**Western Notes**

|  |  |
| --- | --- |
| **Alabaster, Albus** | An alchemist and snake oil salesman. |
| **Albert, Pohl** | Sheldon’s resident doctor, barber and dentist. |
| **Black, Ephedrus** | A mage bearing the Earthsblood Rune. He killed Edward Joyce to get at his prospecting claim because it held an ancient Earthsblood site. |
| **Black Vial** | A necklace containing a small, crystal vial filled with an unidentified black liquid was found on the corpse of Ephedrus Black. |
| **Bucket’s General Store** | General store in St. Martin |
| **Cobrat Optics** | It is said that cobrat lens makers can fashion special sights for rifles that make them even deadlier at range. It takes a skilled gunsmith to fit such a device on a weapon. |
| **Cult of Black Blood** | A mysterious group that has something to do with the disturbances at the old Earthsblood Site. |
| **Earthsblood Site (Sheldon)** | A site in the gold fields north of Sheldon. This place has what seems to be a rune site for Earthsblood, but the blood has dried up and the site seems to have lost almost all of its power. |
| **Elalbeth** | “She who walked and walks again” – A construct created by Kalos out of goblin, human and grunj parts and animated with grey goo. Wife of Gormrir. |
| **Ellie** | Saloon girl in Sheldon, cut up by Clint Tressel |
| **Father Aiden** | Priest in St. Martin, accompanied the group to purify Ignatius’ rune site |
| **Father Chase** | Priest in Sheldon, a bit cowardly and lazy |
| **Fordham, Reed** | Sherriff of Sheldon. Old cavalry officer from the War. Grizzled veteran. Great with a rifle. |
| **Fort Luck** | An old, rundown fort about a half-day ride NW of Sheldon. During the war, the fort housed Loyalist troops as they swept this area free of rebels. Now, the fort is abandoned except for when it draws the occasional bandit gang, or party of goblins. |
| **Fort Milton** | A new fort that protects the entrance of the valley (and Perdition) from the badlands. Houses about 300 soldiers. |
| **Ghost Grunj** | A name often (mistakenly) given to feral grunj found in the badlands. The term only applies to certain tribes who have taken to raiding ancient caches of artifacts and who harness spirits for malevolent purposes. |
| **Gormrir** | “He who has eaten holy fire” – Chief of the Fireeater Tribe that resides in the Fiery Chasm. |
| **Grey Goo** | A mysterious substance found in the southern portion of the Fiery Chasm, locked away in an ancient ruin. Has a number of mysterious powers that seem to center around animating and regeneration. Kalos found a source of this substance and used it to animate various zombies and Elalbeth. Both Kalos and Alice used the substance in their epic battle to instantly regenerate their wounds. |
| **Helvist, Samuel** | Runs the general store in St. Martin. |
| **Ignatius** | A stone golem protecting the old Earthsblood Site. As the site’s magic wanes, this creature draws ever closer to death. |
| **Joyce, Edward *(deceased)*** | A prospector in Sheldon who ran into trouble with the enigmatic Mr. Black. |
| **Joyce, Edward Jr.** | Child of Edward Joyce. Currently in Sheldon. |
| **Joyce, Jenny** | Child of Edward Joyce. Currently in Sheldon. |
| **Joyce, Patrice** | Widow of Edward Joyce. Currently in Sheldon. |
| **Kalos *(deceased)*** | Shaman and leader of the tribe of Ghost Grunj who live in the ancient ruin in the southern part of the Fiery Chasm. |
| **Muld, Herman** | Reporter for the Boston Eagle tracking down the mysterious Cult of Black Blood. |
| **Nolan** | A deputy working for Sherriff Fordham in Sheldon. He is brash and impetuous. |
| **Noll, Bertram** | A friendly, talkative man that runs the exchange in Sheldon. |
| **Old Ned** | A prospector currently working the gold fields to the NE of Sheldon. He is an amicable old fellow who likes to sit, drink and tell stories more than he likes to pan for gold.  Found dead by the road from Sheldon to St. Martin – supposedly was beat up by a bunch of goons who stole his cobrat treasure map |
| **Perdition** | A small town on the western border of the Valley. Perdition is the last stop before the badlands. |
| **Powers, Alicia Theodora (“Teddy”)** | Professor of Archeology at Boston University. Studies ancient sites and has a good knowledge of the Ancients and their ways. |
| **Price and Vincent Catalog** | Catalog of goods and oddities that comes out once a year. Items can be purchased for quick and reliable delivery. |
| **Rachet, Paul *(deceased)*** | Younger brother of Turk Ratchet and his second in command. |
| **Rachet, Turk *(deceased)*** | Leader of a gang of thugs operating in the region surrounding Sheldon. |
| **Skalcathor (skal – CATH – er)** | A goblin name meaning “Justice that beheads” |
| **Scott** | A deputy working for Sherriff Fordham in Sheldon. He is brash and impetuous. |
| **Sheldon** | A town of about 200 people at the foot of the Casselbar Mountains. Originally, Sheldon was a gold rush town and though there are still a good number of miners and prospectors here, the town’s focus is slowly starting to shift to ranching and farming. |
| **Snitch *(deceased)*** | A ratling sniper who is part of the Ratchet Gang. |
| **Solomon Mining Company** | This subsidiary of Solomon Enterprises specializes in large-scale mining in the New Territories |
| **Solomon, Silas** | Wheelchair-bound industrialist and founder of Solomon Enterprises. Known for his ruthless business practices and hatred of organized labor |
| **St. Martin** | A town of roughly 2,500 people that is the gateway to the New Territories. |
| **Tressel, Clint** | Miner and ne’er do well who slashed a saloon girl and was killed by Jack |
| **Warrens** | The Warrens are a labyrinthine series of canyons and mesas that separate Perdition from Fort Milton. |
| **William** | A towering man who carries a shotgun and acts as bodyguard to Bertam Noll. |