

Pick Your Path Adventure System™

Magdalena and the Jack Of Spades

Adventure Book

DEMO

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This is a demo of a campaign I am working on for a campaign for Shadows of Brimstone.

If you have not done so yet. Please read the PYP Rulebook!

Enjoy.

Please send feedback to me via PM at BoardGameGeek.com, user name Grahamers2002.

"You're headin' the wrong way!" That's what nearly everyone has said to you when they learned your posse was riding north towards the Town of Brimstone...or what is left of it.

Brimstone. There's not a soul alive that hasn't heard of the mother of all boomtowns. About 50 years ago, darkstone was discovered in the hills and canyons all throughout Brimstone County. The discovery of darkstone changed everything. Since then, Brimstone Country has been *the* point of attention for mining companies as well as small-time prospectors looking to strike it rich. Blacksmiths flocked to the county from around the world to work with this new wonder-metal. Its properties are not only amazing strength for its weight, but that it has almost a limitless set of mystical abilities to the point that many people described the substance as "magical."

During the intervening years, Brimstone County became the chief economic powerhouse of the frontier in Texas. The town of Brimstone, the county seat, was the capital of an entire industry. Prospecting supply stores sprang up, seemingly overnight. Multiple banks opened to handle the trade and investment that flowed through the county. The Union Pacific Railroad Company even diverted the development of the Transcontinental Railroad in order to dip southwards and travel directly through Brimstone. Stock in companies investing in the burgeoning darkstone industry seemed to double in price every week. It was truly boom times.

Until disaster struck.

About three months ago word started spreading throughout the West that the town of Brimstone had been destroyed. Not ransacked by bandits. Not burned down in a fire. It had been utterly destroyed. Upon hearing this news, you had been concerned for a friend of yours, Gabby Johnson, who had started prospecting in and around Brimstone Town two or three years ago. Your fears heightened as news began to trickle in. While slow and sparse on details, the news made two things crystal clear. First, the devastation was complete. Second, there had been no survivors. Despite hearing this news, you held out hope that Gabby had made it out alive.

The very next day, you received a letter from Gabby, dated approximately one week before the catastrophe.

➤ **Read Gabby's Letter**

While you were encouraged that Gabby was planning on leaving Brimstone (perhaps he made it out before the devastation came?) you found something very odd about the letter. While prospectors had a reputation for being uneducated, you had always known Gabby to be well-schooled in "readin' and writin'." It was a point of pride for Gabby that his letters were always well-written, used proper grammar, and contained no spelling errors. This letter you received from him, however, was full of mistakes. Could it be that Gabby didn't write this letter? If so, who did? Were they holding Gabby prisoner? Were you walking into a trap?

Upon reading his letter your posse geared up and immediately set out for Brimstone to try and locate Gabby and perhaps discover the cause of the Devastation.

➤ **Each hero gains \$100**

➤ **Each hero gains either 1 Whiskey side bag token or 1 Bandage side bag token.**

You have been on the road for a week. You crossed into Brimstone County yesterday but waited until morning to enter Larberg's Landing - a largish town on the southern boarder of the county. You plan to rest and re-stock here before continuing on your way to the Devastation. The sun is just beginning to peek above the horizon as you ride into town.

As you maneuver your horses into the main street of the town, you notice that the streets are nearly empty - odd for a town of this size, especially during the morning hours. As you slow your horses to a walk so you can evaluate the situation, you note that the only people you can see at all are three men wearing dusters sitting in rocking chairs on a porch in front of a building a ways down the street. They are chatting with each other and the occasional bout of their laughter echoes down the street to your ears.

➤ **All heroes make a Cunning 5+ test.**

- *If at least one hero passes the test:*

⇒ 5358

- *Otherwise:*

⇒ 3392

1171

Your shopping concluded, you grab a table and discuss your next step. You review Gabby's letter and again and try to search for any clues as to the Gatlin Boy's involvement.

➤ **There is a secret message in Gabby's letter. If you have discovered it, mark Milestone G7.**

- If Milestone G7 is marked:

⇒ 6225

- Otherwise:

⇒ 3951

1825

You conclude the surveillance of the saloon without identifying any potential troublemakers. Taking a seat at a corner table in the back of the saloon, you start to make plans for your next move as you rest up.

➤ Each hero may make purchases off of the Saloon store card as if they were visiting the Saloon during a town stay. No Location Event is rolled. Everything is \$10 gold cheaper than list price to a minimum price of \$5.

- Continue:
⇒ 1171

2136

While investigating the storeroom, you notice a barrel with a strange purple substance caked onto a tiny spot on the rim.

- Try to pry open the barrel:
⇒ 4873
 - Stop messin' with other people's things and return to the saloon's main room. ∞
⇒ 1825

As the last bandit falls, you glance to the rooftop where the mysterious stranger was located but you don't see him there any more. Shrugging, you turn your attention to the bodies of the men who just attacked you. You search them and their possessions in an attempt to discern who they are and why they attacked you.

➤ **Every hero gains 50 XP and \$50.**

While you are searching for clues, the doors to the Saloon open and a nervous looking man in a bowler hat peers out, blinking in the sunlight.

"Bless my soul," he cries! "They made it!" He opens the doors wide and walks out with his hand extended as if to shake yours in greeting. As you stand to shake his hand, more people trickle out of the saloon. Soo, folks appear from other buildings as well. "Name's Tommy. Tommy O'Toole. Pleasure to meet ya!" The man shakes your hand like it is a pump from a water well and he is dying of thirst. "I can't believe you chased the Gatlin Boys off!"

A crowd starts to form around you as you speak with Tommy. He informs you that the men you killed were all part of the Gatlin Gang - a group of robbers, highwayman, thieves, and cutthroats who have been terrorizing the town every since The Devastation. "Our Sherriff was killed and we ain't found a replacement, yet. Job's yours if you want it!"

You thank Tommy for the offer but explain that you have pressing business, elsewhere. You tell Tommy about your suspicions that the Gatlin Boys had been waiting for your posse for some reason and ask him if he knows anything about it.

"I don't know much about then thieves cept' they sometimes ride into town and take what they want. When that happens, we all just let em do as they will awhile we keep our families inside. Now that you mention it, I do recall hearing them say something about 'Waiting for guests.' Perhaps they were talkin' 'bout you? Anyhoo, we need to clean up this mess and get things runnin' around here, again. We really do appreciate your taking care of those bandits. To show my appreciation, I'll give you a nice discount in my Saloon!" Tommy turns to address the crowd. "Alright, folks! Alright! Break it up. Go about your business. These men have helped us a great deal and we don't want to pay them back by getting' in their way or delaying them on their important business elsewhere!"

As the crowd starts to disperse, you note that many of the townsfolk head into the saloon, talking amongst themselves. Obviously, they all want to talk about the recent events and the Saloon is the closest thing this town has to a Town Hall."

After searching the rest of the bodies and finding nothing useful, you decide to head into the Saloon to rest, restock, and plan your next steps.

● Continue:

⇒ 9999

2445

Stopping your horses, you turn and yell, "Howdy, stranger! We couldn't help but notice that you're headed our way. Seeing as these are dangerous parts, would you be interested in riding together for a while?"

The stranger pauses for a moment, then does something you never expected.

DEMO ENDS HERE

2947

"Ok," you think. "If it's a fight they want, it's a fight they'll get! If we are ever to find Gabby, we have to get through this. You grit your teeth and prepare to start shooting back.

➤ **Each hero recovers 1 Grit.**

➤ **Run Mission 1 ("Shootout in the Streets") from the Frontier Town Adventure Book.**

SPECIAL MISSION RULES

1) If Milestone K3 is checked, enemies get +5 initiative during the first round of the Mission.

2) Ignore all game effects that add enemies to the fight EXECPT the mechanism described in the Mission description.

- *If all heroes are KO'd at the same time before the Hero Posse marker reaches the "12" space on the Depth Track:*
⇒ 3565
- *Otherwise, when the Hero Posse marker reaches the "12" space on the Depth Track:*
⇒ 8179

3203

The lid pops off and, just as you expected, you find a small cache of darkstone nestled under some straw inside the barrel. With the saloon fairly busy, you are certain you could get away with pilfering the small nugget.

➤ Choose:

- If you do not have keyword **LAW**, steal the darkstone:
⇒ 3470
- Replace the barrel lid, leaving the darkstone where you found it:
⇒ 6931

You don't notice anything unusual about the three men. They continue to laugh and joke. Perhaps this is just how mornings are in this town. Every town you have ever visited on the frontier has had its quirks. Maybe people here had other things to do in the morning and prefer evenings for their town visits? One thing is for sure, the jovial men ahead should be able to help you find a store to sell you supplies. As you spur your horses back up to a trot and ride down the streets towards the men they notice you and one of the them, the oldest, waves.

"Ho, there, strangers! Anything we can help you with," asks the old man.

You slow your horses and tip your hats. You inquire about the best time and place to buy supplies.

The man nods to the building across the street from where he rests in his rocking chair, feet up on a fencing rail. "The Saloon'l open up 'round noon." You glance over to the building he indicated and see that the doors are closed and the blinds drawn, like all other buildings in the town. "It'll have some of what you need. The General Store opens pretty late on Wednesdays. Billy, the man who runs it, visits his mama every Monday and its's a long ride back to town from her place."

You thank the man. He smiles and says, "Don't mention it. You need anything, don't hesitate to ask!"

You turn your horses to start exploring the rest of town. After walking only about 50 feet, you hear scuffling sounds coming back from where the men were. It sounds like a chair being slid back. As you glance back, you see that the three men are standing and staring intently at you as they reach under their coats, all pretense of their jovial attitudes erased from their now-scowling faces. You shout in alarm as you see the three men start to draw pistols from under their coats. You all drop off of your horses, using them as shields from the hail of bullets you know is coming.

As you draw your weapons, your horses fall to the ground, dead or wounded from the first volley of the ambush attack. As you search for cover, bullet and flying debris start nicking into your skin. You duck around the corner to hide from the withering fire and run down the side street, desperately trying to find safety when you see more men appear in the distance. You are trapped!

➤ **Each hero takes two wounds.**

➤ **Mark Milestone K3**

● Continue:

↩ 2947

3470

Glancing back to the doorway to the storeroom, you quickly grab the precious nugget and tuck it inside your jacket.

❶: Gain 1 Darkstone.

Replacing the lid on the barrel, you decide you have pushed your luck long enough and it is time to return to the saloon's main room.

- Return to the saloon's main room. ∞

⇒ 1825

3565

The Bandits overwhelm you from every direction and you are forced to flee! As you run for the hills, you hear something you never thought you would hear in your life...

DEMO ENDS HERE

3698

You fumble with the barrel, but it is sealed tight. Searching for a bit longer, you find nothing of interest.

- Return to the main saloon room. ∞

⇒ 1825

3951

Obviously, today's ambush was not a run of the mill robbery, but you can't see a connection to Gabby or to The Devastation. You don't know and the townsfolk seem to be staying tight-lipped. Even if it was connected, you don't see anything to do but to press on towards what is left of the town of Brimstone.

Your business in town concluded, you take your leave of the saloon. Too poor to replace your horses, you resign yourself to hiking up the road to Stone's Crossing - a rail town. You might be able to catch a train to take you up to The Devastation, or as near to it as any train can go. You sling your packs over your shoulders and start walkin'.

➤ **Each hero makes a Cunning 3+ test.**

- *If at least one hero passed the test:*
⇒ 5774
 - *Otherwise:*
⇒ 4812

4812

You start making your way out of town...

DEMO ENDS HERE

4873

After making sure your efforts will not be detected, you try to pry open the barrel to see what is inside.

➤ **Make a Strength 4+ test.**

- *If you pass the strength test:*
⇒ 3203
 - *Otherwise:*
⇒ 3698

5358

As you examine the three strangers, you catch the glint of the sun reflecting off of something in one of the men's lap - an unholstered gun! You are still far enough away from the armed men so that they do not hear the low warning whistle you give to your posse. As soon as your posse hears your whistle, everyone slows their horses, eventually coming to a stop. The three men are staring at you - all pretense of their jovial attitudes erased from their now-scowling faces. It is obvious that they have been waiting for you, but you have ruined any ambush they had planned by stopping so far away from them. As you dismount your horses to take up defensive positions behind them, the strangers all suddenly stand as one, draw weapons from under their coats, and open fire! Your horses all fall to the ground, dead or wounded, from the initial volley of bullets and you are left exposed in the middle of the street. You run for cover and the bandits do the same. Far in the distance, you see more men emerging from building and drawing weapons as they make their way towards you.

It's a trap!

- Continue:
⇒ 2947

5774

You notice a man coming out of the saloon. Tall and lean, sporting a bushy gray mustache, he glances at you and, upon realizing that you are looking at him, he quickly looks away. He obviously isn't very good at tailing people, especially in a tiny town like this. Eventually, he mounts a horse and, while keeping his distance, starts heading in the same direction as you. You notice that his horse appears to be packing a decent amount of gear and weapons, as if the man were accustomed to traveling these dangerous lands for a long time. You notice the rifle sticking out of the back of his pack as the same one the stranger was using from the rooftops. This must be him!

- Greet the stranger and ask him if he wants to ride with you to the next town:
⇒ 2445
- Draw you guns and demand to know why he is following you:
⇒ 9037

6225

If it had been a snake, it would have bit you. Gabby's message has been staring you right in the face this whole time. You wonder what he meant when he wrote.....

DEMO ENDS HERE

6931

Perhaps some part of your moral center still remains, buried deep within you. Either that or you have calculated that the risk of getting caught stealing the darkstone is not worth what you could get for the metal on the black market. Either way, you decide to seal up the barrel without taking the darkstone.

- Return to the saloon main room. ∞
⇒ 1825

8179

As another bandit's body crumples to the ground, you notice movement from the rooftops. An elderly man with a greying mustache have appeared on the roof of the tallest building. He quickly disappears as he back away from the edge if the roof. As you crouch behind cover to reload, you watch the spot where he disappeared. Soon, you see him reappear, but this time he aims a odd looking rifle towards the bandits' position and opens fire.

- **For the rest of the mission, any time two or more bandits are placed onto the map after the Hold Back The Darkness roll, roll 2D6. On a result of 6 or less, the mysterious stranger kills one of the Bandits. Remove one of the Bandits just placed. Bandits killed in this manner DO count towards the Mission Objective and cause the Hero Posse Marker to move as normal.**
- **Once the mission is complete, choose:**

- The mission was a success:
⇒ 2347
 - The mission was a failure:
⇒ 3565

9037

You draw on the Stranger. Then, without warning....

DEMO ENDS HERE

9999

All eyes turn to look at you as you enter the saloon. Who can blame them after what you just did? Your posse looks like something straight out of Hell - covered in dirt, grime, blood, and who-knows-what else. After a few uncomfortable seconds during which you are looked up and down by approximately two dozen pairs of wary eyes, folks return to their preferred activities: drinking and gossiping.

Larberg's Landing sits on a major road that bisects Brimstone County. As usual with highway town, strangers are commonplace. True, most strangers are usually a little cleaner than your group, and a little less violent, but in the end, strangers are nothing new here in Brimstone County.

You all agree that you need to re-examine Gabby's letter and see if you can figure out how the Gatlin Boys might be connected to it. You also need to stock up for your trip to The Desolation. First, however, you need to rest and recuperate. And you can't rest unless you know this place is safe from attack. You casually spread out and search for any unsavory characters that may still be lurking out of sight. You each nonchalantly check the rear exits, the store room, and the upstairs hallways as opportunity presents itself.

➤ Every hero makes a cunning 5+ check.

- *If at least one hero passed the check:* Pick a hero who passed the check. That hero gains ❶.
⇒ 2136
- *Otherwise:*
⇒ 1825