

# Welcome to Red Rock: A Tale of the Wild West

## An Adventure for Dread

### Credits:

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**Map:** Map of Red Rock by Joe Salvador ([ravengodgames.blogspot.com](http://ravengodgames.blogspot.com)) and used with his permission.

### Blurb:

*The Silver Springs bank robbery didn't go according to plan and now you and your fellow desperados are being pursued by the infamous Marshall Duke Lamar. Luckily you all have heard of the town of Red Rock. It's across the county line, they don't ask questions, and the night life is to die for. All you have to do is get across the river and everything will be all right. Or will it??*

*Beginners Welcome. For 5-6 Players.*

### Story:

Twenty years ago, Red Rock was a small mining town. Then the miners discovered an ancient tomb. They of course opened it and accidently freed the vampire imprisoned inside. The vampire quickly took over the town. Most the townsfolk were either turned into thralls, vampires, or killed. The last survivors huddled in the church. The newly-turned vampires burned the church and killed or captured all inside. After that the town faded into obscurity. A couple of years ago there was a coup and the ancient vampire was destroyed by his children, led by one of its prominent citizens (See **Who are the Vampires**). Shortly afterward, thralls were periodically sent out to spread the word about Red Rock and its no-questions-asked attitude along with its "exotic" delights in order to bring in new blood, literally and figuratively...

### Act 0: Setup

**Questionnaires** – Allocate about 30 or so minutes for the players to fill out the questions, except the relationship questions (ones labeled "S" on the questionnaire). Make sure they understand that the questions are there to help them understand their character. A sixth PC, the New Kid, is provided and can be used if desired. Make sure the second Gang Leader's Questionnaire is used.

Take notes of their answers to use later during the adventure.

After you have reviewed their questions, have each player describe their character. Then have each player, in turn, share their relationship question as they answer it.

### Opening Blurb:

The hot late afternoon sun is beating down on you as you gallop through the scrubland. Up ahead, past some rocks, you can make out the tree-lined river, slowly meandering its way through the countryside.

So the Silver Springs job went poorly. Sure you got the money, but what was supposed to be an in-and-out job where no one got hurt turned into a real mess. First the safe wasn't blown cleanly. Then some folks went and got themselves shot. Now you are being pursued by the posse led by Silver Spring's own Marshall Duke Lamar. And they have been hot on your heels all afternoon.

The good news is that you can see the ferry landing just ahead. And once across it is but a couple hours ride to Red Rock, where you can get some rest and relaxation. The bad news is that the rope ferry is on the other bank and the ferryman is nowhere to be seen.

The sharp *crack* of pistols and the *whiz* of bullets flying nearby brings you back to focus...

# Act I: The Ferry Waits For No Man

At the ferry landing there are plenty of shade trees and some large boulders scattered about. The actual rope-ferry is on the other side. The river, while slow moving, is too deep to cross and the banks beyond the landing too steep for horses to climb.

The goal for this scene is to get around 15 pulls. There are two main happenings in this scene which will provide reasons for pulls:

- The Posse – The posse that has been hounding them all afternoon is led by the infamous Marshall Duke Lamar. After the PCs are a few pulls in to getting the ferry back to their side, have the posse arrive and immediately start shooting at the PCs. They will dismount and take cover behind some nearby boulders. Posse members can be dispatched with a pull, but there are always more. If someone wants to shoot the Marshall and makes the pull, the Marshall will be hit and fall behind a rock, presumed dead. Of course the Marshall comes back in Act III.
- The Ferry – The ferry is basically a large rectangle with railing on the two long sides. One of the sides will have additional posts for the rope. It will take at least 2 pulls to pull the ferry back to this side of the river. To get across, the PCs will have to make the same number of pulls. Everyone will also have to make a pull to avoid being shot by the posse.

On one of the rope posts, the PCs will see an old weathered sign that says “Charrie's Ferry, please pay a silver dollar per person” with an old mason jar beneath (this is a reference to Charon and his ferry from Greek Mythology). There are some old coins in the jar. If someone pays then they get a free block, if not then nothing happens. However if they take a coin from the jar, then they will incur the wrath of Death. Take note of that PC and have them periodically make more pulls than necessary for tasks as they have angered Death.

If the PCs want to disable the ferry, either by cutting the rope or dynamite (see the **Fallen Preacher**) or some other creative way, it will take a pull.

If things are going too easy for the players, a great way to force more pulls is to calm the horses on the ferry - they can sense its weird supernatural aura. Or protect the horses from shots from the posse.

**Tower Collapse:** Should the tower collapse during Act 1, the obvious out is being shot, captured, or panic and ride away, but that's too easy and would remove a PC from play pretty early in the game. A better idea is to have the poor bastard be gut shot or some other hideous injury and therefore Dead Man Walking – unable to make any pulls and a burden to the group, possibly to die off later in the adventure.

If the player wants to be captured, then the PCs should notice their captured partner being hung as ride away in the distance and transition to Act 2 (and they should have to make a pull to watch their friend die).

**Transition:** The line between Act 1 and Act 2 occurs after the PCs have crossed the river, disabled the ferry, and rode out of sight.

## Act II: Evening

This act will introduce the town of Red Rock. Most of the action will take place at the various locations within Red Rock. There are some generic encounters that can be placed anywhere and included as necessary. Appendix A has brief descriptions and a few location-specific events.

Using the worksheet in **Appendix C**, record the answers to the below questions as they could lead to some interesting encounters

- **Gang Leader:** *The last time you partook of the infamous Delilah's "Delights" something memorable happened. What happened and why are you excited to bring your gang there? (#3)* – This can add some color to the brothel and add motivation to go to there
- **Gambler:** *You're friends with the Deputy of Red Rock. Who are they and what has kept the friendship going since you haven't seen them in a year? (#1)* – The Deputy could be a thrall, a vampire, or dead. Look at the answer and go with the flow.
- **Gunslinger:** *You last heard from your sibling a year ago when he told you he was headed to Red Rock. What's the first thing you will do when you see him again? (#5)* – The sibling could be a captive in the Whiskey Bar or the Jail, or a thrall, vampire, or dead. Let the narrative and the answer guide you
- **Desperado:** *What job do they have planned? (#2)* – This could definitely drive the gang's stay in Red Rock.
- **Fallen Preacher:** *Why are they anxious to meet Madelyn O'Shea? (#6)* – This will help shape their encounter with Maddie.
- **Kid:** *Why are they unsure about Red Rock? (#5)* – This could be a nice reason for the Kid to make pulls and possibly notice something the others don't.

After a hard ride, the PCs will arrive at Red Rock in the evening. As they ride up, they will hear a not-so-distant howl. The PCs will also notice a storm looming on the horizon.

When the PCs enter the town proper, all will appear normal. There will be a few townsfolk going about their business. Some will stop and stare, others will ignore them - a fairly typical reaction to strangers. Offer the PCs a chance to make a pulls to notice things that are a bit off:

- Welcome to Red Rock sign with R scratched out and replaced with a D. A second pull will reveal some dried flecks of blood on the sign.
- The howl is from a wolf not a coyote.
- A rather fetching and provocatively dressed woman is shyly staring at them and sort of following them. If approached she will run away, only to be seen later. This is Mad Maddie (see below). A pull by the preacher will allow them to recognize her.
- The town is busier this time of night than to be expected.
- All the buildings have heavy curtains
- There are no dogs or stray animals
- Their horses are strangely skittish
- The school is abandoned
- The church is partially burned and has been boarded up. A second pull will reveal that it was built on the ruins of an old Spanish monastery.

Here are some generic Events that could occur anywhere:

### Madelyn "Mad Maddie" O'Shea

She was once the most desirable Lady of the Evening in town, but now is a disheveled shell of a woman. She was able to resist the power of the vampires, but it broke her. As a result she has a tenuous grasp on reality. Her ravings and strange antics amuse the vampires so they let her live.

During this act, Mad Maddie will obviously want approach one of the PCs, but she is skittish and afraid. A successful pull will allow the PC to convince her to come near. She will attempt to warn the PC to flee this town, but due to her condition her warning is a bit garbled –

- "The Nights serves the new Lights"
- "'Ware the bright eyes, they make the wobbly thinkings"
- "Lalala Skip away Lalala Fast away Lalala"
- "Maddie sees them bright eyes the new news. Yes, she does"
- "Here no thirst is ever quenched."
- "God has turned his back on this town."

### Missing Horses:

At some point during Act II, while the PCs are busy doing something indoors, their horses will disappear (either run away in fright or taken/killed by the townsfolk). Offer one of the players a chance to make a pull to hear a horse's frightened scream, just barely audible over some thunder.

Dinner Time – At some point, the PCs are going to want to get something to eat. When they do it will be surprisingly delicious. Offer the PCs a chance to make a pull to notice something. If they will do they will experience something that will make them realize they are consuming human flesh! Perhaps a finger in the beans, or an ear in the soup or just an uneasy suspicion.

Meeting the Sheriff – At some point Sheriff August Young will want to meet the strangers in town. He will chat with them, telling them that this is a peaceful town and as long as they don't cause too much trouble, then he won't have to cause trouble with them.

Astute PCs (aka those who make a pull, will notice something odd about him – his intense, almost predatory gaze, his almost nigh preternatural grace, perhaps his slightly enlarged canines, something.

While he is talking to them, he will attempt to dominate them so he can begin enthraling them. Have the PCs make a pull to resist. If they choose not to, then they will find the sheriff to be a reasonable person. A second pull can be made to realize that the Sheriff is trying to do something to them.

If the PCs attempt to actively resist or attack the Sheriff, skip directly to Act III.

**Tower Collapse:** Should the tower collapse during Act II, the obvious out is the PC is eaten by a vampire or die from any wounds sustained from Act I. Having the vampire turn the character into another vampire (a nice slow, inevitable process) or enthralled is a good way to leave the PC in play, but as an agent of the GM.

**Transition:** The line between Act II and Act III occurs when the vampires are finished playing with their food. This can happen at any time, especially if the action starts to drag.

## On the Nature of Thralls

The majority of the inhabitants of Red Rock are enthralled to their vampiric masters, completely and utterly devoted to the whims of their masters. The only exception is Madelyn O'Shea, only her will was strong enough to resist, but the process of resisting broke her mind.

The process of enthraling is not gentle and tends to damage the human mind. The most common side effect is that the thralls have all developed a taste, nigh craving, for human flesh. Human flesh untainted by vampire blood tastes the best. Other effects can include nervous ticks, occasional bouts of gibbering, maniac laughter, aversion to bright lights, and other strange affectations.

The Thralls are instructed to be nice/casual to the PCs, but not *\*too\** nice. The vampires don't want the PCs to flee until their fate has been determined.

## Act III: Night

Act III is when the town attacks the PCs. The Master Vampire will send in his thralls to subdue the PCs. If the thralls are not successful, then the vampires will join in. Be prepared to adapt to the PCs plans, finding inspiration from where the PCs are located. Below are some events that can occur during this Act.

The Storm Worsens – The rain has been falling not too hard, but now of course it worsens, turning from a shower to a full on storm. Winds will be howling, thunder booming, and lightning crashing. This should encourage the PCs to seek shelter in one of the locations. If not then the conditions could call for extra pulls to be made if/when the PCs attempt to do something.

The Return of Marshall Lamar – During the fighting, the PCs will stumble across another group in combat. It is Marshall Duke Lamar and some of his posse pinned down by thralls and vampires.

Marshall Lamar was not about to let the PCs get away, so he and his posse found a way to cross the river and assumed they went to Red Rock. He and his men got here just in time to be attacked. The PCs have a choice, save the Marshall or watch him die. If saved, the Marshall could be persuaded to give them a pardon.

Showdown High Midnight! – It is tradition for Westerns to have a showdown. At some point the PCs will do something to make Sheriff Young mad and he will call them out. He will challenge one of the PCs to a gun duel. If none of the PCs volunteer, then he calls out a specific PC (based on the fiction – who has survived and who has pissed him off the most).

## On the Nature of Vampires

Vampires for this adventure have the following traits:

- Their appearance is normal, though a bit paler, and their physical beauty is enhanced. Their canine teeth are a bit more pronounced, lengthening when they are about to feed.
- Their powers consist of immortality, enhanced speed, strength, stamina, and perfect vision in the dark. The more powerful ones can dominate others with their hypnotic gaze and change shape into a wolf or a bat.
- But despite these powers, they have vulnerabilities. Sunlight kills them. They can't enter a private building without permission. A stake through the heart paralyzes them. Silver and blessed items are also lethal. Crucifixes repel them as well as garlic.

## What if the PCs Flee?

The PCs can't be allowed to leave Red Rock. They could reveal the presence of the vampires and ruin the plans of Sheriff August Young (whatever they may be). So they will be hunted down by thralls on horseback and vampires in wolf form.

The environment surrounding Red Rock is mountainous desert with scrub brush, trees and boulders. Your typical Western Movie landscape. And of course the storm.

If the PCs defeat the pursuing force, then end the adventure with the PCs hanging out wherever they got to. The camera will focus on an ominous figure watching from the shadows

## Death of the Master

Ultimately the Master gets fed up with the PCs' shenanigans and will confront them. It could be the showdown with the Sheriff mentioned above or any other encounter that fits the narrative.

Regardless of who it is, it will require several pulls defeat the Master. Reasons for pulls are: the storm, to be faster than the vampire, shoot accurately, keep your cool, resist the hypnotic effects of the vampire (he is of course cheating and using his domination to his advantage), etc. Let the fiction be your guide to justify the pulls and the state of the tower to determine how many. It shouldn't be a death sentence for the PC.

Should the PC be successful, the Master will fall. If they blessed their bullets in the holy water font in the church, found some silver bullets in the forge or bank, wooden bullets, or some other means of making the bullets lethal to vampires, then the Master dies. His death will have an immediate impact on the thralls and remaining vampires. Depending on the state of the tower and how many players are left. Their reactions should be extreme. Let the fiction guide you, paying attention to the state of the tower and the number of survivors. Possibilities include:

- The remaining vampires flee and the thralls fall unconscious, allowing the PCs to get away.
- Have the remaining vampires flee and the thralls go berserk and heedlessly attack!

**Tower Collapse:** This is the Finale, so bring the pain! Like in Act II, it would be cool to have the character turned into a vampire or be enthralled to act as an agent of the GM.

## Appendix A: Red Rock

- A. Boothill - This is the town graveyard. There are a couple empty, unused grave sites with open coffins and perhaps an old shovel or two, but otherwise there is nothing but old gravestones. A pull will reveal no recent graves have been dug with a second pull revealing that the most recent grave site is from 20 years ago. There is a well-hidden entrance to the catacombs also located here - one pull will reveal that there are a lot of footprints for an abandoned grave site and a second will reveal the entrance. On the east side of the hill is a burnt area with a charred stake in its center. The original vampire was staked here by August where he then drained it of most of its blood and left it to the dawn.

### Encounters:

- A possible encounter for Boothill is to have a Thrall or Vampire persuade one of the PCs to head up there to fool around. When they get there they will attempt to kill the PC.
- A twist on the above is to have Maddie lure the Preacher or another of the PCs into the graveyard. She wants to hide them by knocking them out and stashing them in one of the old coffins. Note this would make a good ending if the PC in question causes the tower to fall.

- B. House - This is just one of the houses that the enthralled townsfolk live in. There is nothing out of the ordinary about it other than the doors aren't locked. Pulls can be made to find items/supplies. If the PCs hole up in one of the houses, they will learn that all of the vampires have been invited in to all of the private houses (i.e. they do not stop at the threshold).
- C. Pearson's Corral - This corral and livery was owned by "Honest John" Pearson. He was killed when the vampires took over. There are many tools and other items of interest such as hay bales, an old barrel, a wagon wheel, among other things. The PCs can make pulls to find reasonable tools in good enough shape to be of use.
- D. Schoolhouse - The Schoolhouse is a typical one room school. It was abandoned since the takeover. Some left over rulers or pointers might be in good enough shape to use as stakes.
- E. The Whiskey Bar - This bar was where the miners went when they were down on their luck and could only afford the cheapest rotgut. Now with the population reduced and mines closed, the bar has been closed. There is a cellar which was used to keep the spirits cool. In a room in the cellar, captives are kept until enthralled or eaten. Also there is a concealed entrance to the catacombs here.

### Encounters:

- Should the PCs hole up in here during Act III, thralls and vampires will storm out of the secret entrance in the cellar.
  - If the PCs investigate the cellar they will come across the room with a few captives who are tied up and gagged. They will plead with the PCs for rescue out of Red Rock.
- F. Chapel - The town chapel is a ruin. While the walls are standing, it appears to have been partially gutted by a fire. The chapel was built on the ruins of old Spanish monastery. There is a locked (from the outside) trapdoor that leads down into the old monastery's basement. Fortunately for the players, the room is still blessed and the vampires are unable to enter. There is also a holy water font that still bubbles blessed water down there.

## The Vampires of Red Rock

The vampires in Red Rock are the minority of the inhabitants. Most of them are unimportant and are left up to the GM to determine who they are and where they are located. Put them anywhere as desired, just don't have them in all of the encounters.

What really needs to be determined is who the Master Vampire is. Again that is left up to the GM, but here are some suggestions:

- Sheriff August Young
- Mayor Justin Thomas
- Madam Delilah DuPree
- Ol' Doc Smith
- Saul Williamson, Banker

- G. Blacksmith – This is a simple black smithy. At night the forge is cold and unheated, but there is plenty of coal to restart it. There are also plenty of tools lying about and raw stock such as wooden handles that could make nice stakes. There are also several forged items in various states, from just started to completed – even a set of silver bullets in a forgotten box left from before the takeover. Otherwise there is not much of interest here. The smith is either out or asleep. Regardless, he will be upset at first if he discovers them in the smithy, but could easily be persuaded to mellow out.
- H. Eldridge Hotel Stables – These stables are for the guests of the Eldridge to stable their horses. However there aren't a lot of guests at the hotel, and so the stables are mostly empty. The most interesting thing about the stables is where a lot of the gear from past visitors has been stored. Most of the good stuff has been taken but the PCs can make pulls to find reasonable things that might have been overlooked or missed.

**Encounters:**

Attack of the Killer Horses – There are a few “special” horses stabled here. They are fed drops of vampiric blood that increases their speed, strength, and stamina but at the cost of making them aggressive, and carnivorous. They will attack the players if any of the PCs are wounded or covered in blood. Should the players decide to attempt to ride them, it will take two pulls.

- I. Eldridge Hotel – The Eldridge is pretty swanky, if a bit outdated. It is the tallest building in Red Rock, standing at three stories. There is a roulette wheel and a faro table in the lobby. There are rooms for rent on the second and third floors. Needless to say there are narrow secret passages that connect to the rooms. This is where Mayor Justin Thomas lives.

**Encounters:**

Ambush! – Should a PC decide to stay in a room, with or without company, at some point a secret door will open and some thralls will attempt to subdue them.

- J. Land Office – This is where the county assessor would keep track of who owns what land. But with him being killed twenty years ago, not much assessing has happened since. However the building is not abandoned. There are many maps of the area stored there. Some are out on some tables and have notes on them that indicate something is being looked for. A pull will reveal what it is, use your imagination. Another pull will let the PCs discover that the location of the original vampire's lair is inadvertently marked on one of the maps.
- K. General Store – The general store is well stocked with food, camping supplies, mining supplies, and even guns and ammo. The store is owned by Owen Unruh (in his 50's) and his daughter Rosalee. They will be more than helpful, eager even to assist the PCs. They will be very talkative with their goal of getting information about the party and the outside world.
- L. Lucky Strike Saloon – The Lucky Strike is your typical basic saloon. As the Party arrives, it will be raucous. There will be people drinking and laughing, someone is playing a jaunty jig on a harmonica, poker is being played; basically your stereotypical saloon. The revelry will pause momentarily when they enter, but will pick back up. A pull will reveal an empty space where a mirror should be. If asked, folks will mention it was broken and hasn't been replaced.

**Encounters:**

Bar Fight! – Should any of the PCs do anything stupid or inflammatory, a brawl will break out. The Tropes must be honored.

M. Delilah's Delights Brothel – Like the Lucky Strike, Delilah's is loud and busy. There is a stage with show girls and boys in provocative outfits dancing and singing along to the upright piano. The audience is very appreciative. When the PCs entered they will be immediately be greeted by an attractive hostess. They then will be solicited by some of the staff. Needless to say this is where the Madam, Delilah DuPree, can be found.

**Encounters:**

Meeting Delilah – She is curious about any PC who enters her brothel. She would like to seduce and play with them before breaking them. She will attempt to hypnotize her victim with her gaze. If thwarted she will get her revenge; after all there is more than one way to play.

Ambush! – Like the hotel, should the PCs avail themselves of the “delights” in one of the rooms, at some point a secret door will open and some thralls will attempt to subdue them.

N. Sheriff's – The Sheriff's office is basically two rooms. The front room is the office and the back is where the cells are located. If the PCs haven't run into August yet, they can find him here. In the office there are two desks, one for the sheriff and one for the deputy. The deputy's appears very cluttered, while the Sheriff's looks tidy and well maintained. The building is the second most secure next to the Bank. There are assorted weapons and ammunition stored in a locked wardrobe in the front office. This is where August Young can be found if the GM hasn't had him run into the PCs earlier.

O. Red Rock Bank – With the people of the town all thralls, you would think that there is not much call for a Bank. Yet it still does business - thralls need money too. It will be closing shortly after the PCs ride into town. There is a nice old safe filled with small sacks of gold and silver dust. Also in a locked room is where the valuables from the other “visitors” are stored, items such as pearl-handled revolvers (the **Gunslinger** might know who these belonged to), a really nice saddle and bags, a trunk filled with fine china and silverware (could be used to make bullets in the forge), a small locked strongbox filled with Confederate gold, etc. Maybe a set of silver bullets from a passing gunslinger. Let your imagination run wild. Don't forget the Desperado's job (#3). The banker, Saul Williamson, lives in a room above the bank.

P. Doc's – This is the where the resident doctor, Ol' Doc Smith, and his nurse Agatha Barnes live and do business. If anyone is wounded, they will be glad to help. In fact, they will be very excited to help. Agatha will be very fascinated by the blood, collecting it “so as not to make a mess”. One pull can be made to heal any wounds suffered so far (to not pass out due to the pain). It will take three pulls to undo Dead Man Walking – one to survive the procedure, one to become conscious after the operation and a third to recover enough to be useful.

Q. Catacombs (not listed on the Map)

The Catacombs beneath the town are where the vampires spend most of their time during the day. There are tunnels connecting to Boothill and the Whiskey Bar. Also there is a tunnel that leads up to the mines where the original vampire was found.

**Encounters:**

Vampires! – Should the PCs go poking around down here, then they will run into vampires. Note that it is very dark, with only a few lanterns scattered about here and there to assist the thralls.

## The Green Orb

Here is an idea for connecting a series of normally unrelated adventures. Inspired by the Heavy Metal cartoon movie (1981), place the mysterious, glowing green orb (the Loc-Nar) in a location or scene.

Remember it can change its size, so it can be anywhere. Here are some possible locations for it in this adventure:

- In the Red Rock Bank vault
- In a room in The Catacombs
- In the Lucky Strike Saloon in place of the mirror.
- As a piece of jewelry worn by Delilah
- Part of August Young's bolo tie

These are just suggestions, feel free to place it wherever you and the fiction desire.



## Appendix B: PC Questions

### Gang Leader

1. What did you name your gang and why is it infamous?
2. Why are you going legit after the shares are divvied up?
3. The last time you partook of the infamous Delilah's "Delights" something memorable happened. What happened and why are you excited to bring your gang there?
4. Why do you prefer a shotgun to a pistol?
5. How did you get injured during the robbery?
6. Why did the gang choose you as leader?
7. What is your name?
5. What about the **Gunslinger** do you admire the most?

### Gambler

1. You're friends with the Deputy of Red Rock. Who are they and what has kept the friendship going since you haven't seen them in a year?
2. During the Civil War you saw something that has haunted your dreams most every night since. What did you see?
3. They say you can "charm the skin off a snake." What is your secret?
4. What is hidden up your sleeve?
5. What's the one thing you've heard about Marshall Duke Lamar that scares you the most?
6. What was in the safe that you wanted so bad that you agreed to rob the Silver Springs bank despite Marshall Lamar?
7. What is your name?
5. Why do you still like the **Desperado**, despite their less than savory character?

### Gunslinger

1. What "souvenir" did you keep from your time in the Civil War?
2. Why do your fellow gang members call you "Princess?"
3. You are addicted to laudanum. What happened during the robbery that caused you to drink the rest of your bottle?
4. What is that cool trick shot you can do?
5. You last heard from your sibling a year ago when he told you he was headed to Red Rock. What's the first thing you will do when you see him again?
6. Why do you think you can outsmart Marshall Lamar despite what everyone else says?
7. What is your name?
5. What amuses you about the **Fallen Preacher**?

### Fallen Preacher

1. What happened that caused you lose your faith and become an outlaw?
2. You may not believe in God anymore, but lately your dreams have been filled with demons. What was the worst from last night?
3. How did you become so adept at riding horses?
4. When you went to blow the Silver Springs bank vault, you decided to keep a couple sticks of dynamite for yourself even though you knew this would cause a delay in the robbery. Why?
5. Why don't you look before you leap, despite the trouble it causes you?
6. What have you heard about that soiled dove Madelyn O'Shea in Red Rock that makes you anxious to meet her?
7. What is your name?
5. How did the **Gambler** save your life?

### Desperado

1. During the robbery, who did you shoot to get that fancy hat?
2. What job do you have planned for Red Rock that will make a great haul for the gang?
3. What cool tricks can you do with that lariat?
4. Your first act or robbery was to steal something from your pa. What was it and why do you still keep it?
5. Why are you afraid of wolves?
6. Why does Marshall Duke Lamar hate you so damn much?
7. What is your name?
8. After this job and the shares get sorted out you plan on taking over the gang. Why don't you like the **Gang Leader**?

### Optional - New Kid

1. What happened during the bank robbery to make you realize that the life of an outlaw is not so romantic?
2. What about the dark scares you the most?
3. Your ma always said you had the "Gift." What is it and what causes it to temporarily manifest?
4. Who do you miss the most from your old boring life?
5. Why are you so unsure about this whole Red Rock plan?
6. You claim to have taken your rifle from a man you killed. How did you really get it?
7. What is your name?
8. What about the **Gunslinger** do you admire the most?

If the New Kid is used then replace the Gang Leader's Gunslinger question with:

8. What about the **New Kid** reminds you of your deceased child?

## Appendix C: GM Question Notes

### Gang Leader

1. What did you name your gang and why is it infamous?
3. The last time you partook of the infamous Delilah's "Delights" something memorable happened. What happened and why are you excited to bring your gang there?
5. How did you get injured during the robbery?

### Gambler

1. You're friends with the Deputy of Red Rock. Who are they and what has kept the friendship going since you haven't seen them in a year?
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### Fallen Preacher

1. What happened that caused you lose your faith and become an outlaw?
2. You may not believe in God anymore, but lately your dreams have been filled with demons. What was the worst from last night?
6. What have you heard about that soiled dove Madelyn O'Shea in Red Rock that makes you anxious to meet her?

**Desperado**

2. What job do you have planned for Red Rock that will make a great haul for the gang?
  
  
  
  
  
5. Why are you afraid of wolves?
  
  
  
  
  
6. Why does Marshall Duke Lamar hate you so damn much?

**Optional - New Kid**

2. What about the dark scares you the most?
  
  
  
  
  
3. Your ma always said you had the "Gift." What is it and what causes it to temporarily manifest?
  
  
  
  
  
4. Who do you miss the most from your old boring life?
  
  
  
  
  
5. Why are you so unsure about this whole Red Rock plan?

## Appendix D: Notes

Red Rock - Dread

Wild West

Desperados on the run from the Posse led by a scary man hole up in spooky (abandoned?) town

Gang Leader

Gambler

Gunslinger

Fallen Preacher

Desperado

New Kid

Can gang survive posse and baddies?

Open scene, the gang just gets to a deep wide river. There is a rope ferry. The posse is hot on their tails. Can they escape?

Afterwards come across a small (abandoned?) town.

Can they survive the posse and the baddies (Vampires)

Trilogy Past Present Future - all related? Monolith with errie symbols? Green Orb ala Heavy MEtal?

\*\*\*Location Notes – use silvertown map as town layout\*\*\*

Boot Hill – most recent grave marker from 30 years ago.

Saloon

Brothel/Gambling - Delilah's Delights

General Store

Stable /Coral

Smithy

School

Church

Hotel

Doctors

Sheriff/Jail

Other abandoned buildings - Pony Express

## Character Questions:

### Fluff question

Strength

Weakness

Plot tie in

Character tie to another character

Carrying

Looking forward to

Fluff Question

Name

### Marshall Duke Lamar/ Red Rock Question

Why does Marshall Duke Lamar hate you so damn much?

What's the one thing you've heard about Marshall Duke Lamar that scares you the most? OR how did Marshall Duke Lamar earn the nickname **UNKILLABLE/IMMORTAL**?

Why have you fallen in love with that soiled dove Maddie O'Shea in Red Rock even though you've never met them?

Who are you supposed to meet in Red Rock?

How did you hear about Red Rock and why did you decide to head there?

### Weakness

During the Civil War you saw something that has haunted your dreams most every night since. What did you see?

How did you get injured during the robbery?

Why did you start drinking laudanum?

What about the dark scares you the most?

Why are afraid of wolves?

Why do you always leap before you look, despite the trouble it causes you?

### Strength

What did you name your gang and why is it infamous?

How did you become so adept at riding horses?

Your ma always said you had the "Gift." What is it and what causes it to temporarily manifest?

What cool tricks can you do with a lariat?

What is that cool trick shot you can do?

They say you can "charm the skin off a snake." What is your secret?

### Gear

When you blew the safe, why did you save a couple sticks of dynamite even though what was left wasn't enough to do the job?

Why do you prefer a shotgun to a pistol?

What is hidden up your sleeve?

Your first act or robbery was to steal something from your pa. What was it and why do you still keep it?

You claim to have stolen that rifle from a man you killed. How did you really get it?

How did you lose your matched custom engraved Colts and who did you kill to get them back?

What did you take during the robbery that you've kept secret from your partners?

Why do you carry **???** in your saddlebags despite the danger?

What "souvenir" did you keep from your time in the Army during the Civil War?

### Robbery

~~During the robbery, who did you shoot to get that fancy hat?~~

~~What happened during the bank robbery to make you realize that the life of an outlaw is not so romantic?~~

~~What was in the safe that you wanted so bad that you agreed to rob the Silver Springs bank despite Marshall Lamar?~~

~~Why are you going legit after the shares are divvied up?~~

### Other

~~Why do your fellow gang members call you "Princess?"~~

~~Who's that special someone waiting for you back home?~~

~~How did you earn the moniker "???" in the West?"~~