

Valley of Sorrow

An Original Adventure Scenario for
Six Gun: The Game of the Western

By Dave Crokaert

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***Disclaimer:** DEEP7 and its personnel do not in any way endorse drinkin', whorin' or shootin' yer horse just fer eatin' yer cigarillos. The themes of lawlessness and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody. It should also be mentioned that DEEP7 in no way condones the vigilantism and bigotry so common in the western adventure genre. All terms dealing with the indigenous peoples of the American west in the colloquial are there as flavoring appropriate to the story, and no offense is intended. Native and Afro-American characters have been treated with courtesy and respect where possible. No animals were harmed in the making of this game.*

The Premise: A trusted Indian friend, Walks Like Bear, strangely enough has stolen a large amount of money. Now he is wanted by the government, but Indians are hard to find when they do not want to be found. And did the fallen hero succumb to temptation, or have other reasons come into play? He never seemed the criminal type - quite the opposite. This scenario is a sequel to *The Ranchers*, but can be played as a stand-alone adventure.

The Setup: The characters used to be good friends with Walks Like Bear. That is, they were until he stole all the reward money they collectively earned. At least one of the PCs should be a lawman, preferably a federal marshal. He has deputized the other players, and the group is determined to bring Walks Like Bear down alive, before some bounty hunter kills him. They figure the injun has got some explainin' to do before they see him hanged. Now they've heard rumors that he has been spotted on the local reservation near Gopher Town, and that the local sheriff knows more...

Bar Fight in Gopher Town: When the characters arrive in Gopher Town, they will find the sheriff's office empty. Asking around will lead them to the Naked Leg Saloon, a place where Sheriff Cisco frequently is seen. The bar has a stage with some showgirls on it. There is a lot of heavy drinking going on, but the sheriff is nowhere to be found. A couple of drunken cowboys soon start to pick a fight with our heroes. A fistfight breaks out, and all hell will break loose (go "silent-movie-style" wild here), until at least one of the characters fires his gun in the air, and identifies himself as a lawman. If they let it drag on too long, have some cowboy shoot at them. The shooting will prompt Sheriff Cisco, accompanied by some deputies of his own, to come from a back room and shoot a couple in the air himself. He first wants to arrest the strangers by default, but they of course identify themselves as lawmen.

Cisco's Version: Even though he's facing fellow lawmen, Cisco is still a bit hostile toward the characters, as though he has something to hide. As soon as they reveal they are looking for Walks Like Bear, he becomes very helpful though, now convinced that they hate those injuns (even if they insist they really don't). He points out that the reservation is full of criminals and they are obviously hiding him there. The characters depart to the reservation.

The Reservation: Upon entering (or scouting) the Indian village, all they see is misery. A lot of the women and children seem to be sick, and there are no young braves to be seen. When they make contact, they are led to an old chief, who explains how the white man gives them nothing but bad meat. They will need to use some negotiations, but eventually he agrees to take one of the party to see Walks Like Bear, but unarmed. If the characters are so stupid or heartless to attack the innocent village, jump them with a Sioux war party consisting of thirty braves or so.

The Real Version: The characters who go along are brought to a secret cave where Walks Like Bear and three other braves are hiding. There, he explains how Sheriff Cisco has been holding out on the tribe, keeping all the goods he's supposed to provide them for himself, and that his people got sick when he gave them rotten meat. He confesses he took the money in a moment of weakness, after he had just heard of the ordeal his people were going through. He is willing to turn himself in if he must, but begs his old friends to help his people.

And Justice Be Done: The characters return to Gopher, accompanied by the braves. In a canyon on the way back, they are ambushed by Cisco and his men (who followed them to "make sure"). There should still be plenty of rocks for the characters to duck behind and shoot from however, since Cisco isn't the sharpest tool in the shed. The braves with them know the terrain much better, and are able to help the characters obtain superior position to their attackers, without taking too many losses. If you get some PCs dying, let them take one of the braves as a new character. Only Cisco should be able to flee, but not before mortally wounding Walks Like Bear.

Manhunt: The characters pursue Cisco, whom they will trace back to Gopher Town. He will hide in his office, with the one deputy he has left, and a couple of drunken thugs he got in the bar. The rest of the town does not seem too keen on helping their "beloved sheriff". They should have trouble with a straight on fight, but of course will have an easy time "smoking him out". If it takes long enough, they will even be aided by the mayor and some "decent citizens" (the hard part of the fight should be the ambush, not this scene, but if you want it to be harder, give the enemy a sniper or two in another location and forget about the mayor).

The End: Cisco is killed or arrested, and justice has been served. Walks Like Bear gets a ceremonial funeral, and the mayor of Gopher sees to it that the native Americans get what is theirs and then some... Good Luck, Pardner!