

Quickstart

Pick up n' Play



Westbound

Created by John Heffernan

Available online at
WestboundGame.com

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Introduction

Welcome to Westbound

Westbound is the game of epic adventure in the magical wild west. It is a game of imagination and improvisation, where people collaborate to create legendary stories of gunslingers and wizards. Westbound is typically played with one Game Master and several Players.

Westbound takes place after the industrial revolution of a classical fantasy world, where humans, elves, dwarves, and even goblins and ogres are presented with the challenge of wrangling an age that is transitioning between archaic traditions and technological marvels.

Westbound is designed to integrate with ongoing campaigns, as well as being a jumping off point for new campaigns. Its rules are designed around gun-based combat, with grounded character creation rules that will keep players challenged and excited.

Players

In Westbound, players control a single Player Character within the story, making choices, speaking to other characters, and assuming the life and desires of a westbounding adventurer. Players will create personalized fantasy characters of different sorts and breeds, creating their personality and backstory, and controlling them in a fantastic adventure. The Game Master will describe the world and other characters, while the players interact with the world.

Each player needs a deck of 52 playing cards to play, as well as a character sheet, a pencil, and lined paper for notes.

The Game Master

The Game Master tells the story of the game, directing the world and non-player characters. They will describe the scene, and react to the actions of the players by describing the results of their actions. They will call for checks to test the abilities of the player characters, and will often fight against the players in combat as dastardly adversaries and strange monsters.

As Game Master, you take on the bulk of the responsibility, in managing and planning for the game. It's important that you understand the rules of the game, especially at least the basics. That being said, being a Game Master can be tremendously rewarding, and you can create the whatever kind of world, from a sandbox world to a railroad adventure.

Game Masters can prepare before the game starts, creating maps, non-player characters, and a large world for the players to interact with, or even buying a module adventure and following that story. Alternatively, they can also improvise the game on the spot, responding the world to the player's mood and interests. Most Game Masters do some mix of planning and improvising.

Using This Book

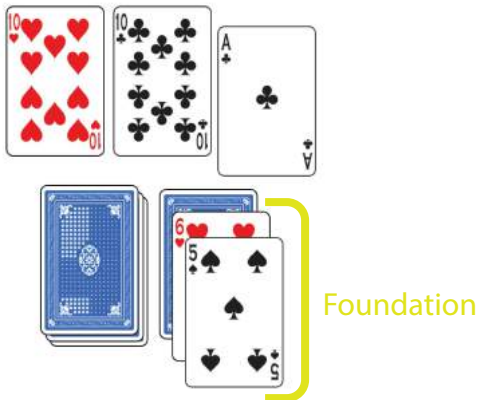
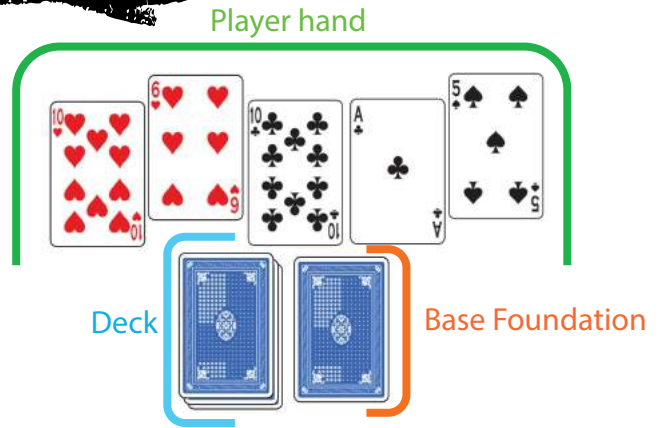
This is the quickstart edition of Westbound. It is designed to pick up and play immediately, and only includes the very basic rules required to play. The book contains a very basic rules set, four player characters and a guide on how to play each one, a guide on how to be a Game Master, and a short adventure.

Introduction Part 2

Here we see the standard setup for a player's turn. The player has their deck centered, with their Base Foundation to the right.

For the purposes of demonstration, the player hand is displayed and not hidden. The character is a Gambler Sort, so 5 cards are drawn.

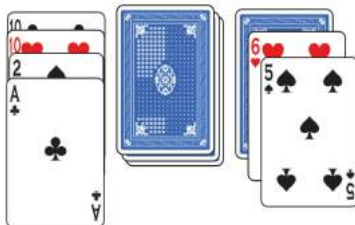
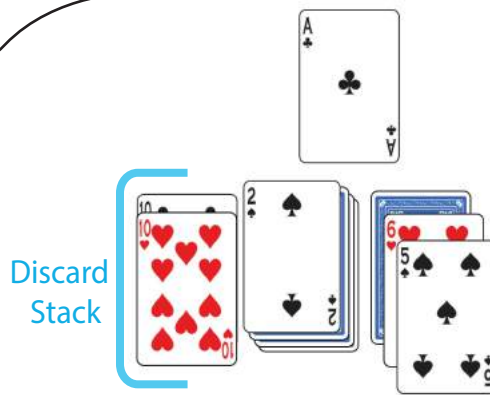
With a new hand, foundation should be placed first as characters have no survivability without it. The 6 and 5 will give the strongest Foundation, so they should be added to the foundation.



The Foundation is placed directly on top of the Base Foundation in a face-up stack, starting with the highest value. All damage dealt to the character causes cards to be removed from the top of this stack.

Now on offence, we see a strong set: A pair of 10's. When declaring an attack, whether it be a gunshot, lightning bolt, or a punch, you want a set with as many cards as possible.

The pair of 10's are sent to the discard pile, which is face up on the left side of the deck. Before the turn ends, the gambler decides to move into cover, but slips on oil he didn't see. The Game Master asks for a check, which can be played from the hand or drawn blindly from the deck. The gambler decides to draw from the deck, gets a 2, and slips in the oil. The card used in the check is discarded.



The gambler ends their turn. Their foe attacks them back with a High-Card set, a single King of hearts.

As a reaction, however, the gambler is able to use their "Cheat Death" ability, by discarding a Club from their hand; so by discarding the ace of clubs the gambler loses no foundation this turn.

At the beginning of the gamblers next turn' they have no hand, so they are able to draw a new hand of five cards, and the process starts over again.

Introduction Part 3

Checks & Proficiency

During any adventure, there are sure to be obstacles that complicate the road ahead; picking a lock, jumping a chasm, or investigating a trap to name a few!

You can attempt to overcome an obstacle by making a check, which is done by drawing and discarding a card from the deck. The value of the card will determine the success of the action. If the value of the card is higher than the complication of the check, the action is successful. If the value of the card is lower or equal to the check's difficulty, than the check then the action will fail.

Untrained complications come in three tiers: Simple, Tough, and Severe. A simple complication is something that is relatively difficult, with little chance of failure. A Tough complication is difficult, and has an even chance of success and failure. An Severe complication is very difficult, with a low chance of success.

Most checks have an associated skill in which you can be proficient. When you are proficient in a skill, you may draw two cards and add their value together; All face cards are a value of 10. Proficiency makes checks easier, while also allowing characters to complete checks that are otherwise Severe for unskilled characters. There are three tiers of Trained complication: Absurd, Futile, and Hopeless.

When you are proficient in a skill, you can choose to only draw one card, and recycle it instead of discarding it, representing how easy the check is for the character.

Tier of Complication: Value of Card Required to pass: *Example of Difficulty*

Simple Complication: 4 or Higher: *Climb out of a window.*

Tough Complication: 7 or Higher: *Kick down a wooden door.*

Severe Complication: 10 or Higher: *Swim against the tide.*

Absurd Complication: 14 or Higher: *Picking a lock instead of breaking it.*

Futile Complication: 17 or Higher: *Balance on a tightrope.*

Hopeless Complication: 20 or higher: *Climb a smooth marble wall.*

Combat:

Westbound Essentials

Westbound is a game about telling stories and playing cards. When your character takes an action in the story, the Game Master may ask you to draw a card from your deck to *Check* if the action is successful. When making checks you always want a higher value on the card, and your Game Master will tell you the result of the action based on what you draw for the check.

During *combat*, players draw hands and use those cards for both offense and defense.

A character's defenses are called *Foundation* and *Base Foundation*. *Base Foundation* is a stack of Face Down cards that represent their health and tolerance for injury. When you take damage, and have no *Foundation*, cards are discarded from this stack. If your stack is entirely discarded, your character becomes wounded.

Introduction Part 4

Foundation is your character's active defenses and their ability to avoid injury. Foundation is a stack of Face Up cards that lay on top of your Base Foundation. You can temporarily add cards to your Foundation stack by placing cards directly from your hand into the stack in a *numerically sequential and descending order*; the card on top must always be one value lower than the card below it. When a character takes damage, they first discard cards from their Foundation before discarding from their Base Foundation. Characters attack by playing *Sets* of cards from their hand. A Set is a group of cards that are similar to each other, such as: a pair of cards of the same value, or five cards of the same suit. For each card discarded in a Set, the target takes damage. The goal of any battle is to force an opponent to discard their Base Foundation.

All cards used in checks, attacks, and discarded from their defenses are sent to the *Discard Pile*. When you run out of cards in your deck, your character becomes exhausted, and can no longer perform actions!

That was the Essential Westbound gameplay! There are more rules, but these are all that are needed to get you started.

Wounds and Exhaustion

Characters are knocked out of a fight either by becoming wounded or by becoming exhausted. Characters become exhausted when they have no cards left in their deck. Once exhausted, they can no longer perform actions, even if they have a hand. Additionally their movement speed is reduced to 5ft.

A character becomes wounded when they have no Base Foundation. A wounded character cannot take actions or movements. A wounded character will discard 10 cards from their deck at the beginning of every turn, until they are stabilized or they become exhausted. An ally can stabilize a character with a Severe Pharmaceuticals check. A stabilized character is able to move, but only 5ft per round.

Sets:

The number of cards played in a Set is the amount of damage the target takes. Your goal with any attack is to reduce the enemies' foundation until they are wounded.

These are the standard Sets in Westbound. Your Game Master may determine other Sets, such as a "Five of a Kind," in certain circumstances.

High Card: A single card of any suit or value.

Pair: Two cards of the same value.

Three of a Kind: Three cards of the same value.

Four of a Kind: Four cards of the same value.

Full House: Three cards of one value and two cards of another value.

Straight: Five cards of sequential value.

Flush: Five cards of the same suit.

Ante up and Draw!

Your capabilities in Westbound are not just based on the hand you draw, but also how you play the cards you're dealt. Your hand represents your given circumstances in a situation, and you are forced to play through those circumstances. When in battle, if you have no cards in your hand at the beginning of your turn, you draw for cards up to your hand's limit. Immediately after drawing, you may discard any unwanted cards and redraw up to your hand limit. This is called a "Redraw"

At the beginning of combat, and during your turn, you may up your Ante. The Ante represents your speed and determines the

Introduction Part 5

order of a battle. As combat begins, you may add any number of cards in your hand to the ante. As a minor action you may add any individual card or set to your ante.

Your position in the turn order remains stagnant until you declare that you want to use your ante. You may do this as a free action during your turn, and your position in the turn order will change to reflect the new order, although you can only have one turn per round; you can, however, use this if you are last in the turn order and then immediately become first in the next round.

Exhaustion

In Westbound, all actions require a card to be discarded. As a day of adventuring wears on, characters will find themselves weary from their activities, requiring varying degrees of rest. Your deck is your daily stamina, and is slowly whittled down during a day until you are forced to make camp.

It doesn't take much to get your breath back. A Breather will only take five minutes, and will restore most of your vitality. A wounded or unconscious ally may require at least an hour to recover from a wound, bandaging lesions and massaging the stiffness out of muscles. However, there is nothing better for the body than a full night's rest of about 8 hours, which will completely reinvigorate a character.

Archetypes Abilities

Archetypes come with several abilities which give you a leg up in social interactions, making your words resonate with greater power than they would on their own. They can make your logic more sound, or make others more emotional when you speak. When you have an ability, make sure to let the Game Master know about it when you're using it.

Archetype abilities require social interactions to function, and are not a stand in for checks.

As long the interaction fits the ability, it can be used.

Example of using an Archetype Ability:

Three adventurers are walking along wooded path, when they are set upon by a small group of bandits. The bandits have their weapons drawn, and one steps forward to say "Leave your weapons and gold, and walk back the way you came."

Seeing an opportunity to thin their enemies numbers before the battle ensues, the party responds with threats. The savage draws his weapons, and says "All who stand and fight will die." Attempting to threaten them through sheer aggression. Secondly, the gambler takes out his pistol, and says "Alternatively, those who run won't be chased." Attempting to appeal to their sense of self preservation. Lastly, the wizard brandishes her wand and says "And those who turn and fight their bandit partners, will be rewarded in gold." Attempting to cause suspicion and mistrust among the bandits.

In this case, the Savage with the Warrior Archetype had the Aggressive archetype ability, and considering the threat and the bandit's cowardly nature, the bandits begin to shake visibly. The Gambler is of the Explorer Archetype, and had no ability to back up his statements, although the GM thought his words were well put and threatening, and considering the savage's threats, two of the bandits immediately bolt, leaving only three remaining. The Wizard is of the Rebel Archetype, and has the Dismantle archetype ability, however, she did not know that the remaining three bandits were brothers and trusted one another, so the words had no effect on the bandits.

Characters

Aloes Agave

Aloes was raised in the great city of Buzanbard during the reign of the Dust God. His memories are happy ones, of scrapping, scrounging, stealing, and occasionally sticking people up. Aloes was raised by his brothers and this was their way of life, and Aloes didn't see anything wrong with it. To Aloes, it all seemed like a game, and none of it registered as unlawful or unjust.

A life on the street in a city under martial law taught Aloes the value of all the things he would slip out of peoples pockets. He learned to move silently, pick locks, pick pockets, and how to wield a gun in a knife fight. He also knows how to properly maintain his equipment and does so regularly, as he is used to having old and half broken firearms.

When Aloes and his brothers were caught and arrested, Aloes was mercifully allowed to be exiled while his brothers were hung. He met new friends in Stonefort, although his street urchin instincts are still strong, and he will occasionally forget that is is wrong to snatch an old lady's purse or stick up a saloon.

Aloes has gotten out of more than one sticky situation by pity alone. People seem to empathize with him, and hate to punish someone who was ignorant of the evils of their own actions.

Playing Aloes:

Aloes is a skilled thief, capable of great stealth and burglary. He has proficiency in balancing and sneaking around, as well as hiding, pick pocketing, and opening locks without keys. He is also keenly aware of the

price of most items, and he is able to pick out whats sell-able and pocket it without anyone noticing. That being said, he is also trying to not to steal, or at least to not steal from "Good guys," but his thief instincts often get him in trouble with his friends.

Aloes is naturally gifted in magic, and is able to use the Levitate Spell. Once per Full Rest, he can choose an object or creature he can see and hold them in the air for one minute. This is useful for raising enemies behind cover, or for raising the cover of an enemy.

In Combat, Aloes gains a "Hold'em," which allows him to draw one card at the start of day and add it to all attacks during that day. The Hold'em is not discarded after use, so use it as often as possible. Aloes typically holds his Fancannon in one hand and his Trivolver in the other, giving him a effective range of up to 90ft away, which includes melee. Most enemies have trouble firing in close range, so it's beneficial to run up to ranged enemies as you attack them.

Aloes also has the "Quickshot" ability, which allows him to discard a Spade suited card when an enemy leaves full cover and make an immediate attack against them. Use this when you see your enemies trying to shoot while running from cover to cover.

Before combat, if you are able to get a Short Rest and are expecting a fight, you can use the Armament ability. This allows allies to recycle cards that are used in Redraws. Using Armament forces you to discard 10 cards, so don't use it too often!

In Social Situations, Aloes is generally curious and excitable. When trying to get something he wants, like information, he will use his Archetype ability "Pity." You should try to make the target feel bad for you and make them want to mentor you, which is the best way to use the ability. Try telling people about your tragic past the next time you want their help.

ESTBOUND

1
LEVEL

Aloes Agave

5
HARD

3
ARMOR

35
SPEED

SERENDIPITY

Cowboy 1

Subclass Quickshot



Source Abilities

1 Hold 'em: Draw a Hold 'em after long rest. Can be applied to all attacks

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

♠ Armament: SR: discard 10c. Allies recycle redraws until Breather

♠ Point Blank: Melee is prime range for dust implements

♣ Furtive: Proficiency in thievery, skullduggery, up-to-no-goodery

♣ Poise: Proficiency in acrobatics, balance, moving silently

♥ Antiquarian: Proficiency in appraising, knowing value

★ WANTED ★



“ The Thorn of Buzan ”
For the following crimes
Theft, Grand Theft, Aggravated Theft,
Armed Robbery, Manslaughter, Hijacking

Innocent 0

0 Pity: People are more likely to take pity on you or be sympathetic

1

2

0 Elf

0 Intuition: Gain 1 mana, must be a heart. Arcanics proficiency
Savage Tradition: Hold 'em for savage attacks. Savage prof. Blacksight

1

2

3

4

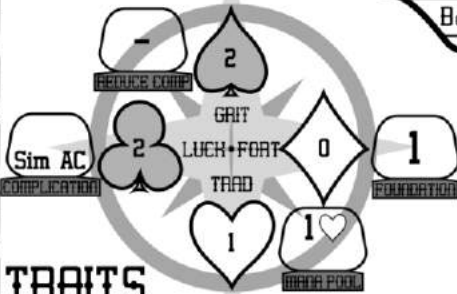
5

3

4

5

Bonus



TRAITS

EQUIP 2 Fistfuls

Witchbane Fancannon
Trivolver
Bullets

Healing Drop
Lockpick
Pocketwatch
Torch
Matches
OG 2# 5¢

STASH

Clubhouse:
40\$
3 handbag
Whiskey

PACK

Rope
H Lantern
Oil can
Spade
Spikes 10
Hammer
Waterskin

CRAFT

NOTES Worn: Leather Jerkin, Cowboy Hat
Languages: Common, Sylvan
WB Fancannon: [30-90] 9 Barrels, always shotgun 3
Trivolver: [30-90] 3 Barrels, Sensitive, Repeater

Characters

Dunn Tequila-chops

Dunn is a lover and not a fighter, but he's also a fighter; a very good fighter in fact. Dunn was a slave on the Alarise Coast, where he fought in the sporting arenas for most of his young life. His slave owner took him west by train, and he was freed as soon as the train hit the station: something about a successful rebellion in Stonefort. Dunn since became a mercenary in Stonefort, finding easy prey among the armorless gunslingers.

His training in the arena has taught him to fight with his bare hands, and he is often excited to enter saloons in case of a bare knuckle brawl. The arena also taught him his "Fan of Steel" special move, where he'd throw a handful of knives towards magic users who tried to hide themselves in shadows and illusions.

Dunn is tough as stone, but has a soft spot for animals, children, and cannot help but make faces when he sees them. He enjoys their innocents, and always tries to see the world through their eyes. Dunn is extremely protective of his friends and the defenseless, and has the uncanny trait of fighting through injury until he is completely exhausted.

Dunn tries to keep an open mind, always seeing the world from other people's points of view. He is good at reminding wizards what it was like before they became learned, and guards what it would be like to be poor and desperate. His unbiased approach often reaches irritation, as he constantly announces "You know, from the thieves' point of view, we're the bad guys!"

Playing Dunn

Dunn is scrappy like a wild hound. He is extremely strong, and is proficient in climbing, swimming, picking up boulders and carrying allies. He also has a sharp eye and a keen attention to detail, and is proficient in spotting enemies, hearing distant sounds accurately, and sifting through information for anything important.

In Combat, Dunn loves to fight in the thick of it. He is armored to the teeth and is hearty enough to take a bullet or two before going down, so you don't have to worry too much about defense. His armor slows him down considerably, so make sure to use cover and throw axes while you move, or dash from cover to cover. When he gets up close, Dunn's deadly axe will cause his enemies to bleed, and he is able to sweep through multiple foes, letting you split up your attack among any enemies in melee, causing even more bleeding.

Dunn has the "Withstand" ability, which allows you to discard diamond suited cards from your hand as a reaction to reduce incoming damage. The more you discard the more damage you reduce. It's always a good idea to keep a Diamond card in your hand, especially if you think you're about to be attacked.

Dunn's heavy armor is super protective. Although it doesn't help much against firearms, it can let him ignore any damage from cards with a value of 9 or less.

Even when Dunn does go down, he is not knocked out of the fight. Until he is completely exhausted, Dunn continues to fight after becoming wounded. All damage taken after he has become wounded causes him to discard 10 cards.

Characters

After Combat is finished, Dunn outshines the rest in resting, as he gains back most of his cards. During a Breather, shuffle your discard pile, cut it and shuffle it back into your deck. After that, cut the discard pile again and shuffle that into your deck, and remove the remainder from the game. This superior resting ability allows you to go full throttle and not worry about becoming fatigued.

In social situations, Dunn has a calm interior with a fiery exterior that bursts forth when his friends are mocked or threatened. He is prone to slap people when he is mad, but will remind himself to take a breather to calm down.

When trying to get what he wants, you can use his "Perspective" ability. Try getting others to see from an advantageous perspective, especially if it's your perspective and you're about to hurt the person.



EST BOUND

1
LEVEL

Dunn Tequila-chops

5
HAND

9
ARMOR

15
SPEED

★
SERENITY

Savage 1

Subclass

Withstand

Source Abilities

1 Improved Foundation: Play cards on top or bottom of foundation

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

♣ Fan of Steel: Throw three knives to ignore sensory complications

♠ Vigor: Proficiency in athleticism and feats of strength

♦ Fury: Keep fighting when wounded until out of cards

♦ Observant: Proficiency in looking listening, searching, spotting

♦ Mad Dog: Proficiency in unarmed combat and improvised weapons

★ WANTED ★



"The Knuckleduster"

For the following crimes
Brawling, drunk and disorderly conduct,
disturbing the peace, murder, assault

Lover 0

0 Perspective: Convince people to see from another's point of view

1

2

0 Cast Iron Stomach: Advantage on mettle checks to resist poison
Breaker: Reduce AC by 1 level when using savage attacks
Blacksight

1

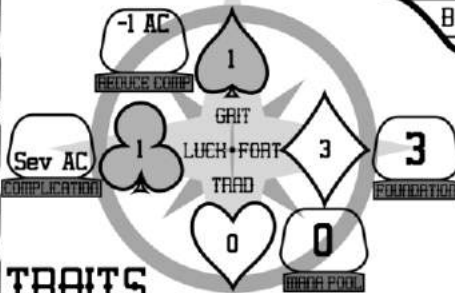
2

3

4

5

Bonus



TRAITS

EQUIP OG 4\$ 18\$

- Bloodthirsty BattleAxe
Bandolier Knife
Whistle Knife
Matches Knife
Hammer Knife
Oil Can Knife
S Hatchet
S Hatchet
Coinpurse S Hatchet

STASH

- Hideout 85\$
6 knives
Broken Wooden Horse

PACK

- Pickaxe
Spade
Lantern
Rope
Pot
Seeds
Nails

CRAFT

NOTES

Worn: Breastplate
Languages: Common, Rubble
Battleaxe: Bleeding, Sweeping
Serrated Hatchet: Bleeding

Characters

To'ques BasinBlaze

Some people just wanna watch the world burn. But why is that such a bad thing?

To'ques is an alchemist attempting to create the worlds hottest fire, but the theft of a dragon's lung has sent her to the west in chains. Life as an alchemist's apprentice does not qualify one as an adventurer, but with Alchemical Fire and some beginners luck, To'ques has found that a Westbounder's life suits her.

As an alchemical apprentice in a large class, To'ques is constantly prepared for an uncontrolled alchemical explosion to burst from any direction, and knows to leap to safety rather than redrawing her eyebrows. That, and an intangible luck which aids her, which can only be assumed based on the amount of explosives that turn out to be duds when she is present. She also has the allegiance of a spirit named Whiskey.

To'ques has Whiskey possess mice and test her concoctions, often to Whiskey's demise.

To'ques never learned to use weapons, and instead throws vials of alchemical fire at her enemies. She believes that she is an alchemist through and through, and refuses to use traditional weapons. She believes that everyone has a calling, and always implores people to follow that call; even if its just pulling carts or drinking heavily. To'ques is hard working and patient, especially when it comes to experimenting with new alchemical concoctions. She hates guessing and irrational people.

To'ques is so called to alchemy that she believes that everyone should have a calling. She is able to channel her enthusiasm into other people's passions, often able to

convince others to follow their ambitions. However, she's often accused of stereotyping and promoting negative desires, and there is a fair amount of dwarves, including Dunn, in Stonefort that she has told to "go back to their forge."

Playing To'ques

To'ques is more used to being in the city than out in the wilds, and is proficient in gathering information from saloons and navigating city streets. She is a trained alchemist, capable of making Alchemist's Fire if she can get a large log and an hour to distill it. She often uses her intelligent, talking mouse Whiskey as a scout when the path seems dangerous. If Whiskey dies, you can put his spirit into another mouse during a Full Rest.

In Combat, whenever you play an Ace it is considered a wild card and can substitute as any other value or suit. You can use this to make an easy pair, or to make a preexisting pair into a Three of a Kind.

To'ques tends to throw her vials of Alchemists Fire at her enemies. As long as she is throwing within 30ft and can see the target, it will explode and burn her enemies. When dealing damage for Alchemist Fire, draw 4 cards and determine the highest Set that can be made with them, then discard the cards and the enemy take damage equal to the set. Remember that Aces are wild, so if you get an Ace in the alchemical damage, use it!

To'ques has the "Cheat Death" ability, which allows you to discard a Club suited card as a reaction to reduce the damage of an oncoming attack. You can only use this ability once per round, but when you do use it you can also immediately move 10ft, and if the enemy is using a firearm you can cause their weapon to jam. Remember that Aces

Characters

are wild, so if you get an Ace, you can use it as a Club card to activate your Cheat Death ability.

To'ques is naturally very lucky, and any attack played against her with a value of 3 or less deals no damage.

In social situations, To'ques is generally enthusiastic, outspoken and loud. She is not particularly good with names, and will refer to people by their breed. She generally expects people to play to their stereotype, and without thinking she will always order ale for the Dwarf and tell small children to run from the ogre.

When trying to get what she wants, she will insist on others to follow their role. You can use her "Vocation" ability to promote special talents, such as a dwarf's drinking ability.



EST BOUND

LEVEL 1

To'ques BasinBlaze

HAND 5

ARMOR 0

SPEED 25

SERENDIPITY

Gambler 1

Subclass

Cheat Death

Source Abilities

1 Aces Wild: Aces are wildcards and can substitute for any card

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

3 Flinch: Can still lay foundation when surprised in combat

3 Force Jam: Jam attacker's gun when you use Cheat Death

3 Dive: Move ten feet when you use Cheat Death

3 Cityslicker: Surviving, navigating and communicating in a city

3 Alchemy: Learn two recipes and can learn more

★ **WANTED** ★



“ **Hellhound** ”

For the following crimes
Grand Larceny, Destruction of Property
Arson, Aggravated Arson, Vandalism

Goblin 0

0 Small: Gain a simple complication

0 Nasty: Gain a Hold 'em for any battle in which you get a surprise round. Blacksight

1

2

3

4

5

3

4

5

Bonus

Familiar: Gain the allegiance of an intelligent spiritual entity

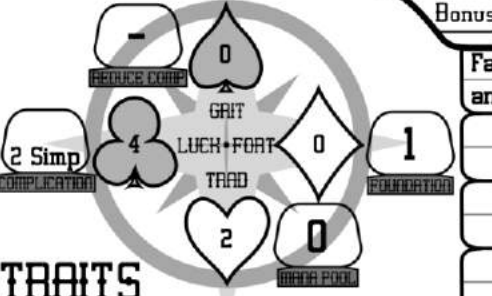
Creator 0

0 Vocation: Better able to promote the talents of an individual or group

1

2

TRAITS



2 Simp (COMPLICATION)

4 (CLUB)

0 (SPOON)

0 (DIAMOND)

1 (DIE)

0 (HEART)

0 (WHEEL)

Labels: REDUCE DAMAGE, GRIT, LUCK+FORT, TRADE, BARRA-POLL

EQUIP

Alchemist Claw
Alchem. Fire
Alchem. Fire
WD Alch Fire
WD Alch. Fire
WD Alch. Fire
WD Alch. Fire
WD Alch. Fire
WD Alch. Fire
Healing Drop

ALCHEMY RECIPES

Alchemist's Fire
Alchemical Torch

KEYSTONES & TOOLS

Dragon Lung

PACK

Fake Gold Notes
Whiskey
Dice
Cards
Nice Clothes
Matches
OG 0\$ 23¢

COMPONENTS

1gal oil
2lb glass

STASH

Headquarters:
Alchemy Kit

NOTES

Worn: Nice Clothes, Fancy Hat
Languages: Common, Trifling

Alch. Claw: ADV maneuvers, double thrown distance
Alch. Fire: 4c 1 target; WD: 2c 2WD: 1c

Characters

Gru'uk Mojavehemoth

Doctor, Magician, Alchemist; of all things Gru'uk is, it is a protector and healer of the sick and downtrodden. Gru'uk attempts to lead by example, showing that he is not a "Big dumb ogre," but an intelligent and sensitive person, with a heart that he guarantees is larger than most others: both literally and metaphorically.

Gru'uk is a learned doctor, schooled in the east where bullets wounds are a common sight. He then became an alchemist, and learned how to create health potions, in addition to various stimulants. Now, he's began mastering magic as a wizard, hoping to learn how to manipulate life itself.

Gru'uk is committed to what he called "The good," and he refuses to heal those who are not in "The Good." He keeps with him at all times a book he called "The Good Book," in which he writes the deeds and misdeeds of those around him, along with a score. Those who are placed positively he helps and heals when they are injured, and those who are not in good with "the Good," well, he won't let them die, but they'll have to heal themselves the old fashioned way. People often take an entry into the list as a threat, or some strange form of extortion, especially in how he narrates what he is writing into the book directly at the person he is putting in. Gru'uk will deny any attempt of coercion on his part, but those around him believe his is a tad manipulative.

Gru'uk is trying to leave a mark on the world, one that proves that Ogres are not dumb or violent. He admits to himself that he has violent urges, but will go to great lengths and sacrifice much to prove that he is civilized. Gru'uk is especially good at appealing to others sense of legacy, helping convince them to leave their mark.

The last few entries into the book include:

- *Agave killed an innocent armadillo. -1*
- *Agave made everyone armadillo soup. +1*
- *Dunn Stole from a dead person. -1*
- *Dunn insulted me (and the book). -1*
- *Dunn questioned my judgement about what goes into the book. -1*
- *Dunn is giving me the silent treatment. -1*
- *Dunn just tried to steal the book. -1*

Playing Gru'uk

Gru'uk is a magic user, although still new to the field. At the start of the game, draw 3 cards and place them in front of you face up. Each one of these cards can be discarded as an action to cast a spell. To cast a spell in combat, you must first discard a heart suit card from your hand.

Gru'uk is a learned alchemist and talented speaker. He is proficient in geography, mathematics, nature, and everything from this world that can be studied. He is also proficient in making threats to others, through his clever wit, his large size, or his powerful magics. With his alchemy, he is also able to make Healing Potions, only requiring a pint of blood and an hour.

In Combat, Gru'uk will use his Illusory Scepter to confuse his enemies. Instead of dealing damage, all attack cards force the target to discard cards from their hand, or the next hand they draw if their hand is empty. Gru'uk will often use his dagger in self defense. Gru'uk also has powerful magic which vary depending on the mana you draw.

Gru'uk has a special talent, known as "Gut Sight." After eating 100lbs of food, he can use his Gut Magic to allow himself to sense all edible matter within a 60ft radius. While active, this ability allows him to know the location of everything with a caloric value within 60ft of him. He can use his Gut Sight to target creatures with spells without needing a direct line of sight.

Spell List

Levitate: Target Creature or Object: 1 Minute

♥ Requires discarding a Heart mana.

The target floats up into the air weightlessly. Target creature or object begins to levitate, and has no control over their direction without touching a surface. This spell can lift up to 10,000lbs on an object no larger than a 15ft square. After one minute, the object's weight returns to it.

Shield: Target Creature: Instant

◇ Requires discarding a Diamond mana.

An arcane shield shimmers around a target. Until the start of your next turn, whenever the target takes damage, they can instead have you discard a card from your deck and reduce the damage by that much.

Quarrel : Target Creature or Object: 1 Hour

♠ Requires discarding a Spade mana.

The target is marked with a large bullseye mark that glows and is visible to everyone, even in darkness or when they close their eyes. Target creature or object has Vulnerability for the duration of the spell. The bullseye mark can be seen through walls and other objects, and attacks against the creature ignore sensory complications. After one hour, the bullseye mark disappears.

Shadow Step: Target Self: Instant

♣ Requires discarding a Club mana.

You envelop yourself in shadows, and transport instantly to a nearby location. You Teleport yourself to an empty location you can sense or that you are familiar with within 30ft. If there is an object or creature in the space when you cast the spell, the spell fails.



EST BOUND

1
LEVEL

Gru'uk
Mojavehemoth

5
HAND

6
ARMOR

30
SPEED

★
SERENDIPITY

Wizard 1

Subclass

Spellcasting

Source Abilities

1 Improved Spellcasting: Can draw mana from any suit

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

♥ Alchemy: Learn two recipes and can learn more

♥ Schooling: Proficiency in natural knowledge. Additional language

♥ Gut Sight: Use gut magic to gain 60' of gut sight for 1 hour

♦ Pharmaceuticals: SR: -10c to double Found. Recovery. Auto Stabilize

♠ Coersion: Proficiency in using force, threats, and intimidation

★ WANTED ★



" The Good Doctor "

For the following crimes
Unlawful harvesting of organs, Bribery
Extortion, Harassment, Criminal Mischief

Visionary 0

0 Appeal to Legacy: Convince others based on leaving a legacy or impact

1

2

0 Large: 5 more items in pack, ignore armor movement penalty if 5' or less. +1 Base Foundation
Gut Magic: eat 100lb food to power

1

2

3

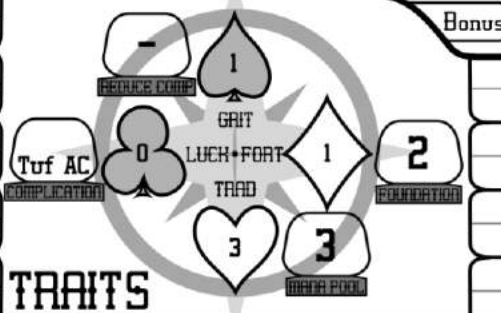
4

5

3

4

5



EQUIP

The Good Book
 Illus. Scepter Charge
 Sacrif. Dagger (Bleeding)
 Paper
 Magn. Glass
 Healing Drop
 Ink
 Quill
 OG 7\$ 11¢

ALCHEMY RECIPES

Healing Drop
Noxious Stimulant

KEYSTONES & TOOLS

Gnome Heart

The Good Book

Dunn: -7
 Aloes: +4
 Toques: +1
 Puente -3
 Incindiere +2
 Oatmeal +5
 Little Timmy +1
 Big Jimmy -4
 Gnome +10

COMPONENTS

2 mushroom
5lb bark

PACK

Alchemy Kit
Long Sheet

Scale Weights Candles 10

STASH

Home Base.
Extra Paper
Goat Food

NOTES

Worn: Dourwood Scalemail
Languages: Common, Vile, Rubble
Illusory Sceptre: [15-60] recycle attacks

Game Mastery

Running an Adventure

As Game Master, you tell the tale. Westbound is foremost a game about story. Making epic adventures in the magical wild west. As the Game Master, you tell the story, embody the characters and the land, and describe all the action within the world. You lead the players through the world and together create a rich story.

A Game Master should create a Scenario or Campaign for the players. This should involve locations, characters, conflict and obstacles. The Players will play individual characters within the world, and it is a Game Master's job to lead them through the world, keep them entertained and engaged, and to moderate disputes amongst the players.

A Game Master should describe the scenery, including sound and smell, and give the players goals to achieve if they do not have goals of their own. They should speak for the characters in the world and direct the players' enemies in combat.

The Game master should tell the players when to make checks, and decide on the complication of those checks based on the difficulty of the action. You can let players call checks for themselves if they are performing an action that they know will require a check, but it is best to call the checks for yourself.

Calling for Checks

When a character does any extraneous activity, or an activity that has a chance of failing, they should make a check.

Checks should be used on any extraneous activity to represent the wear of adventuring on a character's body. Longer activities, such

as digging a grave, should require consecutive or collaborative checks.

When an activity has the chance of failure, a check should be called for. When considering the difficulty and complication, remember that any check from Simple to Severe can be completed by an untrained or unskilled character, while Absurd to Hopeless require both skill and luck.

It is a simple complication to climb out of a window, a tough complication to break down a wooden door, a Severe complication to swim in a whirlpool, an absurd complication to pick a lock, a Futile complication to maintain a standing balance on a tightrope, and a Hopeless complication to climb a smooth marble wall.

When determining whether or not a trait or skill is appropriate for a check, remember that Skill Traits are bundles of skills that encompass the idea of a type of character, rather than definitive abilities. If a character is trying to do an abstract action that is considered sneaky or sly, it would be best to call it a Furtive Check.

In combat, checks are often done as free actions, either to resist from something bad happening or do perform an action that requires extra effort, such as climb a wall. A check made when a character has drawn can be made with a card in the player's hand or from the top of the deck. When a character has advantage on a check, they can draw two cards from the deck and ignore the lower. When a character has disadvantage, they have to discard two cards and ignore the higher. Proficiency in a check allows the character to draw two cards and combine the values.

Game Mastery

Combat as Game Master

Fighting as a Game Master is very similar to fighting as a player. You have one hand and a deck, your goal is to reduce your opponent's foundation, and you draw a full hand at the start of a round when you have no cards left in your hand.

When drawing cards in westbound, you have a number of cards equal to the largest hand size of all your creature, plus one additional card for each creature after that one. This means you will generally have more cards than the players, but will have far more to spread it over more. Most characters will be uncoordinated and won't be able to strike at the same target, so you will not be able to hurt player characters very easily, unless they are ignoring their foundation. All characters are considered uncoordinated unless otherwise stated.

When you run out of cards and are exhausted, the team will break, either becoming too exhausted to fight, becoming fearful of the danger and running, or surrendering. A team with a leader may be able to rally and continue the fight, so it would be wise to keep your leaders protected.

Drama is important in combat, as well as realism among the characters. Most characters should preserve their own lives and play to their strength. More devilish characters should grab bystanders to make human shields, while more cowardly characters should run away from advances of the enemy party.

It is important to distinct between being in combat and being outside of combat. When

players draw hands, it means they are combat ready and may place down foundation; otherwise, the characters are considered to be more relaxed and not ready for an attack. When a character Draws, but there is nothing to fight, they will lose their hand after one minute of no combat. Drawing for combat is exhaustive, and players will learn to limit their Drawing for perceived danger. It is possible for one player to Draw and not the others; this is a common tactic preserve both life and energy while exploring. When a character sees another character draw, they may immediately do so as well. Traps and surprise attacks are extremely deadly, and players can only defend by drawing before the trap has sprung.

Social Encounters:

When players are trying to use their Archetype abilities, it is important to remember the balance of powers: The ability should not be useful in every situation, but it can be a game-changer when played right. Consider the Archetype abilities as you would an enchanted weapon; as it makes their social power stronger. If a player is trying to cause an enemy force to drop their weapons and surrender, and they have an archetype ability to do that, consider ramping up their effects, having each comment reverberate in the enemy's mind and making their situation seem worse. Similar to a battle, this should not be done in a single blow, but in a back-and-forth bout. Players should tell you when they are trying to use their abilities so you can make sure to adjust how the NPC's respond.

Triumph at Saint Kiaro

Triumph at Saint Kiaro is a one-shot adventure for 2-5 player characters, and takes about three hours to complete. It revolves around the Player Characters trying to get a magic weapon from a local gang known as the "The Martyrs." The Martyrs have created a business by cultivating undead pockets in the city, spreading rumors of undead diseases, and offering the local government to clear the undead for a tidy sum. The leader has a magic Mace of undead destruction known as Blights Bane which makes the task of cultivating and destroying undead especially easy. The goal of the players is to take this weapon and free Stonefort of the Martyr's extortion, and make a little profit at the same time.

The Martyr Gang:

This gang operates in a ghost town named Saint Kiaro, which is 10 miles east of the town Stonefort. There are 20 dwarves in the gang, not including Dorin ShoeShank and the leader Padwuen DirgeSinger who keeps the magic mace named "Blight's Bane." The gang has a secret hideout under the church in Saint Kiaro, as well as a few caches of undead. They have spread rumors throughout the town of an undead plague, and sneak captured undead into the city to verify that claim.

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The Adventure Hook

The Player Characters are contacted by an their old ally Puente, a half-Halfling Half-Human reformed criminal. He informs them the Martyrs, a criminal band, are in possession of a mighty undead slaying weapon and are exploiting it for money. He will suggest liberating the weapon, either as a service to the community, or so that the players can take over the racket.

Scene 1: The Meetup

The players meet the envoy of the The Martyrs. Puente has set up a meeting with the man in a guise that the players are wanting to buy it, and is hoping he'll bring the mace, or at least give them information on where they could find it. Puente offered 50,000 Silver Dollars to the Martyrs, and is hoping they won't ask to see the money.

The meeting is taking place at the "Labrynth" saloon, an old establishment with a new owner. The owner is a half-devil by the name of Incindiere, although he prefers people to call him by his stage name "The Minotaur." Incindiere is still trying to find exactly who his saloon should cater to, and is willing to let Puente set up his shady business dealings here. Puente has a sizable tab with the saloon, and the player

Adventure

characters should be encouraged to charge to the tab.

Dorin ShoeShank arrives to scope out the scene and negotiate the deal. He is a relatively low ranking member, so much so that Padwuen is willing to risk him in this dubious trade. Dorin is hoping to make good on the deal and prove he is not incompetent. Dorin knows much, and forgets what others don't know, and will let slip minor information without thinking, such as that location of the Marytr's Hideout (1) and information on Padwuen (2).

That being said, Dorin is a Steel Dwarf with a taste for whiskey in a relatively dry hideout, and will accept any alcohol sent his way. He will often stare at the bar or crossing servers, but has no money to order anything. After a few drinks, he will become intoxicated and will be more willing to share info.

If he is attacked or harassed, he will give more information, but he will also leak false information in an attempt to help his allies in Saint Kiara: Including a myth about a Banshee and a fairytale about the church bell holding treasure.

This is a good point to let the players use their *archetype abilities*.

Roleplaying Dorin

When roleplaying Dorin, have him introduce himself and get straight to the point. His first initiative will be to see the money, and then to make the best deal possible. If he is distracted, he may forget about seeing the money, and if he gets drunk he may forget about the deal in general. Make sure to describe how he keeps looking towards the bar, as well as any crossing bartenders.

If Captured, Dorin will give limited info on the town, but will also lie.

If gotten drunk, Dorin will drop his guard and give lots of info on the town.

If let go, Dorin will go back to Saint Kiara

If let go after being harassed, Dorin will stay in town a day and leave at night.

Info on Saint Kiara and Gang

1: *"The Martyrs are based out of Saint Kiara, a ghost town a few miles east of Stonefort."*

2: *"Boss's name is Padwuen DirgeSinger, and he keeps the weapon Blights Banes a warhammer that is especially effective at slaying undead."*

3: *The whole group is afraid of the police, and have alarms set to get all the treasure out if the law comes.*

4: *"There's a guard that watches from the tower. Night or day, the Martyrs see trouble coming from a thousand yards, except for the blindspot behind the west hotel"*

5: *"The Chapel holds many secrets, including a secret door that has a trap reminiscent of a game. He repeats the words 'the keys are mines' over and over again."*

6: *"There is a Cursed Sword on display in the fake treasure room under the chapel, activating it will cause blindness."*

Lies about the Saint Kiara

1: *"There is only one guard awake at night, who is in the Bell Tower on watch."*

2: *"The boss has a banshee under his command who watches out for the town, and she possesses people who are trying to sneak into the town. He uses Blights Bane to control the girl!"*

3: *"The bell of the Church Tower is magical, and is used to store the town's treasury within the Shattered Span."*

Adventure

Scene 2: Trouble in Saint Kiaro

Once the players know the name of the town the Martyrs call home, Puente is able to pinpoint the location and send the Player-characters in the right direction. Puente would also remind them to pack for the half-day journey, and to remember his 10% finders fee.

The road to Saint Kiaro is long and uneventful. The town has several guards, always five on duty regardless of the time, and most pretend to be looters and scavengers. The town is built in a circle around the chapel, the bell tower of which is used as a lookout, with a sniper inside at all times. The only blind spot is behind the saloon, which has two floors, or if they are to walk towards the town while the sun is low and allowing it to blind the guards. The guards are cautious, but not cruel, and will briefly entertain the notion of unarmed wayward travelers.

Players sneaking in should come in from behind the saloon or with the sun behind them. If they do not sneak in or come in an area the bandits can see, the bandits on watch put on armor (Which is located in the Church). There is a dwarf on the watchtower at night who has Black Sight, and will yell to the others if anyone approaches the town. He will also ring the bell, but only if a fight ensues.

There are five guards in the area, plus the one in the tower, mostly dwarves but with some humans, and there four in the church. The doors of the church are sturdy wood, which can be closed and barred from the inside. If outnumbered or scared, the guards will retreat into the Church and make a last stand.

Dwarf Martyr: 30ft: Hand Size 4: Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

*O'I Faithful Pistol: This creature has a Dust Implement with a range: 5ft - 30ft - 90ft - 20ft**

Serrated Dagger: This creature has a Savage Weapon that causes bleeding.

Equipped: If given time to equip, they have an Leather Jerkin that provides a Simple Armor Complication.

Martyr Sniper: 30ft: Hand Size 5:

Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion, Observant

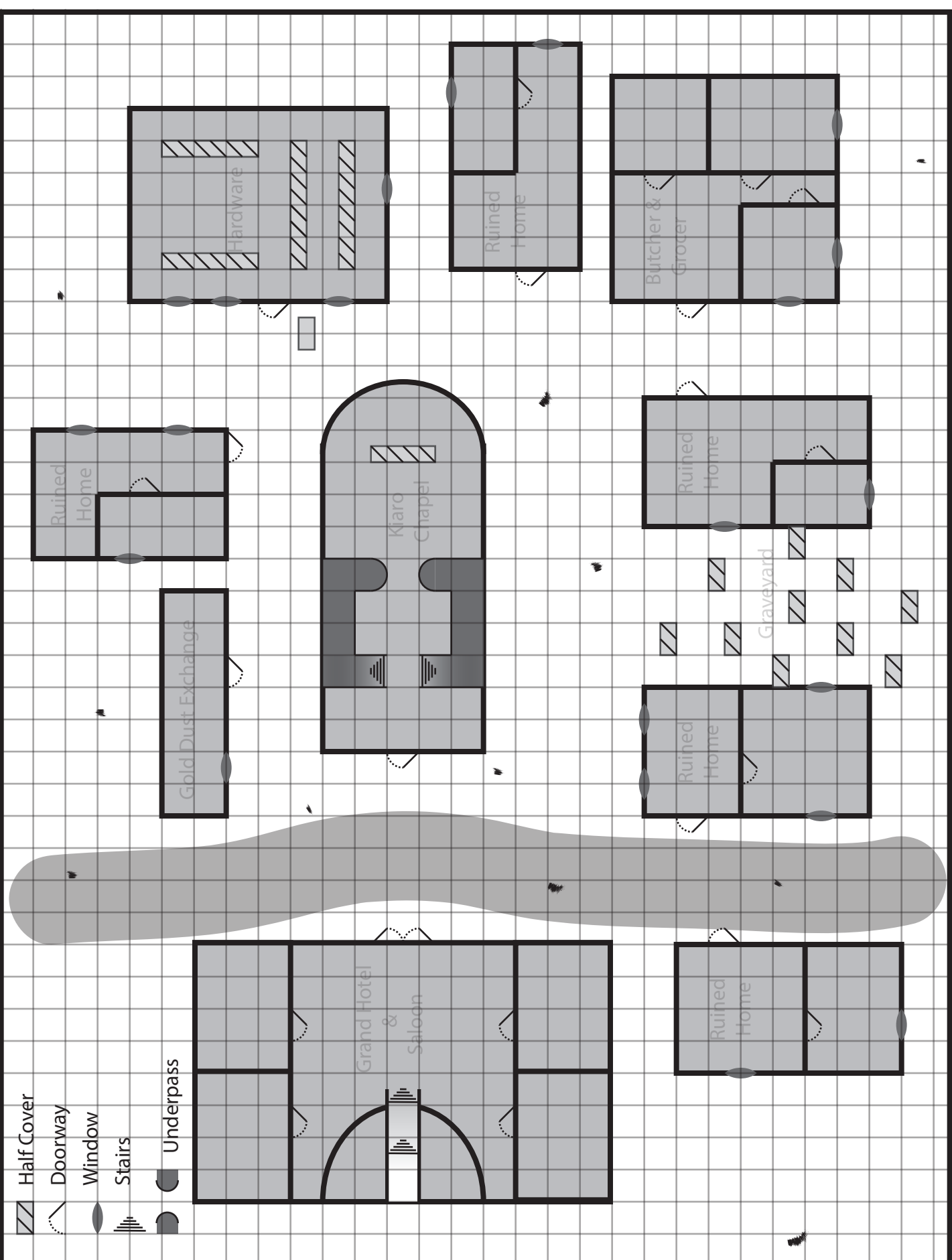
Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

Marksman's Rifle: This creature has a Dust Implement with a range: 15ft - 30ft - 105ft - 40ft

Serrated Dagger: This creature has a Savage Weapon that causes bleeding.

Trapped Pixie: The Sniper keeps a tiny pixie trapped in a jar and forces her to cast spells. If the Sniper dies, the Pixie can cast the Heal spell on him.



Adventure

Scene 3: The Church Inner Sanctum

Once inside the Church, the players will find a large empty ceremonial large pool that outlines the far walls, with stairs near the entrance, and diving to 4ft deep by the end.

If the guards retreat into the inner sanctum, they will stand in the pool to give themselves cover. Above the altar on the east end of the chapel is the bell tower. There is a rope that allows people to climb up, but it is pulled up while the tower is occupied. The church also include racks of armor, which are emptied if the guards are able to prepare for the fight.

Underneath the bridge at the far end of the pool is a small tunnel that is 3x3ft, and can be crawled into by a medium creature. A large creature can squeeze through, but must be pulled or pushed.

At the end of the 10ft tunnel is a small door with 14 keys and 32 keyholes. The keys must be placed into the correct keyhole, or the keyhole will fire at them. The door is not visibly trapped, but an Observance check will find it to be trapped. The keys wont be damaged from the shot. When all 14 keys have been correctly placed and turned, the door will swing open to an underground treasure room. If placed incorrectly, several of the guns will fire simultaneously. The door unlocks and opens after the trap activates.

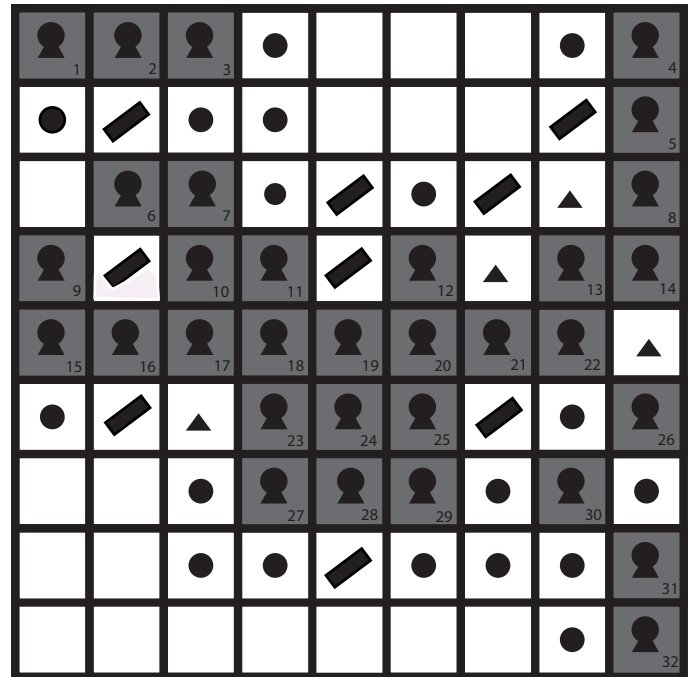
A small poem is written above the door with 32 locks.

"Fourteen keys are here and ready, and fourteen locks to boot.

Eighteen arms are cocked and steady, awaiting a lawman to shoot."

If the players came in unnoticed, they will be able to take their time in solving the puzzle. However, if the players were loud and shot their way in, the Martyr sniper will have one last surprise. After being revived by his Bottled Pixie, the sniper will shoot and

destroy the lock that is keeping the skeletons in the Grande Hotel. Twenty skeletons will attempt to kill any target they can sense, and players can attempt to try and keep the skeletons at bay by securing the door and solving the puzzle, or by killing all of the skeletons.



Door Puzzle

Loaded Gun Trap:

A gun in a keyhole fires out at any lawman trying opening the secret door.

Deadliness: 5c Physical Damage, Pierces armor

Concealment: Severe Complication.

Trigger: Turning the key in the wrong lock will fire the gun from of the keyhole.

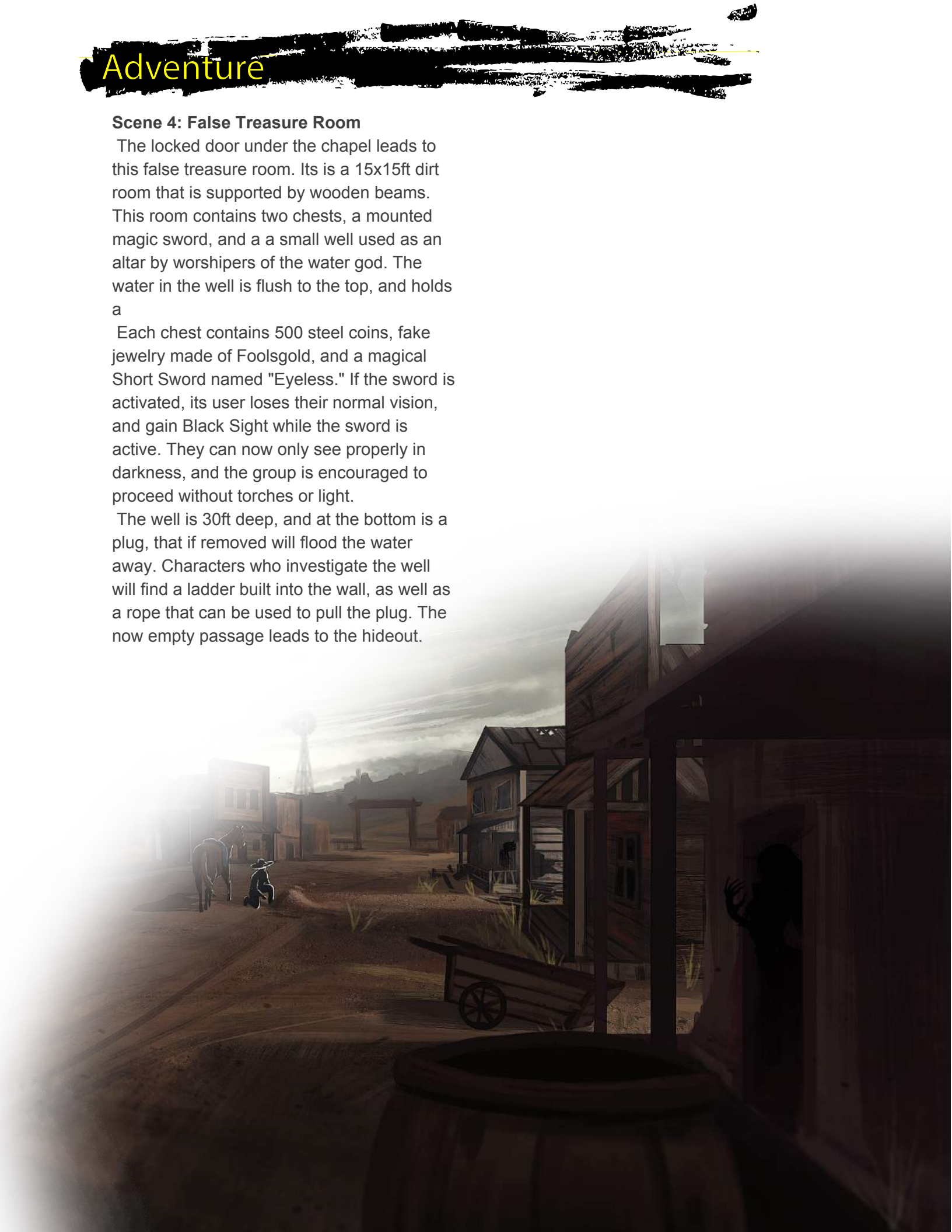
Adventure

Scene 4: False Treasure Room

The locked door under the chapel leads to this false treasure room. Its is a 15x15ft dirt room that is supported by wooden beams. This room contains two chests, a mounted magic sword, and a a small well used as an altar by worshipers of the water god. The water in the well is flush to the top, and holds a

Each chest contains 500 steel coins, fake jewelry made of Foolsgold, and a magical Short Sword named "Eyeless." If the sword is activated, its user loses their normal vision, and gain Black Sight while the sword is active. They can now only see properly in darkness, and the group is encouraged to proceed without torches or light.

The well is 30ft deep, and at the bottom is a plug, that if removed will flood the water away. Characters who investigate the well will find a ladder built into the wall, as well as a rope that can be used to pull the plug. The now empty passage leads to the hideout.



Adventure

Scene 5: The Hideout

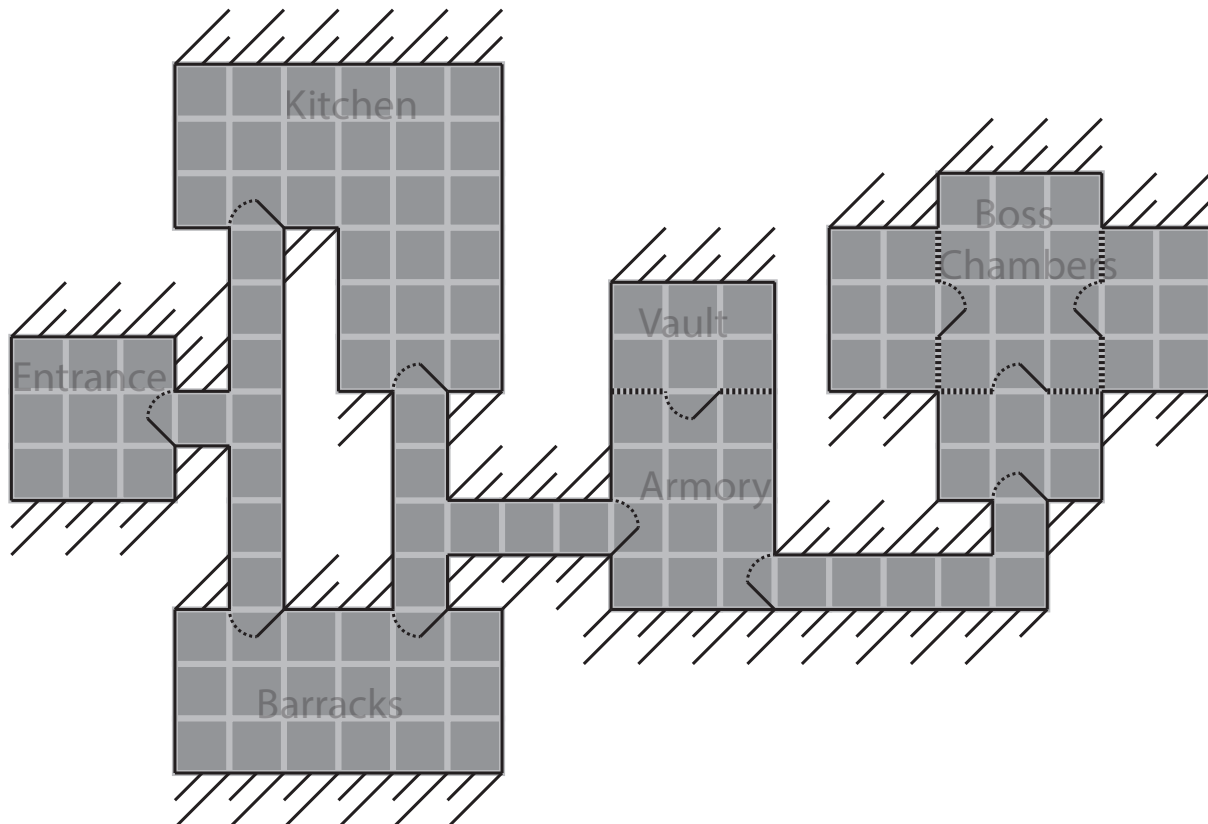
The false treasure room leads to the hideout through the false well. The hideout includes a small kitchen, a living area, a sleeping area, a treasure room and armory, as well as a private room for the boss of the Martyrs.

There are about 14 men who live in the hideout when the Player Characters arrive, none are armed, and at least half are sleeping.

The treasure room and armory contains 10 O'l Faithful Pistols, 10 Witchbane Fan Cannons, 20 Leather Jerkins, 20 backpacks, and 500 Silver Dollars and 50,000 Steel Coins.

If Warned by the bell or by a gunfight (They will assume a single shot was just a misfire) while on the surface, the crew will believe they are being assaulted by the law and use secret tunnels to move their equipment and treasure out. A few will sneak back into the town and steal any horses the Player Characters left in the town.

If Warned by yelling or gunfire inside the hideout, all the gunmen inside will try to arm up to defend themselves, rushing towards the armory, or escaping through various escape tunnels. Each room has a hidden tunnel which can be used to escape if they cannot reach the armory. Each tunnel leads 100ft away from the camp in a different direction.



Adventure

Scene 6: The Pride of the Boss Martyr

The door of DirgeSinger's room is alarmed, and a loud bell will ring out if opened. So there is no way to surprise the Dwarf Boss. If there has been no warnings so far, he is sleeping in the middle of the room while holding the Blights Bane. If he is warned, he will be wearing a leather jerkin and seen trying to sneak into a tunnel, but his pride will make him return to kill the Player Characters that attacked his hideout.

The room is one large 30x40ft room which is separated by three sets locked bars. Behind each set of bars are 5 undead, which are stored here to protect DirgeSinger. When the player characters enter the room, 5 of the undead immediately attack.

DirgeSinger uses Blights Bane in conjunction with the several pistols he keeps on a bandoleer. He will use the pistols or mace to break the locks and release more undead, and can do this as a reaction if he loses all his foundation or takes loses a base foundation. The undead will not attack anyone holding Blights Bane, and will surround the players, allowing DirgeSinger a chance to recuperate.

Padwuen DirgeSinger: 30ft: Hand Size 5:
Foundation 2: Humanoid
Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

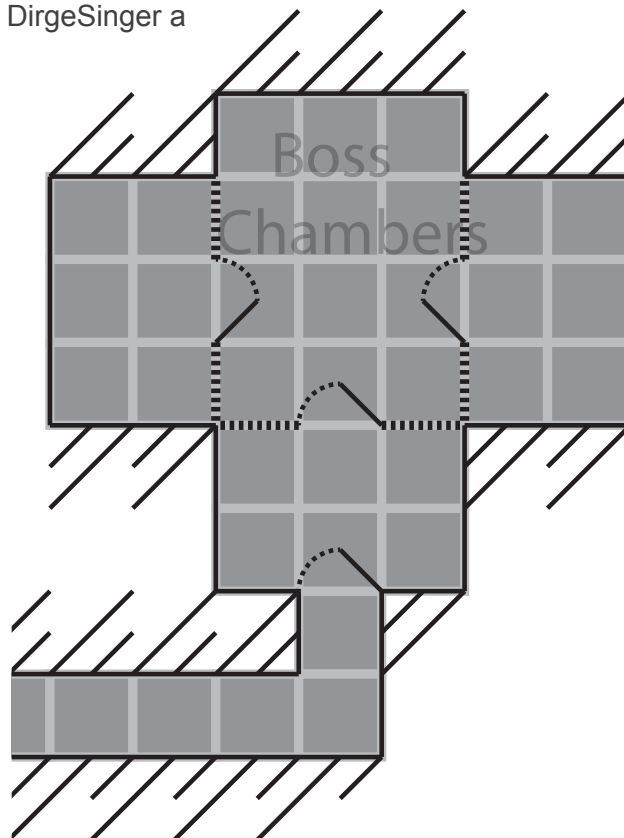
Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

Bandoleer of O'I Faithful Pistols: This creature has Five Dust Implements with a range: 5ft - 30ft - 90ft - 20ft*

Blights Bane: This creature has a two-handed Savage Weapon that has the Kingsblade, Keen, Sweeping, Magic, Dazzling, and Dead-Slayer properties.

Loose the Dead: As a reaction, when Padwuen has no more Foundation left, or loses a base foundation, he can use a reaction to destroy the locks on the gates and unleash more undead.

See back of book for weapon details*



Enemies

Dwarf Martyr: 30ft: Hand Size 4: Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

O'l Faithful Pistol: This creature has a Dust Implement with a range: 5ft - 30ft - 90ft - 20ft*

Serrated Dagger: This creature has a Savage Weapon that causes bleeding.

Equipped: If given time to equip, they have an Leather Jerkin that provides a Simple Armor Complication.

Martyr Sniper: 30ft: Hand Size 5:

Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion, Observant

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

Marksman's Rifle: This creature has a Dust Implement with a range: 15ft - 30ft - 105ft - 40ft

Serrated Dagger: This creature has a Savage Weapon that causes bleeding.

Trapped Pixie: The Sniper keeps a tiny pixie trapped in a jar and forces her to cast spells. If the Sniper dies, the Pixie can cast the Heal spell on him.

Loaded Gun Trap:

A gun in a keyhole fires out at any lawman trying opening the secret door.

Deadliness: 5c Physical Damage, Pierces armor

Concealment: Severe Complication.

Trigger: Turning the key in the wrong lock will fire the gun from of the keyhole.

Skeleton: Medium: 30ft: Hand Size 4:

Foundation 1: Undead

Damage Type: Physical - Traits: Mettle

Brainless: This cohort requires both verbal and visual instructions to perform a task.

Once set, the cohort will continue the task until complete, regardless of danger.

Bone Armor: The skeleton has a sensory complication from Elemental attacks.

Horde: This creature can attack as a horde.

Dangerous: This creature gains 1 hold'em when attacking as a horde.

Padwuen DirgeSinger: 30ft: Hand Size 5:

Foundation 2: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

Bandealer of O'l Faithful Pistols: This creature has Five Dust Implements with a range: 5ft - 30ft - 90ft - 20ft*

Blight's Bane: This creature has a two-handed Savage Weapon that has the Kingsblade, Keen, Sweeping, Magic, Dazzling, and Dead-Slayer properties.

Loose the Dead: As a reaction, when Padwuen has no more Foundation left, or loses a base foundation, he can use a

Enemies and Weapons

reaction to destroy the locks on the gates and unleash more undead undead.

Blights Bane: Savage Weapon: Medium:
Cost 450 Silver Dollars

Melee Only

Kingsblade: This weapon has a holdem: King of Spades. This can be applied to all melee attacks with this weapon.

Dead-Slayer: This weapon has a Holdem: Queen of Hearts, and Jack of Clubs. This can be applied to all melee attacks against undead with this weapon.

Dazzling: Undead have a sensory complication against the wielder, and uncontrolled undead cannot attack the wielder at all.

Keen: When attacked with this weapon, the enemy's highest Complication is considered one tier lower.

Magic: This weapon deals Magic Damage.

Sweeping: Damage from this weapon can be distributed among several enemies within melee.

Pixie in a bottle: Captured Cohort

Magic User: The Pixie is a spellcaster, and once per Full Rest can cast either Levitate or Heal.

Prisoner: The Pixie is a living, thinking, and speaking character who will try to escape the bottle whenever possible.

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