

A Sidewinder: Recoiled Adventure for 7th to 10th Level Characters

BUCKSHOTS

FOR WHOM THE BUGLE BLOWS



DHR1201



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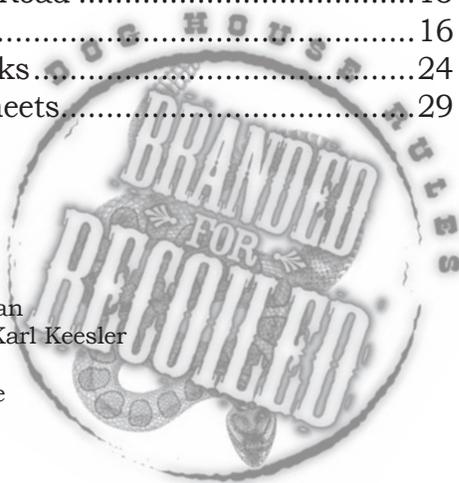
Just like re-loadin' a shootin' iron, developin' full-fledged scenarios for your Old West gamin' experience can take some time. Don't fret none — this quick loadin' Buckshot will do the trick.

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Product Identity

The following is hereby designated Product Identity: All sidebars other than rules sidebars, which are indicated by the dice icon. All fictional character text descriptions and proper names. *Sidewinder: Recoiled*, *Branded for Recoiled*, *Frontier Towns*, *The Fort Griffin Echo*



BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

What are Buckshots?

Even the most diligent of Judges can suddenly find themselves needing to think up a new adventure at the drop of a Stetson. But what happens when you're short of both time and energy? Well the Dog House Gang figgers it's our beholden duty to ride to the rescue and help out. And we reckon that these quick, easy-to-run *Branded for Recoiled* adventures should give you the ability to get out of the chute right quick-like, and keep things interesting for those players clamoring for more Old West gaming fun.

Although the statistics provided are specifically for *Sidewinder: Recoiled*, Judges should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

For consistency, each Buckshot adventure contains some or all of the same basic sections. A quick review of the elements of a Buckshot is in order.

Introduction: This brief text introduces the premise of the adventure, identifying the key themes a Judge

should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

Adventure Synopsis: This section offers an overall description of the likely progression for the adventure, giving the Judge an idea of the intended flavor, plot and likely storyline.

For the Judge: Includes general information about the timing and milieu for the adventure, and any pertinent local area history or back-story needed to set the stage for game play.

Getting Started: This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started will address any geographical requirements for the adventure (e.g. the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).



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Scenes: Each Buckshot adventure is divided into different scenes composing the whole scenario. Here the Judge will find an overall description and general information about each scene along with more specific elements, such as detailed maps of specific locales, notes about the personalities involved and special information about the scene the Judge might need to make things happen. When appropriate, special text for the Judge to read aloud (or adapt as needed) is highlighted in special gray boxes, indicated by the following icon:



Every Buckshot comes with at least one map and an overall description of the area's terrain, foliage, creatures, etc. Typically, this will include a wilderness map complete with graphic presentation of topographic features, relevant structures and scale measurements.

When appropriate, each scene will include one or more detail level maps with descriptions. These specialized locale maps will vary, depending on the adventure, providing specific information crucial to the success of the adventure. These may range from an outdoor locale where a particular encounter occurs to a town street where a gunfight breaks out or a building where characters must spend significant time in order to advance the adventure.

Each map will also include a number-by-number key providing detailed description of important areas for the adventure. For easy reference, each map will be provided in a separate PDF file and the map key will be set in a sidebar with the following icon:



The number-by-number key for such detail maps will also include any necessary game mechanics (e.g. building properties, furnishings, and special terrain effects, etc.), as required. Building maps will include a floor plan in standard 1 inch = 5 feet square scale. If warranted, detail maps will also come with battle map versions.

- 15mm Battle Maps – containing full scale 1/2" = 5' maps you can print and piece together for table-top gaming sessions.
- 25mm Battle Maps – containing full scale 1" = 5' maps you can print and piece together for table-top gaming sessions.

Forks in the Road: A few twists on the basic scenario are offered to help Judges fire this Buckshot in the right direction for any given campaign, or to make it possible to extend the adventure beyond the original scope. In addition to making it easier to work this into an existing home-brewed campaign, we figure these ideas will help to keep players from gaining the proverbial keys to the kingdom—that is, those players who purchase this supplement and read all the goodies in order to have an ace up their sleeve. Not that we believe that would ever happen, mind you.

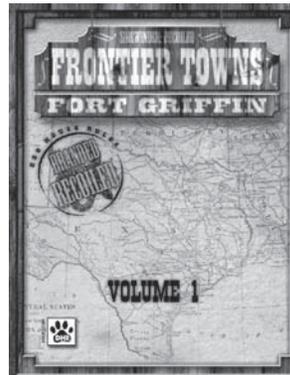
NPCs and Statistic Blocks: Obviously, the folks who interact with the heroes are crucial to making any Buckshot playable. Vital antagonists are provided to facilitate the adventure, but feel free to change the names, adjust the stats or introduce new characters whenever it strikes your fancy. (Note: In the stat blocks, the first class listed is always the initial class chosen by the character at first level).

Sometimes a famous personality might be involved in a Buckshot, but most often these folks are just plumb made up. If a famous gunfighter, buffalo hunter or gambler shows up, it's darn likely that we will have taken some "cinematic" liberties with these historical figures if we figured they needed spicing up (or when the real details proved elusive). Those based on the available historical record, whether fact, fiction or somewhere in-between, are noted with a "historical person" icon as shown below.



Gameplay Aids: To make it even easier for a Judge to start using this adventure without spending a lifetime in preparation, each Buckshot also comes with extra information that will make it easier for the Judge to handle gameplay. These special adventure tools include combat-version statistic blocks, full character sheets and adventure-specific reference information.

TAKE A GANDER, PARDNER



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LORELEI TRAUTMAN

(TOUGH ORDINARY 2)

Sex: Female

Age: 17

Birthplace: Independence, Missouri

Heritage: American

Weight: 125 lbs

Height: 5' 5"

Hair: Light brown (long)

Eyes: Brown

Allegiances: None

Challenge Rating: 1

Level: 2

Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 12 +1
DEX 13 +1
CON 15 +2
INT 10 +0
WIS 8 -1
CHA 14 +2

SAVES

FORT +4
REF +3
WILL -1

GRIT 15

2d10 + 4

MDT 15

SPD 30'

DEF 13 touch 13, flat-footed 12,
(+2 class, +1 Dex)

INIT +1 || **BAB** +1 || **GRAP** +2 || **ACTION POINTS** 0 || **REP** +0

ATTACKS

Fists +2

(1d3+1 nonlethal; Crit: 20)

Knife +2

(1d4+1; Crit: 19-20)

Remington-Whitmore M1873 +2

(2d10; Crit: 20; Range 30 ft.; Ammo: 2 int.)

POSSESSIONS

Knife, Remington-Whitmore M1873, 10-gauge buckshot ammo (30), women's skirt, women's plain shirt, women's boots, sombrero, silver locket and chain, haversack

OCCUPATION

Sodbuster

[class skills: Handle Animal, Ride]

CLASS FEATURES

None

FEATS

Animal Affinity
Home Ground
Personal Firearms Proficiency
Simple Weapons Proficiency

SKILLS

Handle Animal +7

Knowledge (current event) +2

Knowledge (popular culture) +2

Read/Write Language (English)

Ride +9

Speak Language (English)

Spot +0