

WESTERN ORACLE

CREATED BY DAIN LYBARGER



for use with

IN A WICKED AGE...



INSTRUCTIONS FOR USE

STEP ONE:

Roll 1d12

STEP TWO:

Consult numbered oracle

STEP THREE:

Play

I

- A Chinese railroad camp, and the hatchet-wielding highbinders who run it like a prison.
- A wild young man, fast with a gun, who thinks he has nothing to lose.
- A gunman, hunting down an accused rapist, and starting to doubt the man's guilt.
- An entrance to a huge sinkhole, hidden in the scrub.

II

- The half-dead oak tree where the Vigilance Committee holds it's hangings.
- A fortune in counterfeit Confederate dollars.
- A cynical gambler with a pair of loaded dice and a derringer up his sleeve.
- A Mexican peon who would sell his mother for two bits.

III

- Two men on horseback, watching the town below from atop a high ridge.
- A headstrong woman who's too good for any man.
- A sharpshooter who had his hands crippled by a former student.
- A tin star, needing polish, which hasn't been worn in a long time.

IV

- A retired gunfighter, who can't seem to stay retired.
- An isolated stockade fort, manned by a troop of U.S. cavalry.
- A kidnapper, double-crossed by his partner.
- Rumor of a fortune in Confederate gold.

V

- The girl who shot her husband in the neck.
- Vultures circling over a distant butte.
- A wagon train, headed into Indian territory without sufficient knowledge or preparation.
- A young Iroquois brave, searching for his first scalp.

VI

- A young deputy, who's runnin' things while the Sheriff is gone.
- The town drunk, witness to a crime he can't completely remember.
- A headstrong woman who's too good for any man.
- A shattered man pardoned from a prison work camp.

VII

- A Colt pistol, with a silver rattlesnake inlay on the grips.
- A fine hotel, where visiting cattlemen stay while they make their big-money deals.
- A pretty young schoolmarm, the most educated woman in town.
- A train, full of passengers, all curious about the occupant of the fancy private car in the rear.

VIII

- A box canyon, with only a single exit, and rustlers lying in ambush.
- Brothers who refuse to pay protection money to bandits.
- A cattle baron in need of some men without conscience to drive off a stubborn settler.
- An entrance to a huge sinkhole, hidden in the scrub.

IX

- A "mail-order bride", come from back East to meet her new husband.
- The bank, where every business in town keeps it's money -- robbed by masked outlaws.
- A dead man's daughter trying to sell a mine that might have gold in it.
- The gruff editor of the local paper, telling the truth at any cost.

X

- A cattle drive, beset by rustlers.
- A rickety saloon, where the whiskey and the women are both dangerous.
- A wealthy widow determined to clean up her town.
- A professional gunman, hired for his reputation, and given a Sheriff's badge.

XI

- A gambler, down on his luck, with nothing to his name but a deck of cards.
- The town drunk, witness to a crime he can't completely remember.
- A tribe of Indians, forced by privation to hunt for game outside their Reservation.
- A man, in search of his wife who was kidnapped during their wedding and auctioned to a whorehouse.

XII

- A band of outlaws, looking for a place to hide.
- A sacred mesa, defiled by rapacious miners, hungry for gold.
- A tribe of Apache, forced by privation to hunt for game outside their territory.
- A dude from back East, discovering that the west isn't quite what he expected.

ON THE WICKED RANGE

NAME & DESCRIPTION



BEST INTERESTS

PARTICULAR STRENGTHS

ON THE WICKED RANGE

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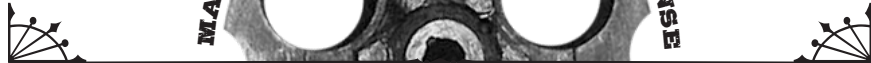
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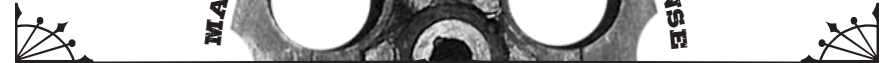
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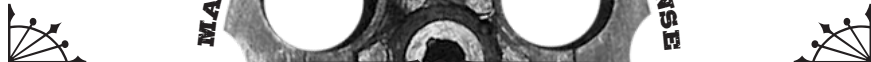


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