

DUST & DEVILS

A HARROWING WESTERN ADVENTURE



DORIAN ELLIS



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A HARROWING WESTERN ONE-SHOT

A Ghost Train, commanded by the Dread Conductor, has been destroying villages and reaping souls in the Woeful West. The local lawman, Sheriff Westwood, has promised to let you and your friends out of jail, free of charge. Only a single string attached...

Bring him the head of the Dread Conductor.

This One-Shot is best played with a group of 4-5 characters of level 5.

WRITTEN BY DORIAN ELLIS

THIS ADVENTURE CONTAINS DEPICTIONS OF MIND CONTROL, GAMBLING, DISMEMBERMENT, DEVILS AND THE UNDEAD, INCLUDING BUT NOT LIMITED TO ZOMBIES, GHOSTS AND SKELETONS.

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INTRODUCTION

FROM THE AUTHOR

Thank you so much for downloading this adventure! My name is Dorian, and I am a student at Stellenbosch University, South Africa. I'm currently studying Ancient Cultures, which is my special interest. I am 19 years old and have been a Dungeon Master for about 2 years, and regularly DM for my friends and family.

This is the first One-Shot I have written for public use, and I hope to learn from the experience and fulfil my aspiration to become a writer. I wrote this adventure a while back for my friends, and they liked it so much I thought I might as well take a crack at giving it to the world! If you have any constructive criticism or comments, please feel free to leave a review or start a discussion under this product on the website you bought it on! Without further ado, here is all the background information you will need.

NAVIGATING THE FILE

Monster or NPC names that are in bold can be found in Appendix A with an accompanying stat block. Tips on how to roleplay the NPCs are in Appendix B, while full page maps for combat (both a player and DM version) are available in Appendix C, at the end of the document.

INFO BOXES

These boxes are meant to emphasize knowledge that the PCs already know, or information only the DM knows. This will be stipulated at the top of the text. See below for a full example.

Party Knowledge

The Ghost Train. This is an example of information the Party would have about the Ghost Train.

DM Knowledge

The Dread Conductor. This is an example of information the DM would have about the Dread Conductor.

QUOTE BOXES

The following is an example of a Quote Box. It is meant to be read aloud to the players, often as background information or a direct quote from an NPC.

-Sheriff Westwood

Howdy y'all. This is an example of something I'd say.

THE SETTING

Dust & Devils was designed for a Western setting and meant to fit into any existing homebrew or official world that can support this setting. Feel free to make relative tweaks to the story to fit your campaign setting better, as the story is in your hands. If your world does not have trains, the Ghost Train could be substituted for an airship or even a carriage envoy. Similarly, the Devils and Undead can easily be replaced by any type of monster you are likely to encounter in your world. If your world suits it, firearms are encouraged in this setting, but are not required. Keeping this in mind, I believe the adventure is best played as written.

CHARACTER BACKGROUNDS

The backgrounds for this adventure are not of great importance, making it easier to slot into any campaign. As I have written it, all the PCs are in the small holding cells in the sheriff's office in the tiny old town of Fennec. The PCs can be sheriffs, bounty hunters, farmers etc. as long as their role can lead to the start of the story. Starting in a jail cell simply gives them motivation to actually stop the Ghost Train... freedom.

Any class can be played in this One-Shot, but there are a few which are more thematic within the Western setting. Recommended and thematic class options are: The Gunslinger (Gunslinger Fighter), the Bounty Hunter (Hunter Ranger), the Priest (Light Cleric) and the Swindler (Mastermind Rogue).

WHAT CAN YOU CHANGE?

Pretty much anything! As this adventure is not setting-specific, it is designed to fit into most campaigns. Certain things are optional, but increases how immersed your players could feel, such as the optional Firearms rule (DMG). You can change names, rewards, quotes, and much more as you see best fitting your campaign. If Dust & Devils is played as a

One-Shot, these qualities need not be changed, but that is ultimately up you, as the DM.

ADVENTURE OVERVIEW

The adventure starts in the jail cells of Fennec. Sheriff Westwood approaches the PCs and offers them freedom if they are able to bring him the head of the Dread Conductor, the driver of the new Ghost Train that has been harvesting the souls of the local folk. Westwood has a very particular scar above his eye. Assuming they accept (he can sweeten the deal with anything that will motivate them, like gold or items), he shows them to the town to gather supplies.

After the PCs gather their new gear, they are led to the stables to pick a horse. They set off on their search for the train, finding it sooner than they'd like. They are able to interact with the train physically, but it cannot be damaged in any way. As they board, they notice that the passengers do not react to their presence. As they continue through the carriages, roll on the table (in Part One) to dictate which carriage they enter.

When they eventually enter the final carriage, Wyatt Rhodes is sitting behind the desk. He offers to play a game with them, if he wins, he gets their souls. If he loses, the PCs may take his head. They play a game of Poker, but since Wyatt is a devil, it is rigged. He plays five Kings, smiles, and shifts into his true devil form. A fight commences, and hopefully the PCs emerge victorious. If Wyatt is defeated, the Ghost Train evaporates with him. They do however notice that Wyatt's scar resembles Westwood's. Horatio, whom they meet on the train, explains that Westwood is a clone of the Dread Conductor, placed there to lure unsuspecting victims to Wyatt Rhodes.

There are two ways to end the adventure:

1. With his last breath, Wyatt promises to return all the harvested souls to their bodies, but in doing so, hundreds upon hundreds of undead zombies rise out of the loose sand, and havoc is unleashed upon the land. End the session here to maximize the shock.
2. The party may return to Fennec after defeating the devil and confront Sheriff Westwood. They find him outside his sheriff's office, bound by the wrists with silver handcuffs, his weapons on the porch next to him. He turns himself in for his past deeds but seems happy that his master has been defeated.



PART ONE:

FENNEC

The small town of Fennec lies in the middle of a dusty, sandy nowhere. The town consists of the Sheriff's office, run by **Sheriff Westwood**, a General Store, run by Mr. Pearson, and half (literally, half) of a saloon, tended and owned by the enigmatic Wylie Willingham, and a stable, where the charismatic Endy works. There are a few houses scattered throughout, but most of the other buildings have been run down to ruin; wooden planks and furniture scattered in the sand. This has been caused by the Ghost Train, which has been destroying villages and reaping the souls within for the last few weeks.

THE JAIL CELL

The party is rudely awakened by the lawman, Sheriff Westwood. An old man with grey facial hair and a circular scar above his eye knocks on the bars of the cells. He provides the party with the following information (under Party Knowledge):

Party Knowledge

The Ghost Train. For the last few weeks, a magical Ghost Train has been running through entire villages in the West, all the while harvesting the souls of those unfortunate enough to be caught in its way. Word is the train is commandeered by one who calls himself the **Dread Conductor**. Many suspect him to be a spirit or a manifestation of the end times.

DM Knowledge

The Devil Himself. The Dread Conductor is in truth a devil, his true name unknown. He has taken over the minds and souls of hundreds of innocent people and enslaved them to be passengers on his train. The devil's name in human form is Wyatt Rhodes.

Westwood promises their freedom, and a hefty gold reward of 1000 gp if the party is able to bring him the head of the Dread Conductor. The motivation can be anything that would get your players to commence the quest, it need not be gold. Perhaps offer them a powerful magic item, or valuable information. If the party succeeds on a DC 20 Insight check, they notice that not only does Westwood know more about the Ghost Train than anyone else, but he seems uncomfortable when speaking about the Dread Conductor. If the party questions him about this, he claims that the Dread

Conductor, also known as Wyatt Rhodes, killed Westwood's family. This is a lie, as Westwood is in fact a clone of Wyatt Rhodes, from a long, long time ago. He has gradually lost the fiendish control that Wyatt had placed over him, and he has made it his life goal to take down the devil that once controlled him.

OUT ON THE TOWN

Westwood provides each party member with 100 gp to spend on buying any equipment that they would need from the General Store, named Pearson's Perfect Products. You may lower or raise the amount of gold given as you see fit.

PEARSON'S PERFECT PRODUCTS

Pearson is a large, simple man. He has an innocent mind and is easily persuaded. If the characters succeed on a DC 14 Persuasion check, they can get a decent discount on his products. Roll on the following table three times to see what is sold at PPP or choose your own items. If you roll the same item, count that roll as if it rolled nothing. You may add or remove options as you wish, but keep in mind the shop is not meant to be well stocked. Supply firearms and ammunition if you are playing with the firearms optional rule. Rations are also available here at 2 gp per day for the whole party.

| d12 | Products for sale at PPP |
|-------|--|
| 1-4 | Healing Potions (20 gp) |
| 5-7 | Rope of Climbing (50gp) |
| 8-9 | Dust of Disappearance (80gp) |
| 10-12 | Boots of Striding and Springing (60gp) |

THE HALF MOON SALOON

The Half Moon Saloon is owned by the unorthodox and enigmatic Wylie Willingham. The interiors of the saloon are exposed to the elements, as half of the saloon seems to be destroyed. If they speak to the gaunt, lanky man behind the bar, he has the following to say:

-Wylie Willingham

"About tentwo days ago, I heard a big 'ole crash, and I come see half my saloon in the sky! It be that damned spooky train that rammed my place up! So, Wylie done rebranded, and now we the Half Moon Saloon! But business been bad, 'cause of the breeze, you see."

Wylie acts as a supporting character and does not serve a large role in the story, but he is able to sell buffing drinks to the party:

| Price | Drinks for sale at Half Moon Saloon |
|-------|---|
| 20 | Liquid Courage (Advantage on Persuasion Checks for 1 hour) |
| 50 | Mysterious Milk (Has the effects of Lesser Restoration when consumed) |
| 70 | Deadeye Shots (+1 on attack rolls for 1 day) |

ENDY'S EQUINOX

Endy's Equinox is the local stable in Fennec. It is owned by Endy, a charismatic lass who knows more about horses than anyone in the region. She has a map for sale, which shows the surrounding area of Fennec. For 30 gp or a successful DC 18 Persuasion check, the party can acquire the map, which assists in finding the train. She is willing to part with a few horses on command of the sheriff, to aid the party in their quest. Roll on the following table for each party member to see which horse they receive or let them choose themselves.

| d10 | Description of Horse |
|-----|---|
| 1 | This horse has a stunning golden coat with a white mane and tail. |
| 2 | This horse has a unique coat that is a mix of white and colored hairs, giving it a speckled appearance. |
| 3 | This horse has a unique coat with spots or patches of color on a white base. |
| 4 | This horse has a tan coat with a black mane and tail. |
| 5 | This horse has a rich, reddish-brown coat that is warm and inviting. |
| 6 | This horse has a beautiful coat that ranges from a light silvery gray to a dark charcoal color. |
| 7 | This horse has a light-colored coat with darker-colored hairs around the mane, tail, and legs. |
| 8 | This horse has a reddish-brown coat with black points on the mane, tail, and legs. |
| 9 | This horse has a unique coat that features large patches of white, brown and black. |
| 10 | This horse has a unique, creamy-white coat that has a slight golden hue. The mane and tail are cream-colored. |

After they receive their horses and give them each a name, the party can ask anyone they have encountered thus far to find out which direction the train was last seen. The party will then be ready to leave Fennec, in search of the train. Roll 1d4, the result is how many days it takes to reach the Ghost Train. If your party acquired the map from Endy, halve the time required. The party catches sight of the Ghost Train at midnight, it quickly approaching over the sandy terrain.



PART TWO:

BOARDING THE TRAIN

Once the characters see the Ghost Train approaching, it is up to them to figure out how to board it. When boarding the train, they must succeed on a DC 15 Acrobatics check to make it aboard while standing on the back of their horse. If they acquired the Rope of Climbing from Mr. Pearson, they can make this check with advantage, and if they used the Boots of Striding and Springing, they automatically succeed. When a character succeeds on this check, they can fling themselves through the window, or climb onto the top of the carriage. Each carriage is about 25 ft by 55 ft, although this varies.

Whenever a character enters a new carriage, roll on the following table to see which carriage it is. Reroll if the carriage has already been rolled before. Descriptions of the carriages follow the table. With this method, the order in which the carriages appear will be random, and could lead to slight variations in the progression, as well as making it more interesting for the DM. Roll as many times on this table as you see fit, as everyone plays at their own pace.

Each carriage will have an optional battle, which you can either implement or ignore, depending on personal taste or time restrictions.

| d4 | Carriage Name |
|----|---------------|
| 1 | Coach |
| 2 | Taproom |
| 3 | Theater |
| 4 | Luggage |

CARRIAGES

COACH

This carriage has three small windows on either side. There are about two dozen people seated in the room. The people here seem strange. At first, they do not notice nor acknowledge the characters. A DC 20 Nature check reveals that the patrons seem pale and as if they are being controlled. What's odd about the carriage, is that it seems to bend, infinitely, like an optical illusion. It takes the characters 1 minute of sprinting (full movement speed plus dashing) to get to the other side.

Optional Battle: Three of the people turn towards the characters and attack. 3x **Mimics** attack the players.

TAPROOM

This room has two large windows on either side. The Taproom has a jovial energy about it, the people are singing and dancing around their respective tables. As the characters enter, the patrons immediately return to their zombie-like state, not acknowledging the party. There are four tables, around which a total of eight people stand, and a bar where one man is tending the bar. If this room is encountered before the Theater, Horatio, the talking skull, is sat on the bar counter. He is a wise-cracking ally to the party and can provide more information if they need.

Optional Battle: If the party attempts to exit the carriage, or tries to take Horatio without the bartender's permission, read the following, then initiate combat with 6x **zombies** and 2x **boneless**.

As you wander to the odd-smelling taproom, you feel the hairs on the back of your neck stand on end. The patrons' heads are unmoving, but you notice the inky blackness of their eyes follow you. Everything is dead quiet, besides the squeaking of your boots across the carriage floor. You walk past the last patron, on your way to the next carriage before you feel a cold hand grasp your shoulder. You turn to see bloodshot eyes and loose, stitched skin as one of the patrons swipes at you with its decomposing hand. And the stench became clear. The stench of corpses.



THEATER

The Theater is a small, dark room with one window, which is behind a curtain. At the other side of the carriage is a small stage on which plays are performed. If the characters wish, they can sit down and watch the performance titled "Dust & Devils, The Play!" The play shows the PCs and everything that happened to them from the start of the adventure and lasts about fifteen minutes. Once it arrives at the part where the characters are now watching the play, the actors on the stage all sit down and watch the characters, mimicking their movements.

Optional Battle: If they try to leave, the actors (which are skeletons in the armor of the PCs) initiate combat. However many characters there are, the same amount of **skeletons** attack. The characters may receive the effects of a short rest after this battle.

LUGGAGE

This carriage has one small window on either side. This is the smallest carriage on the train, and seemingly the blandest, too. It is dark and appears to be a single corridor to the other side, with shelves on each side filled with various bags and luggage of the harvested souls on board. If the party searches the bags, they all appear empty, yet still feel heavy as if they are filled with items.

Optional Battle: If the characters search the luggage or make a lot of noise in this carriage, the luggage is thrusted around the chamber. Every character stood between the shelves, must succeed on a DC 15 Dexterity Save, or suffer 3d8 bludgeoning damage. Afterwards, 3x **Poltergeists** attack.



PART THREE:

THE LAST CARRIAGE

As the party moves out of the previous carriage and into the last, they see a well decorated, large chamber with a furnace at the back. The map for this room has been provided in Appendix C. When the characters lay eyes on Wyatt Rhodes at the back of chamber, read the following:

In front of the furnace, appearing almost a silhouette, stands an imposing figure. Wyatt Rhodes, the Dread Conductor himself. He is sat behind his desk, with various trinkets decorating it and numerous shelves line the chamber. There are various crates near the entrance, making the room look haphazardly put together. A shadowed black cat licks its paws on a table behind the figure, staring at you lazily. The Dread Conductor's outfit is sleek and black, with souvenirs of his previous victims hanging off it on chains. He wears a sly smile on his face, has coal black pomaded hair and curiously, an oddly familiar circular scar above his eye...

A successful DC 12 History check reveals that the scar is identical to Sheriff Westwood's scar. Long ago, the Dread Conductor made many clones of himself, and placed them in various villages. Through devilish magic, these clones rose to important positions such as mayors, saloon owners... or sheriffs. This is the players' first important hint that Westwood is not who he says he is. Even if they don't catch on, it is sure to raise suspicion among your players.

The Dread Conductor invites them in and acts a cordial host. He is friendly and answers the party's questions truthfully yet hides a sly smirk with every answer. After the formalities, he proposes a game of poker. If he wins, he gets to reap the party's souls. If they win, he will destroy the Ghost Train and return everyone's souls to their bodies. A DC 17 Insight check reveals that Wyatt is being honest but has something up his sleeve. He asks the party to choose someone to play him.

Firstly, the chosen player is dealt one card, then Wyatt, then the player again until both have been dealt 5 cards each. The hand is rigged from the start. The character is dealt four aces, and a random card, but Wyatt deals himself five kings, through devilish magic, which is the winning hand.

Preparing the Deck

There are two approaches to this. You can either narrate the dealing of the cards. This is easier and has no requirements but is less interesting.

The other approach requires two real decks of cards. Before you start the adventure, arrange the cards in such a way that the above result will be achieved. Make sure to include the fifth king from the second deck into the deck you are going to use. To start, place an ace on the top, and alternate between aces and kings. Remember about the random card for the player, and the fifth king for Wyatt. Deal the cards on the table and watch as your players lose their hope of winning when you place that fifth king.

Even if you make a mistake in arranging the cards and lose the hand, you can play it off by Wyatt thinking they cheated, getting angry and initiating combat.

After the poker game, Wyatt should have won (see Preparing the Deck for if he lost), and he intends to claim his reward. His form shifts into a terrifying, large devil as his clothes rip and muscles bulge to inhuman size. His **Dread Conductor** form is large and intimidating, and he wields a fiery trident.

Roll for initiative! For this combat, you can use the Last Carriage Map in Appendix C. There is a player version as well as a DM version. If the characters talk to each other about the scar after the battle, Horatio can chip in (if he is with the party) and tell them about the clones that Wyatt sent out. Tips on how to roleplay the **Dread Conductor** are available in Appendix B, and his stat block in Appendix A.

THE MAP

This section will quickly go over the legend of the DM's version of the map as shown in Appendix C and below for quick reference.

1. This furnace is permanently alight, due to the Continual Flame spell. This is to represent the locomotive. Yet, since the train is magical, it does not serve a real purpose.
2. Here lays Puma, the feline companion of Wyatt, yet wholly disinterested in his goals. Can be a taxidermized cat if you wish.
3. This is where Wyatt Rhodes sits in anticipation of the party's arrival.
4. This chest contains a plethora of skulls, animal and human alike. Succeeding a DC 12 Investigation or Nature check, the characters can see that the inside of the skulls are wine-stained.
5. Both bookshelves contain numerous texts of demonic acts, rituals and rites. On a DC 20 Investigation check, the PCs can find a book titled "Everything You Need to Know About Souls: A Devil's Guide to Soul-Harvesting" which they may take for themselves.
6. This reinforced crate provides three quarters cover and cannot be broken by Wyatt's attacks.
7. These wooden crates such as the one by 7, provide half cover and can be broken by Wyatt's attacks. A faint serpentine hissing sound can be heard from within. There are snakes on this train.
8. This is the door the PCs will enter the Last Carriage from. It is unlocked since Wyatt expects them (because they were sent by Westwood).



CONCLUSION

After Wyatt is defeated in battle, the Ghost Train dissolves and its once sturdy metal turns to ghostly wisps as it rises into the sky. The people on the train also evaporate into manifestations of the soul, and similarly rise into the sky, freed. There are two endings to choose from, although this is welcome to change at your table depending on the type of endings your players most enjoy.

1. Cliff Hanger:

With his last words, the breath barely escaping his mouth, Wyatt Rhodes says, "I made a promise. And I always stick to my promises. All the souls I once have reaped, may return to their bodies. May they rise and stay risen, never for their soul to be reaped again..." and his last breath leaves his frozen, sickly smile.

Suddenly, from the sky, the souls who previously flitted to the sky come crashing down into the sand for miles and miles around you. The sand explodes into the air as the green wisps throw themselves into the ground. When the sand sets, it is disturbed once again. From beneath. Hundreds of decomposed arms reach out of the sand, followed by rotten, grotesque heads. The living corpses rise and stay risen, never for their souls to be reaped again.

This cliff hanger ending is well suited for a campaign where the story can be continued. A zombie apocalypse Western-style adventure would fit excellently into this ending.

2. Melancholic:

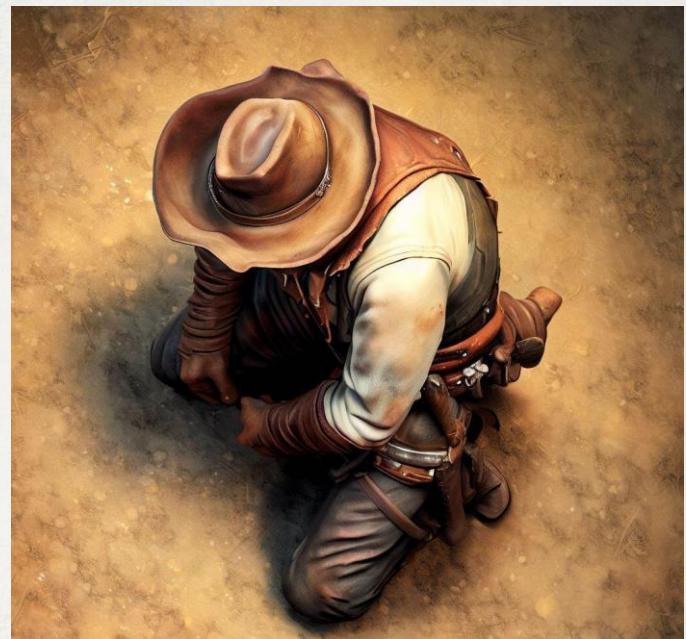
The party returns to Fennec feeling betrayed because of being used by Westwood. It takes them until the next (high) noon to reach Fennec once more. If they go to the sheriff to either collect their reward or confront him, they see Sheriff Westwood sitting outside on his porch. As they approach, read the following:

You see his weapon lying on the porch next to him, away from reach. He stands to meet your gaze, revealing his wrists bound in silver. His circular scar seemingly gazes back at you. He says, "You did it. I could feel the last bit of his hold over me fade. Well done, y'all." He looks crestfallen. He kneels in front of the party, places his bound hands in front of him and looks down.

"Do what you must. Whether his hold over me is gone or not is irrelevant. I am still of his make. I cannot risk turning into what he wished for me to be. Do the world this kindness and take my life so that my soul may join those above to keep those below safe."

The decision is up to the party. Do they grant his wish and potentially save the people from a new Wyatt? Or do they let him live and gain a powerful fiendish ally? Either way, they find the key to the safe around his neck, and the party is free to take it and claim their promised reward.

This is a more melancholic ending, but is more concrete than the first option, thus making it a better choice for a One-Shot.



THANK YOU!

Congratulations! This is the end of the One-Shot. Thank you so much for downloading this adventure. I have learned a lot in writing this and I hope to build upon the experience gained in my next adventure! I would greatly appreciate if you could take the time to leave a comment or discussion under this product on DM's Guild. If you paid for this book, I appreciate your support so much! I wholeheartedly hope you enjoyed it.

I hope to one day publish my own fantasy books, inspired by Tolkien, Ed Greenwood and George R. R. Martin, enhanced by real history and mythology. This is my first public escapade into the writing world, and it is just the start.

Thank you!

-Dorian Ellis

APPENDIX A

MIMIC

Medium Monstrosity (*Shape changer*), Neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 15 (+2) | 5 (-3) | 13 (+1) | 8 (-1) |

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses darkvision 60 ft., Passive Perception 11

Languages --

Challenge 2 (450 XP)

Shape changer. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

ZOMBIE

Medium Undead, Lawful Evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 13 (+1) | 6 (-2) | 16 (+3) | 3 (-4) | 6 (-2) | 5 (-3) |

Saving Throws Wisdom +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., Passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

SKELETON

Medium Undead, Lawful Evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 14 (+2) | 15 (+2) | 6 (-2) | 8 (-1) | 5 (-3) |

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses darkvision 60 ft., Passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Short bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

BONELESS

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 14 (+2) | 15 (+2) | 1 (-5) | 10 (+0) | 1 (-5) |

Skills Stealth +4

Damage Resistances Bludgeoning, Poison

Condition Immunities Charmed, Exhaustion, Frightened

Senses darkvision 60 ft., Passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Compression. The boneless can move through any opening at least 1 inch wide without squeezing. It can also squeeze to fit into a space that a Tiny creature could fit in.

Unusual Nature. The boneless doesn't require sleep.

ACTIONS

Multi-attack. The boneless makes two Slam attacks. If both attacks hit a Large or smaller creature, the creature is grappled (escape DC 13), and the boneless can use Crushing Embrace.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Crushing Embrace. The boneless wraps its body around a Large or smaller creature grappled by it. While the boneless is attached, the target is blinded and unable to breathe. The target must succeed on a DC 13 Strength saving throw at the start of each of the boneless' turns or take 5 (1d4 + 3) bludgeoning damage. If something moves the target, the boneless moves with it. The boneless can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to try to detach the boneless and force it to move into the nearest unoccupied space, doing so with a successful DC 13 Strength check. When the boneless dies, it detaches from any creature it is attached to.

POLTERGEIST

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 14 (+2) | 11 (+0) | 10 (+0) | 10 (+0) | 11 (+0) |

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Invisibility. The poltergeist is invisible.

ACTIONS

Forceful Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

SHERIFF WESTWOOD

Medium fiend (devil), lawful neutral

Armor Class 14 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 16 (+3) | 12 (+1) | 13 (+1) | 17 (+3) |

Skills Intimidation +7, Investigation +5, Perception +3, Persuasion +7, Sleight of Hand +6, Deception +7

Damage Resistances fire, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities Charmed, Exhaustion, Poisoned

Senses darkvision 60 ft., Passive Perception 14

Languages Infernal, Common

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

ACTIONS

Multi-attack. Westwood makes two revolver attacks.

Revolver. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Devil's Shot (Recharge 5-6). Westwood makes a revolver attack with advantage, dealing an extra 3d10 necrotic on a hit.

REACTIONS

Dodge Roll. When Sheriff Westwood is hit by an attack that deals bludgeoning, piercing, or slashing damage, it can use its reaction to halve the damage taken from the attack.

THE DREAD CONDUCTOR

Large Fiend (devil), neutral evil

Armor Class 17 (natural armor)

Hit Points 162 (22d10 + 40)

Speed 30 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 14 (+2) | 12 (+1) | 14 (+2) | 16 (+3) |

Saving Throws Dexterity +6, Constitution +5, Wisdom +6

Skills Deception +9, Intimidation +9, Perception +6, Sleight of Hand +6

Damage Resistances necrotic, poison, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, acid

Condition Immunities Charmed, Frightened

Senses darkvision 120 ft., Passive Perception 16

Languages Infernal, Common

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Return. At the end of an attack, if the Hellish Trident was thrown, it automatically gets recalled to his hand.

Gambler's Delight. Every time The Dread Conductor takes the multi-attack action, roll a d6. On a result of 1-3, The Dread Conductor takes 2d6 necrotic damage that isn't halved by resistances. On a result of 4-6, every creature within 5 ft. of The Dread Conductor takes 2d6 necrotic damage.

ACTIONS

Multi-attack. The Dread Conductor makes one Hellish Trident Attack and one Demonic Punch attack.

Hellish Trident. Melee Weapon Attack: +8 to hit, range 30/120 ft., reach 10 ft., one target. Hit: 14 (2d8 + 6) piercing damage plus 7 (2d6) fire damage.

Demonic Punch. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed back 10 feet and fall prone.

Fire Breath (Recharge 5-6). The cowboy devil exhales a blast of fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (6d6) fire damage on a failed save, or half as much damage on a successful one.

APPENDIX B

ROLEPLAY TIPS & THE NPCs:

WESTWOOD

Sheriff Westwood is a stern and equally shady character. He convinces the PCs to take down the Dread Conductor. He may come off as sly at first, but in the end reveals it all to be an act. He is in reality quite sad and despondent. He recruited the party, albeit through manipulation, to do what he could not. He seems genuinely sorry for using the party but saw no other way. He was determined to take down the devil, once his master. He has a typical western accent, and often omits the 'g' at the end of his continuous verbs, such as "eatin', sleepin', feedin'."

WYATT RHODES, THE DREAD CONDUCTOR

Wyatt Rhodes is incredibly charismatic, as noted in his Skills. He enjoys gambling, cares about his pet cat, Puma, but can turn on his rage at a moment's notice. He is well experienced with fighting adventurers and should be a challenge for the players. If his health is decreased too quickly, extend his life for as long as you see fit. He has many souvenirs hanging from his dark leather clothing. He will not hesitate to insult you but will do it in a sneaky way where you might not quite realise that you were being insulted. He has an educated, yet still informal western accent. He is charismatic and smiles constantly, leaving you wondering what type of smile it is.

PEARSON

He is a simple-minded man, large and round. He does not know much of the world out there but is always happy to help. He will supply you with everything you need and is easily persuaded into a discount. He is innocent and speaks slowly.

WYLIE WILLINGHAM

Wylie looks haggard, gaunt, and lanky, and his clothes are dirty, but he pretends not to notice it. He is unchained, mentally speaking. He speaks in a shaky voice, often saying made up words as if you would know about them and speaks quite quickly. He is quite knowledgeable about all sorts of alcoholic beverages and their effects and will be happy to share these facts.

ENDY

Endy is a ray of sunshine in an often gloomy town. She can hold her own in a fight and has the muscles to prove it. She might seem friendly, but she does not take kindly to insults, whether they are directed at her or a friend. She is incredibly knowledgeable about horses and loves them with a passion. She has named every horse and can remember them by their hoof shape alone. She also dons a western accent.

HORATIO

For a talking skull, Horatio is surprisingly comedic. He throws unhelpful quips where he can and always tries to lighten the mood. He knows about everything that has happened on the Ghost Train. His speaking volume fluctuates, as if he is unsure how loud he is. He speaks in a typical posh British accent, yet sometimes that fluctuates too. He has no knowledge of his past life. He is a good comic relief, and possibly a "valuable" ally to the party.

APPENDIX C

FULL MAPS ON THE NEXT PAGE

PLAYER'S VERSION



DM'S VERSION



