An Old West Adventure for Savage Worlds

# BUCKSHOTS

## HIDDEN CANYON

DOG HOUSE RULES
**SAVAGED**

By: Christopher S. Warner

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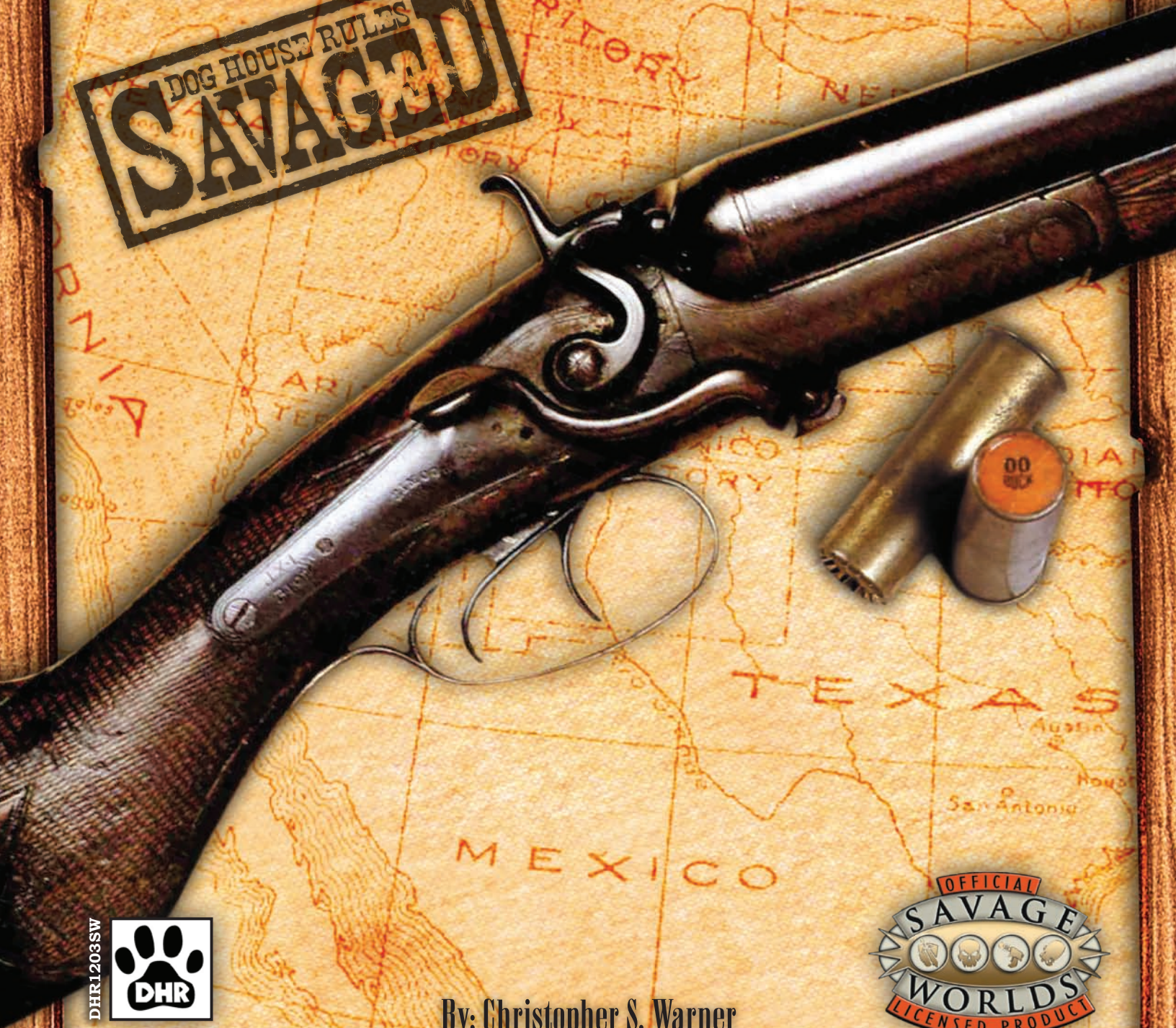
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*Just like re-loadin' a shootin' iron, developin' full-fledged scenarios
for your Old West gamin' experience can take some time.
Don't fret none — this quick loadin' Buckshot will do the trick.*

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## What are Buckshots?

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

Although the statistics provided are specifically for *Savage Worlds*, GMs (we like to call 'em "Judges") should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

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

**Introduction**: This brief text introduces the premise of the adventure, identifying the key themes a Judge should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

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

**For the Judge**: Includes general information about the timing and milieu for the adventure, and any pertinent local area history or backstory needed to set the stage for gameplay.

**Getting Started:** This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started might address any geographical requirements for the adventure (e.g., the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).
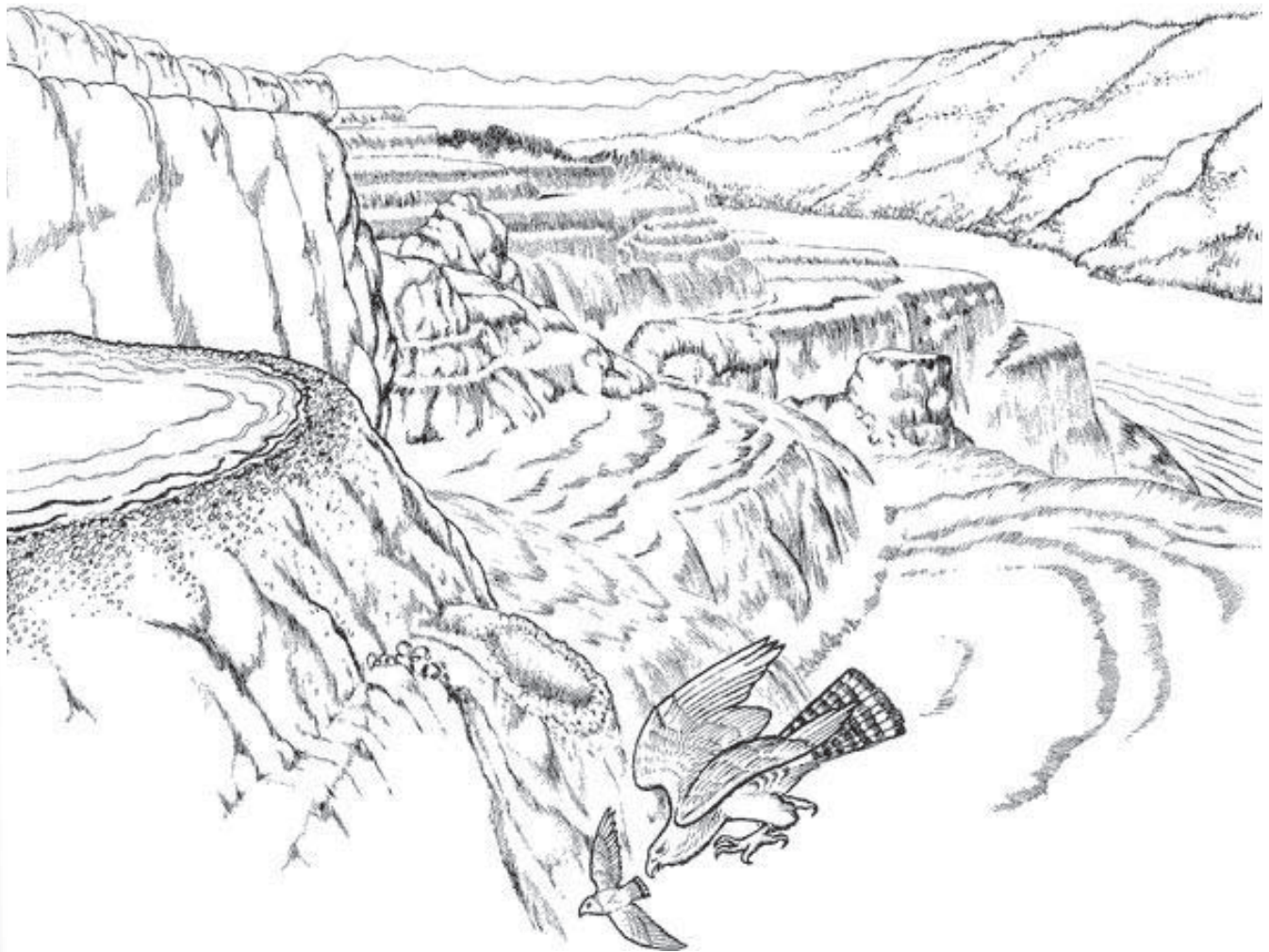
*Brave the unexplored canyon. Track the low-down villains that kidnapped the rancher's daughter. Overcome obstacles and rough terrain. Rescue the young lady. A traditional western adventure for cowpokes ready to prove themselves on the frontier. This brief adventure is designed for 4 to 8 characters of seasoned to veteran rank.*

## Introduction

The majesty of western mountains, plateaus and plains stirs emotions in all travelers. From the breathtaking Teton Range to the wonders of Yellowstone and the awe-inspiring vastness of the Grand Canyon, Mother Nature outdid herself when sculpting the American West. In the spirit of discovery, this Buckshot offers an adventure set in what is now known as Zion National Park in southern Utah. Navigating a wondrous landscape with 8,000 years of human history, the heroes face the challenges of difficult terrain and dangerous bandits to rescue the daughter of Mormon settlers. *Hidden Canyon* is a short adventure designed for seasoned to veteran heroes in a *Savage Worlds* campaign, or any Wild West era game.

## Adventure Synopsis

*Hidden Canyon* is set in the early-to-mid-1870s when the so-called "Texas Invasion" of cattle drives made its way to Utah. The heroes have just participated in a drive to towns in northern Arizona and southern Utah. Having completed their job, they are relaxing in the small town of Grafton, at the only saloon in town.

A Mormon rancher and his wife are in dire straights. A pack of bandits—led by a man called El Presidente—have abducted their daughter. The bandits have a hideout somewhere in Zion, but no one has been able to find them. The Sheriff took a posse of good men, but they returned defeated—those that did return. The rancher is willing to pay for the heroes' services, but he wants quick action. Whether the heroes agree to help for duty, compassion or profit, it's their job to confront the bandits and retrieve the young woman.

With the aid of a Paiute guide hired by the rancher, as well as the rancher's son, the heroes must search the wilds of Zion canyon for signs of the bandits and locate their hidden encampment. Once the bandits are found, the heroes must physically confront, outwit, or otherwise defeat the bandits and their leader, rescue the girl, and escape.

## The "Texas Invasion," Zion Canyon and Grafton

Before 1870, settlers in the Utah territory didn't have large herds of cattle. The most common livestock were sheep and even then they weren't big business. But as the cattle drives pushed into Utah in the 1870s, more folk arrived in the territory, with new towns and ranches appearing across the region. The railroads also forced changes, with greater access to the region bringing more travelers, traders and settlers.

By the late 1850s, Mormons had begun to settle around the area known today as Zion Canyon. They soon established burgs such as Springdale, Rockville and Grafton near the southern rim of the canyon. Grafton is now a ghost town—little is known about its origins aside from the names on the cemetery markers—while Springdale and Rockville still exist today. The settlers grew crops, raised sheep and cultivated fruit trees, adding cattle to their way of life in the mid-1870s.

Meanwhile, a few men explored the canyon and discovered its incredible beauty. A settler named Isaac Behunin is credited as the first person to use the name "Zion" to describe the canyon (sometime in the 1860s). He believed he had found the biblical Zion according to the prophet Isaiah. Nephi Johnson was the first Mormon to view the canyon (he was led by a Paiute guide). Brigham Young is said to have tried to settle folk along the Virgin River, but floods made it too difficult and only the higher ground settlements such as Springdale and Rockville survived.

Because the canyon landscape proved as challenging as it was magnificent, settlements tended to stay on the outskirts in the plains. Navigating the canyons severely tested an explorer's mettle, and thus much of the expanse remained mysterious until early in the 20th century. While Mormon scouts such as Johnson and Behunin brought back stories about the splendor and terror of the canyon, it was too vast for only a few adventurous men to survey. After the turn of the century, government-supported surveys finally documented much of the landscape and Congress established Zion National Park in 1919.

ZION CANYON:
MORMON TERRITORY
UTAH

1/2" = .6 miles

## Personalities

Elizabeth and Daniel Knight are detailed here, as well as the Paiute guide and all them no-account, good-fer-nothin', underhanded, reprobate scofflaws that make up El Presidente's gang. The Dog House Gang sure had fun inventing these outlaws and we hope that you have as boss a time pitting the heroes against the gang.

### Red Shirt

While his Paiute brethren ignored or misread the signs of change in their tribal desert lands, Red Shirt trusted his visions. The Wolf had appeared to the young brave—who was then called Rabbit Foot—showing him the coming of the Mormon settlers and the White Father's armies. The Wolf told the brave that he would need to learn to speak to the white men to survive. In every vision, the young Paiute saw a man clad in a red tunic.

When Mormon traders and missionaries came to the Paiute, Rabbit Foot observed closely. One day, a trader wore a bright red shirt like the man in his visions. The brave approached the man, boldly, asking to trade his rabbit skins for the garment. The men laughed at the young Paiute but the trader finally exchanged his red garment for several pelts, just to get rid of the boy. That didn't work, as the Paiute proceeded to track the party for days on end. They mockingly called him Red Shirt, but his tracking and hunting skills soon gained their respect and they invited him to share his knowledge of the desert. In the years to come, Red Shirt became an expert tracker and guide, working for the Federal troops as well as Mormon settlers and missionaries.

Red Shirt doesn't talk much, speaking up only when necessary and usually in short statements or curt replies. He enjoys gatherings that include dancing. His skills in the desert are unmatched and he is well known among the Mormon communities and the forts in the region.

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**Red Shirt**
**(Veteran)**

**Sex:** Male
**Age:** 35
**Birthplace:** Utah Territory
**Heritage:** Paiute
**Weight:** 173 lbs
**Height:** 5' 8"
**Hair:** Black
**Eyes:** Brown

**Rank:** Veteran
**XP:** 46
**Wild Card:** Yes
**Pace:** 6" (+1d6" running)
**Parry:** 5
**Toughness:** 7
**Charisma:** -1
**Load Limit:** 48 lbs
**Load:** 22 lbs
**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
**Attacks:** *Fists* d6 (d6)
  *Spencer Carbine (int)* d6 (2d8; ROF 1; Range 20/40/80)
  *Webley RIC* d6 (2d6; ROF 1; Range 12/24/48)
  *Bowie Knife* d6 (d6+d6)
  *Knife* d6 (d4+d6)
  *Knife, Thrown* d4-2 (d4+d6; ROF 1; Range 3/6/12)
**Skills:** Climbing: d4
  Fighting: d6
  Guts: d6
  Knowledge (Zion Area Knowledge): d6
  Notice: d8
  Riding: d6
  Shooting: d6
  Stealth: d6 (+2)
  Streetwise: d4
  Survival: d8 (+2)
  Tracking: d8 (+2)
**Hindrances:** Outsider, Stubborn
**Edges:** Alertness, Brawny, Woodsman
**Languages:** Paiute, English
**Gear:** Trousers, buckskin jacket, red shirt, high moccasins, haversack, Spencer Carbine, .52 rim-fire rounds (48), Webley RIC, .45 rim-fire rounds (25), Bowie knife, knife, cartridge belt, binoculars, gun cleaning kit, rations 3 days, bedroll