy, gaucho...

You know how to handle a horse in extreme situations (gunfights, fires...). You also now how to pack a mule and tend cattle and horses.

Gameplay : when a Disciple must drive a wagon in a crowded street at full speed or stop a herd from stamping on innocent people he will use this skill.

Guns & ammo

There are no armors in the west, so keep your head low or shoot first.

| Melee Weapons | Cost | Range | Damage | # Fights | |
|--------------------|------|-------|--------|----------|-----|
| Brass knuckles | 1 | 1 | 1 | - | |
| Knife | 1 | 1 | 1 | - | |
| Club | 2 | 1 | 1 | - | |
| Tomahawk | 2 | 2 | 1 | - | |
| Whip | 3 | 2 | 1 | - | |
| Saber | 4 | 1 | 2 | - | |
| Spear | 3 | 2 | 1 | - | |
| Bows | Cost | Range | Damage | # Fights | |
| Short Bow | 6 | 2 | 1 | 2 | |
| Firearms | Cost | Range | Damage | # Fights | |
| Derringer | 3 | 2 | 1 | 1 | |
| Peacemaker | 4 | 2 | 1 | 1 | |
| Shotgun | 5 | 2 | 2 | 2 | |
| Winchester | 6 | 3 | 3 | 2 | |
| Gatling | 12 | 3 | 4 | 4 | |
| Dynamite (1 stick) | 8 | 3 | 4 | 1 | |
| Vehicle | Cost | Body | Swerve | Recover | Ram |
| Horse | 9 | 10 | 4 | 2 | 1 |
| Carriage | 11 | 20 | 2 | 2 | 2 |

Scenario : The Demon Bride

Objectives

1. protect the village
2. eliminate the outlaws
3. find and save the men
4. eliminate the Tezcatlipoca cult

Synopsis

More than three hundred years ago, an Aztec priestess was raped and killed by conquistadors. Her followers mummified her body and took her to a hidden city in the north... They decided to lay low, waiting for a

sign from their gods to reclaim their ancient empire. One year ago a Daemuil (p.182 of the Dread rulebook) took possession of the dead priestess corpse. Pretending to be an avatar of Tezcatlipoca (a god associated to discord, war and strife) he ordered his followers to hunt down and bring to him the male descendants of the Conquistadors that raped the priestess. This mission was carried out by the priestess personal guards : the Jaguars. After a year of rampage in Mexico, the Jaguars found that the last descendants of the conquistadors were leaving in a village nearby the US frontier. The Daemuil got impatient and asked that all the male from the village be brought to him.



The Jaguars hired a band of outlaws to carry out the task. The prisoners were taken to an abandoned mine with an underground river leading to a half buried pyramid. The Daemuil plans to kill the descendants one by one and leave the rest to be sacrificed by the Jaguars. The disciples are travelling in the region, their mentor appears as a crow with glowing green eyes. He just sits on a roadsign indicating the US-Mexican border. On their way, they find the corpse a young woman apparently shot in the back. No message, no marks, no nothing. The village is up ahead, the US army fort is in the west.

What do you do ?

The Demon

The Aztec woman was a priestess of Tezcatlipoca. She was protected by elite guards wearing Jaguar's hide. They continued to live in the half-buried City of **Yohualli Ēcatl** (night wind). The Daemuil was very amused to see these men mistaking him for an avatar of their god, leading them on a crusade of justice. He never leaves the pyramid corridors where he'll try to lure the Disciples to take them out one by one.

Characters

Gwen Morris, beautiful village doctor

A beautiful woman in her late thirties who will do all that she can to help the Disciples. Don't forget that beautiful women have a tendency to attract bullets in combat situations.

Jeff Palmer, nefarious outlaw leader

A former confederate officer now leading a band of american and mexican deserters and cutthroats. A very good tactician, clever and cunning.

James Wilson, jaded US army captain

The captain is a man who've seen too much blood during the Civil war. He asked to be assigned here so he can finish his military career peacefully. He just want to be left alone. He tells the disciple that the village is not on US soil therefore he will do nothing. If the Disciples don't get too judgemental with him, he may help them indirectly by providing weapons & ammo.

Locations & Battlefields

The village

The women are held as prisoners by the outlaws who plan to use the village as their new base of operation. It's up to the Disciples to free the village without wasting innocent lives. There are 20 outlaws at the village and 20 more at the abandoned mine.

The ruins & The pyramid

If you can picture the pyramid at the end of *From Dusk Till Down* you got it right.

Abandoned mine

Watch again *Indiana Jones and the Temple of Doom*. Then add 20 outlaws and an underground river leading to **Yohualli Ēcatl**.

Hostiles

The Jaguars

Their faces are painted black with yellow stripes. They wear Jaguar hides. This led to many sightings of bizarre Jaguar men in the region.

Strength : 3 Sense : 2 Soul : 2, Weapon : obsidian blades 2

The Jaguar Leader

A hulking brute armed with two obsidian blades.

Strength : 4 Sense : 2 Soul : 1, Weapon : obsidian blades 2

Outlaws

Big guys, with loud mouths, big guns and low IQs. Their base of operations is set near an abandoned mine.

Strength : 2 Sense : 2 Soul : 2, Skills : riding 2 Weapon : revolver 2 or winchester 3

Jeff Palmer, outlaw leader

Years of Civil war as a raider made Jeff Palmer a dangerous man to pick a fight with. For normal humans that is. Disciples should be able to kick his ass to kingdom come.

Strength : 3 Sense : 2 Soul : 3, Skills : military 3, riding 2 Weapon : revolver 2