

THE LAST VALLEY



Andy Miller





Other Call of Cthulhu Scenarios
by Andy Miller

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THE LAST VALLEY

Andy Miller

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“The brontosaurus had thirty-ton body and a two-ounce brain. The anatosaurus had two thousand teeth. Triceratops had a helmet of filled bone seven feet long. Tyrannosaurus rex had tiny arms and teeth like six-inch razors and it was elected President. It ate everything—dead meat, living meat, old bones—”

-- John Updike, *The Centaur*

“All time is all time. It does not change. It does not lend itself to warnings or explanations. It simply is. Take it moment by moment, and you will find that we are all, as I've said before, bugs in amber.”

— Kurt Vonnegut, *Slaughterhouse-Five*



H.P. Lovecraft - 1890-1937

Special Thanks to my playtesters:

James Brown
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FORWARD

The Last Valley is a play on the title *The Lost World* by Sir Arthur Conan Doyle, and deals with the same things; in essence: dinosaurs. Doyle was inspired by reports by his friend Percy Fawcett about his expedition to the Huanchaca Plateau. I was inspired by a quite a few things.

The Lost World was originally published in 1912 as a serial in Strand Magazine and introduced the character of Professor Challenger. The story concerned an expedition to a plateau in the Amazon wherein prehistoric creatures survived after millions of years. This wasn't exactly a new idea. Jules Verne introduced dinosaurs in *Journey to the Center of the Earth* in 1864.

In 1915, Vladimir Obruchev wrote the novel *Plutonia* with the same premise, though this time the dinosaurs were within the hollow Earth. In 1916, Edgar Rice Burroughs wrote *The Land that Time Forgot*, this time with the discovery by a German U-Boat in Antarctica. Two more books followed the first.

Movies came after the books, of course. The Lost World was made into a silent film in 1925 as well as movies in 1960, 1992, 1998 and 2001. A sequel film, *Return to the Lost World*, followed the 1992 film almost immediately. A television show was produced from 1999-2002 and *King of the Lost World* was in 2005 was a loose adaptation.

Forgotten Futures, a 1994 tabletop role playing game, was based on and included the full text of all the Professor Challenger novels and stories.

Burroughs' *The Land that Time Forgot* was adapted into a film in 1975 with a sequel being produced, *The People that Time Forgot*, in 1977. A second film adaptation was made in 2009.

DC Comics released a series entitled *The War that Time Forgot* from 1960 to 1968. The premise was World War II soldiers finding dinosaurs in the Pacific Theater of the war.

The Land of the Lost, a 1974-1976 children's television series produced by Sid and Marty Krofft, documents the Marshall Family being trapped in either an alternate universe or some kind of strange time warp inhabited by dinosaurs.

Michael Crichton wrote *Jurassic Park* in 1990, followed by *The Lost World* in 1995 after the success of the movie adaptation of his first novel. More films and stories followed. In this case, the dinosaurs weren't from the past, but created for the present.

But what does all this have to do with the American West?

The Beast of Hollow Mountain was produced in 1956, taking place in Mexico, and was the first movie showing cowboys and dinosaurs. It tells the story of the cursed Hollow Mountain and the beast that comes down during the dry season to prey upon the surrounding area. The beast is, of course, a tyrannosaurus rex that must be fought off and finally destroyed by the local American rancher who lives in the area.

The film was based on a story idea by special effects man Willis O'Brien. It was one of the few American/Mexican co-productions of the 1950s.

The Valley of Gwangi was produced in 1969 and took place in Mexico at the turn of the 20th century. It concerns cowboys entering Forbidden Valley in Mexico, only to find prehistoric animals like pteranodon, ornithomimus, styracosaurus, and a tyrannosaurus named Gwangi.

The vicious tyrannosaurus attacks the group but is rendered unconscious in a rockslide and the cowboys decide to take him back to the circus. The maddened creature of course breaks free when first shown and rampages through the Mexican town a la King Kong.

This was Ray Harryhausen's last dinosaur-themed film and he did the special effects. The theatrical release poster read "Cowboys battle monsters in the lost world of Forbidden Valley."

Dinosaurs have been present in numerous different role playing games as well. *Advanced Dungeons & Dragons* had dinosaurs in the first Monster Manual published in 1977. An article by Roger E. Moore in Dragon Magazine #46 in February 1981 gave a scenario and rules for incorporating dinosaurs into Boot Hill.

The Venus of *Space: 1889*, published in 1988, was filled with prehistoric life forms. *Cadillacs and Dinosaurs RPG* published in 1990 focused on Mark Schultz's *Xenozoic Tales*. Dinosaurs were one of the main antagonists of the game. *Dark Continent*, published in 2000, had a scenario that included dinosaurs. *Hollow Earth Expedition* of 2006 was under the premise of a hollow world filled with jungles and dinosaurs much like *The Land that Time Forgot*.

Chaosium's own *Basic Role-Playing System* had a couple of dinosaurs statted out in the big gold book.

In 2017, Chaosium's *Down Darker Trails* included an entry for "El Canon De Los Viejos" with their take on the Forbidden Valley, Hollow Mountain, and The Lost World. Also included were stats for a small variety of dinosaurs and primitive man.

All of these contributed to the eventual writing of this scenario. Though it might not have a profound "horror" or mythos feel to it, it can certainly be filled with terror.

"The Last Valley" was originally written for *Down Darker Trails* though the game supplement is not necessary to play it. It is best used as an encounter for the investigators when they are traveling though it can be used as a one-shot or short scenario. There is very little investigation in this one, and it focuses a little more on action, an homage of sorts to some of the books and movies that inspired it.

Andy Miller

June 2020

The reason this scenario has two titles is that I've been watching too much Bullwinkle and Rocky lately.

THE LAST VALLEY

or Snakes on a Plain

By Andy Miller

Originally Written April 2018

Revised and Expanded June 2020



INTRODUCTION

The badlands of Utah are no place for those who aren't prepared to rough it. The land is harsh and it takes hard men and women to survive. But sometimes things lurk in these deserted lands that no one was meant to see.

The Last Valley is set in the American West in June of 1875 and can be used with *Down Darker Trails* or *Pulp Cthulhu*. It is intended as more of an extended encounter while traveling from one location to another than as a full-length scenario. There is little investigation and it might be considered a survival horror or even survival action scenario. More information on changing the location or time of the scenario is presented in **Adapting the Scenario** (p.8) below.

The scenario takes place in the badlands of eastern Utah in the middle of nowhere and pregenerated characters are provided though it is intended for a regular campaign as an interlude between scenarios or as events taking place while traveling through the wilds of the American West.

Keeper's Information

The Serpent Folk city of Zuriss on the coast of the great inland sea is in trouble ... or it was. With the proliferation of the dinosaurs some 225 million years or so ago, the original Serpent Person Empire of Valusia on Pangaea was overrun by the beasts. Many of the serpent people of various cities and places fled underground. Zuriss took a different route.

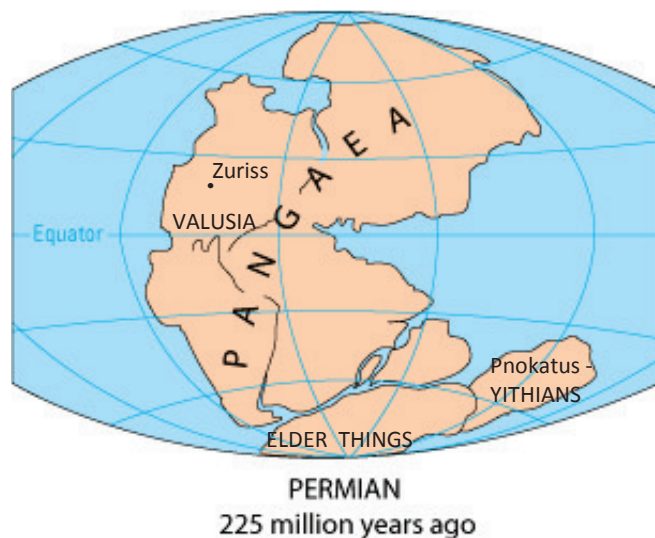
After long deliberation, those that ruled the city decided there was no place for them underground or in the other places

the serpent folk hid as these new creatures dominated the planet. They first planned elaborate defenses to protect their citizens: great walls, alchemical agents to drive off the things, huge pits and traps, and the like. However, the city's defenses were not enough to stop the monsters from snatching away or killing their citizens. Worse, the attacks became more brazen and terrible as the years went by. A more permanent solution was desperately needed.

Gathering all of the most powerful serpent folk sorcerers and wizards, they created a window into the future, casting their eyes forward 225 million years, hopefully to a time where the dinosaurs were destroyed or perhaps evolved to a level where they could be more easily dealt with.

What they discovered was a world ruled by strange creatures the like of which they had never seen before. These hairless mammals were unlike anything in the world. That they had some rudiments of civilization was obvious. That they were naturally spawned on the Earth was not. In any case, study of the future by various sorcerers proved these filthy, disgusting creatures were less dangerous to the serpent folk than the creatures presently preying upon them. They also guessed they could conquer them if need be.

Several sorcerers were tasked with understanding the creatures to learn what they could of their language and culture via the window or magic. Others set to work on a massive magical gate to transport the citizens of Zuriss to the future. The gateway would have to be large and the enchantment would have to allow all the citizens to pass through without injury. The citizens of the city were asked to sacrifice some of their own life force to power the gate during its construction, allowing it to work almost as a simple doorway into the future. Those who wished to return to the past (and who would want to?) would still have to use magic to make it possible. However, those going from Zuriss to the distant future had only to walk through the gate, as simple as walking through the doorway to their own home.



The massive time gate was constructed atop the great temple in the center of the city of Zuriss. The height of the gateway would then correspond to the actual depth of the land in the far future, allowing those that passed through to simply walk away to make room for others who were coming.

Unfortunately for the serpent folk, construction and enchantment of the gate took longer than expected and, with the mounting death and destruction, time was the one thing the city did not have. Even as the gateway was completed and connected 225 million years into the future, the city walls collapsed and the serpent people of Zuriss were overrun and scattered to the four corners of the world, most of them dying.

A small group of serpent folk had been assembled as a scouting party to be sent into the future. They fled through the gate just ahead of the horrors overrunning the city. The dinosaurs pursued and wiped out the entire squad in short order, though the serpent folk sold their lives dearly. Only one survived the ordeal and she is not long for this Earth. The rest were utterly wiped out and destroyed, though some of them left their strange weaponry behind.

The last valley of the serpent folk and the city of Zuriss fell in only a day.

Now, the gate lies open and undefended, directly linking the present of 1875 to the fallen city of 225 million years ago. Dinosaurs have overrun the far side of the gate and several carnivores have entered through the gate, arriving at the present and setting off in search of fresh meat.

Players' Information

This scenario is best used as an interim scenario or an encounter as the investigators travel from one point to another, crossing the badlands of Utah for their own purposes. As taking the train is decidedly faster and easier, the Keeper must devise a reason the investigators are traveling overland rather than taking that route.

Possible reasons might include:

- One of the investigators has a wagon or horse he insists on taking with them on their journey. Taking it via train is expensive, necessitating an overland journey.
- The Boyd Gang robbed the Southern Utah Railroad express car. A posse is being formed in Santaquin to hunt down the bandits, who fled east.
- An investigator is terrified or phobic of trains.
- The location they are traveling to has no railroad leading to it (such as western Colorado) and the overland journey is actually the best route.
- The investigators cannot afford train fare.
- Investigators might simply prefer to travel via horse or foot overland.
- A friend of the investigators and a Luddite has died and his corpse needs transportation to a location that takes them into the area. He requested transport overland.
- Prospecting for gold!

There are also a couple hooks to get the investigators to the area of the Last Valley.

The investigators might be hired to survey the route of the proposed railway from the area of Santaquin and Spring Lake Utah eastward to Colorado. The proposed rail line indicated on the map of Utah runs through the Uintah Indian Reservation but certain potential investors in Santaquin have ideas to send it further south in a more direct route (not understanding either the terrain or the politics of the area fully). They hire the investigators with an agreement to pay them \$10 a week to survey the land directly east of Santaquin, connecting the two southern spurs of the proposed route through a minor mountain range in southern Wahsatch County. This leads the investigators directly to the Last Valley.

Alternately, the investigators might be hired to locate several people who have been surveying for the railroad in the area of Strawberry Valley or somewhere else near the Ute Indian Reservation. Trackers are useful here and the trail eventually leads the investigators to the Last Valley where they find the remains of the men and their horses in addition to the things that have come through the gate.

In any case, a few well-armed men should be amongst the investigators' group. The badlands are the home of Native Americans and perhaps bandits or thieves. It is best to keep a careful watch at all times and being heavily armed is advised.

If the scenario is being run as a one-shot with the pregenerated investigators provided, either of the above introductions to the scenario can be used.

Adapting the Scenario

Though the scenario is set in Utah in 1875, there is no reason the location or the era cannot be changed. It can be moved into almost any badlands area of the United States between 1865 and 1900, or even in any wilderness area with only a little adjustment. Though set in badlands, only the physical descriptions of the surrounding area and the area of the Last Valley would have to be changed. The date of the scenario places it soon enough after the Civil War for some of the investigators to be veterans if they so desire. It's also early enough that travel either by horse or train is the most common.

The scenario could be set in a Jazz Age campaign, though research should be done on the Ute and their presence in the scenario should be modified to reflect what technology they would have in that time period. Investigators might be traveling across Utah as part of a camping trip or even simply driving (as best they can on the terrible roads of the time) across country from one location to another. A reason for them taking any long trip without using a train should be given. The roads of the time were not very good.

The scenario could be adapted to a modern game as well, should the Keeper desire. It should be remembered, however, that though the badlands are still only sparsely populated,

small towns and communities are more prevalent than they were at the time of the original scenario.

In any case, the scenario could also be adapted for the use of locals. If the investigators want to play Ute or even locals from one of the nearby towns, they might have heard strange noises and cries from the area of the Last Valley and decided to investigate. Local ranchers might have lost animals or people might be missing. If they are not heavily armed, the scenario turns into one of sheer survival. A modern scenario might more resemble the movie *Tremors* than anything else.

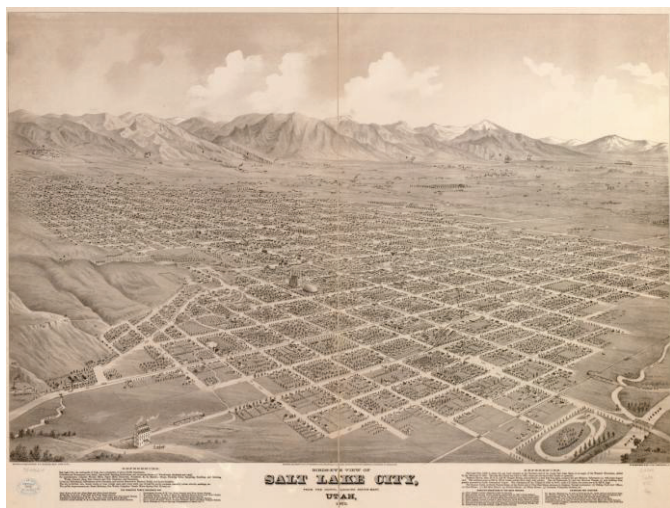
Finally, though the serpent folk researched the future, their aim was not perfect. The Last Valley might be located in an area where a town or village already exists. If that village suddenly goes quiet, the investigators might be sent to find out what happened. They find a town filled with fog and wrecked by something that is soon stalking them.

THE LOCALE

This part of Utah is mostly unsettled in 1875 though a proposed railroad line is on the map. Said railroad never runs though that part of Utah, however. Investigators might be moving in almost any direction to pass through the badlands here.

Other areas of interest in the area include Fort Robedeaux, the Uintah Reservation, and Strawberry Valley.

Utah Territory



Salt Lake City Bird's Eye View Map 1875

The area of Utah was inhabited by the ancient Puebloans, the Navajo, and the Ute, among others, for thousands of years before the Spanish came to the area in the 16th century. The land was a periphery of New Spain and Mexico for some time, though even then, the earliest residents were Americans.

Brigham Young brought the Mormons to Utah in 1847 after the death of Joseph Smith. The first group brought African slaves, making Utah the only place in the western United States

to have such. Settlers later purchased Native American slaves as well.

After the southwest became a U.S. Territory in 1848 and California and New Mexico applied for Statehood, settlers in Utah also applied with a plan for the State of Deseret in 1849-1850. The area not only encompassed Utah, but portions of Colorado, Idaho, Nevada, Wyoming, Arizona, Oregon, New Mexico, and California. The petition was rejected by Congress and the State of Deseret dissolved in 1851. Mormons still flocked to the area to practice their religion freely.

The Utah Territory was formed in 1850 after the Mexican-American War and originally encompassed Utah, Nevada, and part of Colorado. Brigham Young was inaugurated as the first Governor. Sections of the territory were ceded away to Nevada, Nebraska, and Colorado in 1861, with more ceded to Nevada in 1862 and 1868 and Wyoming in 1868, resulting in the territory as it lays in 1875.

The last link of the First Transcontinental Telegraph in 1861, Salt Lake City saw Brigham Young send one of the first messages. The Deseret Telegraph Company was completed soon after that, connecting the settlements in the territory. Unlike many telegraph companies, rates were different in Utah. Messages between Ogden and Salt Lake City used the per-word-per-mile rate while most communities paid a monthly sum to receive a certain number of words. The company was rarely able to make a profit and sold out to Western Union Telegraph Company in 1900.

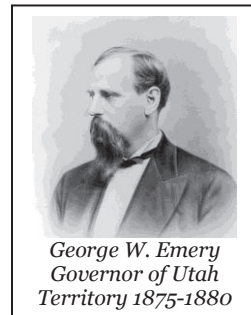
During the Civil War, Federal troops were withdrawn from Utah and reassigned to other regions. This allowed the Church of Latter Day Saints to regain control of the territory. Union soldiers returned in 1862 causing friction with the Mormons.

The First Transcontinental Railroad was completed at Promontory Summit north of the Great Salt Lake in 1869. Mormons built most of the railroad that ran through Utah, Brigham Young getting contracts for some 2,000 members of the church. He hoped the railroad would support commerce in Utah. Unfortunately, many of those workers were never paid for their work.

Slavery was repealed in 1862 when prohibited by Congress in all U.S. Territories. Women's suffrage was approved in 1870. Currently, the territory has a population of approximately 100,000. The governor is George W. Emery (who will remain so until 1880). Governor Emery was appointed to his position by President Ulysses S. Grant.

Salt Lake City has been the capital of the territory since 1856 with the town of Fillmore as the capital from 1851 until 1856.

Utah will not become a state until 1896, the delay from territory to statehood primarily due to polygamy being legal in Utah until 1890.



Counties

San Pete County

Formed on January 31, 1850, the same time the State of Deseret was originally declared, the county was named for Ute Chief Sanpitch though it was changed to San Pete. It had been settled by the Mormons in 1849 by request of native chiefs in the valley of Sanpitch in the area of present-day Manti.

Only the western edge of the county is presently inhabited by Anglos with the county seat at Manti. The economy of the county is mostly agriculture, turkey, sheep, and beef. Manti has a nearby warm spring and limestone quarry.

The county has a center of learning in the Wasatch Academy, recently opened in Mount Pleasant by Presbyterian minister Duncan McMillan. The school is not only for teaching but also for missionary work among the Mormons.

Utah County

Utah County was formed by the legislature of the State of Deseret in 1850. It was made to govern affairs in the Utah Valley, which was primarily inhabited by Mormons. The county seat of Provo was named after Etienne Provost, one of the fur trappers who stopped at Utah Lake in the 1820s. The first courthouse was built in Provo in 1866-1867 and was replaced by a second courthouse in 1872-1873 as it had been already outgrown. The Provo Woolen Mills, established in 1873, were the state's first large manufacturing plants.

Utah County includes Utah Valley which lies in the center of the county. Utah Lake, a large shallow freshwater lake is within the valley and only 18 feet at its deepest point. The terrain here ranges from mountain ranges to valleys. The county is dedicated mostly to agriculture.

Wasatch County

Wasatch County is primarily dominated by the Uintah Indian Reservation. The county seat is Heber City (population approximately 1,000) in the northwest corner of the county (not shown on the map). Originally settled in 1859 by Mormons, the county was created in 1862 by the Utah Territory legislature from territories of the Great Salt Lake, Green River, San Pete, Summit, and Utah Counties.

Towns

Brief descriptions of some towns in the area investigators might visit (or be from) are included. Most are either in San Pete County or nearby Utah County.

Mormons are by far the most prevalent population in most of these towns, with other religions or those of no religious leanings being a very far second. Approximately 90 percent of the population of Utah at this time is Mormon.

Fairview – San Pete County

Fairview is located at the confluence of the San Pitch River and Cottonwood Creek. It was founded in 1859 with the name North Bed, not long after Mount Pleasant was resettled. In 1864, the town had a post office. During the Black Hawk War, some people moved to Mount Pleasant while others constructed a fort at Fairview. A Zion's Cooperative Mercantile Institution was started in Fairview in 1869 with other stores and businesses following it.

It has a population of approximately 650. The town depends on agriculture and livestock.

Manti – San Pete County

One of the first communities settled in Utah, Mormon pioneers were invited to the area by a local Ute tribe leader in 1849 to teach farming to the Native Americans. The community was named after Manti, a city mentioned in the Book of Mormon. It was incorporated in 1851 and would serve as a hub for the other communities in the valley.

The Black Hawk War started in 1865 due to an incident between a Manti resident and a young chieftain. Forts were built in both Manti and other communities and some settlements abandoned. Chief Black Hawk made peace with the Mormons in the fall of 1867, but sporadic violence continued until 1872 with the intervention of federal troops.

The town is the county seat of San Pete County and has a population of approximately 1,500 people.

Mount Pleasant – San Pete County

The Hambleton Settlement was founded in the spring of 1852 by Mormon colonists from Manti. These settlers relocated to Springton during the Walker War, later returning to Manti. The original settlement was burned down so when the Mormons returned from Manti and Ephraim, the new town site was built. The first cooperative store was founded here in 1867, the town was incorporated in 1868, and the final peace treaty with the Ute of the Black Hawk War was signed in Mount Pleasant in 1872.

The Wasatch Academy is newly opened in Mount Pleasant in 1875 by Presbyterian minister Duncan McMillan. He had come to the mountains of Utah to recover his health and for missionary work among the Mormons.

The town has a population of approximately 1,700.

Payson – Utah County

Payson was settled by the Mormons in 1850 and originally named Peteetneet Creek after the Timpanogos Indian chief. The Payson Tabernacle of the Church of Jesus Christ of Latter-day Saints was dedicated here in 1872. A high school was established in the town in 1873, the first in the Utah south of

Salt Lake City. The town has a population of approximately 1,600 people.

Provo – Utah County

The county seat of Utah County, Provo was originally Fort Utah, a fort established in 1849 to aid in driving the Timpanogo natives out of the area in the Provo War. In 1850, Fort Utah was named Provo after Étienne Provost, a French-Canadian trapper. A schoolhouse was constructed in the fort that same year.

The town grew and in 1872, the Utah Southern Railroad arrived in the town and the Provo Woolen Mills opened. The Timpanogos branch of the University of Desert is in Provo, but is suffering financial difficulties in 1875. In October, Brigham Young will deed the property to trustees to create Brigham Young Academy.

The town has a present population of approximately 2,800 people.

Santaquin – Utah County

Santaquin, in Utah County, is the largest town that lies at the end of the Utah Southern Railroad. It is just north of the community of York, which ends the railroad completely. It has a population of about 650.

Established by those settling nearby Payson in late 1851, it was originally called Summit City due to its proximity to the summit between the Utah and Juab valleys. It was renamed Santaquin in 1856 after a son of Guffinch, a friendly local native chief. It is presently unincorporated.

Spanish Fork – Utah County

The area around Spanish Fork was settled in both 1851 and 1852, the latter calling their town Palmyra and building a fort and a school on the site. The Walker War in 1853 saw most local farmers move to the fort, though some built Fort St. Luke, at the mouth of Spanish Fork Canyon. A third Fort, the Old Fort, was constructed in 1854. In 1855 the city of Spanish Fork was granted a charter by the territorial legislature and Palmyra was abandoned the next year, its citizens moving to Spanish Fork.

Pioneers from Iceland arrived and settled at Spanish Fort between 1855 and 1860, making it the first permanent Icelandic settlement in the United States. The town was the site of the Treaty of Spanish Fork in 1865, where the Ute people were forced to relocate to the Uintah Basin. The saw mill began operations in 1858 and a flour mill opened in 1859.

The town has a population of approximately 1,900 people. The area got its name from the visit of two Franciscan friars from Spain in 1776: Silvestre Velez de Escalante and Francisco Atanasio Dominguez.

Spring Lake – Utah County

Originally settled in 1850 near a large spring three miles south of Payson, Spring Lake lies on the Utah Southern Railroad. This tiny community of about 100 has few services. It was originally named Spring Lake Villa for the walled adobe house built here in 1852 by Joseph E. Johnson.

Springville – Utah County

Springville was settled in 1850 and incorporated in 1853. Originally called Hobbie Creek, the name was eventually changed to Springville after the Fort Springville, which was named after the many freshwater springs in the area. The town has a population of approximately 2,000.

Springton – San Pete County

First known as the “Canal” or “Allred Settlement,” in 1852, the first settlers of Springton were all family members of James Allred. A Latter-day Saints’ ward was organized there in 1853 and the settlement abandoned soon after due to the Walker War. The fort there and all of the dwellings were burned to the ground by Native Americans in 1854. The town was reestablished as Springtown in 1859 and a new LDS Ward set up in 1860. The influx of Danish immigrants to the area gave it the nickname “Little Copenhagen” or “Little Denmark.” The town was incorporated in 1870.

The town has a population of approximately 750. Like the rest of the Sanpete Valley communities, the town depends on agriculture and animal raising.

Other Locations

Fort Robedaux



Green River cabin at Fort Robidoux, 1871

Known as Fort Robidoux, Fort Uintah, and Fort Wintya, this place was a trading outpost located at the junction of the Uinta and Whiterocks Rivers. It was established in 1832 when Antoine Robidoux purchased the Reed Trading Post, which had been on the site since 1828. Reed Trading Post had been the

first permanent non-native residence and business in the area that would become Utah. Robidoux, who originally focused on selling beaver pelts in Colorado and was married to the daughter of the governor of New Mexico, purchased the business from Reed and expanded on it.

In addition to trapping and trading furs with the Native Americans and free trappers, he also traded horses and practiced the illegal trade of both guns and liquor to the Native Americans in the area. He might also have been involved in the Native American slave trade.

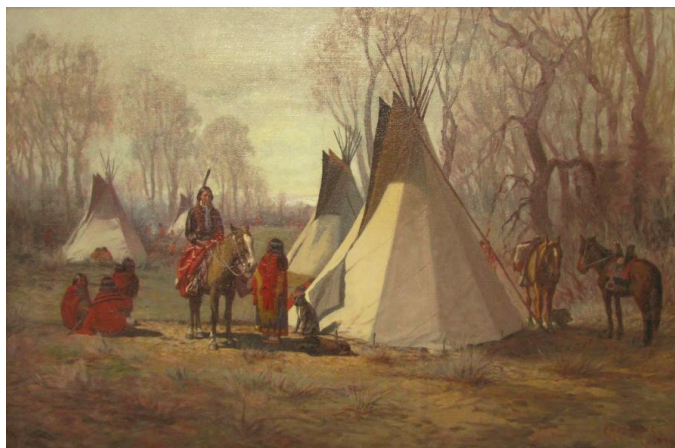
The beaver trade and Robidoux's business both declined in the late 1830s and early 1840s. In August 1844, Ute tribesmen attacked and burned both Fort Robedaux and Fort Uncompahgre, another of Robidoux's forts in Colorado. Robidoux returned east, dying in 1860 at the age of 65.

By 1875, little remains of the fort except some scattered debris in the badlands.

Strawberry Valley

Part of the Uintah Indian Reservation, Strawberry Valley is currently uninhabited. The valley bottom sits in the river bottom of an ancient sea bed surrounded by cliffs of sedimentary layers of shell. Elaterite will be discovered here in the 1880s and, in 1905, the Uintah Reservation will be opened by the federal government to homesteaders.

Uintah Indian Reservation



The Ute Native Americans primarily lived in parts of Utah and most of Colorado and are among the great basin tribes of indigenous people. They hunted, fished, and gathered food, acquiring horse from the Spanish that came to the region in the 18th Century. Though originally defensive warriors, they became skillful horsemen and warriors, using their newfound mobility to raid other tribes. Prestige among the Utes was based on horsemanship and the number of horses owned by an individual.

The Colorado Gold Rush flooded Ute lands with non-natives in the 1850s. Mormons fought them from the 1840s to the 1870s. Conflicts between the Ute and the Mormon settlers included the Walker War (1853) and the Black Hawk War (1865-1872). The Meeker Massacre (1879) will see conflict between the Ute and the United States Army.

Pressured off their native lands in the mid-1800s, the Northern Ute Tribe was forced to relocate to the newly created Uintah Reservation in 1864. Despite lack of water and unfavorable growing conditions, the U.S. government tried to force them to farm. Ute were forced to attend Indian Boarding Schools in the 1880s. The U.S. government provides allotments of land, as opposed to the traditional societal property system of the Utes.

The Ute primarily speak dialects of the Uto-Aztec language. They tend to live in domed willow houses or wickiups in extended family groups of from 20 to 100 people. Originally nomadic, they traveled to seasonally specific camps, gathering food, hunting, and occasionally fishing. They used pottery and implements of wood, stone, and bone.

Ute Men and women wear woven and leather clothing as well as rabbit-skin robes. They keep their hair long or braided. The Ute people decide on their own spouses with men having multiple wives. Divorce is common and easy. Their dead are buried in their best clothing with their head facing east. The Ute believe all living things possess supernatural power, shamans (of either gender) receiving such power from dreams. They rely on medicine men for both their physical and spiritual health, and ceremonial pipes are used by them in sacred ceremonies. Some of the northern Ute accepted Mormonism though some Ute see Christianity and Native American spirituality as complementary beliefs rather than competing ones.

The Uintah Valley Reservation was created in 1861 through an executive order of President Abraham Lincoln. The Uncompahgre Reservation southeast of it and more commonly called the Ouray Reservation will be created in 1882, also by executive order this time by President Chester A. Arthur. In 1886, the Bureau of Indian Affairs merges the two reservations.

Utah Southern Railroad

Built by Mormons in 1871-1872, the Utah Southern Railroad connected Salt Lake City to points south. In 1875, it was acquired by the Union Pacific Railroad, but kept the original name for some time as a separate division of UP. The rail as it stands in 1875 connects Salt Lake City to York (just south of Santaquin and not shown on the map).

The "Proposed" marking that runs east through the map is possibly the proposed line of the Denver & Rio Grande Western Railroad Utah Division line that would eventually run between Denver, Colorado, and Salt Lake City, Utah. Work on the line won't begin until the 1880s.

Geography of Northeastern Utah

East of Santaquin, the geography generally slopes down to the south and east from the Sanpete Valley in the western portion of that same county. A good deal of the area that is San Pete and Wahsatch Counties to the east are flat, rough areas broken by mountains. Though the west part of San Pete County is inhabited, the east is dry and rough terrain, arid and carved by water and wind. The Green River flows southward through it in a meandering course. East of the river, red rock formations are exposed.

Fauna of the area include lizards, ravens, sparrows, gopher snakes, desert cottontails, mule deer, western rattlesnakes, squirrels, prairie dogs, scorpions, large jumping spiders, black-tailed jackrabbits, raccoons, black bears, bobcats, foxes, mountain lions, coyote, bats, mice, and striped skunks, among others.

Overland Travel

Through the badlands of Utah, travel is slow at best. Though a locomotive might be able to make roughly 25 miles per hour, people on horseback or on foot are going to have a much tougher time of it.

In general, a person can walk roughly three miles per hour and make possibly 20 miles per day in the badlands of northeastern Utah. Those on horseback might be able to make five miles per hour or about 25 miles per day. Taking a wagon of any kind through the area is even slower, netting perhaps three miles per hour or possibly 15 miles per day.

Crossing Utah from the inhabited central region to the relatively desolate and uninhabited Colorado border is a trip that might take up to two weeks and can't be easily crossed in less than a week. As the area is fairly desolate and without easily accessible water or food, supplies are a necessity for surviving such a trip.

If the investigators have been hired as surveyors, the trip takes from two to four times as long as the area must be mapped out and surveyed to the best of their abilities.

The Summer of 1875

In the summer of 1875, Ulysses S. Grant is in his second term as president of the United States, having been elected in 1868 and re-elected in 1872. The skirmishes towards the end of the Black Hawk War ended three years before though the sporadic Ute Wars continue until 1879. The Comanche Campaign ends in late 1875 in the states east of Utah.

Federal troops were sent to Vicksburg, Mississippi in January to stop the racial violence there. On March 1, Congress passed the Civil Rights Act, prohibiting racial discrimination in public accommodations and jury duty. The economic depression caused by the Panic of 1873 continues until 1877.

THE CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS

It would be remiss to place a scenario in Utah without some mention of the Mormons and their influence on the region.

In the early 1820s, Joseph Smith Jr. reported he had visions while living in upstate New York. Smith said an angel had directed him to a buried book with gold pages that contained an ancient religious history. He published his translation of the book in March 1830 as *The Book of Mormon* named after the author of the original golden-paged book. In April, he founded the Church of Christ. The church began to spread to Ohio and Missouri.

In 1833, Missouri settlers expelled the Mormons from Jackson County to Clay County. Smith began building Kirtland Temple in Lake County, Ohio. The Missouri Mormons were asked to leave Clay County, Missouri, in 1836 and they moved to what would become Caldwell County.

The Kirtland Safety Society was proposed as a bank in 1836 and organized in 1837 as a joint stock company by the church with the intention of serving the financial needs of the Mormons in Kirtland, Ohio. However, by the end of the year it failed and the business closed. Joseph Smith was fined for running an illegal bank and many bankrupted Mormons left the church, believing it had been created to enrich both him and the Mormon leadership.

Smith went to Far West, Missouri, where his remaining church stood. There, tensions grew into the Mormon War or the Missouri War in the fall, which started at an election in August and grew to increasing violence between Mormons and non-Mormons. The violence led to an executive order by Governor Lilburn Boggs ordering the Mormons out of the state. Smith and his followers fled the state to Illinois.

In 1839, the Mormons there purchased the town of Commerce, renaming it Nauvoo, and began construction of a new temple. The city grew as immigrants came from Europe and Smith introduced ceremonies to the church to seal families together after death, doctrines of eternal progression, and plural marriage. He published a story of his First Vision, which he said took place when he was 14 years old.

In 1844, mounting tensions in the area once again escalated into conflicts between the Mormons and non-Mormons. Joseph Smith and his brother Hyrum were killed by a mob in



Joseph Smith Jr.
First President of
the Church



Brigham Young
Second President of
the Church

Carthage on June 27, causing a succession crisis, Hyrum being Smith's logical successor in the church. Brigham Young assumed leadership over most of the church. The conflicts continued for two more years before Young led the Mormon pioneers to temporary quarters in Nebraska. Beginning in 1847, the Mormons moved from there to what would become Utah Territory.

In 1852, the previously secret practice of plural marriage, a form of polygamy, was publicized. About a quarter of Mormons entered into plural marriage as a religious duty over the next 50 years. The practice reached its peak around 1860 and declined after that.

Tensions rose again between Mormons and other Americans, mostly due to accusations of polygamy and theocratic rule of the Mormons. This resulted in the relatively peaceful Utah War of 1857 and 1858 which saw the army entering Utah. The conflict ended in 1858 when Brigham Young stepped down as governor of Utah and was replaced by Alfred Cumming, who was not a Mormon.

Young's Presidency of the church lasted until his death in 1877.

The Mormons of Utah in this period believe *The Book of Mormon* to be a volume of scripture. They have a strong sense of community and tend to gather together in geographical locations. A minority of them (roughly 25 percent) practice a form of religious polygamy, though this goes out of practice around 1890. They dedicate a great deal of time to serving in the church and have a health code swearing off alcoholic beverages, tobacco, tea and coffee, and any addictive substances. Family-oriented, they have strong connections with extended family in the belief that families can be sealed together after death. There is also a strict law of chastity among the Mormons, forbidding sexual relations outside of the traditional marriage of man and woman. Mormons are encouraged to proselytize and so missionaries might be found in other parts of the country or the world.

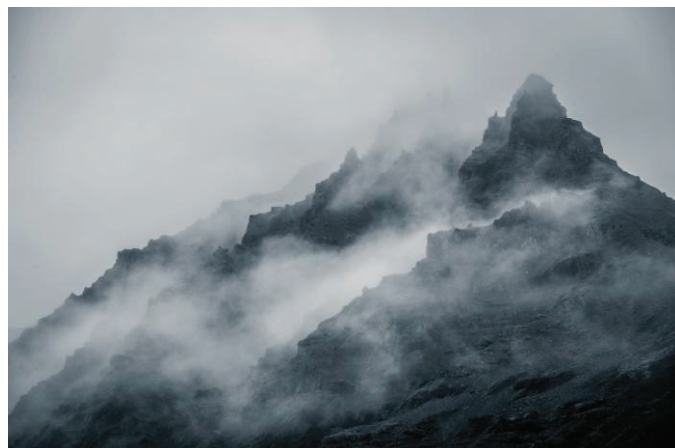
Mormons identify themselves as Christians and believe in *The Bible* and *The Book of Mormon*. They believe returning to God is accomplished by being Christ-like and accepting his atonement through such ordinances as baptism. They also believe the church was restored by Joseph Smith and is still guided by living apostles and prophets. They believe God speaks to his spirit-children and answers prayers.

Some of the common Mormon practices include studying scriptures, praying daily, fasting regularly, attending Sunday worship and refraining from work on Sundays, and participating in church programs and activities. The church emphasizes honesty, integrity, obedience to law, chastity outside of marriage, and fidelity within marriage.

Though the term "Mormon" evolved into a derogatory term, possibly during the Missouri War (or the Mormon War) in 1838, it was later adopted by Joseph Smith.

This is merely a capsule summary of Mormonism and not meant to be fully comprehensive.

THE LAST VALLEY



Setting Off

Whatever the reason for their journey, the investigators set off around June 1 from Santaquin, where the railroad ends, and head east. If the investigators enter the region for some specific reason, the Keeper should adjust the date they are arriving, of course, not that it matters a great deal.

Heading east from the more inhabited lands of central Utah leads the investigators into rougher and drier lands. The going is rough but not impossible and the Keeper should use *Overland Travel* (p. 13) to determine the group's progress. There are no permanent settlers in this part of the state for good reason. The land gets rougher as the party travels east.

The First Indications (Area 1)

The first indication that something is not quite right comes some 95 miles east of Santaquin. A half-dozen Indian braves are spotted in the badlands to the north, probably five or six miles away, riding hell-bent for leather to the west. The natives are pushing their horses hard and, unless the investigators all have fresh, fast horses, they have little or no chance of catching up to them. They don't stop for anyone or anything and have a large lead on the investigators. Pursuit is possible, but it is long and arduous.

These Ute braves were originally sent in search of their fellows who went missing after hunting close to the Last Valley. Their search led them near the valley, where they saw the fog, heard strange noises, and saw odd shapes. This is part of the group that is riding to get help from Santaquin. The rest of the dozen or so natives sent to the area rode north to warn the their fellows at the reservation that something seriously wrong in the valley.

Investigators wishing to pursue the natives must make an **Extreme Ride** check and have horses but no wagons to slow them down (unless said wagons are left behind). This indicates

they are able to make the most of their mounts to catch up to the Ute after about eight hours of hard riding. Since the Ute refuse to slow until investigators actually get within shouting distance (they want to put as much land between them and the valley as possible), it takes a long time to reach them.

The Ute natives only speak the Ute dialect of the Uto-Aztecan language (none of them know English), and they are mostly outfitted with bows and arrows though two of them also carry Winchester rifles. If the investigators actually catch up to them and know their language, they might describe what little they have seen and even relate to the investigators they were looking for a hunting party missing for three days who were traveling to the southern part of the reservation to hunt. The strange things they saw worried them enough to turn back to warn both their own people and the nearby Mormons.

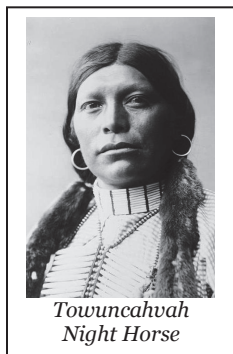
The Dying Native (Area 2)

As they reach a more mountainous region of the Uintah Reservation area a few hours past the place they saw the natives, a successful **Spot Hidden** notes a several vultures circling over an area of broken rock to the south a mile or so. If they investigate, they find another Ute, badly injured, lying hidden in the rocks. He is barely alive and raving in the Ute dialect of Uto-Aztecan language about thunder birds and giant serpents. He can be saved but his addled mind cannot be soothed at this point. He needs time to recover.

His injury appears to be some kind of tear from a sharp claw. He also has a strange bite on his arm that is not from any known animal. Only an **Extreme Natural World** notes that it seems to be a very large lizard bite: a lizard as large as a man.

If not tended to, he soon dies. If given even rudimentary first aid and food and water, he eventually recovers though he might be unconscious while the party remains in the valley at the whim of the Keeper.

This is Towunahvah (tō-wūn-kah-vah) or Night Horse. His stats are given at the end of the scenario and he can be used as a backup investigator (recovering from his wounds) if need be or might be used to bolster the party if they need it. He only speaks his own language, which might make for some difficulty without a translator, though if used as a backup character, he might know some rudimentary English. He was one of the original hunting party that was wiped out by the creatures of the valley when they ventured into the fog.

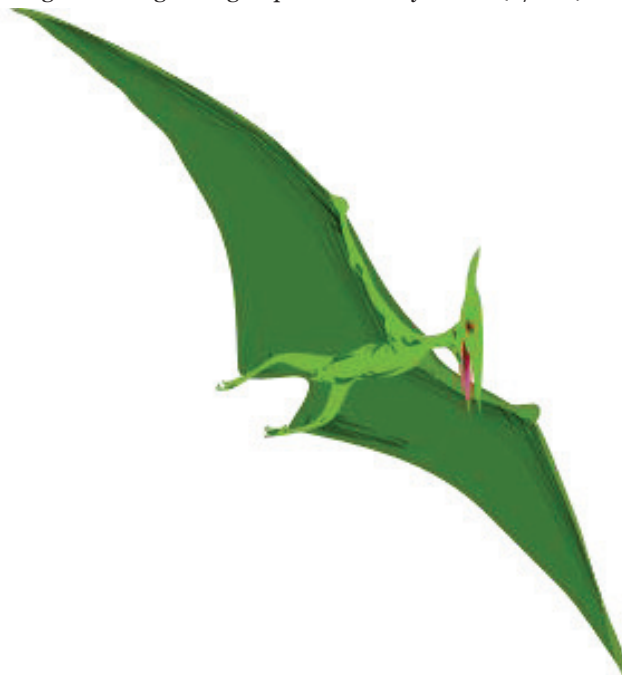


Towunahvah
Night Horse

Attack from Above

An hour after the investigators stumble across Towunahvah, each investigator making a successful **Spot Hidden** notices

the strange bird flying above. If they get its attention or it makes its **Spot Prey** check, it sees them and flies down to explore the investigators and their horses. It is possible the investigators see the thing before it sees them and attacks. Seeing the strange thing requires a Sanity Check (0/1D6).



The pteranodon is hungry and ready for a good meal. Once it realizes the investigators and their horses are just that, it flies in for the kill, preferring a small target (preferably an investigator atop a horse) though willing to settle for something larger if need be.

If none of the investigators make their **Spot Hidden**, the first indication that something is wrong might come when one of them is grabbed from horseback and pulled into the sky. With an 18 to 25 foot wingspan, the creature can lift human-sized prey and carry it for a short distance (a mile or so).

Gunfire might wound or even kill it though its hide is very thick. The creature is not completely stupid and, if badly injured, it flies off to the east, heading back to the foggy area it came from.

Close study of the living or dead creature after the encounter and a successful **Science (Zoology)**, **Science (Biology)**, or **Hard Natural World** reveals it to be some kind of flying lizard! A further successful **Hard Science (Zoology)** or **Extreme EDU** roll identifies it as a pterodactylus occidentalis, the wing bone fossils of which were found in the Late Cretaceous Smoky Hill Chalk deposits of western Kansas in 1870. To date, no skull was ever found for the species (but is in 1876).

The animals have been extinct for millions of years. It should not exist.

HISTORICAL NOTE: Pteranodons technically lived in the Cretaceous Period, the final period of the Mesozoic Era that

lasted from about 145 to 66 million years ago, and were found primarily in present-day Kansas, Alabama, Nebraska, Wyoming, and South Dakota. Historically, they came after the end of the Empire of Valusia connected to the present year by the time portal. Keepers may hand wave this inconsistency, remove the encounter, decide the time gate is malfunctioning and opening at random to different eras, or assume this is some form of proto-pteranodon unrecorded by the scientific community to date.

The Fog

As they enter the Last Valley itself, investigators note, despite it being in the middle of the badlands and regardless of the time of day, fog has begun to form in their vicinity and seems to be thicker ahead. The fog reduces visibility (at this point) to about a mile. The cloying fog is so thick condensation forms on the investigators, their mounts, and any wagons they might have brought. It's dreadfully humid.

An investigator who makes a **Natural World** or **Science (Meteorology)** check realizes the fog is unnatural, especially at his time of year. The badlands they are passing through are much too dry to create such a fog during the summer months. Those who make an **Extreme Success** realize the fog simply should not be. It is pervasive and constant and unnatural. It smells like wet, rotting leaves, wet soil, and vegetation. Though the smell starts out subtly and might not even be immediately noticeable, it gets stronger as the fog gets thicker the further they press on.

As they pass into the valley between the hills, the fog gets thicker. Visibility is further reduced to about a half mile, making navigation harder.

Things in the Haze



As they travel between into the valley, the investigators see what appears to be some kind of huge lizard-like creature

standing on its back legs. It's at least a half mile away across the badlands, just visible at the edge of the fog, and seems to constantly bend down for something and raise its head up again. It must be as large as an elephant. Seeing this creature requires a Sanity Check (1/1D6).

The strange, earthy smell of the haze or mist filling the large valley is, by now, evident to all of them. It gets thicker as they approach the area on the map marked with the gate.

An hour or so later, investigators making a **Listen** check hear the sound of something moving around ahead. It sounds like a large animal of some kind. Unfortunately, it seems to move from cover to cover around them, staying away from the main group of investigators. It comes from different directions as they travel. Sometimes it comes from more than one direction at a time.

These are the two velociraptor survivors of the tyrannosaurus attack a mile away. Usually a pack hunter, these two creature stalk the party for nearly a mile before making their move. The creatures are desperate for food but also quite cunning and stalk the party, looking for the weakest part of it or any who straggle behind. Investigators might also hear the strange, rattling growl of the things. As the fog still only obscures things a half mile or so away at this point, they use the intervening cover and scrub brush to stay out of sight.

Each investigator should be make three **Listen** or **Spot Hidden** checks as the velociraptors stalk them. Success indicates the investigator hears or thinks they see something but the figure they see or the noise they hear is quickly gone. Each incident calls for a Sanity Check (0/1D2). Something or things is stalking them. An **Extreme Spot Hidden** indicates spotting some very strange, claw-like footprints on the ground.

Those who are separated even slightly from the group or who fail the third and final skill roll are the target of the beasts, which burst forth from cover, either together or from two different angles, and rush them, running as fast as a galloping horse to attack. The creatures are not terrible intelligent but are very cunning and work together well. If either is badly injured or takes a major wound, that creature seeks to escape, leaving its companion behind.

This is a completely unknown species of dinosaurs in the 19th century. Actual velociraptors (the size of turkeys) will not be discovered until 1923 with all fossils found in China and Mongolia. They are another relative to the dromaeosaurids, which varied in size with fossils found in North America, Europe, Africa, Asia, South America, and Antarctica in the 20th century.

ANOTHER HISTORICAL NOTE: Velociraptors lived approximately 75 to 71 million years ago in the Late Cretaceous Period, primarily in China and Mongolia. They were roughly the size of a turkey so these beasts are actually the larger dromaeosaurids that flourished during most of the Cretaceous. Keepers may again hand wave this inconsistency, remove the encounter, determine the time gate is opening to different eras,

or assume this is some form of proto- or uber-velociraptor unrecorded by the scientific community.

The Fog Thickens

Noises of other creatures at a distance come from the haze as well as an unrecognizable low-pitched hum. If the investigators avoid these and continue on their way, they can fairly easily escape the valley though they might be pursued.

The noises sound like the creatures they've already seen and dealt with but there are also other strange grunts and growls as if by larger creatures in the distance, though all seemingly focused on a single location. Some remind them of cows or other types of livestock but the mist hides everything from view.

If they enter the thicker haze, visibility drops to less than 100 yards, they smell rotten meat, and spot six dead Ute tribesmen and seven dead horses on their path, mostly ripped to shreds by something large. Seeing the terrible sight requires a Sanity Check (1/1D4+1). Closer examination reveals the men are all natives who were torn apart and mostly eaten by large carnivores. They all came from the nearby reservation. There is a little gear on them though a few broken bows, scattered arrows, and a single, muzzle-loading .50 Hawken plains rifle with a bent barrel are scattered among the dead. A few medium-sized knives are here as well. There seem to be far too few arrows for the number of quivers and there is no sign of the black powder or shot for the rifle.

A **Medicine** or **Natural World** roll indicates the Ute braves have been dead for at least a day. Whatever ripped them apart was very large and had strange teeth that don't look like those of any living animal the investigators have ever seen. The bite marks are larger than that of the velociraptors that attacked them earlier. Perhaps the shadow in the fog?

The noises can still be heard ahead.

Further On

As they continue through the fog, they soon spot a strange, stone ring standing upright on the ground ahead. Closer investigation proves that the ring, some 40 feet in diameter, actually floats about a foot above the ground and is surrounded by torn-apart corpses and bones. There is a stench of rot about the place. A few large stones are scattered in the area.

The stone ring has blood upon it, probably from some of the nearby dead bodies, which are not human. Anyone closely examining the corpses sees they are serpentine and appear to have the qualities of both man and serpent. They were obviously bipedal and many of them wear some kind of strange armor that loops around the body like banded mail, though it is of a form of steel that is very light and flexible but very strong. They carry swords and spears of the same metal and some of them have broken crossbows of a design unlike anything seen before made of the strange silvery metal and wood.

These are the bodies of several serpent folk who were overrun by the dinosaurs that escaped from the gate. Their armor is as strong as steel yet more the weight of aluminum. They carry stainless steel swords made of an odd metal and crossbows designed to fire two bolts at once, one above the other. There are also a few surviving pots of a particularly terrible poison made from serpent man venom.

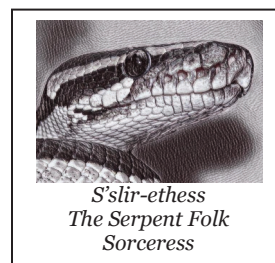
A great battle took place here and there are footprints of numerous large creatures, including the velociraptors and the tyrannosaurus rex the party saw earlier. Most of the equipment is damaged beyond repair though a few pots of the toxic poison remain. Some of the swords and crossbow bolts are smeared with the toxic substance and though long exposure to air has rendered most inert, a particularly malicious Keeper might require **Dex** checks from those handling the items or possibly a **Spot Hidden** to notice the poison smeared upon them.

Seeing the bodies of the Serpent Folk, even in their present condition, requires a Sanity Check (0/1D6). Though these things walked like men and used tools, they were not human beings.

Last of the Serpent Folk

Lying amid a few boulders near the gate is the last of the serpent folk scouts sent to the future just before the dinosaurs struck the city en-masse and destroyed it. She can easily be found as a trail of blood leads from the location of the other serpent folk to a pile of rocks with a niche within small enough for a man but just too large for the velociraptors.

S'Slir-ethess, the serpent folk female wears dark blue robes, ornamental jewelry, and torn armor but is obviously alive. The creature has been practically torn open by something and somehow managed to survive and escape but lies in a pool of blood and gore. She is obviously breathing her last few breaths.



She looks at the investigators with cold, unblinking eyes, glaring at them with hatred. She studied their time and learned their language in the months leading up to the hoped-for evacuation of the city.

"So," she hisses in English. "This is what eventually replaces us. The future of the world is some kind of hairless vermin come to claim our world. Is it not enough that the creatures have destroyed my people? Must I endure the humiliation of the inheritors of the world being animals who won't even evolve until millions of years after we are gone?"

"The Kingdom of Valusia is gone. We were the first to evolve on this world and we're done. We were the first true rulers of the Earth. We didn't come from the stars like the elder things or the Yithians or Cthulhu of old. Earth belongs to us. We will take it back someday. This isn't the only way to survive, though

in our folly we chose it. Others have ways of surviving the eons as well.

“Remember the City of Zuriss. Remember the Last Valley. Yig take me now.”

Trying to save the serpent folk requires an **Extreme First Aid** followed by an **Extreme Medicine** roll. The creature is simply too different and its physiology too unusual for regular medical practices to work, especially in 1875. Failure indicates the creature breathes its last. It should be noted that these creatures do not melt away after death. They are native to the world and rot naturally.

The Time Gate



The large, impossibly-hanging ring is a foot deep and three feet thick with a 40-foot opening. It is covered in a strange writing unlike anything any of the investigators have ever seen before: a particularly sinuous, curving script with many curls. A successful **Cthulhu Mythos** roll identifies it as the language of the Serpent Folk from which Aklo was eventually derived. The design on the gate is impossible to translate, being magical sigils and numerological markings to create the spell of the strange, floating portal.

Fog billows out of the portal, the tropical heat and moisture on the other side mixing with the air that was cold that morning while retaining the humidity of the Last Valley in the Paleozoic Era. It is not so thick that one cannot see through it and there doesn't appear to be much fog on the other side of the gate at all.

The view through the portal is not what it should be. This particular portal works like a viewing window as well as a gate; anyone looking through can see a tropical paradise beyond. The view is marred by the blood and broken bodies of scores of serpent folk near the gate and, not far away, the sign of more dinosaurs feasting on the remains.

The other side of the gate appears to have been built on a large platform or ziggurat with steps leading up to it on both sides. The entire thing stands a hundred feet high over a

massive city of buildings, domes, and towers mostly built of green stone on the edge of an ancient sea. Lush jungle trees are scattered about though some of them have been toppled. Some of the buildings are likewise damaged or destroyed and there is only a little haze on the other side. Aside from the dinosaurs wandering around and picking at the dead, there is no sign of life. Mountains can be seen in the distance that do not correspond exactly to the heights in the distance around the investigators in the present day.

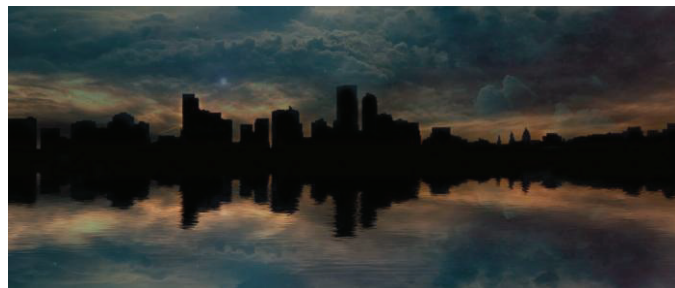
Seeing this strange and impossible sight is call for a Sanity Check (1/1D6).

The artifact is a time gate that leads to 225 million years in the past. The jungle beyond is lush and beautiful, a paradise in the dry Paleozoic Era thanks to the alchemy and sorcery of the serpent folk. Fog slips out of both sides of the portal coming into the dry badlands from the lush, tropical jungle valley. Passing through the gate costs 12 magic points and a single sanity point. Returning through the gate from the other side costs a single sanity point but no magic points thanks to the enchantments placed upon it by the serpent folk, allowing dinosaurs from 225 million years ago to freely enter the world of 1875.

Time passes in tandem on either side of the gate, the present gate connected to the other some 225 million years ago. Time moves forward on both sides at the same rate so as time passes in the present, so too does it pass in the distant past. More dinosaurs might come through the gate and over the weeks, months, and years, the city continues to be further destroyed and overgrown.

The gate can be destroyed by a good deal of dynamite or any other plan of the investigators that makes sense though a **Demolitions** roll might be in order. It might be toppled over and buried without destroying it if enough leverage is applied (**Science (Engineering)** helps), though it will take tons of dirt to do so as it falls through to the other side until it piles up against that side of the gate.

The City of Zuriss



If the party ventures to the other side of the gate (costing 12 magic points and a sanity point to go into the distant past), they find themselves atop a large ziggurat some 100 feet high with sloping steps down the front and the back. The gate on this side seems to be made of some kind of unidentifiable

polished metal or stone covered in strange sigils or runes unlike anything the investigators have ever seen. The massive ring is thicker at the bottom than at the top (see cover).

The city all around them is intact but closer examination proves damage to most of the strange, green soapstone buildings, domes, and towers. There are also numerous predators here, mostly more velociraptors and tyrannosaurus rex; it will be a very long time before herbivores dare to enter the valley. Other dinosaurs have entered the broken walls of the city as well and pteranodon have found easy pickings in the place and continue to return for more meat.

This is a very dangerous time and Zuriss is the last remaining serpent folk city on the surface of the world. It will soon be destroyed by the dinosaurs and time, the very stones of the city falling and fading with the ages though traces still lay hidden beneath the surface in the area.

Investigators can enter Zuriss if they have the magic points and the desire. It is very, very dangerous. The serpent people of this era used magic and alchemical sciences so there is no futuristic technology (aside from metals and items created from their alchemy). There are numerous dangerous potions and unguents, as well as potentially dangerous magical items in the city as well.

The city and valley it stands within in the distant past are both lost. There are few surviving serpent folk and most of them have fled into the jungle, where they are soon destroyed by the creatures. One or two serpent people might have survived on the present side of the gate, now in hiding, but that is up to the Keeper. A tyrannosaurus rex (or more if the Keeper so desires) still wanders about the present-day valley.

The serpent people of that era do not recognize humans as anything more than animals that have evolved, perhaps. Aside from the dying sorceress, they don't speak English or any other language of humanity. Dealing with those still in Zuriss should be complicated and possibly deadly.

The Remains



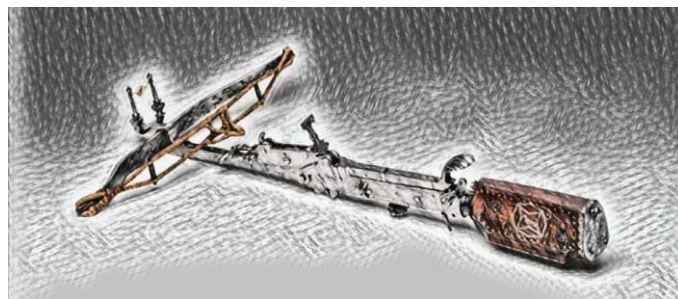
Serpent Folk Sword

The Serpent Person sorceress wears strange rings and jewelry that might fetch \$1,000 or more from a jeweler or collector. The armor worn by the other creatures is alchemically made but the process might be duplicated in time if the armor is

studied. Their swords and spears are the same. The metal is strong but lightweight and does not rust. It holds an edge well but the weapons are designed for hands and arms that move unlike men's and wielding them requires **Hard** checks for success with **Fighting (Sword)** or **Firearms (Bow)**. The sword does 1d8+1+db damage. The medium crossbow does 2D4+2 damage, has a range of 50 yards, attack speed of 1/2, and malfunction of 95.

The serpent folk poison is horrific and dangerous. Similar to curare, it is effective whether it enters the bloodstream or is ingested. It is created through a combination of black lotus flower and serpent person venom.

It takes one round for the poison to take effect and results in muscle paralysis and respiratory failure. Unless the victim succeeds an Extreme **CON** check, they take 6D10 points of damage. A **DEX** check is required every time the poison is administered to any weapon or the user cuts themselves on it. The serpent people are immune to their poison.



Serpent Folk Crossbow

ESCAPING THE VALLEY

Leaving the foggy valley is as easy as entering. Though there are rugged mountains to the north and south, many passes and open areas lie to the east and west. The badlands continue to lose altitude to the east and, though food and water is rare, the Green River passes through the area just east of the valley and is a good source of water. The river is wide and deep and requires any group continuing east to cross it by swimming or with boats. Wagons can be floated across.

The Keeper may make it as easy or difficult as they wish to escape the valley, possibly calling for **Navigation** checks for the investigators to leave the cloying foggy region near the center where the gate stands. Failure indicates the investigators have been traveling in circles and might find themselves back at the location of the portal. The longer they stay in the valley, the more dinosaurs they might encounter.

Pursuit

The Valley isn't done with the investigators yet, however. After they manage to escape the fog and possibly the valley itself, they find they are being pursued.

The tyrannosaurus the investigators spotted when they first entered the fog has caught their scent and is tracking them. If investigators travel away from the valley, the creature continues to follow them for perhaps days, always getting a little closer. The investigators might not even notice at first, being several miles away, but as the monster gets closer and closer, they find it harder and harder to ignore.

Each night, investigators hear the great creature roaring somewhere in the distance. They might also hear the sounds of other animals being hunted or killed by the dinosaur. The night is filled with the howls and yips of coyote or the screams of other animals as the tyrannosaurus hunts, still looking for the investigators.



Each day one investigator can scout ahead by making three **Navigate** checks (at noon, 3 p.m., and 6 p.m.) to find an easy passage either to walk, ride, or drive their wagons. Success indicates the investigators have found a safe passage through the badlands that do not slow them. Three successes indicate the beast is still three or more miles away. Two successes indicate it has gotten considerably closer, possibly coming within two miles. A single success indicates the beast is less than a mile behind. Three failures indicate the beast has closed the gap to mere hundreds of yards.

The keeper might also rule failed checks indicate a harder way, requiring **Ride** or **Drive Wagon** rolls, with failure resulting in a lame horse, stuck wagon, or damaged wheel or axle. Those on foot must make a **Dex** check or turn their ankle or perhaps even injure themselves. The results are left up to the Keeper though failed rolls should at least slow the party enough for the dinosaur to close the distance. Failed pushed rolls might result in damage that forces the party to stop for a considerable time or possibly even severe damage to limb, horses, or wagons.

Other skills might come in handy as well. **Stealth** can be used by investigators trying to sneak away from the thing. **Science (Chemistry)** might help in laying a poisonous trap for the creature. **Trap** might be used to lay deadfalls or various traps along the path of the investigators' trail.

Successes on various rolls should be taken into consideration. Though the tyrannosaurus doesn't give up the pursuit easily, it might be injured by poison or various traps left behind, though the time taken to set these might mean the beast is much nearer. Traps are less effective than poison as they must bypass the creature's armor to be effective while poison injures the beast if properly set in meat.

The party might also split up in the hopes of losing the beast. In this case, the group with the most members is probably followed. It is up to the Keeper to decide who the creature follows but logically, those with the most horses or potentially those that smell the most of rotten meat or blood (if any) would be the animal's most likely prey. The Keeper might also leave it to group **Luck** checks to determine which unlucky party the dinosaur continues after.

If the investigators recovered the Ute brave Towuncavah, a group **Luck** check each day (or the decision of the Keeper) indicates the brave has finally awoken from the terrible stupor he has lain under since they found him. In this case, the Ute can be used to aid the party against the beast or to relay more information about the hunting party that was attacked by various creatures from the valley.

Regardless of the rolls, the tyrannosaurus might inevitably gain on the investigators each day, starting at several miles away and slowly getting closer. The investigators can do anything they want to slow or stop the terrible beast, but unless they somehow kill it, it continues following them, especially if they are covered in blood or carrying dead dinosaurs or dinosaur parts. Keepers can roll **Track** for the tyrannosaur if they like, but this really isn't necessary.

Unless the Keeper wants the investigators to escape or deems their die rolls good enough (extreme successes or an excellent plan) they might eventually have to face the tyrannosaurus. If they are heading east from the valley, there is nothing but wilderness for hundreds of miles. The pursuit should be long and nerve-wracking, with the investigators having time each night to set camp and go over their options if they wish. Pushing horses too hard kills them, leaving the investigators without mounts or draft animals for their wagons. Mules or donkeys, as a rule, won't kill themselves in this way, but might refuse to work after they are exhausted or overloaded, slowing the investigator's escape.

YET ANOTHER HISTORICAL NOTE: Tyrannosaurus rex lived approximately 68 to 66 million years ago in the Late Cretaceous Period, in western North America. It was last member of the tyrannosaurids as well as the last non-avian dinosaurs thought to exist before the Cretaceous-Paleogene extinction event. Keepers may once again hand wave this inconsistency, remove the encounter, determine the time gate is opening to different eras, or assume this is some form of proto- or uber-tyrannosaurid unrecorded by the scientific community.

A Final Confrontation

Unless the Keeper wishes the investigators to escape from the tyrannosaurus or the dice rolls are simply too incredible to be denied, the dinosaur eventually catches up to the investigators and attacks.

This inevitable end should be foreshadowed throughout the long-drawn out chase. Players should be given no indication of whether any traps or poison might have worked on the thing before it arrives.

The investigators have potentially several days to look for a place to ambush the beast if they so desire. A successful group **Luck** check each day might indicate a good place for an ambush: a high, rocky cliff or a narrow gap or even a cave too small for the horror to fit into.

Investigators might be able to lay a trap at any ambush site as well with a successful **Trap** check and enough time. It's up to the Keeper to decide if there is enough, but if the investigators wait too long and the monster is too close, it might be a rush job that is finished only in the nick of time, giving the investigators barely an edge.

Likewise, an investigator with **Science (Chemistry)** might be able to devise some kind of high explosive during their flight from the valley. Crude nitroglycerin or dynamite might do 4D6 points of damage (3 yard radius) and can be flung the investigator's STR in feet with a successful **Throw** roll. The Keeper should probably limit the amount the investigators can make based on common sense and what might be available, but it can potentially make a difference in a fight.

Any investigators who took the pots of Serpent Folk poison have a powerful lethal weapon as well. Though putting it on a weapon might be dangerous to the owner, poisoning some meat with the contents of the pot still does full damage to the tyrannosaurus if it eats it. In fact, those investigators who leave enough poisoned meat behind might simply kill the thing before it ever catches up to them.

Further Events

Unless the investigators destroy the gate in the Last Valley, more and more predators come through. Eventually, herbivores also start making their way through the gate, though they have little luck on this side finding sustenance. This gives the predators enough food to keep them close to the valley if the Keeper decides.

The Ute the investigators saw before entering the valley are quick to warn the Mormons of the various towns of the Wasatch Plateau. It is up to the Keeper what steps are taken by the local government after that, though it seems likely that local sheriffs of Wahsatch, Utah, and San Pete Counties might send out posses of men to investigate ... or not. The natives that live on the reservation are not respected by most white men of the region and there are no settlements in the east near where the valley lies, so it might be weeks, months, or even

years before word of the dinosaurs roaming the Utah plains reaches authorities who might do something about it.

Once it is reported, the Federal government is likely to get involved at some point, sending troops to secure the gate (if it still exists), possibly sealing it with a small fort and walls to prevent the dinosaurs from getting through. Scientists are sent for and excursions into the distant past might even take place though these are dangerous and many times the men sent through never return. The entire operation is swathed in secrecy.

The Ute are wary of the valley and braves they themselves send to investigate either don't return or bring back tales of terrible creatures. The natives might take matters into their own hands and eventually destroy the gate. At the very least, they establish scouting patrols of the southern edge of the reservation on the lookout for the terrible creatures.

Should any of the investigators return from the scenario with dinosaur bones or skulls and present them to the scientific community, they are not believed. Bones could never survive the millions of years since the dinosaurs existed and any scientist presenting them as legitimate is scoffed and soon blackballed from any serious scientific organizations. The bones are at best seen as a curiosity and at worst as outright fraud and forgery. The investigators might have more luck selling them to a traveling circus or displaying them for the public on their own.

The tyrannosaurus is still a new find in the scientific community, with tooth fossils discovered in 1874 in Colorado. It is not until the 1890s that postcranial elements and vertebrae fragments are found and 1900 when the first partial skeleton is discovered.

Sanity Rewards

Rescuing Towunahvah	1D6
Successfully Closing the Portal	1D10
Saving the Serpent Person?	1D4

AFTERWARD/PLAYTEST NOTES

The first seeds of this scenario were probably laid back in 1981 when I read an article in Dragon Magazine #46 by Roger E. Moore entitled "This Here's Tyrannosaurus Tex." The article was a short scenario for Boot Hill incorporating the tyrannosaurus rex into the game. Mr. Moore referenced *The Valley of Gwanji* (probably the better of the first two dinosaur/cowboy movies) and I was hooked. I didn't even play Boot Hill but I so wanted to see cowboys vs. dinosaurs.

My own Call of Cthulhu group came to the end of a loosely tied together campaign at the end of 2017. When we switched to 7th edition, the general consensus was to play Down Darker Trails. Up to this point, I was mostly running prewritten scenarios for a 6th Edition Jazz Age game. The switch to the

American West meant I'd have to write a lot more of the scenarios we played. Though I borrowed ideas and scenarios from other game systems like *Aces & Eights*, *Deadlands*, *Chill*, *Dark Conspiracy*, *Advanced Dungeons & Dragons*, *Runequest*, and *Masque of the Red Death*, most of the scenarios would still have to be original ones.

Thus, *The Catastrophe Engine Campaign* was born. Borrowing heavily from the storyline of *The Adventures of Brisco County Jr.*, the campaign took the investigators across the American West in pursuit of the "Crescent." There were numerous side scenarios along the way throughout the main story arc. "The Last Valley" was one of them.

Down Darker Trails had included information on dinosaurs and I knew I wanted them in the campaign. When one of the players insisted his character forgo the train and instead travel cross country in his medicine wagon from San Francisco, California, to Devil's Gulch, Colorado (a supplement for BRP that is a lot of fun), I started looking for some filler scenarios for along the way. I had the *Deadland's* scenario "Worms!" for Nevada, but wanted one or two more in case the player whose character was connected to Devil's Gulch couldn't make a few game sessions (and she couldn't).



The investigators examine the dead pteranodon

The investigators had to travel through Utah and those dinosaurs in *Down Darker Trails* were just begging to be used. I got to work on what ended up being a short, four-page scenario detailing the trip between Santaquin, Utah, and Colorado. The David Rumsey Map Collection had a wonderful map of Utah from 1875 and there was a perfect place for my own *Last Valley* directly in their path.

The session saw three men and two woman crossing the badlands of Utah on horseback and in the medicine wagon. The valley lay directly in their path and with the first strange sighting of the fleeing Ute, they got nervous. The pteranodon attacked the horses of the medicine wagon but was fairly quickly dispatched. They kept the body of the thing. They found the addled Ute brave and took him along too, wishing the man was more coherent. He was put in the medicine wagon for his own safety.

When they spotted the tyrannosaurus in the distance, they were duly alarmed and one of them started to hang back a little in fear of the thing rushing them. He was unprepared for the

velociraptor that came from behind and his horse paid dearly for that, if I remember correctly.

They reached the gate in the center of the valley and found the dying serpent person. Much to my surprise, the woman playing the doctor used all her powers to save the creature. They put her in the back of the medicine wagon and continued on after discussing whether or not to try to enter the gate.

I suddenly realized I had no real endgame for the scenario. I could have just let them travel on to Colorado, but they did have that dead pteranodon ...

That's when the tyrannosaurus rex started hunting them.

The creature followed them for three days and over about 60 miles in the wilds of western Colorado. At night, they heard it roaring in the distance, always a little closer. During the day, they moved as fast as the slow medicine wagon would allow.

They tried to poison it, the researcher who owned the medicine wagon using a concoction of drugs and toxins smeared into the body of the pteranodon and left behind. That didn't stop it. They tried to outrun it but it easily kept up. They tried to escape but there was nowhere to go. The nearest civilization was still days away.

In the end, a Luck roll found them a rocky cliff a little higher than the beast was tall. They sent on the medicine wagon with the doctor, the Ute brave, and the unconscious serpent person while the native scout, two gunslingers, and the researcher waited for the terrible beast.

When it reached their plateau, it sniffed the air and they attacked. The scout's arrow entered the thing's eye with a critical hit and the gunslingers blasted away while the researched fired a lightning gun he'd acquired in an earlier scenario. Then he flung a bottle of nitroglycerin he'd and blew a hole in its belly. They killed it before it laid a blow.

The researcher kept the head, of course.

It was the best part of the game, I thought: the pursuit of the horror and that final battle.

The serpent person went on to become a reluctant NPC ally of the party, always searching for more of her own people. She was rude and terrible to them and they seemed to love it.



The Tyrannosaurus Rex Battle

Bibliography

Wardle, Hazel. *Uncompahgre Ute Words and Phrases*. Western History Center, University of Utah, Salt Lake City, 1969.

DINOSAURS



Pteranodon, Omnivore

STR 90 CON 80 SIZ 175 DEX 65 INT 10
 APP N/A POW 35 EDU N/A SAN N/A HP 30
 DB: +2D6 Build: 3 Move: 6 MP: 7 Luck: N/A
 Flight: 18
 Attacks per round: 1 (bite or claw)
 Fighting 40% (20/8), damage 1D6 + 1/2 db
 (bite 1D8 + 1/2 db)
 Grab (mnvr) 40% (20/8), damage none

Dodge: 32% (16/6)

A armor: 4-point hide.

Skills: Spot Prey 60%.

Sanity Loss: 0/1D6 to see a pteranodon.

This specimen of the pteranodon is typical of the creatures that might be found in the Last Valley. On an attack roll to snatch up prey, no actual damage is done until the creature drops the struggling victim from a height guaranteed to kill them. Though slow on the ground, it can fly at a speed of 18.



Velociraptor, Pack Carnivores

STR 80 CON 65 SIZ 45 DEX 70 INT 10
 APP N/A POW 50 EDU N/A SAN N/A HP 11
 DB: +1D4 Build: 1 Move: 12 MP: 10 Luck: N/A

Attacks per round: 1 (bite or tear)

Fighting 50% (25/10), damage 1D6 + db

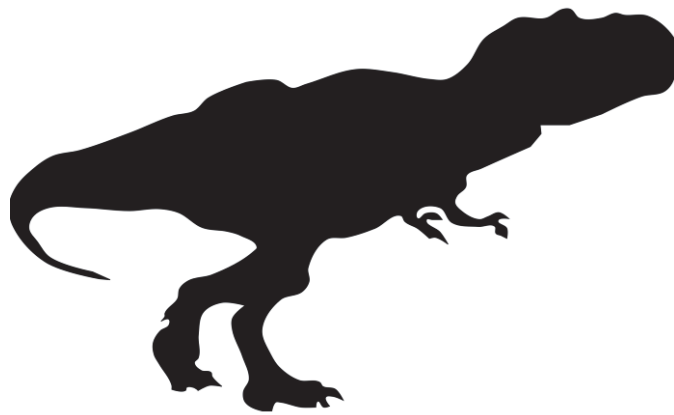
Dodge: 40% (20/8)

A armor: 3-point hide.

Skills: Jump 70%, Listen 45%, Scent 30%, Spot Hidden 40%, Stealth 50%, Track 40%.

Sanity Loss: 0/1D4 to see a velociraptor.

These cunning pack animals usually roam in groups of 1D6+3. They are generally 6.8 feet long and stand about 1.6 feet high.



Tyrannosaurus Rex, Carnivore

STR 335 CON 475 SIZ 265 DEX 80 INT 10
 APP N/A POW 35 EDU N/A SAN N/A HP 44
 DB: +6D6 Build: 7 Move: 12 MP: 7 Luck: N/A

Attacks per round: 1 (bite, tear with fore claws, or kick)
 Grab and Bite (mnvr) Grabs prey with fore claws and bites.
 Fighting 60% (30/12), damage 2D6 + db
 (kick 1D6 + db)

Grab and Bite (mnvr) 60% (30/12), damage 1D6 + db
 following round bite for 2D6 + db

Dodge: 40% (20/8)

A armor: 10-point hide.

Skills: Jump 50%, Listen 45%, Sense 35%, Spot Hidden 45%, Track 50%.

Sanity Loss: 1/1D6 to see a tyrannosaurus rex.

Iconic, apex predator and one of the largest known land predators, the tyrannosaurus rex is bipedal, with a massive skull balanced by a long, heavy tail; average length up to 40 feet with a tail 13 feet long

NON-PLAYER CHARACTERS

Towuncahvah (tō-WŪN-kah-VAH)- 22 “Night Horse” - Ute Brave

STR 50 CON 60 SIZ 70 DEX 50 INT 60
APP 45 POW 75 EDU 45 SAN 60 HP 13
DB: 0 Build: 0 Move: 7 MP: 15 Luck: 40

Attacks per round: 1

Brawl 25% (12/5), damage 1D3 + db

Dodge: 25% (12/5)

Armor: None.

Skills: Fighting (lance) 50%, Firearms (Rifle/Shotgun) 50%,
Firearms (Bow) 50%, First Aid 50%, Language (Ute dialect of
Uto-Aztecan) 45%, Natural World 50%, Navigate 50%, Ride
55%, Stealth 50%, Track 30%, Trap 70%.

Description: Dark Hair, Dark Skin, Tall and Thin.

Ideology/Beliefs: Protect my people and my nation. Protect
those who cannot be protected.

Significant People: Mother and father.

Meaningful Locations: The remains of my homeland.

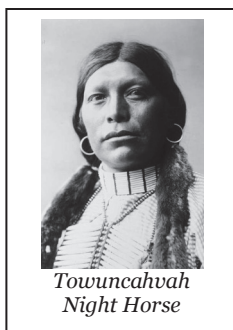
Treasured Possessions: Necklace.

Traits: Restless, Honest, Careful.

Brought up by the Ute and loyal to his tribe and nation, he now
lives on the Uintah Indian Reservation in Utah, and has since
his people were moved there in 1864. He hunts and traps food for the
populace of the reservation as well as acts as a brave and helps defend his
people as well as he can. He knows how to use a lance and bow as well as a
rifle, though he has lost all of his weapons and equipment with the
attack of the horrible monsters.

He and his hunting party
approached the valley and noted the
fog but pressed on. When they were attacked by velociraptors
that tore into their horses, several of the men fled the terrible
creatures as their horses were killed. Towuncahvah was the
only one to survive, hiding as best he could though he was
injured and out of his mind. He saw the Tyrannosaurus rex at
a distance, which disturbed him even more.

Towuncahvah can be used as an npc or a backup character
should one of the investigators die or be incapacitated during
the scenario.



S'Slir-ethess - Age ?? Serpent Folk Sorceress

STR 55 CON 50 SIZ 55 DEX 70 INT 95
APP -- POW 110 EDU 95 SAN -- HP 10
DB: 0 Build: 0 Move: 8 MP: 22 Luck: 70

Attacks per round: 1

Brawl 60% (30/12), damage 1D3 + db

Bite 35% (17/7), damage 1D8 + poison

Sword 60% (30/12), damage 1D8 + 1 + db

POISON: If bit by a serpent person, the victim must succeed in
an **Extreme CON** roll or take an additional 1D8 damage.

Dodge: 55% (27/11)

Armor: 1-point scales.

Spells: Call Yig, Candle Communication, Consume Likeness,
Contact Yig, Create Scrying Window, Dismiss Yig, Find Serpent
Folk, Mindblast, Shriveling, Time Gate.

Skills: Art/Craft (Metalwork) 30%, Cthulhu Mythos 50%,
Dodge 55%, Fighting (Brawl) 60%, Fighting (Sword) 60%,
Firearms (Crossbow) 60%, Intimidate 60%, Language
(English) 90%, Language (Serpent Folk) 95%, Library Use
60%, Listen 50%, Natural World 40%, Psychology 10%,
Science (Biology) 60%, Science (Chemistry) 60%, Spot Hidden
35%, Stealth 60%.

Sanity Loss: 0/1D6 Sanity Points to see a serpent person.

Description: Serpent Person, greenish skin and scales, large
and unblinking eyes.

Ideology/Beliefs: Save the Serpent Folk.

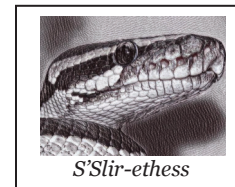
Significant People: None.

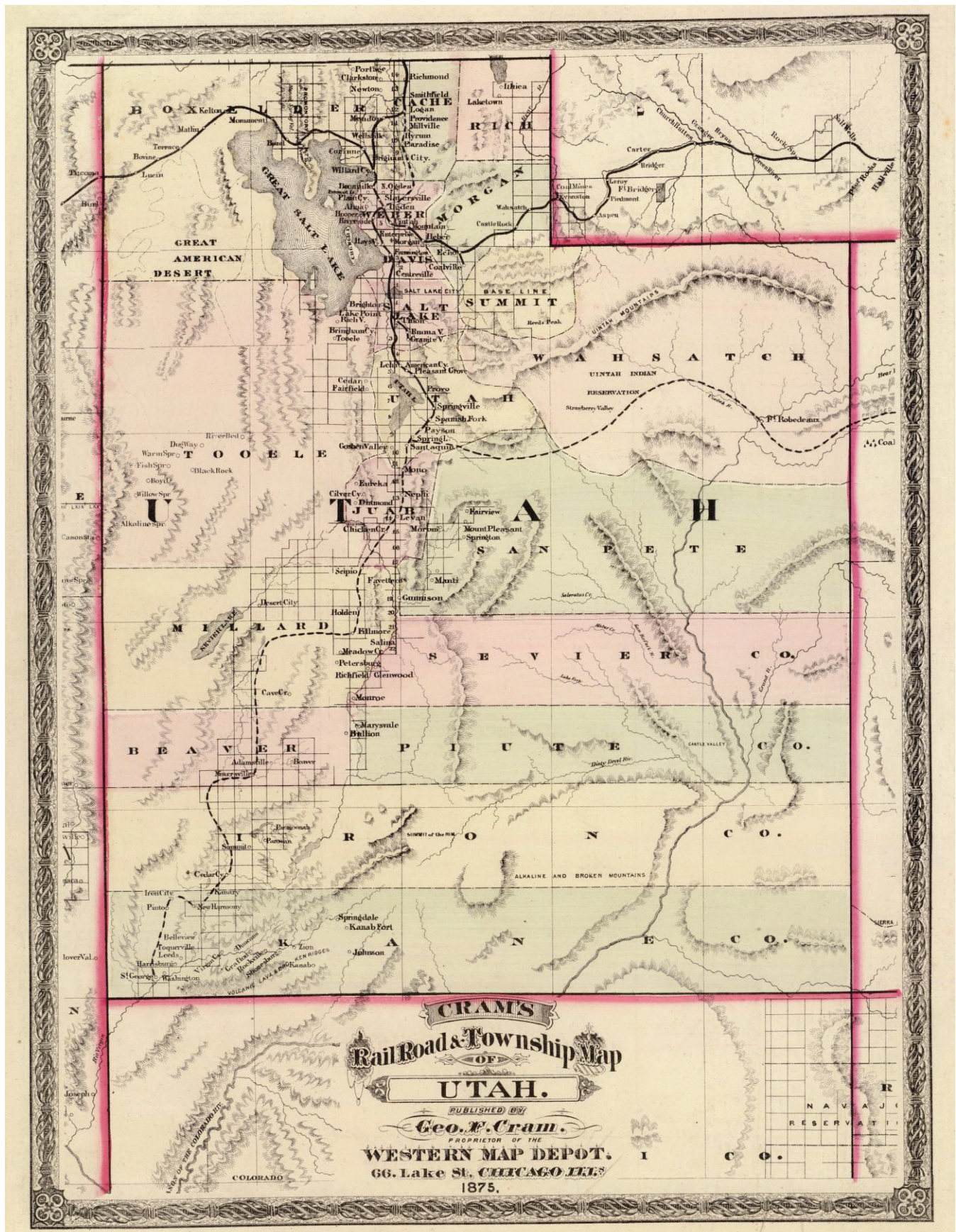
Meaningful Locations: Ancient Valusia.

Treasured Possessions: Serpent Person jewelry.

Traits: Self-centered, Arrogant, Self-Confident, Uncaring.

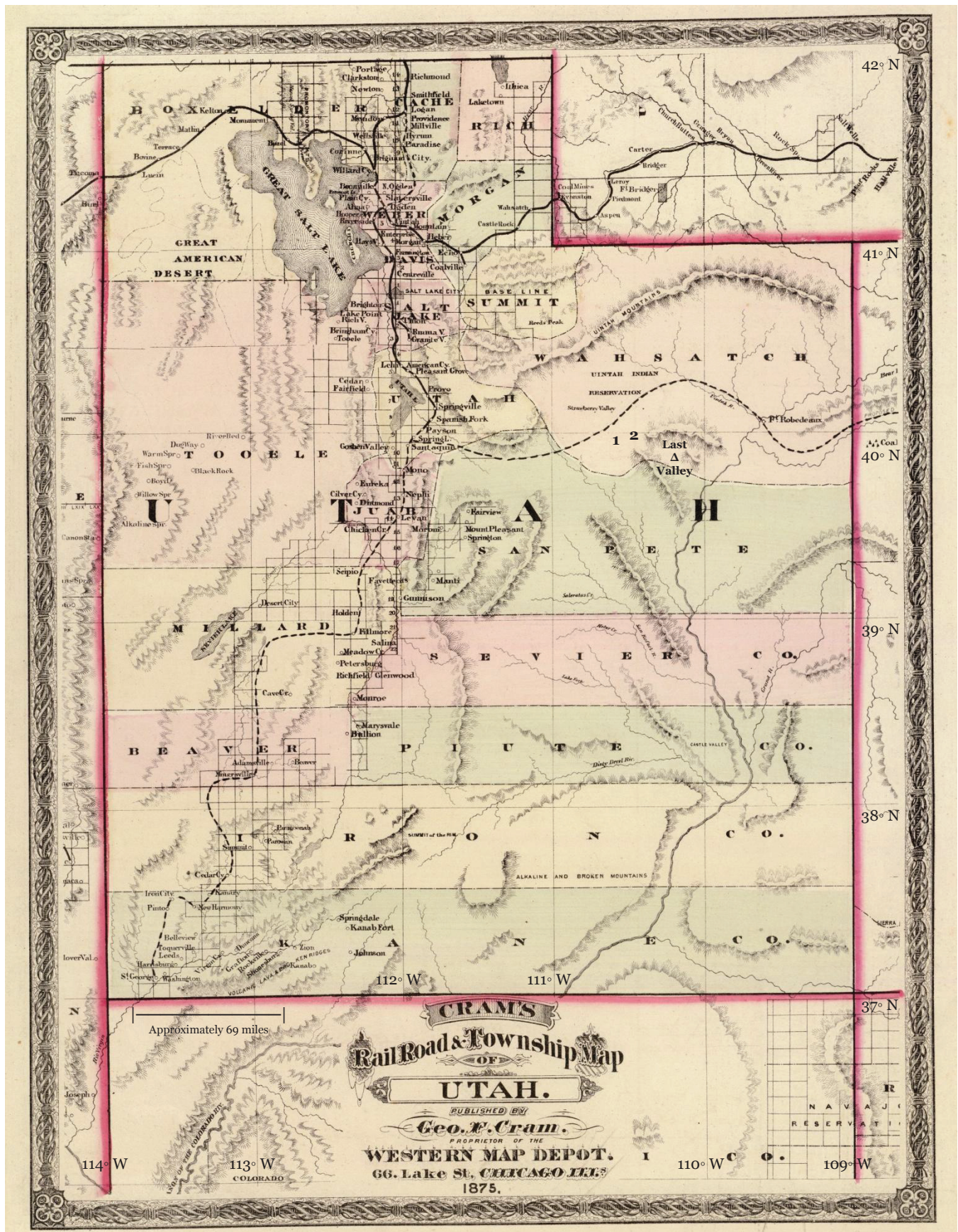
Part of a cadre of sorcerers and sorceresses in the mighty city of
Zuriss in Valusia 225 million years
ago, she was chosen as leader of the
first scouting party through the gate to
secure the other side. Unfortunately,
the dinosaurs followed too quickly for
them to establish a beachhead before
they were attacked. The creatures wiped out her soldiers and
injured her terribly.





Player Map - 1875 Utah

Map courtesy of the David Rumsey Map Collection, www.davidrumsey.com



Keeper Map - 1875 Utah

Map courtesy of the David Rumsey Map Collection, www.davidrumsey.com

NPC/HANDOUT PICTURES



Towuncahvah
Night Horse



The Other Side



The Portal



S'Slir-ethess

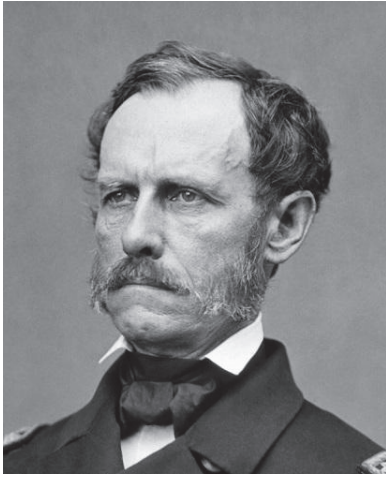


Serpent Folk Sword



Serpent Folk Crossbow

PREGENERATED CHARACTERS PICS



Captain Ephraim Gagnon



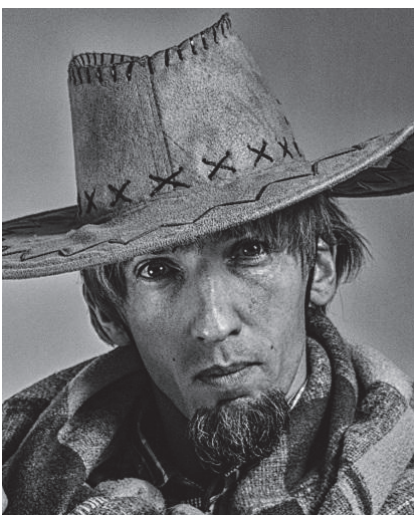
William "Bill" Newberry



Doctor Alice Keys



Ni-e-te-ah-vuch



Jacob Larson



Lucius Williams

OLD WEST

Name Captain Ephraim Gagnon

Player _____

Occupation Soldier

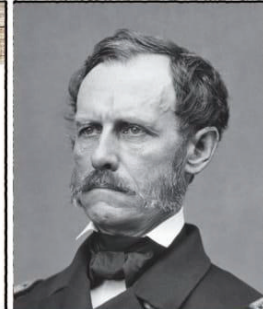
Age 54 Sex Male

Residence Denver, Colorado

Birthplace Manchester, NH

CHARACTERISTICS

STR	45	22 9	DEX	45	22 9	INT	80	40 16
CON	70	35 14	APP	40	20 8	POW	80	40 16
SIZ	75	37 15	EDU	56	28 11	Move	5	+7 -1



Major Wound	Temp. Insane	Indef. Insane	80	Max	Insane	01 02 03 04 05 06 07
HIT POINTS	14					08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
						31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
						54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
						77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
LUCK						00 01 02 03 04 05 06 07
						08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
						31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
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						77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
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						54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
						77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Language (Own) (EDU)	☐ Rope Use (05%)
☐ Animal Handling (05%)	☐ Fighting (Brawl) (25%)	English	☐ Science (01%)
☐ Anthropology (01%)	☐ Sword/Saber	56	☐
☐ Appraise (05%)	☐	40	☐ Sleight of Hand (10%)
☐ Archaeology (01%)	☐ Firearms (Handgun) (20%)	40	☐ Spot Hidden (25%)
☐ Art / Craft (05%)	☐ Firearms (Rifle/Shotgun) (25%)	40	☐ Stealth (20%)
☐	☐	40	☐ Survival (10%)
☐ Charm (15%)	☐	40	☐ Swim (20%)
☐ Climb (20%)	☐ First Aid (30%)	40	☐ Throw (20%)
Credit Rating (00%)	☐ Gambling (10%)	40	☐ Track (10%)
Cthulhu Mythos (00%)	☐ History (05%)	40	☐ Trap (10%)
☐ Disguise (05%)	☐ Intimidate (15%)	40	☐
☐ Dodge (half DEX)	☐ Jump (20%)	40	☐ Demolitions
☐ Drive Wagon/Coach (20%)	☐ Language (Other) (01%)	40	☐
☐ Elec. Repair (00%)	☐	35	☐
		35	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Cavalry Saber	60	30	12	1D8+1+db	-	1	-	-
.44 Colt Army	50	25	10	1D10+2	15	1 (3)	6	99
.45-70 Springfield Trapdoor	75	37	15	2D6+2	100	1/3	1	99
Bayonet (alone)	50	25	10	1D6+db	-	1	-	-
Bayonet (fixed)	25	12	5	1D8 + db	-	1	-	-

COMBAT

Damage Bonus

none

Build

0

Dodge

23

11
4

BACKSTORY

Personal Description Tall, thin, mustache and
muttonchops, thinning hair, piercing blue eyes.

Traits Honest, Honorable, Brave,
Stubborn, Set in His Ways.



Ideology/Beliefs The United States is the
greatest nation in the world and I will protect
it. Manifest Destiny is the future. Presbyterian.

Injuries & Scars _____

Significant People His parents in New
Hampshire. Wife Sally Anne Gagnon in Denver.
Two grown children: George and Esther. Horse
Sterling (Gray Stallion with stripe on face)

Phobias & Manias Alcoholism. Immune to sanity
losses resulting from viewing a corpse or gross
injury. Minimum sanity loss for seeing blood
and gore, or only half in most extreme cases.

Meaningful Locations Family Home in New
Hampshire.

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions *Lock of wife's hair tied in
a ribbon.

Encounters with Strange Entities _____

HISTORY

Born to a wealthy family
in New Hampshire, there
was no doubt you'd
enter the military. Part of
the Union Army, you saw
action in the Civil War as
a lieutenant and bravely
led your men against the
Confederates. Your
career has stagnated
since that time, however.

You've been at your current
rank since the end of the
war and there has been
some bad blood between
you and other, less-
competent, officers. Now
you've been assigned to
gauge how the Mormons
are doing since The Utah
War of 1857-1858. So far,
all has seemed well here.

CASH & ASSETS

Spending Level Average - \$5

Cash \$30

Assets \$750

POSSESSIONS

Uniform, hat, canteen, flask of whiskey
Cavalry saber and bayonet
.44 Colt Army Pistol
.45-70 Springfield Trapdoor Rifle
.44 bullets (+18), rifle bullets (+20)
Horse - Sterling

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	ME	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

OLD WEST

Name Doctor Alice Keys

Player _____

Occupation Doctor

Age 35 Sex Female

Residence Fairplay, Colorado

Birthplace Athens, Ohio

CHARACTERISTICS

STR	30	15 6	DEX	30	15 6	INT	60	30 12
CON	55	27 11	APP	50	25 10	POW	45	22 9
SIZ	45	22 9	EDU	86	43 17	Move	7	+7 -7



Major Wound

Ma10MP

Temp. Insane

Indef. Insane

45

Max

Insane 01 02 03 04 05 06 07

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

DOWN DARKER TRAILS

Ma9MP

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

INVESTIGATOR SKILLS

☐ Accounting (05%)	35	17 7	☐ Fast Talk (05%)			☐ Language (Own) (EDU)	80	40 16	☐ Rope Use (05%)		
☐ Animal Handling (05%)			☐ Fighting (Brawl) (25%)	25	12 5	☐ English			☐ Science (01%)	21	10 4
☐ Anthropology (01%)						☐ Law (05%)			☐ Biology		
☐ Appraise (05%)						☐ Library Use (20%)			☐ Pharmacy	51	25 10
☐ Archaeology (01%)			☐ Firearms (Handgun) (20%)			☐ Listen (20%)	50	25 10	☐ Sleight of Hand (10%)		
☐ Art / Craft (05%)			☐ Firearms (Rifle/Shotgun) (25%)			☐ Locksmith (01%)			☐ Spot Hidden (25%)	40	20 8
☐						☐ Mech. Repair (10%)			☐ Stealth (20%)	50	25 10
☐ Charm (15%)						☐ Medicine (01%)	71	35 14	☐ Survival (10%)	30	15 6
☐ Climb (20%)			☐ First Aid (30%)	75	37 15	☐ Natural World (20%)			☐ Forest		
☐ Credit Rating (00%)	30	15 6	☐ Gambling (10%)			☐ Navigate (10%)			☐ Swim (20%)		
☐ Cthulhu Mythos (00%)			☐ History (05%)			☐ Occult (05%)			☐ Throw (20%)		
☐ Disguise (05%)			☐ Intimidate (15%)			☐ Op. Hv. Machine (01%)			☐ Track (10%)		
☐ Dodge (half DEX)	15	7 3	☐ Jump (20%)			☐ Persuade (10%)	60	30 12	☐ Trap (10%)		
☐ Drive Wagon/Coach (20%)			☐ Language (Other) (01%)	46	23 9	☐ Pilot (01%)					
☐ Elec. Repair (00%)			☐ Latin			☐ Psychology (10%)	60	30 12			
						☐ Ride (15%)	52	26 10			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Scalpel	25	12	5	1D3 + db	-	1	-	-

COMBAT

Damage Bonus	-1			
Build	-1			
Dodge	15	<table><tr><td>7</td></tr><tr><td>3</td></tr></table>	7	3
7				
3				

BACKSTORY

Personal Description Brown hair and tired eyes, rather plain, short and slim.

Traits Self-Confident, Egalitarian, Forward-Thinking.



Ideology/Beliefs Hippocratic Oath. "I will do no harm." I have the ability to heal anyone and will always try to help. Hates guns and gunfire. Non-practicing Christian.

Injuries & Scars

Significant People * Parents in Athens, Ohio: Carl and Martha Keys.

Phobias & Manias Hoplophobia: fear of guns. Immune to sanity losses resulting from viewing a corpse or gross injury. Minimum sanity loss for seeing blood and gore, or only half in most extreme cases.

Meaningful Locations Husband Brad Sommers' grave in Athens, Ohio.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Locket with photograph of husband Brad and self.

Encounters with Strange Entities

HISTORY

Born and raised in Athens, Ohio, you wanted to be a doctor. Women were not yet allowed into the Ohio University, but your father, also a doctor, taught there. It was through him you learned everything you could about the medical profession and practice. You married at 20, just before the Civil War, and

your husband, Brad, fought in the war and died there. You volunteered as a "nurse" though you had all the training of a doctor by then. You hate gunfire now. You left Ohio in 1866 and ended up in Fairplay, where they needed a doctor and didn't ask many questions. You've had a practice there ever since.

CASH & ASSETS

Spending Level Average \$5

Cash \$30

Assets \$750

POSSESSIONS

Medical bag
Horse "Chance" liver chestnut mare, blaze on face and white muzzle. She's intolerant of poor handling and hates pigs.

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

ME

Char.
Player.

Char.
Player.

Char.
Player.

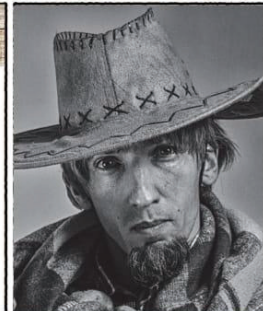
Char.
Player.

OLD WEST

Name Jacob Larson
Player _____
Occupation Gunfighter
Age 25 **Sex** Male
Residence The Open Road
Birthplace Jackson County, Minn

CHARACTERISTICS

STR 60 ³⁰/₁₂ **DEX** 85 ⁴²/₁₇ **INT** 65 ³²/₁₃
CON 75 ³⁷/₁₅ **APP** 45 ²²/₉ **POW** 80 ⁴⁰/₁₆
SIZ 85 ⁴²/₁₇ **EDU** 45 ²²/₉ **Move Rate** 8 ⁺⁷/₋₁



Major Wound 16MP **Temp. Insane** 80 **Indef. Insane** Max **Insane** 01 02 03 04 05 06 07
HIT POINTS 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41
LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
DOWN DARKER TRAILS 16MP **Out of Luck** 01 02 03 04 05 06 07
MAGIC POINTS 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Language (Own) (EDU)	☐ Rope Use (05%)
☐ Animal Handling (05%)	☐ Fighting (Brawl) (25%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Firearms (Handgun) (20%)	☐ Library Use (20%)	☐ Sleight of Hand (10%)
☐ Appraise (05%)	☐ Firearms (Rifle/Shotgun) (25%)	☐ Listen (20%)	☐ Spot Hidden (25%)
☐ Archaeology (01%)	☐ First Aid (30%)	☐ Locksmith (01%)	☐ Stealth (20%)
☐ Art / Craft (05%)	☐ Gambling (10%)	☐ Mech. Repair (10%)	☐ Survival (10%)
☐ Charm (15%)	☐ History (05%)	☐ Medicine (01%)	☐ Forest
☐ Climb (20%)	☐ Intimidate (15%)	☐ Natural World (20%)	☐ Swim (20%)
☐ Credit Rating (00%)	☐ Jump (20%)	☐ Navigate (10%)	☐ Throw (20%)
☐ Cthulhu Mythos (00%)	☐ Language (Other) (01%)	☐ Occult (05%)	☐ Track (10%)
☐ Disguise (05%)		☐ Op. Hv. Machine (01%)	☐ Trap (10%)
☐ Dodge (half DEX)		☐ Persuade (10%)	
☐ Drive Wagon/Coach (20%)		☐ Pilot (01%)	
☐ Elec. Repair (00%)		☐ Psychology (10%)	
		☐ Ride (15%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Bowie Knife	70	35	14	1D4+2+db	Touch	1	1	-
Thrown Bowie Knife	70	35	14	1D4+2+1/2db	12	1	1	-
Colt .45 Peacekeepers	75	37	15	1D10+2	15	1 (3)	6	99

COMBAT

Damage Bonus +1d4
Build +1
Dodge 74 ³⁷/₁₄

BACKSTORY

Personal Description Tall and thin, goatee but no mustache, young-looking, sandy-brown hair, spindly.

Ideology/Beliefs Realist: I believe in what I can see and the gun in my hand. Atheist.

Significant People Billy Newberry, good friend for last year. * His horse Dusty who has been with him since he left Minnesota.

Meaningful Locations The old homestead back in Jackson County, Minnesota.

Treasured Possessions One of his Colt .45s with gold trim on the handle.

Traits Gruff, Loyal, Quiet, Skeptical.

Injuries & Scars

Phobias & Manias Loses minimum sanity for seeing blood and gore, or only half in most extreme cases.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



HISTORY

Born on a farm near Round Lake in the southwestern part of Jackson County, Minnesota, you were the only son of a trapper and his wife who came to the area from Iowa. Your childhood was lonely, but you learned to shoot though you were never much of a trapper. Your father was always

disappointed with you in that regard, but after enlisting in the Union Army in 1862, he never returned. You took care of your mother as best you could after that. She died in 1870 and you left your home and headed west to look for a better life. That life came at the end of a gun

CASH & ASSETS

Spending Level Average - \$5

Cash \$20

Assets \$500

POSSESSIONS

Two Colt .45 peacemakers - one/hip
Leather hat and duster
Bowie Knife
Tobacco and rolling paper
Box of wooden matches
Horse Dusty - Bay stallion - chews fences

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Extreme ¼ skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	ME	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

OLD WEST

Name William "Bill" Newberry

Player _____

Occupation Prospector

Age 43 Sex Male

Residence Varies

Birthplace Lick Mountain, Arkansas

CHARACTERISTICS

STR	60	30 12	DEX	35	17 7	INT	65	32 13
CON	50	25 10	APP	55	27 11	POW	50	25 10
SIZ	45	22 9	EDU	55	27 11	Move	7	+7 -7
			Know			Rate		



Major Wound	Ma 9 HP	Temp. Insane	Indef. Insane	50	Max	Insane	01 02 03 04 05 06 07
HIT POINTS	00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41			08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99			SANITY
LUCK	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99			Out of Luck	01 02 03 04 05 06 07		
						Ma 10 MP	MAGIC POINTS
						00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Language (Own) (EDU)	55	27 11	☐ Rope Use (05%)	
☐ Animal Handling (05%)		☐ Fighting (Brawl) (25%)	55	27 11	☐ Law (05%)		☐ Science (01%)	51
☐ Anthropology (01%)		☐ Pickaxe	55	27 11	☐ Library Use (20%)		☐ Geology	25 10
☐ Appraise (05%)		☐ Firearms (Handgun) (20%)		☐ Listen (20%)		☐ Sleight of Hand (10%)		
☐ Archaeology (01%)		☐ Firearms (Rifle/Shotgun) (25%)		☐ Locksmith (01%)		☐ Spot Hidden (25%)	65	
☐ Art / Craft (05%)				☐ Mech. Repair (10%)	60	30 12	☐ Stealth (20%)	
☐ Charm (15%)				☐ Medicine (01%)		☐ Survival (10%)		
☐ Climb (20%)	50	25 10	☐ First Aid (30%)	40	20 8	☐ Natural World (20%)	40	
☐ Credit Rating (00%)	10	5 2	☐ Gambling (10%)		☐ Navigate (10%)	30	15 6	
☐ Cthulhu Mythos (00%)		☐ History (05%)		☐ Occult (05%)		☐ Op. Hv. Machine (01%)		
☐ Disguise (05%)		☐ Intimidate (15%)		☐ Persuade (10%)		☐ Pilot (01%)		
☐ Dodge (half DEX)	17	8 3	☐ Jump (20%)		☐ Psychology (10%)		☐ Throw (20%)	
☐ Drive Wagon/Coach (20%)		☐ Language (Other) (01%)		☐ Ride (15%)		☐ Trap (10%)		
☐ Elec. Repair (00%)						☐ Demolitions	71	
							35 14	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Arkansas Toothpick	55	27	11	1D6 + db	-	1	-	-
Pickaxe	55	27	11	1D8 + 2 + db	-	1	-	-
.36 Colt Navy	20	10	4	1D8	15	1 (3)	6	99

COMBAT

Damage Bonus none

Build 0

Dodge 17

8
3

BACKSTORY

Personal Description Grizzled face, mustache, looks older than he is, corncob pipe, floppy hat, short.

Ideology/Beliefs I'll hit the motherlode someday! I love making things explode. Non-practicing Christian.

Significant People Jacob Larson, who you met about a year ago. Brother Hiram who still lives at Lick Mountain, Arkansas. Cousin Jenny who lives there as well.

Meaningful Locations * The side of a stream with a pan in your hand, trying to find some gold.

Treasured Possessions First nugget you ever found, probably worth about \$20, on a chain around your neck.

Traits Optimistic, Friendly, Over-thinker, Abolitionist.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



HISTORY

Born and raised in Lick Mountain, Arkansas, you left just before the Civil War as things got worse in the state. You traveled west and started searching for gold wherever you could find it. You haven't had too much luck yet, but you're not dead yet and you're

sure to strike it rich soon. In the meantime, you do what you can to get by and enjoy the search - especially the explosions. You met a gunslinger who took a shine to you about a year ago. Jacob Larson is a good friend and you trust him. You like to travel with him.

CASH & ASSETS

Spending Level Average - \$5

Cash \$10

Assets \$250

POSSESSIONS

Mule (Queen Anne) with picks and shovels, camping equipment, and miscellaneous gear, matches, pipe. Rusty, rarely-used Colt Navy pistol. Arkansas Toothpick. 6 sticks of dynamite (new!)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	ME	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

OLD WEST

Name Ni-e-te-ah-vuch (Angry Deer)

Player Ni-è-TÈ-ah-vüch

Occupation Scout

Age 31 Sex Female

Residence Southeastern Utah

Birthplace Western Colorado

CHARACTERISTICS

STR	60	30 12	DEX	55	27 11	INT	70	35 14
CON	55	27 11	APP	65	32 13	POW	40	20 8
SIZ	50	25 10	EDU	70	35 14	Move	9	+7 -1



Major Wound	Ma10MP	Temp. Insane	Indef. Insane	40	Max	Insane	01 02 03 04 05 06 07
HIT POINTS	00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41			08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99			SANITY

DOWN DARKER TRAILS

LUCK	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	Out of Luck	01 02 03 04 05 06 07	Ma8MP	00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	MAGIC POINTS
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INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Language (Own) (EDU)	70 35 14	☐ Rope Use (05%)	
☐ Animal Handling (05%)		☐ Fighting (Brawl) (25%)	25 12 5	☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)				☐ Library Use (20%)		☐ Sleight of Hand (10%)	
☐ Appraise (05%)				☐ Listen (20%)		☐ Spot Hidden (25%)	55 27 11
☐ Archaeology (01%)		☐ Firearms (Handgun) (20%)		☐ Locksmith (01%)		☐ Stealth (20%)	60 30 12
☐ Art / Craft (05%)		☐ Firearms (Rifle/Shotgun) (25%)		☐ Mech. Repair (10%)		☐ Survival (10%)	20 10 4
☐		☐ Bow	65 32 13	☐ Medicine (01%)		☐ Swim (20%)	
☐ Charm (15%)				☐ Natural World (20%)	50 25 10	☐ Throw (20%)	
☐ Climb (20%)		☐ First Aid (30%)	50 25 10	☐ Navigate (10%)	70 35 14	☐ Track (10%)	40 20 8
☐ Credit Rating (00%)	10 5 2	☐ Gambling (10%)		☐ Occult (05%)		☐ Trap (10%)	40 20 8
☐ Cthulhu Mythos (00%)		☐ History (05%)		☐ Op. Hv. Machine (01%)			
☐ Disguise (05%)		☐ Intimidate (15%)		☐ Persuade (10%)			
☐ Dodge (half DEX)	27 13 5	☐ Jump (20%)		☐ Pilot (01%)			
☐ Drive Wagon/Coach (20%)		☐ Language (Other) (01%)	51 25 10	☐ Psychology (10%)			
☐ Elec. Repair (00%)		☐ English		☐ Ride (15%)	65 32 13		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife	25	12	5	1D4 + db	-	1	-	-
Bow and Arrow	65	32	13	1D6 + 1/2 db	30	1	1	97

COMBAT

Damage Bonus	none
Build	0
Dodge	27 13 5

BACKSTORY

Personal Description Rugged with a gaze that occasionally betrays loneliness and remorse.
Rugged. Black hair in braids. Pretty.

Ideology/Beliefs Family is worth dying for.
Disillusioned. Realistic.

Significant People Brother who went to reservation. Horse Chepeakitcahsuv (Palomino stallion - single rider only)

Meaningful Locations Her home in southeastern Utah.

Treasured Possessions * Necklace given her by her mother. Black-fletched arrow (allegedly magic).

Traits Caring, Protective, Temperamental.

Injuries & Scars

Phobias & Manias

Arcane Tones, Spells & Artifacts

Encounters with Strange Entities



HISTORY

Ni-e-te-ah-vuch (Angry Deer in the Ute dialect of Uto-Aztec language). You were born in 1844 and got your name as a child because you cried angrily all the time. You were 20 when your people were forced onto the Uintah Indian Reservation. You lived there for a time before

leaving to seek a life elsewhere. You found a living as a guide and scout in Utah, traveling the territory and assisting those who could not survive in the harsh climate as you had learned to do. You are familiar with the terrain and love the badlands of the state.

CASH & ASSETS

Spending Level Average \$5

Cash \$10

Assets \$250

POSSESSIONS

Bow and 20 arrows (plus black arrow)
Doeskin clothing
Knife
Horse Chepeakitcahsuv
(chē-PEAK-it-cah-SŪV - Spring Hawk)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Extreme ¼ skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

ME

Char.
Player.

Char.
Player.

Char.
Player.

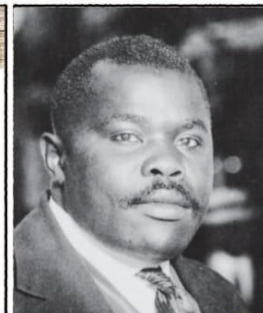
Char.
Player.

OLD WEST

Name Lucius Williams
Player _____
Occupation Scientist
Age 38 **Sex** Male
Residence San Francisco, California
Birthplace New York, New York

CHARACTERISTICS

STR 65 ³²/₁₃ **DEX** 65 ³²/₁₃ **INT** 85 ⁴²/₁₇
CON 45 ²²/₉ **APP** 70 ³⁵/₁₄ **POW** 55 ²⁷/₁₁
SIZ 45 ²²/₉ **EDU** 74 ³⁷/₁₄ **Move Rate** 9 ⁺⁷/₋₁



Major Wound ^{Ma}9 ^{HP}
HIT POINTS
00 01 02 03 04 05 06
07 08 09 10 11 12 13
14 15 16 17 18 19 20
21 22 23 24 25 26 27
28 29 30 31 32 33 34
35 36 37 38 39 40 41

Temp. Insane ⁵⁵ **Indef. Insane** ^{Max}
SANITY
01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

LUCK
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

DOWN DARKER TRAILS

Out of Luck 01 02 03 04 05 06 07
MAGIC POINTS
00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Language (Own) (EDU)	☐ Rope Use (05%)
☐ Animal Handling (05%)	☐ Fighting (Brawl) (25%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Firearms (Handgun) (20%)	☐ Library Use (20%)	☐ Pharmacy
☐ Appraise (05%)	☐ Firearms (Rifle/Shotgun) (25%)	☐ Listen (20%)	☐ Chemistry
☐ Archaeology (01%)	☐ First Aid (30%)	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art / Craft (05%)	☐ Gambling (10%)	☐ Mech. Repair (10%)	☐ Spot Hidden (25%)
☐ Charm (15%)	☐ History (05%)	☐ Medicine (01%)	☐ Stealth (20%)
☐ Climb (20%)	☐ Intimidate (15%)	☐ Natural World (20%)	☐ Survival (10%)
☐ Credit Rating (00%)	☐ Jump (20%)	☐ Navigate (10%)	☐ Swim (20%)
☐ Cthulhu Mythos (00%)	☐ Language (Other) (01%)	☐ Occult (05%)	☐ Throw (20%)
☐ Disguise (05%)	☐ Latin	☐ Op. Hv. Machine (01%)	☐ Track (10%)
☐ Dodge (half DEX)	☐ Ride (15%)	☐ Persuade (10%)	☐ Trap (10%)
☐ Drive Wagon/Coach (20%)		☐ Pilot (01%)	
☐ Elec. Repair (00%)		☐ Psychology (10%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
12-gauge ghotgun shell	50	25	10	4D6/2D6/1D6	10/20/50	1 or 2	2	99
12-gauge shotgun slug	50	25	10	1D10+6	50	1 or 2	2	99
Sawed-off 12-gauge shell	50	25	10	4D6/1D6	5/10	1 or 2	2	99
Sawed-off 12-gauge slug	50	25	10	1D10+6	10	1 or 2	2	99
.41 Colt 1-shot	20	10	4	1D10+1	3	1	1	99

COMBAT

Damage Bonus none
Build 0
Dodge 32 ¹⁶/₆

BACKSTORY

Personal Description Heavysset, Good-Looking, Mustache, Close-cropped hair, Nice suit.

Traits Generous, Risk-Taker, Restless.



Ideology/Beliefs Though not a doctor, I will do no harm to anyone. * Strong Methodist.

Injuries & Scars

Significant People Parents in New York City.

Phobias & Manias

Meaningful Locations A modest house in San Francisco.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Family Bible.

Encounters with Strange Entities

HISTORY

You knew you'd never get far in the east, where racism runs rampant even in the north. Just after the Civil War, you emigrated to the west, settling in San Francisco, where you started a pharmacy and ran it for a while. Things were not much better there but you got the idea to purchase a medicine

wagon and travel the west, dispensing medicine in the form of miracle cures, though you used actual medicine. People are stupid. It worked. Word spread that Williams' Elixir cured so many things and as you traveled and helped people, you also made a good deal of money.

CASH & ASSETS

Spending Level Wealthy - \$25

Cash \$150

Assets \$12,500

POSSESSIONS

Two mules and stocked medicine wagon
Medicines, potions, chemicals
12-gauge shotgun
Sawed-off shotgun
Derringer (+6 extra bullets)
12 Shells and 12 slugs for shotguns

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Extreme ⅓ skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

ME



About the Author

Andy Miller started tabletop gaming in 1979 when he read an article in Games Magazine about Dungeons & Dragons and pestered his mother into getting him the Holmes Basic D&D boxed set. He stumbled across Call of Cthulhu soon after and collected but didn't really play the game until he started running one-shots and campaigns in 2006.

He had a few articles published in Dragon Magazine and Dungeon Adventures in the late 90s and early 2000s, eventually having three full-length 3rd Edition Dungeons & Dragons scenarios published by Kenzer and Company in 2001, writing credits in four other Kenzer products over the next few years, and a Babylon 5 scenario published in Signs

& Portents Magazine in 2007.

A contributing author to the *Twilight: 2013* RPG, a first-pass proofreader of the *Masks of Nyarlathotep Companion*, and a consistent contributor of reviews in Knights of the Dinner Table Magazine, his first attempt at self-publication was the Miskatonic University Library Association monograph *The Phantom of Wilson Creek* in 2012.

He published his first scenario on DriveThruRPG in May 2020: *The Pannikin Requiem*.

A former teacher and city editor at a small-town daily newspaper, he is currently a caregiver for his parents and lives in North Carolina with two dogs.

He hopes this scenario proves both entertaining and interesting to Keepers and Players alike.

Something is happening
in the badlands of Utah.

The wilds of northeastern Utah are empty for the most part. There are no towns or cities and the Native Americans have been moved to the nearby reservation. How difficult could it be to travel through such a place, so long as your wits are about you?

There are many dangers in the wilderness, normally, for a well-armed and equipped party, but something else is happening in the badlands east of the Rocky Mountains. The Mormons have no colonies out here, and anyone finding anything out of the ordinary is on their own.

Sometimes, things might find you.

The Last Valley can be used either as an investigation-light standalone scenario for Call of Cthulhu set in the summer of 1875 or as an encounter for a group traveling through Utah in that year. With only a little modification the scenario can be adapted to different times or places. It was originally written for Down Darker Trails though that supplement is not required for play.

The Last Valley includes:

- A 20-page fully-illustrated scenario set in the Uinta Basin of Utah in 1875 with information on local towns, villages, railroads, and people of the area.
- Two Non-Player Characters and potential allies or foils
- A detailed map of Utah in 1875.
- NPC portraits and other illustrations to share with the players.
- Six Pregenerated Down Darker Trails investigators.
- Dinosaurs!

THE LAST VALLEY

