

BETWEEN THE YEARS
1850 AND 1900, MANY A
COWPOKE ROAMED THE
WESTERN FRONTIER...



SIVAD'S SANCTUM PRESENTS

"IN THE LIGHT OF A
SETTING SUN"

WRITTEN BY JON DAVIS

BASED ON RULES BY NATE TREME

MAP OF CIBOLA COUNTY

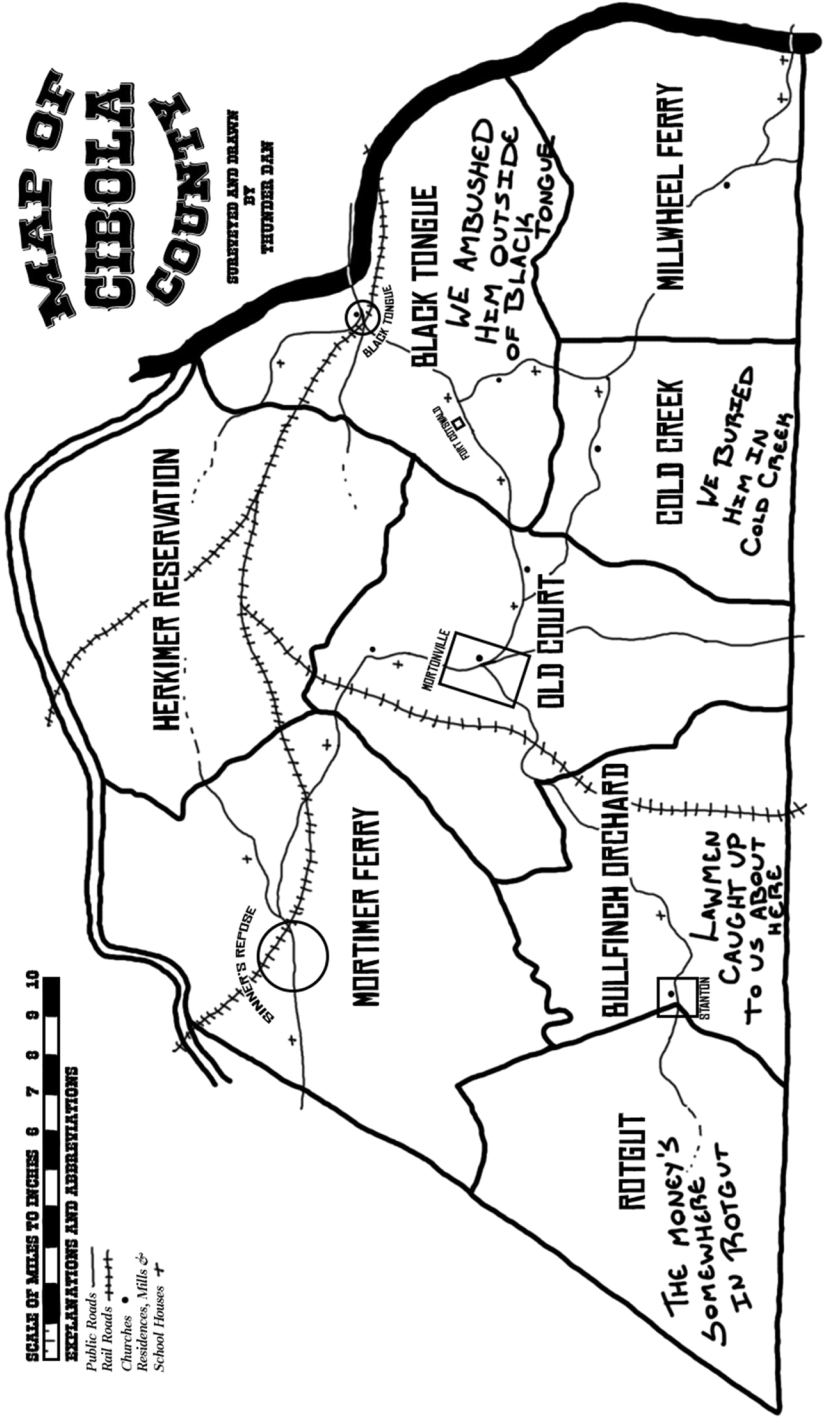
COMPILED AND DRAWN
BY
THUNDER BAY

SCALE OF MILES TO INCHES 6 7 8 9 10



EXPLANATIONS AND ABBREVIATIONS

- Public Roads ————
- Rail Roads +++++
- Churches •
- Residences, Mills ⚡
- School Houses +



**IN THE
LIGHT
OF A
SETTING SUN**

Saddlebag Edition

Written & Illustrated
by
Jon Davis

Based on Rules
by
Nate Treme



WHAT IN TARNATION?

In the Light of a Setting Sun: Saddlebag Edition

is a compilation and expansion of the three original pamphlets released in the summer of 2019. Though a complete system within itself, the three original pamphlets were rudimentary and left a lot to be interpreted by the game's judge. Saddlebag Edition seeks to expand upon certain mechanics - while introducing others - in order to make the judge's role that much easier.

In the Light of a Setting Sun is a game of wild west adventure set between the years 1850 and 1900 upon the western frontier. Players will create and control a cowpoke eking out an existence on the open range, facing any obstacles and opponents sent their way by the game's judge. Through play cowpokes may grow to become larger-than-life figures, finding themselves in ever-escalating adventures and scenarios. What awaits them at the trail's end is left for the judge to decide.

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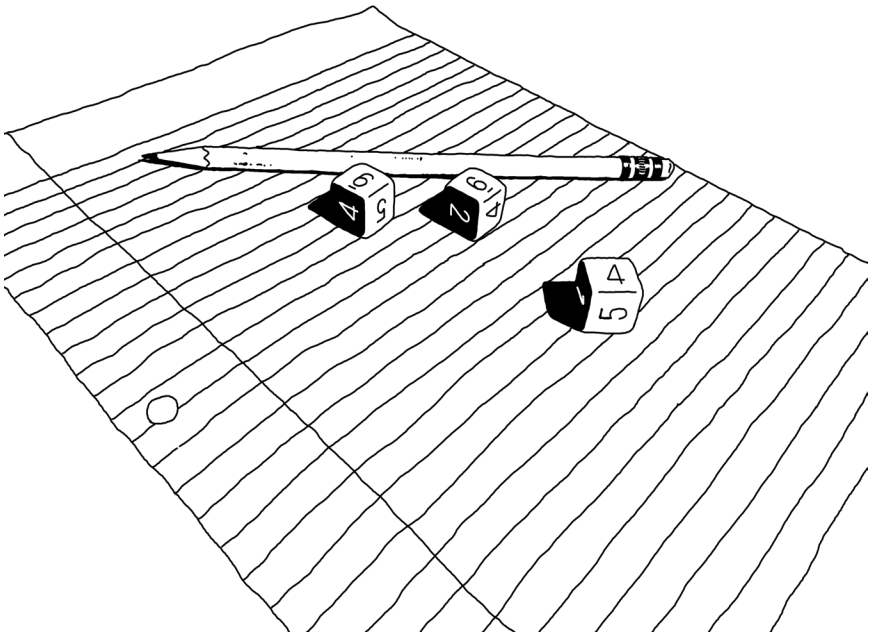
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MATERIALS

All that's needed to play **In the Light of a Setting Sun** is a judge, a group of players, and a standard set of polyhedral dice (d4, d6, d8, 2d10, d12, and d20). Three six-sided dice (3d6) will primarily be used for most rolls, but it's recommended to have a full set nearby at all times.



*"Fill your hands, you son
of a bitch!"*

-Rooster Cogburn

THE GAME

The judge will present a scene to the players and allow each a turn to move 30 feet and perform an action. If the action presents a chance of failure, the player will be required to roll 3d6 against their cowpoke's appropriate attribute. Rolling **under** that attribute succeeds. At the judge's discretion, circumstances surrounding the action may give the roll advantage or disadvantage (roll 2d6 or 4d6 respectively).

COWPOKES

Cowpokes begin play with HP determined by rolling a number of d6 equal to their Iron attribute, a number of inventory slots equal to their Iron attribute, and 20 dollars. Roll 3d6 for each of the following attributes:

Iron (IRN) melee attacks, constitution, strength, etc.

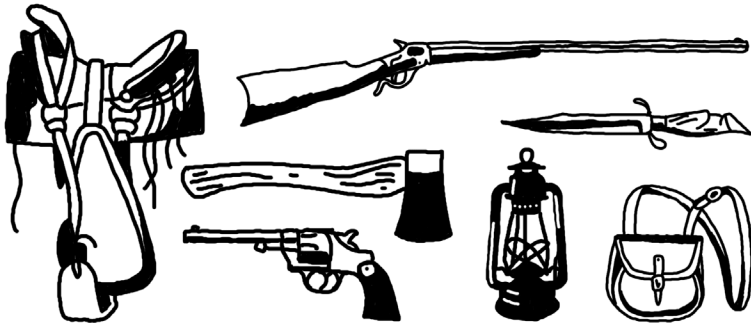
Reflexes (REF) ranged attacks, dodging, dexterity, etc.

Wits (WIT) knowledge, linguistics, instincts, etc.



ADVANCEMENT

Every 3 adventures, players are given a chance to train two of their cowpoke's attributes. Roll 3d6 **over** chosen attribute in order to increase the score by 1. This will increase HP, inventory slots, chance of landing blows, etc. Cowpokes may only advance six times.



EQUIPAGE

GUNNA	SIZE	COST
Lantern	1	1
Light Weapon	1	1
Heavy Weapon	2	5
Small Gun	1	10
Big Gun	2	15
Ration	1	3
Torch	1	1
50' Rope	2	1
Thieves' Tools	1	1
Canteen	1	1
Sack	1	1
Ammunition	1	3
Spyglass	1	10
Doctor's Bag	2	25
Poor Horse	N/A	20
Good Horse	N/A	50
Excellent Horse	N/A	100
Saddlebags	2	5
Camping Gear	3	3
Gun Cleaning Kit	1	1

Lantern

An old bullseye lantern on a rawhide cord.
Casts light in a 30' cone.

Light Weapon

Daggers, hatchets, slings, and blackjacks.
-1d4HP on a successful IRN roll.

Heavy Weapon

Clubs, axes, bows, and spears.
-1d6HP on a successful IRN roll.

Small Gun

Pistols, revolvers, and derringers.
-1d8HP on a successful REF roll.

Big Gun

Rifles, shotguns, and carbines.
-1d10HP on a successful REF roll.

**Ration**

Dusty hardtack served with a pemmican spread.
Enough food for 2 days.

Torch

Gnarled length of treated wood, spouting flames.
Casts light in a 30' radius.

50' Rope

Durable hempen rope.
Climb sheer surfaces without fear of disadvantage.

Thieves' Tools

Lockpicks, grease paint, caltrops, etc.
Everything a no-good cutthroat needs on the trail.

Canteen

Cool, clean water stored in a tin flask.
Enough water for 2 days.

Sack

An old burlap sack.
+2 inventory slots.

Ammunition

Boxes of shells picked up in some podunk town back east.
Enough ammo for 3 gunfights.

Spyglass

Ornate telescope held in the hand.
See long distances from a high place.

Doctor's Bag

Leather medical bag containing the basic materials for first aid.
Heals injuries on a successful WIT roll.

Poor Horse

Mangy mare picked up in the last town.
12 IRN; movement of 30' per turn.

Good Horse

Fine filly from a reputable seller.
15 IRN; movement of 40' per turn.

Excellent Horse

Powerful pony from some southern breeder.
18 IRN; movement of 50' per turn.

Saddlebags

Worked leather bags tied behind the saddle.
+4 Inventory slots.

Camping Gear

A tent, stakes, cookware, and a bedroll.
Provides a safe location to heal when sleeping rough.

Gun Cleaning Kit

Large bristle brush, slotted wiper, and gun oil.
Lower the chance of incurring a ricochet by 1d4.



INITIATIVE

When a scuffle breaks out, each side rolls 1d6. Lowest roll acts first. Ranged attacks precede melee attacks, which precede unarmed attacks. Initiative is again rolled after both sides have acted. Surprise constitutes a free round of attacks for one side before initiative is rolled.

COMBAT

To land a blow or defend against an attack, the player must roll successfully against the appropriate attribute - either IRN or REF. Roll damage when an attack lands successfully. Death occurs when HP reaches 0.



DUAL WIELDING

Some cowpokes have the want for a dramatic flair, and so opt for a sidearm to draw for emphasis. When dual wielding weapons, a single attack is made and the damage die is doubled. If the attack hits successfully and damage is rolled, the higher result of the two dice rolled is taken.

EXPLODING DICE

When rolling damage for a successful attack or a failed dodge, pay special attention to dice which roll a maximum result. Max results bolster damage, doubling the dice rolled. For example, a result of 8 rolled for a small gun would net an extra -1d8HP added to that attack. Watch out, opponents have access to exploding dice as well!



GUN MAINTENANCE

During combat, a roll of 3 or 18 results in an instant kill or ricochet respectively. Instant kills are left up to chance and are out of a cowpoke's control, whereas ricochets can be maintained with the right care taken. When an 18 is rolled a shot ricochets, hitting the attacker in return. Additionally, damage is dealt to the attacker's weapon, increasing the ricochet range by a factor of 1. This means - on a bad day - a cowpoke might garner a ricochet range so large that it leaves their weapon useless until it can be properly cleaned! Gun cleaning kits can be used while camping to reduce this range.



INJURIES

When a cowpoke loses more than **half** of their total HP in a single blow, a grave injury is sustained. Injuries are grisly and instill disadvantage on all attribute rolls, attacks, and dodges until healed. Injuries include, but are not limited to: bullet wounds, burns, breaks, cuts, scrapes, internal bleeding, external bleeding, severed appendages, lacerations, and stab wounds. Depending on the severity of the injury, a judge may decide an extra -1 d6HP is dealt to a cowpoke per day until they see a medical professional.

HEALING

Cowpokes sustain a lot of abuse over the course of a life wandering the wild frontier, it's only fair that there should be a safety net in place to ensure some form of recovery. Over a 24 hour period of uninterrupted rest, a cowpoke will regain a certain amount of HP dependent upon whether they rest within the confines of a cozy town, or opt to sleep rough in the wilderness. Sleeping under the stars grants 1HP per day rested, while staying in town awards 1d6HP per day rested. Holing up in town sometimes elicits steep rates of payment for room and board though, so watch out!



*“He never sleeps, he says.
He says he’ll never die.”
-Blood Meridian*

DUELS

Duels often break out as the result of a dispute between opposing forces. That, and some fools just want to prove their mettle. Choice of weapon is key in a duel; any ranged weapon can be used, but the greater the damage it deals the slower it is. Those involved will roll the damage die of their respective weapons - along with their "renown die" - simultaneously, adding the total. Lowest total acts first. A cowpoke's level represents the range at which an instant kill occurs (e.g. a third level cowpoke instantly kills their opponent on a roll of 2-3 as their total), otherwise the damage rolled is dealt to the opponent. A max result triggers a ricochet, killing the shooter instantly. After all, a duel is a fight to the death.



*"When you have to shoot,
shoot. Don't talk."*

-Tucó



RENOWN

As a cowpoke makes a name for themselves on their travels, they grow in fame and infamy. Every cowpoke begins with a d20 as their **Renown Die**, a die that represents the mark they've made upon the land. Every time a cowpoke enters a new town, they'll be required to roll their renown die. A roll of 1 triggers a random duel as determined by the judge; if the cowpoke survives this duel they will again roll their renown die. A roll of 1 represents a cowpoke growing in distinction amongst his peers, advancing their renown die using the chain below:

d20 > d12 > d10 > d8 > d6 > d4

Renown dice are very versatile. Whenever a judge is unsure of a roll's outcome, they may have a cowpoke roll their renown. A roll of 1 usually ends favorably for the cowpoke. Too, a cowpoke may ask to roll their renown in an all-or-nothing appeal to the judge; if the renown roll fails, the cowpoke resigns themselves to the worst outcome possible. Every time a cowpoke finds themselves on the wrong side of the law they'll roll renown and the result multiplied by \$100 shall be the bounty placed on their head.

FEARSOME CRITTERS and WANDERING DUDES

A List of Opponents and Allies Encountered
on the Western Frontier

Terminology:

-IRN: Iron; physical strength, the number of d6 rolled to determine HP.

-REF: Reflexes; reaction speed, deftness.

-WIT: Wits; mental prowess, overall knowledge.

-Greenhorn: 3 IRN, deals -2d4HP.

-Ornery: 8 IRN, deals -3d6HP.

-Fearsome: 13 IRN, deals -2d8HP.

-Grizzly: 18 IRN, deals -3d10HP.

Random Encounters:

Random Encounters should occur when a 1 is rolled on a d8. This d8 is rolled every 15 minutes of real world time.

-Agent (Ornery)

We Never Sleep: Has no need of sleep; keeps a relentless pursuit.

-Alligator (Fearsome)

Death Roll: On a successful bite, roll 1d6; -resultd6HP.



-Bear (Grizzly)

Charge: Double damage if bear gets a running start.

-Bounty Hunter

(Fearsome)

Sunshine in a Bag: Always in possession of 1d100 gold coins from previous bounty.

-Cannibal (Ornery)
Caustic Bite: Healing tonics no longer work, only the hands of a Medicine Man can heal this wound.

-Cougar (Ornery)
Catlike Reflexes: Attacks against cougar made at a disadvantage.



-Cowboy (Ornery)
Rodeo Ready:
Disadvantage on REF rolls when cowboy is attacking with lasso.

-Coyote (Greenhorn)
Wily Paranoia: Cannot gain advantage when attempting to surprise coyote.

-Gambler (Ornery)
Cold Deck: Always has a card up their sleeve - just in case.

-Gunslinger (Fearsome)
Fan the Hammer: A roll of 18 results in six consecutive attacks.

-Horse (Fearsome)
Widowmaker: WIT roll or kicked in the head; reduce WIT by 1d6.

-Hunter (Ornery)
The Scent: Cowpoke always at a disadvantage when a hunter is on their trail.

-Lawman (Fearsome)
Round up the Posse:
Has no less than 1d4+4 Ornery deputies backing them up.

-Longhorn (Grizzly)
Catapult: On a successful attack, cowpoke is launched 1d6x10' away.

-Medicine Man (Ornery)
Power of Knowledge:
Heals trusted cowpokes to full health.

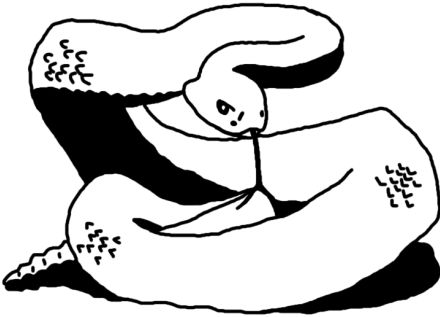
-Outlaw (Ornery)

Ever Prepared: Usually sports an extra small gun if disarmed.

-Rattlesnake

(Greenhorn)

American Venom: IRN roll or die painfully; otherwise, reduce IRN by 1d6.

**-Rifleman** (Ornery)

Superior Vantage: Disadvantage on REF rolls when rifleman has the high ground.

-Scorpion (Greenhorn)

Triple Threat: 2 claws (1d4) + 1 stinger; IRN roll or reduce IRN by 1d6.

-Soldier (Ornery)

Strength in Numbers: Gains advantage on attacks when adjacent to fellow soldiers.

-Warrior (Fearsome)

Seasoned Combatant: 2 bow (1d6) + 1 spear; REF roll or reduce REF by 1d6.

-Wild Boar (Ornery)

Bloody Gore: Roll of 18 results in a horrible death by disembowelment.

-Wolf (Ornery)

Pack Mentality: Gains an additional attack when adjacent to another wolf.



THE BAD TOWN of BLACK TONGUE

A Small Mining Town in the Midst of Political Intrigue



Black Tongue gets its name from the fat river full of sand and silt from the nearby mines. It sits as the seat of Cibola County “somewhere southwest” and, in recent years, has become a boomtown of sorts thanks to the discovery of a vein of silver to the northeast. The Neville-Hauer Mining Co. lays claim to that particular tract of land and won't be parting with it any time soon.

Directly to the west is Fort Cotswold, a sod and timber affair hosting a score of men at any given moment. What isn't deemed worthy of Fort Cotswold's effort is usually passed on to the lawmen of Black Tongue. And by that virtue, whatever the tin star sees as below their station gets left for surly bounty hunters and wandering cowpokes to take care of.



BACKGROUND:

It's election day in Black Tongue and the streets are thrumming with folks making their way to town hall in order to turn in their ballots. But that's easier said than done as a group of hooligans stand outside of the ballot office harassing anyone not voting for incumbent Hiram Stokes. These are of course Stokes' own hired men, but no one is willing to stick their neck out for the sake of democracy. Stokes' only opponent, T.C. Gelding, seeks desperately to be rid of these ruffians if for nothing else than to have an honest election. He needs unknowns, unafraid of Stokes and his goons.

d8 RUMORS

- 1 Galvez is coming.
- 2 Twenty men died in shaft number three down in the mines.
- 3 Graves are being robbed up on Boot Hill.
- 4 Agents from back east are asking a lot of questions around town.
- 5 The saloon sells opium from the back room.
- 6 The new school marm's been seen drinking unescorted in another town.
- 7 There's a motherlode of gold in the nearby reservation.
- 8 A tunnel was uncovered in the mines. It goes deep. Too deep.

A NERVOUS MAN:

Upon entering the town of Black Tongue, the posse will immediately be approached by a bald man dressed in burgundy velvet. The man, T.C. Gelding, has been scouting around looking for a suitable group of strangers to aid in his endeavor - and the posse fits the bill. A group of ne'er-do-wells need taking care of outside of the county court, no killing if it can be helped. Mr. Gelding promises payment, once the election has been completed, and a place to hide out on his ranch if things go south. Cowpokes may roll **WIT** in an attempt to increase any payment offered by Mr. Gelding.



SHOOTOUT AT BLACK TONGUE TOWN HALL:

Five armed men (**Ornery**) stand outside of the county courthouse hassling a group of Gelding voters who wish to turn over their ballots. The men deny them entry and finally threaten the group with their sidearms. If confronted by the posse the men quickly become violent and start to throw punches, thirsty for a fight. No matter how the fight pans out, at least one of the men is looking for bloodshed and draws his revolver, initiating a duel. Any witnesses will defend the posse if the men were the first to draw. Otherwise, the posse will be wanted in Cibola County for murder.

VISITORS IN THE NIGHT:

Because of the fight, most townsfolk who hadn't already voted are too scared to turn in their ballots, meaning the tally is postponed until the following day. If the posse decides not to take up Mr. Gelding's offer of room and board, roll 1d6. On a roll of 1, skip this encounter entirely, otherwise read on.

Mr. Gelding provides the posse with stabling and a secluded bunkhouse where they might address any wounds sustained in the fight outside of the courthouse. During the wee hours of the morning, seven masked men (**Fearsome**) surround the bunkhouse wielding torches. They demand the posse emerge or risk being burned alive, meaning to make an example of "meddling troublemakers". If the posse gives the men any guff a firefight will ensue. 1d6+6 of Gelding's ranchhands will ride up in 1d6 rounds, aiding the posse in their fight.



“I’m many things, most of ‘em bad. But a man of political principles? No.”

-John Marston

ELECTION DAY:

One of two outcomes may occur on election day:

1) T.C. Gelding wins and ousts Stokes’ entire cabinet, including the loathsome Sheriff Bowles - a corrupt and merciless man in Stokes’ pocket. Gelding props up the posse as members of his personal braintrust, possibly even offering the role of sheriff to one of the posse members. Stokes takes the loss gracefully, but not without vowing a personal vendetta against Gelding and the posse. Stokes is still a very powerful businessman with his hands in both oil and the railroad, so he can very quickly become a thorn in the posse’s side. The former Sheriff Bowles rounds up what remains of Stokes’ hired men and forms an outlaw gang that begins terrorizing the borders of Cibola County.

2) Hiram Stokes remains in power and confronts Gelding and the posse. He commends Gelding for his hiring of the posse, claiming they’ve wiped out more of his men than he thought possible. He offers the posse double what Gelding is paying them and a small plot of land outside of town. If the party accepts, they soon become Stokes’ gophers, tackling any and every task he sends their way under threat of death. If they refuse, Stokes has them run out of town by a score of men (**Ornery**) and never allowed back in Black Tongue. Gelding offers the posse positions on his ranch as foremen (and protection considering he is now on Stokes’ bad side as well).

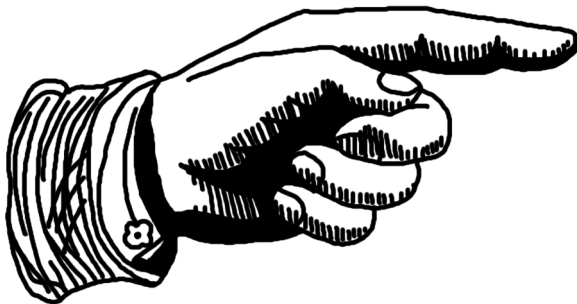
Roll 1d6; 1-3 T.C. Gelding wins, 4-6 Hiram Stokes wins.

MEERES, STARBUCK & CO. CONSUMER'S GUIDE

A Mail Order Catalogue for the Discerning Buyer

Cowpokes flush with cash may sometimes elect to special order items through the mail. These items are well crafted and worth a pretty penny. Cowpokes lucky enough to come across these items in their travels will recognize their value by the M,S&Co. logo stamped somewhere on its face. An abbreviated list might include:

Item	Cost
Dynamite	\$1
Gatling Gun	\$10,000
House Kit	\$900
Healing Tonics	\$20
Yeller Mutt	\$25
Motor Buggy	\$400
Steamship	\$5,000
Bulletproof Armor	\$50
Informative Manuals	\$100



Dynamite

Explosive materials packaged in roughspun paper.

A single stick deals -3d6HP. Deal another -1d6HP for each additional stick.

Gatling Gun

The epitome of militaristic engineering - a weapon to surpass the cannon.

-18d6HP on a succesful REF roll.

House Kit

A mountain of lumber accompanying a vague instruction manual.

Provides a base of operations and a homestead.

Healing Tonics

Nondescript chemicals bought from some huckster in town.

Heals 1d4HP on a successful IRN roll. Damages just as much on a failure.

**Yeller Mutt**

Best doggone dog in the west.

Can't be surprised by an opponent.

Motor Buggy

A horseless carriage invented by some businessman back east.

Travel long distances without the need of a horse.

Steamship

A large boat propelled by steam-powered paddlewheels.

Travel to far away places across great bodies of water.

Bulletproof Armor

Australian made and tested armor which covers the vital organs.

Increases max HP by 10.

Informative Manuals

Educational reading written by a smartass.

Train attributes without the need of advancement.

TOWN GENERATOR

Roll a d12 on each of the tables below (twice under Populace, three times under Businesses, and four times under Jobs) in order to generate new towns unique to you and your players.

d12 LOCATION

- 1 Misty valley, hidden from prying eyes.
- 2 Fetid swamp, haunted by its past.
- 3 Howling mountains, brooding over all.
- 4 Verdant hills, hiding ancient sins.
- 5 Dusty badlands, devoid of good.
- 6 Windswept coast, before alien oceans.
- 7 Rolling plains, stained by blood.
- 8 Yawning canyon, full of devils.
- 9 Towering forest, the lair of giants.
- 10 Frozen tundra, where even He can't see.
- 11 Boiling desert, the place of doom.
- 12 Humid glades, kingdom of all biting insects.





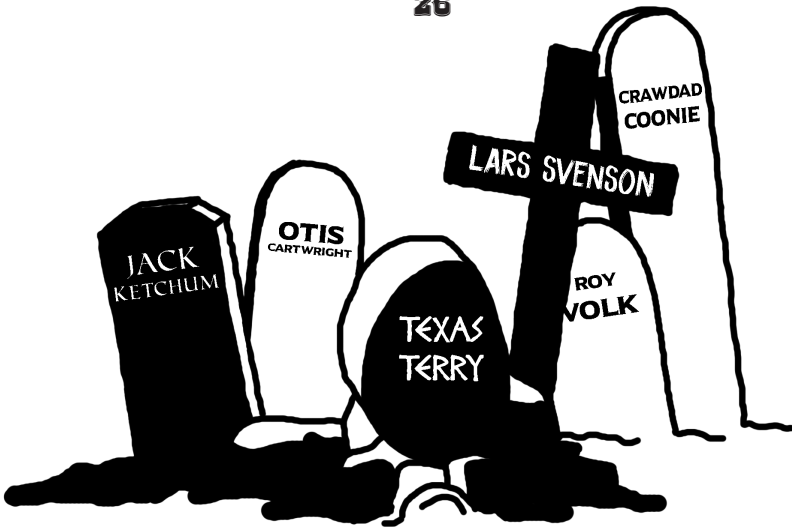
d12 POPULACE

- 1 Dirt-poor farmers, hardened by the land.
- 2 Moody outlaws, crippled by society.
- 3 Wayward soldiers, fools with guns.
- 4 Wily miners, seers of the depths.
- 5 Grizzled trappers, here before you and I.
- 6 Daydreaming cultists, looking for their God.
- 7 Waspy townies, devouring all they rule.
- 8 Transient laborers, looking for kindness.
- 9 Wary natives, driven from ancestral lands.
- 10 Chinese immigrants, tricked into slavery.
- 11 Rival cowpokes, demons with guns.
- 12 Weary rail workers, looking for trouble.

d12 BUSINESSES

- 1 Gunsmith, purveyor of death.
- 2 Bank, enforcer of poverty.
- 3 Clothier, seller of fine duds.
- 4 Cafe, chuck wagon that stays put.
- 5 Hotel, house of travellers and tramps.
- 6 Train depot, one in a million stops.
- 7 Saloon, provider of drinks and a good time.
- 8 Grocer, seller of dry goods and green stuff.
- 9 Doctor's office, mender of tender wounds.
- 10 Livery, house of trusty steeds.
- 11 Carriage house, where wagons go to sleep.
- 12 Undertaker, patron of death.





d12 JOBS

- 1 Capture a bounty, he's a mean one.
- 2 Make a delivery, and make it on time.
- 3 Rob a train, one laden with gold.
- 4 Oversee a cattle drive, the boss is a lush.
- 5 Defend the reservation, they're good folk.
- 6 Help a hunter, he's on the trail of a big one.
- 7 Rob a grave, they won't miss anything.
- 8 Run off hooligans, they're up to no good.
- 9 Break a cowpoke out of jail, and fast.
- 10 Bolster the nearby fort, them boys need it.
- 11 Plant dynamite, and run.
- 12 Rob a coach, and make it disappear.

BOUNTY HUNTERS

When cowpokes find themselves on the wrong side of the law, desperate individuals come to collect. Roll on the tables below to generate strange bounty hunters on the posse's trail.

d4 PHYSIQUES

- 1 Thin as a Kentucky rail.
- 2 Fat as a tick on a hound's ass.
- 3 Shorter than a preacher's temper.
- 4 Taller than all Creation.



d6 WHISKERS

- 1 Smooth as the day is long.
- 2 Five o'clock shadow.
- 3 Dashing handlebar mustache.
- 4 Billy goatee.
- 5 Chops only a mother could love.
- 6 Beard like a grizzly's ass.

"A gun is a tool, Marian; no better or no worse than any other tool: an axe, a shovel or anything. A gun is as good or as bad as the man using it. Remember that."
-Shane

d8 WEAPONS

- 1 Dynamite, for those stubborn sumbitches.
- 2 Knives, for close and personal encounters.
- 3 Clubs, for driving your point home.
- 4 Revolvers, they're a classic for a reason.
- 5 Rifles, for long distance communication.
- 6 Shotguns, for large gatherings.
- 7 Ropes, for those rambunctious types.
- 8 Fists, when weapons just aren't enough.

d10 POSSESSIONS

- 1 Musical pocket watch, a gift from a lost daughter.
- 2 Field guide of the nearby area, several poisonous plants are circled.
- 3 Loaded bone dice, handy for lean times.
- 4 Silver ingot stained with blood, it's still sticky.
- 5 Lock of golden hair, tied with a red bow.
- 6 Clay pipe, smelling of tar and smoke.
- 7 Antler handle bowie knife, razor sharp.
- 8 Old spanish bible, dog-eared and dirty.
- 9 Solid gold belt buckle, enough to pay for a fine steed.
- 10 Yellowed treasure map, pointing to a far away location.



**d12 SCARS**

- 1 Missing eye, lost in a saloon brawl.
- 2 Wooden leg, acquired in the war.
- 3 Burns, from a long ago raid.
- 4 Noose marks, from a forgotten past.
- 5 Missing fingertips, lost as a child.
- 6 Glasgow smile, from a traitor's knife.
- 7 Missing hand, lost for thievery.
- 8 Scalped, for trespassing on their land.
- 9 Branded, because they thought it good fun.
- 10 Missing ear, lost while tied to a chair.
- 11 Bullet wounds, from a friend's sidearm.
- 12 Missing teeth, lost during a fall.

d20 QUIRKS

1	Smokes stinky cigars	11	Has no name
2	Plays harmonica constantly	12	Alcoholic
3	Fingers pocket watch	13	Curses in german
4	Speaks latin	14	Elderly
5	Compulsively lies	15	Heavily tattooed
6	Quotes scripture	16	Terminally ill
7	Sings opera	17	Uncontrollable tremor
8	Speaks in rhyme	18	Can't swim
9	Unsettlingly pale	19	Mute
10	Germaphobe	20	Habitually journals



"Looks like someone's been down here with the ugly stick."

-Dusty Bottoms

INJURIES

Often times, the nature of an injury dealt to a cowpoke is not entirely clear. For just such an occasion a special table has been prepared for the judge's convenience. When in need of an injury, simply roll 1d4+1d6 and consult the table below.

1d4 + 1d6 INJURIES

- | | |
|----------|---|
| 1. Head | 1. Eye shot out.
2. Ear blown off.
3. Nose shaved down.
4. Lose 1d4 WIT.
5. 1d6 teeth knocked out.
6. Tongue severed. |
| 2. Arms | 1. Weapon smashed (if no weapon, lose hand!)
2. Lose 1d4 digits.
3. Lose one hand at wrist.
4. Lose one arm at elbow.
5. An arm is crippled (roll 3d8 instead of 3d6).
6. Lose one arm at shoulder. |
| 3. Torso | 1. Pierced lung (-1d4 IRN).
2. Cracked ribs (-1d4 REF).
3. Gut shot (-1d4HP every hour until doctored).
4. Grave wound (permanent loss of 1d6HP).
5. Broken back (-1d6 IRN).
6. Loss of mobility (permanent disadv. on REF). |
| 4. Legs | 1. 1d4 toes shot off.
2. One foot lopped off at ankle.
3. One leg removed below knee.
4. One leg removed at thigh.
5. One leg is crippled (1/3 movement).
6. Trick knee (roll IRN or throw knee out). |

"Oh, one of my short ribs is broken."

-Tom Chaney

CURSES

Cowpokes were notorious for their foul mouths and imaginative swears. Profanities were much different in those times as opposed to today, they blasphemed more often than not. For fun, roll 2d6 on the table below when in need of a period accurate expletive.

d66 WELL...

11	Shoot fire!	41	I'll be Chicagoed!
12	Crawl my hump!	42	Shine!
13	Buss my ass!	43	I'll be a bally fool!
14	Go to the dogs!	44	Tunk!
15	Boil my shirt!	45	Hully gee!
16	Fix my flint!	46	Chariots of fire!
21	Hobble my lip!	51	I'll be a hump back!
22	For land sake!	52	Jerusalem crickets!
23	I swanee!	53	The devil you say!
24	Push my barrow!	54	Strike me pink!
25	Settle my hash!	55	By ginger!
26	Bad cess to me!	56	I'll be hanged!
31	Dang my melt!	61	Blam-jam!
32	Go to Halifax!	62	Crimany!
33	Cow chips!	63	Bed me down!
34	Con sarn it!	64	I'll be crowbait!
35	Clean my plow!	65	Stone me!
36	Sour my milk!	66	By gum!

"¡Hijo de una gran puta!"

-Tuco

IN THE LIGHT OF A SETTING SUN

Name

STATS

Portrait

IRON

REFLEXES

WITS

RENOWN

LVL

HP

INVENTORY

POSSE

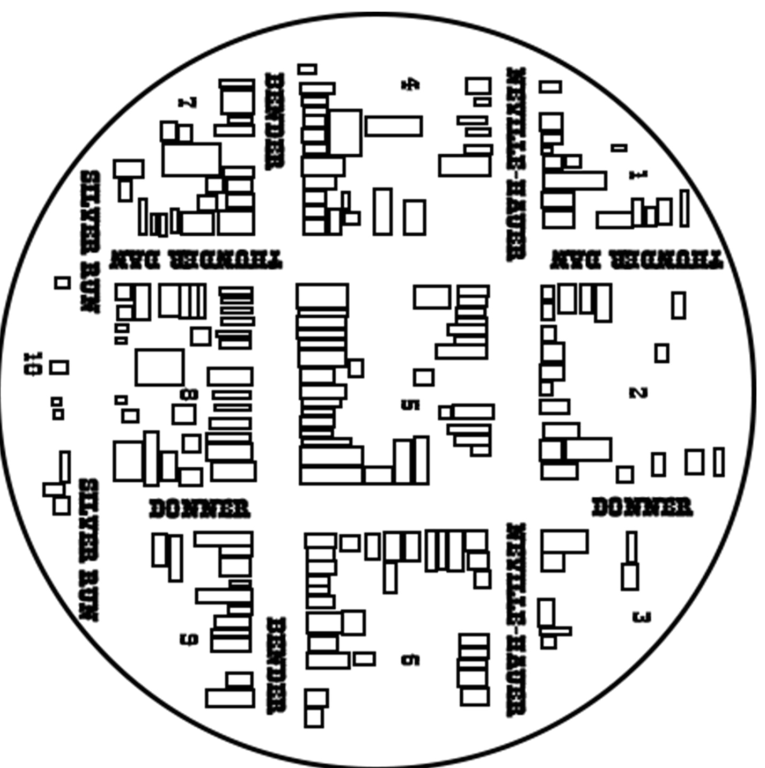


CREDITS

IN THE LIGHT OF A SETTING SUN is a hack of *IN THE LIGHT OF A GHOST STAR* by Nate Treme (natetreme.com), but has its roots firmly planted in the realm of old school play. Too, this book was heavily inspired by Shane J. Long's *HOSER* (shanejlong.itch.io), another hack of Treme's work. These guys are real pals, give them all of your support!

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Black Tongue CIBOLA COUNTY INDEX



1. Residential Area
2. Sheriff's Office & Undertaker
3. Livery Stables
4. Clothiers & Gunsmiths
5. Saloons & Hotels
5. Cafes & Grocers
7. Church & Doctor's Office
8. Town Hall & Bank
9. Carriage Houses & Corrals
10. Train Depot



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