



# *Cowboy Law*



Mongoose Publishing's OGL Wild West Core Rule Book (MGP 6605) Is Required To Use This D20 Supplement (Wizards Of The Coast Dungeons & Dragons Core Rule Books Is Recommended)



*3 ranch-hands from the Double-M spread can be seen riding hard towards the main house. A few moments pass and then the triangle rings out. Once all the hands gather at the mess house, Your boss, Mr. Calvert (and owner of the Big-Cal Ranch) announces that the Double-M Spread has had rustler problems.....*

It appears that a small band of about 8 or so outlaw rustlers has recently been working the territory. They have been mainly picking up strays from the outer fences of each ranch. They have also been raiding the bigger ranches in hopes that a few strays will go without any hassles. Like all good plans, this one has went sour for the outlaw rustlers. Having found very few strays in this area, the outlaw rustlers decided to hit the smallest spread in the area. With guns blazing, the outlaw rustlers murdered Mr. M. M. Buck (the owner), his wife Beth, His 2 sons (Hank & Frank), and 8 hired hands before chasing off the last 3 hired hands. The 3 are more than happy to go after the outlaw rustlers, but only if they can get at least 4 volunteers (or more) to help with dishing out some good old fashioned Cowboy Law!

The hired hands cannot offer any reward money to any volunteers. If the party is successful with this adventure, Mr. Calvert will take notice of how brave (or how yellow) his workers are. Also upholding the Cowboy Law goes a long way in building a good reputation with most ranch owners as the news travels fast about those that are good with the gun.

The best place for the party to begin is the Double-M Spread. Anyone in the group with any tracking skills will be able to find the trail of the outlaw rustlers and the small herd of 20 cattle. Throughout this adventure the DM should require no less than 2 tracking skill checks per day, more if the party encounters bad weather conditions (normal chances) or attempt to track them during the night hours.

If the party decides to camp anytime during the night, There is a base 05% chance of encountering a wandering animal or cowboy. Consult the example table below for optional modifiers (each DM should use the table below as a starting template to be added to as dictated by the situation at hand)

Situation	Modifier
{ Cooking Food .....	+30% }
{ Talking Loud .....	+10% }
{ Shooting Guns .....	Cowboy +40% / Animal -25% }
{ Misc. Activity .....	As Determined By The DM }

The list of wandering animals should contain both harmless creatures such as stray cattle (could be one of the Double-M herd) or rabbits ... and more threatening creatures such as a small band of hungry coyotes or bandits looking for sleeping cowboys to rob and maybe kill. The DM should keep in mind that most chance encounters are designed to weaken a party and not meant to kill everybody under impossible odds. This could also be used as a way to introduce a wandering cowboy or 2 to the party only to be working for the outlaw rustlers. Given the right moments, this encounter could prove to be fatal to a couple of the NPC cowboys before the players take notice.....

The time it takes the players to locate the herd and the outlaw rustlers depends on many factors which includes bad weather, getting lost, losing the trail (this shouldn't happen as a herd of 20 cattle leaves a distinct trail to follow), etc. Another big factor is how much the DM wants to add - Ambushes set up at various points by the outlaw rustlers, another group of outlaws interested in rustling the cattle, etc.

When the party finally finds the outlaw rustlers, they are hiding out in a small abandoned farm. There are only 3 buildings left standing (partially collapsed farmhouse, a roofless barn, and a ratty outhouse).



Behind the barn is a fenced in pasture. The outlaw rustlers are keeping 50 head of cattle with various brands burned into their hides.

**Meanwhile ...**



**Back At The Hideout**

Since I cannot predict the actions of any given party and their actions, I can only offer the stat blocks of the NPC's and where they are located at. Also keep in mind the following throughout the main part of this adventure....

Each group of NPC's attempt to act as a single unit, but this will break down quickly as survival instincts take over.

All NPC's not on watch duty can be found at the farmhouse either sleeping, eating, gambling, or the like. This means that it will take a few rounds or even turns for them to join the gunfight.

Both the PC's and the NPC's need to reload their weapons from time to time, unless of course you are role-playing a b-rated western with unlimited bullets.

Gunfire from the farmhouse can be heard by the outlaws in the pasture and the same holds true for gunfire from the pasture. eventually they will join the other outlaw rustlers and possibly catch the PC's in the crossfire.....



(1) Partially Collapsed Farmhouse (2) Barn w/o Roof  
(3) Outhouse (4) Pasture

Each numbered area has a group of outlaw rustlers. (1) Farmhouse - The leader and 12 outlaw rustlers, (2) Barn - 4 outlaw rustlers, (3) Outhouse - There is a 15% chance that 1 outlaw rustler from the barn or the farmhouse is here, (4) Pasture - There is 8 outlaw rustlers watching the herd at all times somewhere near the watering hole.

All areas keep an active guard detail on duty at all times.....

The band of outlaw rustlers will most likely fight until killed since cowboy law is a fancy term for a hangin'. The leader on the the other hand will attempt to escape if the chance arises. Sam Higgens (the leader) is not yellow, he just prefers to stay alive. Sam has no real links to any of the outlaw rustlers that are working for him ... this means that they are on their own.

The only way Sam will be encountered is if they try a quiet surprise attack on the barn first, then a quiet attack on the farmhouse. If The party chooses to "call the bad guys out", Sam will order half of them outside while the rest cover them from inside. Sam will then go upstairs of the farmhouse and use his rifle. If the battle goes against the outlaw rustlers, Sam will toss a couple of sticks of dynamite and attempts his escape. The party may be given a chance to spot the escape attempt, but this would be a good chance to allow Sam to escape and possibly seek revenge on the party at a later time for spoiling his get rich quick plans.

If the party has success with stopping the outlaw rustlers, they are faced with dishing out Cowboy Law if any of them remain alive. After this is dealt with, it is most likely the party will search the bodies for anything of value. The only things the outlaw rustlers have of value is their weapons, their horse and saddle, and maybe a small personal item (remember that most cowboys spend their money as fast or faster than they earn it). The party also have the cattle to deal with. The most likely solution is to drive the herd back to the Big-Cal Ranch and let their boss handle that end of the deal, but leave it up to the party. If they try to sell the herd, they will be marked as rustlers themselves because of all the differant brands (unless they sell them to someone who doesn't care about brands).



## Master Stat Block List

3 Ranch Hands: Fast Hero (1)

Vocation: Cowboy

hp 16; init +2; spd 30'; defence 15; touch 15; flat-footed 13; bab +0; grap +1; atk +1 melee (2, punch) space/reach 5'/5'; sv fort +2, ref +3, will -1; rep +2; str 13, dex 14, con 15, int 10, wis 8, cha 12.

### Skills:

Gamble +1  
Handle Animal +7  
Ride +8  
Survival +1  
Use Rope +6

### Feats:

Animal Affinity  
Simple Longarms Proficiency  
Simple Sidearms Proficiency

### Talents:

Cowpunching  
Animal Dodge

### Weapons:

Smith & Wesson #2 Pistol  
r 15'; dam d6; crit 19-20/x2; misfire 14;  
shots 6; reload 1 rnd; ammo .32

Winchester "Yellow Boy"  
r 100'; dam d6; crit 19-20/x3; misfire 13;  
shots 12; reload 3 rnds; ammo .38



## Master Stat Block List

24 Outlaw Rustlers: Fast Hero (1)

Vocation: Cowboy

hp 16; init +2; spd 30'; defence 15; touch 15; flat-footed 13; bab +0; grap +1; atk +1 melee (2, punch) space/reach 5'/5'; sv fort +2, ref +3, will -1; rep +2; str 13, dex 14, con 15, int 10, wis 8, cha 12.

### Skills:

Gamble +1  
Handle Animal +7  
Ride +8  
Survival +1  
Use Rope +6

### Feats:

Animal Affinity  
Simple Longarms Proficiency  
Simple Sidearms Proficiency

### Talents:

Cowpunching  
Animal Dodge

### Weapons:

Smith & Wesson #2 Pistol  
r 15'; dam d6; crit 19-20/x2; misfire 14;  
shots 6; reload 1 rnd; ammo .32

Winchester "Yellow Boy"  
r 100'; dam d6; crit 19-20/x3; misfire 13;  
shots 12; reload 3 rnds; ammo .38



## Master Stat Block List

Sam Higgins; Outlaw Rustler Leader - Fast Hero (2) / Tough Hero (2)

Vocation: Experienced Cowboy

hp 29; init +2; spd 30'; defence 18; touch 18; flat-footed 16; bab +2; grap +4atk +4  
melee (3, punch) or +4 ranged; space/reach 5'/5'; sv fort +4, ref +4, will -1; rep +5;  
str 14, dex 14, con 15, int 19, wis 8, cha 12

### Skills:

Craft (woodworking) +2  
Gamble +2 Handle Animal +6  
Ride +6 Survival +5  
Use Rope +6

### Feats:

Animal Affinity Literacy  
Simple Longarms Proficiency  
Simple Sidearms Proficiency

### Talents:

Cowpunching Cowpuncher  
Animal Dodge Unbreakable  
Remain Conscious Long Ride  
Riding The Range

### Weapons:

Smith & Wesson #2 Pistol

r 15'; dam d6; crit 19-20/x2; misfire 14;  
shots 6; reload 1 rnd; ammo .32

Winchester "Yellow Boy"

r 100'; dam d6; crit 19-20/x3; misfire 13;  
shots 12; reload 3 rnds; ammo .38

Dynamite

dam 4d6; radius 5'; dc 15; increment 10'



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All maps was created with Dungeon Crafter v1.4 - [www.dungeoncrafter.com](http://www.dungeoncrafter.com)



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A Group Of Outlaw Rustlers Attack  
The Double-M Spread And Kills All  
But 3 Ranch Hands. Your Boss Asks  
For Volunteers. Are You Ready To  
Dish Out.....

**Cowboy**

**Law**

