

Whispers of the Frontier

Current Year: 1869

Howdy, partner! Welcome to the rugged and untamed lands of the Old West, a vast expanse of wild plains and towering mountains. As pioneers seeking fortunes and new beginnings, you find yourself in a world filled with the echoes of legends and the allure of the unknown. As the sun sets over the frontier, strange occurrences and whispers of peculiar events have started to make their way through the winds.

Tales of apparitions, unexplainable lights dancing in the night sky, and rumors of hidden treasures fuel the imaginations of those daring enough to seek their fortune on these dusty trails. And now you're ready to do the same, as you step into the worn boots of adventurers, each with their own dreams and destinies.

Whether you're a quick-witted gunslinger, a hardened lawman, or a resourceful homesteader, the trails of the Old West are yours to tread. The frontier welcomes you with open arms, offering both the thrill of exploration and the perils of the unknown. A land where friendships are forged over campfires, where tall tales become reality, and where the dust holds secrets that only the bravest souls can unravel.

So saddle up, partner, and embark on a journey of discovery, where the Old West reveals its untold stories and mysteries, waiting for you to carve your own legend in the annals of history.

Happy trails!

Player Guide

Skills

Skills and expertise give you extra die for rolls to try and succeed during challenges. You have nine (9) points to assign to Skills and Expertise.

Just remember you cannot chose an expertise until you put one point into that skill tree.

Character Roles

Your role within the adventure represents your knowledge, training and outlook.

Select your role from the samples below or create your own.

1. Gunslinger / Hired Hand

A quick-draw shooting expert who can turn the tide of any gunfight. The gunslinger is a master of the pistol and can handle themselves in the most dangerous of situations. The hired hand is physically fit, can wield a gun, rope cattle and wild horses, etc.

2. Lawman / Marshall

A skilled enforcer of justice, sworn to uphold the law and protect the innocent. The lawman brings order to the chaotic frontier and brings the guilty to justice.

3. Shaman / Gypsy

An individual with a deep connection to the spiritual world, able to communicate with restless souls and ancient spirits. The spirit talker can tap into their wisdom and harness their otherworldly powers.

4. Prospector

A determined individual who scours the frontier for hidden treasures, both material and metaphysical. The prospector is skilled at finding valuable resources and unearthing ancient artifacts.

5. Tracker / Trailblazer

A skilled outdoorsman and survivalist, adept at reading signs left by man and beast alike. The tracker can uncover hidden trails and secrets buried beneath the rugged terrain. An explorer and adventurer who fearlessly ventures into uncharted territories, survive harsh environments, and can find hidden paths.

6. Doctor

A skilled healer who tends to the wounds and ailments of the frontier's inhabitants. The doctor can mend broken bones, treat diseases, and save lives on the brink of death.

7. Gambler / Dance Hall Girl

8. Cattle Baron / Farmer

A daring risk-taker and expert manipulator, skilled at gambling, bluffing, and reading people or a smooth-talking charmer who can sway others with their words and wits. They can talk their way out of tight spots or convince others to share their secrets.

A landowner who controls vast stretches of land, for cattle and/ or food resources. The can wield considerable influence and can command others to do their bidding.

WHISPERS OF THE FRONTIER

Storyteller's Addendum

Current Year: 1869

Setting the Stage

Welcome to the untamed Old West, 1869. As Storyteller, you're not just running a game of dusty trails and six-shooters; you're orchestrating a rugged frontier where the natural world frequently collides with the unnaturally strange. Your narrative could balance the harsh realities of pioneer life with the creeping dread of inexplicable phenomena.

Mood & Themes

Cultivate a mood that blends classic Western grit—resourcefulness, desperate survival, personal freedom, and the clash of nascent civilization—with an undercurrent of eerie mystery and mounting suspense. Focus on themes of discovery (whether it's gold or a forgotten terror), the tension between skepticism and undeniable proof, and the fight for survival against both human and inhuman threats.

Key Elements for Your Game

Frontier Harshness

The vast, unforgiving landscape is a character in itself. Survival against the elements, dangerous wildlife, ruthless outlaws, and rival factions (settlers vs. indigenous peoples, cattle barons vs. homesteaders) remain core, grounded threats.

The Unexplained

Integrate the supernatural and bizarre. Introduce encounters with restless spirits, local cryptids, strange technological artifacts from unknown origins, ancient curses, or otherworldly phenomena. The "unexplainable lights" aren't just folklore—they are real, tangible threats or mysteries waiting to be unraveled.

Isolation & Paranoia

The sheer vastness of the West amplifies the fear of the unknown. Isolated communities, distant law enforcement, and the immense travel times mean help is scarce. Who can truly be trusted when reality itself seems to fray at the edges, and the next town might harbor a sinister secret?

Limited Technology

Players must rely on their wits, their basic firearms, and their companions. Advanced or bizarre technology, if encountered, should feel alien and potentially dangerous, often being the source of the "unexplained" elements.

Every classic Western scenario can have an otherworldly twist. A routine cattle drive could be menaced by a phantom herd, a saloon brawl interrupted by a possessed patron, or a gold rush town driven mad by an ancient, unearthed evil. Leverage frontier folklore, tall tales, and the sheer emptiness of the landscape to hide your strangest secrets. The frontier is vast, and its deepest mysteries are whispered on the wind, waiting for courageous—or foolish—souls to unravel them.

WHISPERS OF THE FRONTIER

Plot Hooks

1. **The Disappearing Prospector:** Prospectors are disappearing one by one in the frontier town of Dusthaven. Miners whisper about eerie voices echoing through the mines just before each disappearance. The players are hired to investigate the source of these whispers and uncover a hidden cave system with a portal to a dimension inhabited by ancient spirits seeking to protect their land from greed.
2. **Cursed Cowboy:** A notorious gunslinger named "Silent Jack" is terrorizing the town of Ghost Ridge. Jack's gun hand was enchanted by a vengeful sorcerer before his death, and he now draws his victims into a cursed dueling dimension where they must face their worst fears. The players must find a way to break the curse by tracking down the sorcerer's remains and lifting the enchantment.
3. **The Midnight Train:** A mysterious locomotive known as the "Spectral Express" appears on the outskirts of town every midnight, vanishing by dawn. It's rumored that the train carries the souls of the departed to the afterlife. When a passenger goes missing, the players are tasked with boarding the spectral train and navigating its shifting cars to find the missing soul before sunrise.
4. **Ghost Town Revival:** The once-thriving town of Hollowbrook has become a ghost town, but strange occurrences suggest that the spirits of its former residents still linger. The players must uncover the tragic event that led to the town's downfall and find a way to appease the restless spirits before their anger consumes the entire frontier.
5. **The Last Shaman:** The last surviving shaman of the Native American tribe that once inhabited the land seeks the players' help. A powerful artifact, the "Whispering Totem," has been stolen from their sacred site. The players must track down the thieves, facing rival outlaws and navigating treacherous terrain, to return the totem and restore the balance between the mystical forces of the land.
6. **Eternal Sunset:** In a remote desert oasis, the sun hangs low on the horizon, never fully setting. Locals believe that a powerful artifact called the "Dawn Amulet" is responsible for this phenomenon. However, the amulet has been stolen by a group of nomadic bandits. The players must venture into the unforgiving desert, confront the bandits, and decide whether to restore the natural cycle of day and night or harness the amulet's power for their own purposes.
7. **The Singing Stones:** A series of melodious, eerie melodies are heard coming from a secluded valley. Locals believe that the stones themselves are singing. When played in a certain order, the stones reveal the location of a hidden treasure, but the players are not the only ones seeking it. They must race against time and competing factions to decipher the song's code and claim the treasure.

WHISPERS OF THE FRONTIER