

BH2

BOON

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Wild West Module

LOST CONQUISTADOR MINE



by David Cook and Tom Moldvay

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A dead man's cryptic treasure map may lead to a fortune in Spanish gold — or to quick death. Can you elude Indians, claim jumpers, bandits, and vigilantes and find the lost gold of Mendoza?

Lost Conquistador Mine was originally used as a tournament module at the GEN CON® XIII Game Convention. The module contains town and wilderness scenarios that can be combined to create a series of exciting adventures.

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TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

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BOOT HILL™
Adventure Module BH2
The Lost Conquistador Mine

FOREWARD

This module is a playing aid to the **BOOT HILL™** Game rules. The material given in this module is for the referee. If you plan to be a player, stop reading now. Allow your referee to read this module and conduct you in an adventure through it.

Before playing this module, the referee should read the module completely once or twice and become familiar with the new rules and scenarios presented in the module. The referee should also note the sections of the module. These sections include the **INTRODUCTION, REFEREE'S INFORMATION, ADDITIONAL RULES**, various keys and scenarios, a listing of NPCs, and a glossary. The glossary lists definitions of the obscure or unusual terms used in the module. After reading the module and becoming familiar with the contents, the referee will be ready to conduct the adventure.

INTRODUCTION

Gold! For thousands of years men have dug for it, lied for it, cheated for it, fought for it, and killed for it. The gold bug, gold fever, gold lust, the golden touch; all words created to describe its effects on men.

Spanish soldiers and explorers, the Conquistadors, searched the American Southwest relentlessly during the 16th Century, seeking gold. The Indians told their Spanish masters stories of unlimited treasures—the Seven Cities of Cibola, the Gran Quivira, the Laguna de Oro, the Peak of Gold, and the Seven Hills of the Aijados. The Conquistadors never found them.

Though the tales of endless wealth were false, the Spanish did find gold in the American Southwest. And now in 1868, stories of their mines, found and lost many times over, are still told. Names like the San Saba Mine, Espantosa Lake, La Mina Perdida, and Rattlesnake Cave dot the Southwest. The Lost Conquistador Mine is one of these.

The story of the Lost Conquistador Mine is usually told like this:

In May of 1548, a small expedition of 20 soldiers, 2 monks, a Lipan Apache interpreter, some peons, and 10 mules left Mexico for a trip north. Led by Manuel de Carlos, they were searching for the famed Seven Cities of Cibola that Coronado failed to find. The men with him were veterans of Coronado's expedition, convinced that they would find what he had missed. Little is known of their journey or where exactly they had gone. Some years later, only one man returned, Juan Felipe Sebastien y Mendoza. Of what happened or what was found, he would not say. He died within a year. However, before he died, he prepared a map to a site which he claimed would yield 10 jackloads of gold per week.

Many men tried unsuccessfully to find the site Mendoza had found. Finally, in 1716, one of his descendants returned to Mexico. Shortly after his arrival he led a group into New Mexico. Thereafter, every year he would lead a small mule train back to the settled lands, carrying unusually pure gold. Men who tried to follow him never returned. Whether they met death by accident or at the hands of the Navajos or Apaches, or were slain by Mendoza was unknown. And so it went for many years.

One year, Mendoza did not return from New Mexico. Indian activity had been increasing and rumors of Mendoza's death were finally

confirmed when a group of Apache came to San Fernando to trade mules for goods. The mules were Mendoza's. After questioning, the Apache were put to the death. One told of finding one mule, alone and by itself, in the Rio Grande valley of New Mexico. The bodies of many dead whites were nearby.

For over 100 years the mine's location remained unknown. Attempts to find it had been made and all had failed. Then, ten years ago, an immigrant clockmaker known as Dutch Jack arrived in Dead Mule. He brought the body of his Apache wife and a handful of gold nuggets. Shortly after, he disappeared back into the mountains. Every few months he returns to Dead Mule with a few more nuggets and buys a few more supplies. A morose recluse, for ten years he has slipped by those who would follow him and disappeared into the wild.

The town of Dead Mule itself well befits its name. On the edge of the Rio Grande valley in the territory of New Mexico, it is as barren as the land around it. Once it had hopes of being a thriving mining community, but those hopes played out along with the mines. Now only its usefulness as a stage way station, outlaw hideout and prospecting jump-off point keep the town alive. Drifters of all types pass through along with those who have legitimate business—cavalrymen, ex-Confederate soldiers, bounty hunters, outlaws, prospectors, Indian scouts, Chinese, Texans bound for Santa Fe, and others. Through it all, the Indian raids, the gun battles, the knife fights, and lynchings, Dead Mule slowly decays.

REFEREE'S INFORMATION

BACKGROUND

The Lost Conquistador Mine is a combination of a town and a wilderness adventure. The first half of the module takes place in the town of Dead Mule. The second half covers the overland journey to find Dutch Jack's mine. The number of player characters involved in the adventure should be between four and eight. If there are only a few player characters, the referee may wish to increase the party size by adding some non-player characters (NPCs). These may be taken from the list given at the back of the module. However, since gold is involved, the loyalty of these NPCs should be kept very secret from the players. The referee should try to keep the players mildly suspicious of the NPCs.

If many of the player characters are skilled gunfighters, the referee should increase the number of people encountered or the Base Speed and Base Accuracy of the people encountered. The wilds of the Southwest should be a deadly place for lone travellers and small groups.

The town of Dead Mule is located in the Southwest. Although the town may be anywhere in this area, it is recommended that it be located in the Territory of New Mexico, somewhere near the current Arizona border or the edge of the Rio Grande valley. The encounters, especially the ones with Indians, have been designed for this area. Other possible locations for Dead Mule include southern Utah or Nevada, Arizona, or possibly even Colorado.

The date of the adventure is 1868. This places the action a few years after the Civil War. There will still be tension between ex-Confederates and Union supporters and between ex-Confederates and blacks. Also during this time, the Apache Indians of the suggested area were active, raiding settlers and fighting with the Army.

Since the events in the module occur in 1868, the player characters' choice of weapons is limited. The following weapons are available: hunting knife (KN), single-shot derringer (D1), cap and ball revolver

(CBR6), shotgun (SG2), scattergun (SCG2), Civil War repeating rifle (CWR7), Civil War repeating carbine (CWC7), buffalo rifle (BR), and Army rifle (AR). Repeating rifles (R6,R9,R15) are also available, at *triple* the price listed in the BOOT HILL rulebook. Other weapons will not be available to the player characters, nor can they buy dynamite. Certain non-player characters, NPCs, will have weapons not available to player characters. It is assumed that these NPCs have just arrived from the East, where these weapons have only recently become available. In all cases where a weapon is given, the number after the weapon's abbreviation is the ammunition capacity. For example, a double-barreled shotgun would be SG2, while a six-shot revolver would be CBR6. If no number is given, the weapon is single-shot. The optional misfire rule is used for all weapons.

An important part of this adventure revolves around the search for the lost gold mine of Mendoza. Lost gold mines and buried treasures (from conquistadors and outlaws) are an important part of the history of the Southwest. Often the same treasure will be located by different storytellers in six or seven different locations, as many locations as there are storytellers! The same treasure might be gold ore in one story, gold bars in another, silver coins in a third, or religious relics in a fourth. The story might tell the location of a lost mine or of the buried stores of bullion. Treasures have been reported hidden or located in gopher holes, post holes, cannon barrels, caves, lakes, lost mines, or buried in the ruins of a Spanish mission. If the referee wishes, he or she may create two or three other versions of the story given in the **INTRODUCTION**, changing details in each. If the player characters should then ask around for more information, they would learn several conflicting tales about the Lost Conquistador Mine.

There is also a special type of sign language that was sometimes used on treasure maps. These symbols were supposed to have specific meanings, although one person's sign might mean something different from another's. If the referee wishes to include other lost mines and buried treasures in his or her campaign, a glossary of symbols and terms is provided at the end of the module. By using these and doing a little research, the referee may create interesting and exciting adventures for the players.

GENERAL NOTES

The Maps. Printed on the inside cover of the module folder is the map of Dead Mule. When player characters are in the town, the referee should place the town map on the table where the players can see it. The counters provided with the BOOT HILL rules may be used to show the locations of player characters and NPCs.

The module also contains a map of the area to the west of Dead Mule. This map is marked with a grid of hexagons (hexes) for movement. Each hex represents five miles. The complete map should be used by the referee. It identifies the major landmarks and terrain features and has numbers on it for other encounters. After some of the landmarks are two numbers separated by a slash mark. The first number is the range (in hexes) for sighting the landmark with the naked eye. The second number is the range (in hexes) at which the landmark can be seen with a telescope. For the use of telescopes, see the **ADDITIONAL RULES**. The descriptions for the numbered encounters may be found in the text of the module. These encounters are not always with people or creatures. Some of the numbered locations merely note smaller landmarks or special information useful to the players (such as a clue leading to the mine).

When the player characters travel into the area around Dead Mule, the referee should give the players their copy of the special wilderness map. This map does not show the entire area, only the major landmarks, known settlements and terrain features the player characters would know about or be able to see from Dead Mule. As player

characters move through the wilderness, they will be able to see new areas and mark them on their map.

As a result of a town encounter, the player characters may obtain Dutch Jack's treasure map. The map is hand-made, and is marked with common treasure map symbols, drawings, and German phrases, all leading the reader to the Lost Conquistador Mine. Unless one of the players is fortunate enough to speak German, the meaning of the map will have to be guessed at through the symbols and drawings, as the characters will not be able to have the map translated. Translations of the German phrases are given in the referee's description of each landmark.

Encounter Keys

The adventure material in this module is divided into six sections: the town key, the town scenarios, the wilderness key, the wilderness scenarios, the mine key and the NPC lists. Each key has a separate map. The key describes the numbered locations on the map, telling what or who is found there, what the place looks like, and what the player characters could do there. The numbered encounter areas do not necessarily mean the players will meet a creature or person, they simply give information about the area. Furthermore, each entry in the town key gives information for both day and night situations. A saloon on the town key would tell what the building looks like, who would be found there during the day (and how they might react to strangers, etc.), and who would be found there at night. An encounter description on the wilderness key might describe a deserted cattle pen and the signs there leading to the mine.

Using the Scenarios

The scenarios give the referee information for setting up particular events. This information includes who is involved (along with their statistics), what they are doing, how they are doing it and why. There is no particular time or order for using the scenarios, except that the town scenarios are used in the town and wilderness ones in the wilderness. Before a session of play begins, the referee can pick what scenarios he or she wishes to use and then work them into the game as needed. The scenarios may also be used to liven things up if the game starts to get dull. The scenarios last anywhere from 15 minutes to an hour, so a session of play might consist of two or three scenarios. In this way, the module may be used for several sessions of play.

In handling events in certain scenarios or encounters, the referee will need to use six-sided dice. A six-sided die is abbreviated as d6. The number of dice needed is written before the abbreviation (a roll of five six-sided dice is 5d6).

Non-Player Characters

Printed in the back of the module is a listing of non-player characters (NPCs). This list is divided into Citizens of Dead Mule, Lawmen, Gunfighters and Outlaws, and Miscellaneous Characters. The NPCs are numbered in the list, and when they appear in a key, the numbers of their entries in the NPC List are given in parenthesis after their names. The entries in the NPC List include the important statistics of the NPC, the weapons he or she commonly uses, and a short description of the person. Entries 26-31 in the Miscellaneous Characters List are not specific individuals. They are typical *types* of characters and the referee can use them as needed.

Abbreviations used for statistics in the NPC List are: Base Speed **BS** (includes Bravery and weapon speed modifiers for each weapon carried), Basic Accuracy **BAC** (includes Bravery and experience modifiers), Bravery **BRV** (percentage score), and Strength **STR** (ability score).

Certain NPCs appear only in a single scenario. These special NPCs are fully detailed in the scenario description and are not listed in the NPC List.

Animals will also have statistics. These are explained under **ADDITIONAL RULES**.

THE TOWN AND CITIZENS OF DEAD MULE

There are several individuals and groups of importance in Dead Mule. These groups may or may not have an effect on the player characters. They definitely affect the attitudes and behavior of the residents of Dead Mule.

The sheriff of Dead Mule, Ernest Johnson, is sheriff in name only. While he doesn't actually help local outlaws or gunmen, he will not willingly go after them either. An ex-Confederate captain, he sympathizes with many of the "unfortunate Rebels" who have taken to the hills. Likewise, he values his own life and will not take action against outlaws or gunmen in town, so long as they do not create much trouble. He does not lack courage when it is needed and is noted as a local Indian fighter. He simply prefers a quiet life and staying alive. More information on Sheriff Johnson may be found in the town key and the NPC List.

Since the local sheriff doesn't always administer the law, some of the rowdier and more hot-headed citizens of the town have formed a vigilante group. Known as the Citizens' and Miners' Committee, this group uses "frontier justice." Common crimes the Committee will act upon include claim jumping, murder of a white citizen, theft, horse-stealing, and just being "undesirable." If the Committee believes that the Sheriff is too slow in bringing a guilty person to justice, the Committee will punish the "criminal" without trial, usually by hanging. The Committee is prejudiced and demands quick "justice," particularly when the accused criminal is a Chinese, drifter, or Indian. The members of the Committee are known to each other and are generally known to the others in the town. Specific rules for vigilante groups are given under **ADDITIONAL RULES**.



The third group that spends any time in town are outlaws and gunmen. They most often come into town for supplies, gambling and drink. The surrounding area is used by many of them as a gathering place or hideout, since the hills are rough and dangerous. They normally do not create much trouble in the town. So long as they are quiet, they are tolerated by the sheriff and the Committee (whose members make a profit selling them goods and drink). Such men are quick to take offense and any of them might become dangerous at a moment's notice. If one of them should kill a drifter or stranger, it would most likely be called self-defense.

The fourth group never normally comes into town. These are the Indians of the area. The best known tribe is the Chiracahua Apache. They will sometimes raid the town, drive off horses and cattle, attack stages, and burn settlements. For many years the Army and the Volunteers of the Territory have been trying to crush them and acts of savage cruelty have been committed by both sides. Most of the townspeople hold to the opinion of the Territorial Governor and the general in charge of the Army—that the war will only end when the Apache are exterminated and that any means to do this is justifiable. The Apaches' hatred for the whites is just as intense.

Besides the Chiracahua, there are two other Indian tribes that in the area, the Mescalero Apache and the Navajo. By 1868 both are settled on reservations and can be considered peaceful. At times small groups will be found away from the reservation but they do not create trouble. However, few settlers are willing to distinguish between peaceful and hostile Indians.

The Wilderness

The land around Dead Mule is arid and rough. The town itself sets in the saddle of a low pass. Mountains rise to the west and a thumb of mountainous hills juts to the east at Dead Mule. The countryside is broken with many gullies and ravines. Twisted sandstone rocks rise from the slopes and peaks of hills. There is one road and a few trails through the area. The mountains and hills (except for those on the edge of the desert) are covered with pinon and normal pines. The plains and desert are covered with scrub brush (granjeno, huajilla, agave, sacaguista) and cacti. Trees grow only near ample water. Water is found at springs or streams otherwise many of the dry gullies fill up with runoff from the infrequent rains. The terrain effects on movement may be found in **ADDITIONAL RULES**.

ADDITIONAL RULES

Morale. Morale refers to the loyalty and willingness of an NPC to fight in a dangerous situation or stay around when things get tough. The referee should check morale for NPCs whenever they are faced with a life-threatening or otherwise dangerous situation. The referee should check whenever the NPC is involved in a gunfight, unless there is no reasonable hope of escape for that character. Other situations include when the NPC is committing a crime, joining a posse, hunting a dangerous animal, or getting into a saloon fight.

Morale is based on the character's Bravery score. When a situation arises where morale should be checked, the referee should roll percentile dice. If the die roll is less than or equal to the NPC's Bravery, the NPC will stay and fight (or do whatever else seems the most sensible action). An NPC who fails a morale roll may refuse to fight, flee, surrender, or do whatever else seems safest.

Certain special situations in **The Lost Conquistador Mine** will affect the morale of NPC's in the module. These are listed as additions or subtractions to the die roll.

Situation: NPC is....	Modifier
Avenging death of a friend	-10
On same side as known outlaw, gunfighter, or vigilante	-10
Defending personal property	-5
Drunk	-5
With companions (up to 4)	-5 each
Facing a weird or supernatural event	+20
Unarmed	+20
Facing a dangerous animal	+10
Fighting a known outlaw or gunfighter	+10
Outnumbered	+5
Wounded	+5

NPC Reaction. Although most of the NPCs in this module will have reactions listed for each scenario, there are times when no specific instructions are given. The referee may use the NPC REACTION TABLE at these times. To use the table, roll 2d6 and modify the die roll by any listed modifiers. Find the adjusted number on the REACTION TABLE.

NPC REACTION MODIFIERS TABLE

Circumstance	Modifier
Character has killed friend of NPC	-4
Character is Indian or half-breed	-4
Character is seen committing murder	-3
Character fought on opposite side in Civil War	-2
Character is a known criminal	-2
Character is committing a crime	-2
Character is Mexican	-2
NPC is angry	-2
NPC is drunk	-1
Character has helped NPC	+2
Character is a lawman	+2
NPC is outnumbered	+2
Character is a known friend	+1

NPC REACTION TABLE

Die Roll	Reaction
2 or less	Deadly. NPC will attack at slightest provocation
3	Hostile. NPC will attack if player makes slightest movement toward gun
4	Insulting. NPC tries to pick a fight
5	Suspicious. NPC watches character
6	Undecided. NPC watches character
7	Undecided. NPC does not watch character
8	Friendly. NPC watches character
9	Trusting. NPC is friendly and does not suspect character
10	Helpful. NPC will give reasonable aid
11	Helpful. NPC is willing to join character
12 or more	Loyal. NPC is willing to risk his or her life for character

If the referee rolls a reaction which he or she feels does not make sense, the reaction roll should be ignored. The referee should use his or her own judgement in all cases.

Vigilantes. An important part of Western history were the vigilantes, groups of citizens organized to maintain peace and order in their community. In areas where official law enforcement was lax or non-existent, vigilantes were necessary to combat lawlessness.

Vigilante justice was quick and efficient, but was conducted without legal formalities or fair trials for the accused. Those who were believed to be guilty of violent or deadly crimes were usually executed immediately. Vigilantes will act on the following types of crime: murder, arson, molesting a woman, jailbreak, cattle rustling, horse stealing, theft, claim jumping, poisoning wells, cheating at cards.

Vigilantes also often persecuted vagrants, business competitors, or "undesirables." Characters can expect trouble for any of the following reasons: being non-white, vagrancy, sheep raising, selling quack medicine, competing with local businesses, owning property desired by the vigilantes, etc.

If there is a possible connection between a player character and a crime, there is an 80% chance that the vigilantes will believe that the character is guilty. The chance is reduced 10% for every local citizen

of good reputation who speaks in favor of the character. If the character is found innocent by the mob, he or she will be released and told to leave town. If the vigilantes decide that the character is guilty, the referee should roll on the PUNISHMENT TABLE.

PUNISHMENT TABLE

Die Roll	Result
01-20	Character told to leave town
21-40	Character's goods confiscated, character told to leave town
41-75	Character beaten unconscious, afterwards told to leave town
76-00	Character hanged or shot

The referee may decide to modify the die roll for punishment based on the severity of the crime and other factors (such as the character's race, occupation, etc.). The effect of such factors on the punishment die roll is left to the referee.

Night Gunfights. Shootouts at night are much different from those fought during the daytime. An important factor is whether the target can be seen and how clearly the target can be seen. The following rules should be used for conducting gunfights at night.

MOVEMENT: All movement rates, except crawling and walking, are 1/2 the normal move.

VISIBILITY: Under normal nighttime conditions (some moonlight, clear skies), a man can clearly identify and fire at a target up to 10 squares away (6" on table top, or 60 feet of real distance). If the target is near a good light source (a lantern, gas-light, etc.), the range is doubled.

FIRST SHOT MODIFIERS: Characters firing from darkness, unless previously observed or noticed, always have complete surprise on their first shot. This applies only to the first shot.

HIT DETERMINATION MODIFIERS: The chance to hit any target in the night is reduced by 20%. If the target is standing in light, this penalty is ignored.

Outdoor Travel. The rules given in the BOOT HILL rulebook concerning outdoor movement are short and do not cover every type of terrain. Therefore, when characters are travelling outdoors, the referee should use the following table to determine how fast the characters may travel.

Type of Terrain	Effect on Movement	
	Mounted	Foot
Badlands*	1/4 speed	1/4 speed
Desert*	1/4 speed	1/2 speed
Forest*	1/4 speed	1/2 speed
Hills*	1/2 speed	1/2 speed
Mountains*	1/4 speed	1/3 speed
Prairie or clear	3/4 speed	3/4 speed
Roads	normal**	normal
Trails	3/4 speed	normal

*This terrain is considered "Hard or rocky" for tracking purposes (BOOT HILL rules, pp 16-17).

**The movement rate of 64 miles per day for horses listed in the rules may only be sustained by a horse for two or three days. If the same pace is continued after the third day, the horse will die.

Characters will be able to find adequate amounts of water, as well as grazing for their horses, in most types of wilderness terrain. Characters must carry food and water for themselves and their horses when travelling in desert or badlands. Each character needs at least 1/2 canteen of water per day, as well as three pounds of meat, beans, or hardtack per day. Each horse needs at least a gallon of water and ten pounds of feed per day. Failure to provide adequate feed for animals will eventually kill the animals.

Dangerous Animals. Although battling dangerous creatures is not the main emphasis of the **BOOT HILL** rules, wild animals such as mountain lions, bears, wild boars, and rattlesnakes could make travelling in the wilderness risky and exciting.

Animals will have statistics similar to certain character statistics. Animals have **Strength Ability (STR)**, **Base Speed (BS)**, **Base Chance to Hit (BCH)**, **Damage Modifier (DM)**, and **Wound Modifier (WM)**. The **Base Chance to Hit** is the animal's chance to hit its target, rolled on percentile dice. The **Damage Modifier** is applied to wounds *caused* by the animal. The **Wound Modifier** is applied to wounds *suffered* by the animal.

An animal's attack is handled by the procedure used for gunfights. The animal's **Base Speed** can be affected by appropriate modifiers from the **FIRST SHOT DETERMINATION CHART**. Its **Base Chance to Hit** can be affected by appropriate modifiers from the **HIT DETERMINATION CHART**. Wound location is handled normally. The **Damage Modifier** is added to the severity rolls for all wounds caused by the animal.

When a character fires at a wild animal, **Arm hits** become foreleg wounds, while **Leg hits** become hindleg wounds. The **Wound Modifier** is applied to the severity rolls of wounds suffered by the animal.

The table lists statistics for several different animals.

ANIMAL STATISTICS

Animal	STR	BS	BCH	DM	WM
Bear	31-50	9-14	51-60%	+20%	-30
Mountain Lion	11-20	11-30	61-70%	0	-10
Rattlesnake	1-6	11-20	51-70%	*	+10

*Rattlesnakes may never cause wounds more severe than light wounds. Also, they may not hit areas that are obviously out of reach (a snake on the ground cannot cause a wound to a standing man's head).

Other creatures (wolves, buffalo, varmints, etc) can also be created in a similar manner.

Poison. When a character is bitten by a rattlesnake (or otherwise is poisoned), the player should roll a d20. If the player rolls his or her character's **Strength** or less, the poison will not have full effect. Characters who fail the die roll will lose 10 **Strength** points. If this reduces a character's **Strength** below zero, the character will die. Characters who survive will be ill (unable to move, punch or grapple) for 1-3 days. The character may still use a gun with a -10 on **Speed** and a -30 on chances to hit. Characters who make the die roll will lose half their current **Strength** and will be ill for 1 day (with the effects listed above). Other poisons will have different effects as determined by the referee. This roll takes into account normal treatment (cutting and sucking the wound out).

Telescopes. Player characters travelling in the wilderness may find it useful to have a telescope. A telescope costs \$50 and is not always available everywhere. A telescope will increase the user's sighting range in the wilderness. In this module, sighting ranges for various landmarks are listed on the wilderness map. If there is no listing, use the following table as a guideline:

TELESCOPE SIGHTING TABLE

Object	Range
Man in open	1-1½ miles
Tree or similar landmark	2-3 miles
Very large object	3+ miles

The practical limit for a telescope is normally five miles. A man with a telescope could see a town or large hill from a great distance, but would not be able to make out any features of that object at long ranges. Characters standing on a hilltop or other elevation could use a telescope more effectively. Due to the wide variety of terrain and visibility conditions, the referee will have to use personal judgment in unusual cases.

Bronc Busting. Bronc busting occurs when a character tries to ride an unbroken horse. This rule allows player characters a way to get horses at a lower cost (for an unbroken horse) or tame a wild horse. This rule is optional.

To use this rule, the referee should first secretly determine the quality of the horse to be broken. The player then rolls one of the percentage dice and adjusts the roll by the following modifiers:

HORSE QUALITY TABLE

Excellent horse	-2
Good horse	-1
Fair horse	0
Poor horse	+1
No saddle or bridle on horse	+1

The adjusted number is found on the table below:

BRONC BUSTING TABLE

Die Roll	Result	Next Die Roll Modifier
Less than 1	Thrown	End of attempt
1*	Roll	-4
2*	Sunfish	-3
3*	Smash against object	-2
4	Buck	-1
5	Rear	-1
6	Kick	0
7	Gallop	+1
8	Trot	+2
9	Walk	+3
10	Stand	+4
11 or more	Broken	Horse is tamed

*If not using a saddle and bridle, treat this result as Thrown.

The column **Next Die Roll Modifier** is the amount to be added or subtracted from the next die roll made by that rider.

If a character is Thrown, the referee should consult the **Wound Chart** and roll for location and severity. A mortal wound results in the character passing out for 1-10 minutes instead. All other results are treated as if they were punching or grappling wounds. Characters will regain one lost **Strength** point for each hour of rest. Until healed, all wound penalties for combat apply.

If a character is able to stay on the horse for twenty dice rolls, the horse will stop, winded. It is automatically considered to be broken, even if a **Broken** result had not been rolled.

TOWN ENCOUNTERS

When player characters are in Dead Mule, there is a chance for random encounters. During the day, encounters should be checked every half hour of game time. At night, encounters should be checked every 2 hours of game time. The chance for an encounter is 15%. If an encounter occurs, the referee rolls percentile dice and consults the following table to determine the general type of encounter. Once the general type of encounter has been found, the referee rolls on the proper NPC List at the end of the module.

TOWN ENCOUNTERS CHART

Die Roll	Encounter
01-60	Citizen
61-80	Drifter
81-90	Lawman
91-00	Outlaw

The NPC Lists at the end of the module give necessary information on each character (weapon, Base Speed, Accuracy, Bravery, and Strength). The Base Speed number includes weapon speed and Bravery modifiers; the Accuracy number includes Bravery and Experience modifiers. A short description of the character's personality is also given. The description may also give specific actions to be used for a random encounter. The referee may use these or create others more suitable to a campaign.



KEY TO THE TOWN OF DEAD MULE

Dead Mule is built in a narrow pass that cuts through the thumb of the Black Mountains. The land in the area is extremely rough and the road is surrounded by high ground on both sides. Dead Mule sits in the shelter of two jutting ridges. From these ridges, it is possible to see most of the southern end of the pass. Little vegetation grows in the area, except around the town itself, where a natural spring provides water for a few trees and gardens.

Most of the buildings are wood, although there are a few adobe and stone structures. The wooden buildings are made from rough-hewn or unfinished logs. All the buildings have the appearance of miniature forts, each being stoutly built to provide protection from Indian raids. Most of the buildings are continually coated with reddish-tan dust.

At the southern end of the town is a large sign that spans the road. On the sign is printed, "Welcome to Dead Mu..." The rest of the letters on the sign have apparently faded out or been scraped off.

The descriptions on the key are divided into day and night entries. The daytime entry will describe the building and its occupants in daytime hours. The second section will describe the same place at night. Since the appearance of the building will not change from day to night, the nighttime description will normally only cover which characters may be found there and what they are doing. In some cases, the day and night descriptions will be identical; therefore, only one entry will be given for these buildings.

1. Cannon Emplacement

Day and Night: Set on the top of the higher of the two ridges that flank the southern road leading into town, this cannon was put here for defense. The cannon has a clear field of fire out to its maximum range. (For rules on moving and firing cannons, see the **BOOT HILL** rules, pg. 15). Canister shot and powder are kept locked in a dry, covered pit nearby. None of the townspeople are trained to fire the cannon, and it has seldom been used. It does give a feeling of security to those who live in Dead Mule, however.

Should any player characters be rash enough to turn the cannon on the town or try to steal it, every vigilante and armed citizen in Dead Mule will be after them. Those NPCs with sharpshooting ability will take positions in "Judge" Race's house and attempt to pick off the player characters involved. Should the player characters get out of town alive, the vigilantes will ride after them, not giving up for three days.

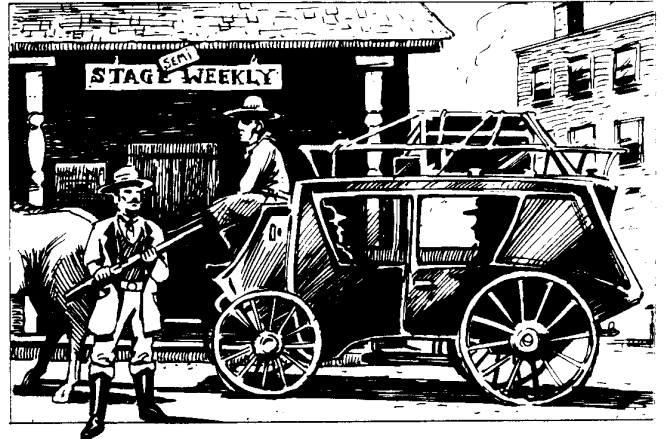
2. Stage Depot

Day and Night: This building is built of rough logs. Half of the building is set on stone supports 3 feet high, since the ground slopes away underneath it. It is possible to get underneath the station's northeastern corner. A wobbly staircase goes up to the door. The windows are oilskin, not glass. Inside, the building is a single room with a pot-bellied stove and three benches. This building is normally empty, except when a stage is due. Stages only arrive once every two weeks (at best) and none arrive when there is heavy snow on the ground. On days that a stage is due, there will be 1-3 citizens at the depot (determine randomly from the Citizen NPC List at the end of the module).

3. Station Master's House

Day: This rough-hewn log cabin serves as the ticket office and home for the station master, James Grafton (1) and his family: Jim (2), his son, and Miriam (3), his wife. Posted on the outside door is the stage schedule and ticket costs (\$.25 a mile). Miriam will handle ticket sales when James is not around. Inside, the cabin is roughly divided by curtains into three rooms: a main room, and two bedrooms. Near the door is a shotgun, kept loaded in case of trouble. Miriam is quite competent with this and will use it to threaten trouble makers. There is a locked strongbox containing \$50 in the main room.

Night: At night, all the members of the family will be found at home, unless the vigilantes are out. James (1) and Jim (2) are both members of the Citizens' and Miners' Committee and will be with the vigilantes at such times. If there is any disturbance at the stable while the father and son are home, they will go to investigate. James will be armed with a buffalo rifle and cap and ball revolver, while Jim carries a Civil War carbine. If the problem is more than they can handle, Jim will run to the Sheriff's office to get help.



4. Grafton Stable

Day: This log stable connects to the Grafton house. Inside there are two horse stalls, tools on the wall and spare wagon parts. A small loft overhead is filled with feed and other supplies. Ramon Racelis (4) and Jim Grafton (2) normally work in the stable. Ramon will be armed with a knife. Jim will be unarmed, though a Civil War carbine hangs on the south wall. There will also be 1-3 horses (fair or good quality) in the stable or adjacent corral.

The Graftons will stable horses for \$.20 a day or \$1.20 a week. They can also do some minor blacksmithing—shoeing horses and repairing tack. Those using the stable will be asked to pay cash in advance unless they are known as trustworthy by the Graftons. If a character is unable to pay, his or her tack will be claimed to pay the debt. A character who still owes money will be visited by the vigilantes and will be asked to leave town.

Night: At night, Ramon Racelis (4) will be asleep in the stable loft. If anyone wishes to stable a horse after dark, Ramon will tell the person to see Mr. Grafton at the main house. If there is any type of disturbance, Ramon will stay out of sight in the loft, waiting for a chance to use his knife to best effect. At night there will be from 2-4 horses (along with saddles and other gear) in the stable.

5. Sheriff's Office

Day: Outside this building, near the door, are several wanted posters, both old and new. The glass in the windows is grimy and fly-specked. This one room building serves as the Sheriff's office, the Assay office, and the Sheriff's home. The office is furnished with a bed, a trunk of clothes, a stove, a table and several chairs, a rough desk, and a rifle rack containing five CWR7s. The rifles are locked up by a chain passed through the trigger guards of the rifles. The chain is secured at one side of the rack by a heavy bolt and at the other side by a hasp and padlock. The Sheriff (5) will be present 50% of the time. If he is not here, he will either be out on duty or strolling about Dead Mule. Sheriff Ernest Johnson (if present) will be friendly and helpful. The Sheriff handles complaints and investigations in a careful, cautious manner. Unless the crime involves women, children, Indians, or a citizen of Dead Mule, Johnson will go slow, try to get things to calm down, and then deal with things in a peaceful manner. However, if strong action is required, the Sheriff will take his favorite weapon, a Civil War repeating rifle, and try to do what must be done.

Sheriff Johnson is noted as an Indian fighter and hates Indians of all tribes. Many Indian prisoners have been shot while trying to "escape." In general, Johnson would just as soon shoot Indians as arrest them.

There are no jail cells in this building, as the lockup is located in back. The Sheriff carries the only key to the lockup about with him.

The Sheriff also runs the Assay office as needed. He will take ore samples to be sent out with the next stage and will assist people who file claims. The Sheriff charges \$5 per sample. By doing this, he manages to earn a little more money.

Night: At night the Sheriff (5) may be found in his office/home. When asleep, he will keep the key to the lockup, his rifle, and his boots within easy reach. If the weather is cold, the Sheriff will bring any prisoners in from the lockup to spend the evening in the warm office. Dangerous prisoners will be shackled to a bolt sunk in the wall near the back door. For harmless prisoners (drunks, penniless drifters, etc.) the Sheriff will pass the time talking with them around the stove.

6. Lockup

Day and Night: This 6 feet high building is a very strong wooden jail. The one window is barred and the door is locked with a heavy

padlock. The door has a narrow covered slot through which meals are passed to the prisoners. Inside, the floor is dirt and straw. The only furnishings are a chamber pot and a pitcher. The walls are built from deeply sunk logs, making it impossible for prisoners to tunnel out without their work being noticed. Likewise, the walls cannot be pulled out from the outside without a team of at least four horses. There are no prisoners in the lockup at the moment.

7. The High Pass Hotel

Day: This is the largest building in Dead Mule. It is two stories high and is made of finished lumber. It has a covered boardwalk (that connects to the Sheriff's office) and a balcony around the front. Inside, the ground floor is a saloon and restaurant, while the second floor has four hotel rooms. In the saloon will be James Grafton (1), Jessica Norton (7), Rupert Schreck (8), Hugh Webster (6) and three drifters (29). Rupert, Grafton and two of the drifters are playing poker. They will allow up to two more players in the game. Rupert is currently dealing. Grafton and one of the drifters have been losing heavily, the other drifter is breaking even, and Rupert has been winning. The minimum bet is \$1.00 and the limit is \$50.00. The restaurant is empty.

Three rooms will be available in the hotel. Room and board costs \$1.25 a day. If the characters only stay one night, this will be payable in advance. If the characters stay more than one night, Hugh (the owner) will require half in advance. Breakfast is served at 6:00, lunch at 12:30 and dinner at 6:00. Meals can be had at other times, however these will not be covered by room and board. Whiskey is \$.20 per shot.



The hotel rooms are simple, furnished with a bed, dresser and washstand. Posted on the door is a list of other services the hotel can provide. These include shave and haircut \$.30, laundry \$.50, and bath \$1.00. Other special services are available upon request, including laudanum and women.

Night: During the evening, Rupert Schreck (8), Hugh Webster (6), Jessica Norton (7), Angela Burnet (7), "Judge" Race (16), and one drifter (29) will be in the saloon. Rupert and Race will be drinking together, and if one or two more people show up, they will be willing to start a poker game. The limits must be worked out with the players, but both are willing to go as high as \$100 for house limit. Webster will be working behind the bar, where he keeps a scattergun within reach. At 11:00 the bar will close down for the night. Hugh will go to his room (on the first floor) unless the Citizens' and Miners' Committee is meeting that night. Rupert will go to his room, possibly accompanied by Jessica. The building will be locked up for the night.

In Hugh's room, office is a small safe containing three mining claims. Hugh has won in past poker games. Rupert will have \$300 from the winnings of the past few days.

8. The Black Mountain Bank

Day: The only stone building in town, the bank has barred windows and doors. Several potted agave grow on the boardwalk in front. The sign over the door reads, "Black Mountain Miners' Security Building, Owner: Tom Christopher, Assets." The remainder of the sign has recently been painted over.

There is a 50% chance the bank will be closed. There are no particular hours, except that it is never open at night. When the bank is closed in the daytime, there will be a small sign in the window that reads, "AT GAZETTE." Tom Christopher (10) will be at the Dead Mule Weekly office, passing time with Frank Washbuck (11), the editor of the paper. Christopher will open the bank and do business if someone gets him. When the bank is open, Christopher will be inside, handling normal affairs. There will be no one else in the bank.

The interior of the bank is divided by a teller's counter. Behind it is a desk and a large floor safe. In the teller's drawer is a cap and ball revolver and \$20 in bills and change. The safe (kept locked) contains \$3000.

Business has not been good for Christopher. Since the failure of the local gold rush, his assets have been dwindling and he has had trouble keeping the bank alive. Now, he has taken to secretly accepting stolen money without question or comment, and disposing of it at a profit. He will buy bills, notes, or securities at half their value, paying in safe, legal bills. For those who don't like this arrangement, it is just too bad, for Christopher always manages to get a little incriminating evidence on his customers. Christopher knows better than to double cross his clients: therefore, most of his deals are to the satisfaction of everyone involved.

If Christopher should learn that the player characters are going after the Lost Conquistador Mine, he, Julio Matamoros (21) and three other outlaws will follow the player characters. They will not attempt to reveal themselves until the mine is found. After they learn the location of the mine, they will attempt to bushwhack the characters.

Part of the money currently in the safe belongs to Julio Matamoros, an outlaw. If the bank is robbed, Christopher will contact him and tell him to get the money back before the law does. Julio will attempt to kill the robbers while doing this.

Night: The bank will be empty, locked for the night. All the money in the teller's drawer will be locked in the safe with the rest of the cash.

9. Ching's Laundry

Day and Night: This small, ramshackle shed serves as both the laundry and home for Su Ching (9) and his wife. Brought here by the owner of the High Pass Hotel when the town was more prosperous, they have remained in Dead Mule, making a small living. Although not persecuted or overly harrassed (since they are under the protection of Hugh Webster), they are still tormented to some extent by drifters and drunks. Su Ching and his wife seldom go about town, hoping in this way to avoid trouble. Their protector, Hugh Webster, will try to prevent any major vandalism or harm to the Chings. The Chings have no money and very few personal items.

10. The Dead Mule Weekly Gazette

Day and Night: Outside, on a chain 6 feet long beside the front door, is a bear (STR: 34, BS: 11, BCH: 55%, DM: +20, WM: -30), a pet of Frank Washbuck (11), the editor. The bear will be sleeping in the sun and will not bother people entering the building. If there is a loud disturbance inside, the bear will wake and come in to investigate. It is very loyal to Washbuck and if he appears to be in danger, it will

attack. Once it starts attacking, there is only a 40% chance that Washbuck will be able to call it off.

This building (made of adobe and wood) serves as the office, press-room and home of Frank Washbuck. He will be interested in hearing any news from the area or the outside world. If a character brings useful information for his paper, Washbuck will be glad to sit down with the person for several drinks of whiskey (a bottle of which he just happens to have tucked away under a stack of old papers). The current issue of the paper has just been finished. It is full of local news (births, deaths, etc.), a small bit of territorial and national news, and many abusive editorials deploring the lawlessness and corruption of the local area. His editorials attack everyone including the Sheriff and the vigilantes. If spoken with on this subject, he will tell how unknown people have shot at him, broken his windows, tried to poison his bear, and burned his outhouse. Little or nothing has been done to stop these acts. The Sheriff and others would be happier if Washbuck were no longer around. Up to now his pet bear, his new repeating rifle, and his cap and ball revolver are the only things that have kept him safe. He, however, feels no inclination to move on (because he has several serious libel suits waiting for him in other parts of the country). If the characters have no place to stay, he will offer them his floor in exchange for their help should something happen while they are there. (Referee's Note: If the player characters accept this offer, the referee may wish to have three armed vigilantes wearing masks attempt to set fire to Washbuck's building in the middle of the night.)



11. The Apache Trading Post

Day: This tile-roofed, wood-and-adobe building is one of the oldest in Dead Mule. Inside are many of the goods found in a general store: food, cloth, shoes, clothes, tools, guns, saddles, etc. The store also stocks prospecting equipment and telescopes. The center of the roof is supported by an old massive tree trunk. There are two fireplaces in the building, one at either end. The store is run by Jack Wesley (12). During the day there will be 1-6 citizens, 1-3 drifters, 0-2 outlaws, and 0-1 lawmen in the store. They will be buying goods. Normally Jack demands payment in cash, but he will accept used items (never paying more than 50% the original cost). He is always worried about buying stolen livestock (having had several bad run-ins with cattlemen before), and will not buy horses or cattle unless he knows the character or can be shown some definite proof of ownership. In the horse pen immediately behind the store are four mules and two fair quality horses, all for sale. Jack will also hire himself out as a mulero (mule driver).

Jack has managed to save a small amount of cash, which he keeps hidden beneath a loose floorboard under his bed. In this cache are \$100 in bills and coins, and \$300 worth of gold dust in a leather bag.

Night: The store will be closed. Jack Wesley (12) sleeps in the back of the building, near the back door. If there is any disturbance among the animals, he will get his Army rifle and investigate. If there is anyone in the stock pens, he will shoot to kill, figuring the person to be an Indian or bandit.

12. Stock Pen

Day or Night: This corral belongs to Jack Wesley. In it are four mustangs recently brought in by a drifter. None of the horses are broken. One of them is poor quality, two are fair quality, and one is good quality. Because they are unbroken, Wesley will sell them for a price much lower than that for a normal horse.

13. La Loma Alta

Day: The second oldest building in Dead Mule, La Loma Alta (The High Hill) is a saloon and pool hall. Made of rough hewn logs, it is partially built into the hillside. Inside, the wooden floored room is dominated by a long bar and a pool table. Several tables and chairs take up the rest of the space. The saloon is run by "Black" Bill Hallert (13), an old scout and traveller of some local reputation. Helping him are two half-breeds, Miguel Jones (Two-Feathers)(14) and Samuel Running-Black-Bear (15). Samuel is the town's only doctor, or more accurately a curandero. His cures involve home-made medicines (normally made with a good deal of whiskey) and Indian medicine man magic. Although not very effective against diseases or complicated problems, Running-Black-Bear does a good job with bullet wounds and broken bones. His tools are kept behind the bar, and the pool table is used as an operating table when needed. He will accept payment in cash (use the prices listed in the BOOT HILL rules) or goods such as meat, cattle, chickens, guns, etc. Miguel Jones is a good fiddler and provides entertainment at the saloon and at local celebrations. Miguel is also a knowledgeable guide of the area and may be hired by the player characters for \$2.00 a day. Because of their usefulness to the community, the two half-breeds are tolerated by the Sheriff and the vigilantes. They are not respected by the members of the community, however.

Also in the saloon during the day will be 1-3 drifters (29) and 0-3 outlaws (27). Two of the men will be playing pool and the others will be playing poker. There is no house limit to their game, but no man has more than \$10.

Night: At night, the saloon becomes a much busier place. Besides Black Bill (13), Miguel (14), and Samuel (15), other patrons will include One-Eye Lopez (22), Thomas McKay (23), Thorold Norvikson (25), Andrew Colder (24), 1-6 drifters (29), and 0-3 outlaws (27). They will be playing pool, drinking, playing poker, and shooting the breeze. They can all be dangerous men and if insulted they will be quick to demand an apology or satisfaction of their honor. Drinks are cheaper here (\$.15 per shot) than at the High Pass Hotel and the popular drink is "Tarantula Juice," a mixture of whiskey with Black Bill's home brew. This drink is noticeably stronger than normal whiskies, requiring only two drinks instead of three to feel the effects of intoxication as explained in the BOOT HILL rules (pg. 14). The saloon has no particular hours and will stay open until everyone has left or passed out. Black Bill and the half-breeds all share a room in the back of the saloon. Black Bill keeps his money in the bank, so there will only be the day's receipts behind the bar—\$20.

14. Justice of the Peace

Day: The two-story wooden building is the home of "Judge" Race (16), Justice of the Peace for Dead Mule. Set on the slope of the hill, a set of steps leads up to a wide covered wooden porch. Over the door hangs a sign, "Harold P. Race, Justice of the Peace, Town of Dead Mule." The front room of the house serves as the business office, while the back rooms and the upstairs are the personal quarters of Judge Race. During the day, Race will be present, although there is a 50% chance that he will be drunk. The Judge is an ill-tempered drunkard with little patience or mind for exact formalities. Although he does not have official power to do so, he will act as judge at criminal trials and pass sentence on those found guilty. As judge, he has little knowledge of the law, and his sentences are based on three things: how serious the crime was, how mad the town is about it, and

how much he likes the accused. Sentences will range anywhere from a fine of a few dollars to death.

Race is a respected and valued member of the community of Dead Mule. If the player characters should do anything to him, the Sheriff and the vigilantes will attempt to bring the culprits to justice.

Night: During the evening, up until about 11:00, the house will be empty while the Judge drinks and plays poker down at the High Pass Hotel. After that time, the Judge will come home, occasionally taking potshots at shadows with his derringer. The Judge will have between \$0 to \$50 on his person, his winnings (or losses) from the poker game.



TOWN SCENARIOS

This section gives a number of short scenarios for events that will happen in the town while the player characters are there. Before a session of play, the referee should decide which scenarios to use. Then, while the characters are in the town buying supplies and gathering information, the referee may introduce these scenarios as random events that occur in the town. The player characters should be encouraged to participate in these events.

Each scenario is titled, and lists the special NPCs that will be used, the sequence of events, and any special referee's notes. Each scenario is self-contained and does not relate to the other information in the module except that everything occurs in Dead Mule.

1. THE MANCHESTER MANGLER

NPCs

	WPN	BS	BAC	BRV	STR
Big Mike O'Halloran, The Manchester Mangler	--	+4	66%	77%	20
He is +2 on all punching and grappling rolls.					
Jeremy Bentham	D1	+14	70%	82%	13

Jeremy carries \$1,000 in his money belt and a derringer in his trouser pocket.

This scenario begins with the arrival of the stagecoach in Dead Mule. The driver has been having trouble with the brake and has stopped here to make repairs before going down the pass. The stage will not be able to continue on until the next morning. Big Mike O'Halloran and Jeremy Bentham are the only passengers on the stage. Big Mike is the Manchester Mangler, a professional bare knuckles boxer. Jeremy Bentham is his manager. Both have come over from England to tour the Southwest and stage prize fights. Since they are stuck here overnight, Jeremy has decided to see if they can make a profit. After getting rooms at the Hotel, he will go out on the balcony and begin yelling (in his best English accent), "Gentlemen! Tonight, for one night only, in the town of Dead Mule, the fighter of the century -- The Manchester Mangler -- will give a demonstration of his pugilistic skills against all comers! \$50 to the man who can knock him out! Remember, tonight only, here in your town!" While he is giving his sales pitch, Big Mike will come out in his boxing clothes and stand beside Bentham. O'Halloran is a huge man with a bald head and handlebar mustache. Jeremy will keep the sales pitch going until he attracts a crowd. Once this has been done, both will come out into the street. Most of the townspeople will be there to watch the fight. A rope will be laid on the ground to mark the boxing ring.

If none of the player characters decide to fight Big Mike, Jack Wesley (12) will enter the ring. Before starting the fight, Bentham will take side bets against his fighter. These will be at even odds. The total of all the bets cannot be more than \$1,000. After this is done, Bentham will explain that the fight is "no-holds-barred" until one man is unconscious. The referee may let one of the players control Jack Wesley for the fight, using the PUNCHING and GRAPPLING tables from the BOOT HILL rules, or simply announce that the fight lasts several minutes before Wesley is knocked out. If the second method is used, Big Mike will have lost five Strength points for the next fight.

Bentham will then challenge the crowd to come up with a better fighter. No one will come forth (except for possibly a player character). If no player characters volunteer, Bentham will single one of them out (referee's choice) and offer him \$100 if he can knock out Big Mike. If the character refuses, Bentham will give up for the night, but not before implying the player character is scared of his man.

Jeremy will continue to offer fights and side bets until there are either no comers or Big Mike is down. So long as there is a willing fighter, the crowd will not let Jeremy withdraw his fighter and will get mean if he tries to do so.

After the fight, Jeremy and Big Mike will go back to their room and stay there all night. Jeremy will keep the original \$1,000 and the winnings (\$300 plus any character's sidebets) in a money belt under his nightshirt. Bentham and O'Halloran will both leave in the morning on the stage.

2. STABLE FIRE AND BANK HOLD-UP

NPCs

	WPN	BS	BAC	BRV	STR
"Mysterious Dave" Mathers	CBR6	+27	86%	96%	13
	CWR7	+22			
5 Outlaws	CBR6	+13	63%	55%	13
	CWR7	+8			
	AR	+3			
	SG2	+8			

Three of the outlaws are armed with CWR7s, one carries an AR, and the last has a SG2. All of them carry CBR6s. The five outlaws have identical characteristics, which have been adjusted for each weapon.

All of the bank robbers have good horses with saddle, bridle, and other normal gear.

On the morning of the bank robbery, the various members of this gang will drift into town, posing as strangers passing through town. At 11:00, one of the outlaws will enter the stable and ignite the hay in the loft. Both Ramon (4) and Jim Grafton (2) will be elsewhere at the time. After the fire is burning well, the outlaw will run out to the street and raise the alarm, shouting, "Fire! The stable's gonna burn!" All the male citizens of Dead Mule except for Judge Race and Thomas Christopher will come to help put out the fire. They will form a bucket brigade from the well by the Apache Trading Post to the stable. Meanwhile, the bank robbers will be located as follows: Mysterious Dave and the man with the shotgun will be in the bank, one man (with a CWR7) will be holding their horses outside, one man (with the AR) will be in front of the Sheriff's office and the last two will be near the sign at the southern end of the town. Mysterious Dave and the other man will force Christopher to open the safe and will take all the cash inside. They (and the man holding the horses) will then ride south, down the main street, trying to leave town. Their escape will be covered by the other men at their different positions. They will fire at anyone who fires on or pursues the robbers.



Mysterious Dave's plan was that all the robbers would ride peacefully out of town without attracting any notice. However, two things will go wrong. First, the bucket brigade crosses the street they had planned to use for escape. Second, Christopher (10) will come out of the bank with a CBR6 and fire at the bank robbers as they reach the bucket brigade. Panicked, the robbers (except for Mysterious Dave) will begin to fire at anyone in sight and then concentrate on those people who fire back. Mysterious Dave will spur his horse forward and attempt to ride out of town as fast as possible. The gunfight will continue until the robbers are all dead or have surrendered. The bank robbers will not surrender until two or more of their gang are dead or unconscious. When this happens, they will have to pass a morale check every turn. Bank robbers who fail morale will surrender. The citizens are unarmed (except for the Sheriff, 5) and will run for cover when the shooting begins unless they pass their morale checks also. Those citizens that pass morale checks will continue to fight the fire. Hence, the job of stopping the outlaws will have to be done by the player characters. Thomas Christopher will pay \$100 if the money is returned to the bank.

If the characters help fight the fire, it will be put out after it has burned the upper half of the building (about 30 minutes). If the player characters have horses in the stable, the animals will die from heat and smoke inhalation unless a player character lets them out of their stalls. Anyone entering the burning building may release the horses into the corral. There is a 50% chance that the character will be injured while doing this. The injury will either be light (70% chance) or serious (30% chance) and will be caused by general burns to the character. If two or more characters enter the stable, one may rescue the horses while the other gathers saddles and other tack.

3. DRUNKS ON THE TOWN

NPCs

	WPN	BS	BAC	BRV	STR
Paiute Bill, halfbreed army scout	CBR6	+11	82%	100%	17
	BR	+1			
	KN	+16			
Stephen Winter, drunken drifter	CBR6	+3	47%	69%	12
	KN	+8			
"Gopher-head" Ivor	Bottle	+12	67%	75%	14

There is a -10 modifier to the severity of wounds caused by a broken bottle.

The above statistics are adjusted for the characters' drunkenness.

This scenario starts when the player characters are in one of the saloons in the town, preferably La Loma Alta. Stephen Winter and Ivor (an ugly Russian immigrant) are at one end of the bar. Paiute Bill is quietly sitting in a corner. Stephen and Ivor (being drunk) start to talk loudly about "those varmints at the other end of the bar." They will make a point of showing their dislike for the player characters. If the player characters ignore the drunks, Stephen and Ivor will walk up to them and try to pick a fight. They are only looking for a healthy barroom brawl, not a gunfight.



If the NPCs manage to start a fight, any other patrons in the saloon will gather round to watch. Each turn the referee should roll percentile dice. If the roll is 30 or less, another man will join the fight, just for the sheer fun of it, until a full scale barroom brawl is underway. Meanwhile, Paiute Bill will try to get behind the bar and steal all the whiskey he can without being noticed. Once he does this, he will slip out the front door, mount his horse and ride out of town to wait for his friends.

If the player characters resort to guns, Ivor will show that he is unarmed. If there is still a gun battle, Paiute Bill will fire with complete surprise on the characters, either from the corner he is in or from behind the bar, depending on how long the brawl lasted. He will use an overturned table or the bar for cover.

As soon as Paiute Bill manages to steal some whiskey, Stephen and Ivor will make a break for it. If able, they will run outside, mount up and ride off (to join Bill).

Player characters must pay for any damages done to the saloon. If the damage was from general fist-fighting, each player will be charged a dollar. If the fight involved any shooting, each character will be charged \$30. If a character cannot pay, he or she will be arrested by the Sheriff (5) and locked up for 10 days.

4. THE GREENHORN GUNSLINGER

NPC

	WPN	BS	BAC	BRV	STR
Hezekiah Johnston, gunslinger and bounty hunter	SAR5	+26	81%	85%	15
	R15	+13			
	D1	+18			

Hezekiah has a single action revolver one year before their general availability because he has recently arrived from the East where he purchased one of the early models.

He also carries \$500 in his hat band.

Late in the afternoon, Hezekiah Johnston arrives in town. He is driving a one-horse buggy and is dressed in impeccable Eastern style. Out of sight in the back of the buggy are a saddle, bridle, trail gear, and his repeating rifle. Hezekiah will present himself as a traveller from the East touring the Southwest, gathering information for a series of popular lectures. After stabling his horse, he will take the best room available at the High Pass Hotel. If all the rooms are filled, he will pay Hugh Webster (6) extra to evict one of the roomers. The referee should randomly determine which room. After securing a room, Johnston will go to the Sheriff's office. There he will spend the rest of the afternoon.

This greenhorn is actually an experienced bounty hunter. If any of the player characters have a price on their heads, Hezekiah will have tracked that character (or characters) to Dead Mule. Hezekiah will not immediately recognize his man (if it is one of the player characters) and so may pass him on the street or in the hotel without reacting to the player character. There is a 20% chance that one of the player characters will have heard of a gunslinger who dresses like a greenhorn, but they will not know whether Hezekiah is that man.

If none of the player characters are wanted, Hezekiah will be searching for an outlaw (choose one from the Outlaw NPC List).

After spending time with the Sheriff, Hezekiah will have learned some basic information concerning his quarry. If it is a player character, he will know that the player character is in town, but not know where. If he is searching for a local outlaw, he will have general information on where the person may be found. He will then go about town, asking questions and nosing around. A wanted player character who is in town will hear rumors that "the fancy dresser has been asking questions about you." A wanted character out on the street will be seen right away by Hezekiah. If the character is wanted dead or alive, Hezekiah will take no chances and will attempt to shoot the character without warning. If the character is not this dangerous, Hezekiah will call the character out into the street and a gunfight will occur. If Hezekiah is successful, he will load the body onto the buggy and leave town.

If Hezekiah is searching for an outlaw, he will meet the player characters in a saloon. There, after several drinks, he will attempt to enlist the aid of the player characters in riding out to the hideout and getting the criminal. The referee should locate this hideout on the wilderness map somewhere near Dead Mule. With the wanted outlaw will be four other bandits. They will be holed up in a stoutly built adobe house. For their services, Hezekiah will pay the characters \$10.

5. VISITORS IN TOWN

NPCs

	WPN	BS	BAC	BRV	STR
Reverend Matthew Holmsley	--	0	37%	69%	13

Obviously a strong believer in God and peaceful solutions, the Reverend will not use a weapon against a man for any reason. He is accompanied by Mrs. Holmsley and his five young children.

Mo Kwei, Chinese killer posing as servant	Axe	+17	69%	84%	17
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Mo Kwei has come from San Francisco, tracking Su Ching. He is posing as the servant of the Holmsleys.

Capt. Henry Wickers, Ret., Freight	SG2	-5	42%	22%	12
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Wickers is an older man. He wears thick pince-nez glasses. When he is not wearing his glasses, his Accuracy is 20%. He wears fancy clothes, but they are extremely worn and patched and he is seldom seen without his battered top hat. With him are ten other men, working as drivers and outriders for the ten wagon freight train the Captain has brought into town.

10 Freight Drivers	CBR6	+10	45%	50%	13
	CWC7	+5			

The freight drivers are all tough, hardbitten Irishmen. They have been on the road for several weeks now, and are looking for a good time. Each is armed with a CBR6 and a CWC7. The statistics of all the freight drivers are identical.

Around 10:00 in the morning, Capt. Wickers' ten freight wagons will roll into Dead Mule from the north. The oxen are blown and the sun is getting hot, so the freight line will lay up in Dead Mule overnight. The drivers will naturally head for the saloons to spend their money and get drunk. The businesses will become busy and La Loma Alta, especially, will become a very rowdy place.

Late in the afternoon, Reverend Holmsley, his family, and his servant will ride a wagon into town from the south. Since there are no rooms available in the hotel, they will pitch a small camp near the bank. They will wander about the town and the Reverend will announce to those that he meets that a prayer meeting will be held that evening at their camp. Mo Kwei will be quiet and will attempt to stay out of trouble.

At 5:00 that evening, all ten of the Irish drivers will enter the La Loma Alta. After drinking several rounds, they will begin to study the other customers of the place. If the player characters are present, several of the drivers will sit down with them and strike up a conversation. They will ask about the player characters' travels, what they have seen, how much Indian activity there is in the area, etc. In return, they will give the news from Santa Fe and Denver and generally shoot the breeze. Meanwhile, three other drivers (drunker than most of the rest) will spot the half-breeds, Miguel (14) and Samuel (15), who have been staying out of sight up to now. They will begin harrassing them, pushing them around and threatening them with dire events. Unless the player characters decide to stop the teamsters (which will certainly lead to a fight), Black Bill will ask them to leave Miguel and Samuel alone (for their own safety). Naturally, this will not sit well with the teamsters and a fight will start. If any player characters come to the assistance of the halfbreeds, the other teamsters will attack the player characters and the fight will become a general saloon brawl.

As the characters go out onto the street, they will be approached by Su Ching (9). Nervously, he will motion the player characters to follow him to an out-of-the-way place. There he will talk to them in his broken English, explaining that he needs their help. If the player characters agree, Su Ching will tell them that he has seen a dangerous killer in town. This killer is Mo Kwei. He has come to kill Su Ching. Su Ching wants the player characters to protect him from Mo Kwei, or kill Mo Kwei before anything happens. If asked why Mo Kwei is after him, he will explain that the killer has been hired to get revenge for something Su Ching's son had done (murder of a powerful Chinatown official). He will offer to pay the player characters all that he can afford, \$50 in gold.

Meanwhile, Mo Kwei will continue to act as the servant to the Holmsleys. He will be preparing the camp for the prayer meeting. He will not leave this area. The prayer meeting will start at 7:00. There will be 20 people there — mostly citizens (except for those minding businesses), some drifters, and a few of the teamsters, including Capt. Wickers. Reverend Holmsley will lead the service and his wife will play the pump organ loaded in the back of their wagon. Mo Kwei will hang around the edges of the meeting for half an hour and then will suddenly leave. He will circle behind the bank and go to the laundry. After peering in the window (and seeing that Su Ching is not there), he will break in and force Mrs. Ching to tell him where her husband is. Su Ching, fearing the killer, had decided to skip town and is hiding in one of the freight wagons. Mo Kwei will arrive at the freight train at a time when the player characters are nearby. Mo Kwei will immediately search the wagons. One driver will be guarding the wagons. There is a 60% chance that he will notice Mo Kwei. If he does, the guard will yell and shoot at the intruder (use the **Night Gunfight** rules). Mo Kwei will take cover in one of the wagons, the same one Su Ching is hiding in. He and Mo Kwei will begin to struggle and Su Ching will yell loudly for help. The wagon contains fireworks. Any shot that misses its target will have a 70% chance of setting off the fireworks.

If neither Mo Kwei or Su Ching are wounded (or if the wagon does not explode) they will continue fighting. If the player characters break up the fight, Su Ching will be released and Mo Kwei will be placed in the custody of the Reverend Holmsley. If the player characters kill Mo Kwei, they and Su Ching will be seized as troublemakers and threatened by the teamsters. Shortly thereafter the Sheriff will arrive and arrest the player characters. They will be jailed for their own protection. After the Sheriff listens to Su Ching's story the characters will be released.

If the fireworks are set off, there will be a very loud series of explosions and firecrackers, rockets, etc. fly everywhere. Both Mo Kwei and Su Ching will be killed and pieces of wood will be thrown from the explosion. All characters within 5 feet of the wagon will suffer 1-3 wounds, those further away will have a 50% chance of suffering a wound. The fireworks will last for several minutes. The teamsters and Capt. Wickers will come to the scene, demanding an explanation of what happened. If the guard is still alive, he will explain. If the guard has been killed or is unconscious, the teamsters will assume the player characters set the explosion. They will want to lynch the characters on the spot. If the characters resist, the teamsters will fight with their fists. If any of the characters draw guns, the teamsters will do likewise. If the player characters can delay long enough, the Sheriff will arrive with several of the citizens. All will be armed. They will break up the fight and arrest the player characters, after telling the teamsters they are not to leave town. On the way to the lockup, the Sheriff will explain that he is doing this for the player characters' safety and that he will try to sort things out. After spending the night in the lockup, the player characters will be released, provided they pay Capt. Wickers \$500 for the damage and loss of property. If the player characters cannot pay this sum, their horses and goods will be given over to Capt. Wickers in lieu of payment.

6. JAILBREAK!

NPCs

	WPN	BS	BAC	BRV	STR
Jose Pedro Ruiz y Berrera, bandit leader					
	CBR6	+25	88%	83%	14
	(x2)				
	AR	+15			

Jose is leader of the Berrera gang, up from Mexico. He has an excellent horse with complete tack.

Jesus Berrera					
	CBR6	+11	63%	70%	17
	CWR7	+6			

Jesus has a good horse with complete tack.

"El Moro" Berrera					
	CBR6	+13	68%	55%	10

El Moro (The Moor) is the father of Jose. He has a good horse and tack.

Sebastian Vaco					
	CBR6	+12	62%	33%	14
	CWC7	+7			
	KN	+17			

Sebastian has a fair horse and tack. He is a cousin of the Berrera family.

Luis Vaco	--	+9	57%	34%	13
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Luis is currently a prisoner in the Dead Mule lockup.

Esteban Berrera	--	+12	47%	30%	11
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Esteban is currently a prisoner in the Dead Mule lockup.

12 Bandits					
	CBR6	+5	58%	36%	12
	AR	-5			

All the outlaws are Mexican. They are all members of the Berrera or Vaco families. Each outlaw carries a CBR6 and an AR and has a fair horse and tack. The characteristics of all twelve outlaws are identical.

The night before this scenario occurs, the Sheriff (5) of Dead Mule arrested Luis Vaco and Esteban Berrera for horse stealing. They are now in the lockup. The Sheriff is now worried and has come to the player characters for help. The Berrera family is a close-knit group and the Sheriff expects violence because of the arrest. In fact, the previous Sheriff was gunned down in the night after he arrested some members of the family. The Sheriff wants to deputize the player characters and be ready, with them, for the Berreras.

If the player characters agree to the Sheriff's plan, he will hastily make them all temporary deputies of Dead Mule. Any character without a rifle will be given one of the five CWR7s from the Sheriff's office. The Sheriff will explain that the Berrera family is about 20 to 30 members strong and are known banditos in Mexico. They use the U.S. as a hideout from Mexican authorities. The Sheriff guesses that since their kin are still alive, the Berreras will try to break them out of jail. Furthermore, it is likely that the attempt will be made at night.

As night falls, the Sheriff will tell the player characters to take positions in the town where they can watch the main street and the lockup. He also suggests that people stay in pairs for safety. Since none of the businessmen want their buildings shot up, player characters will not be able to hide inside. The only buildings that player characters may hide in are the stable, the lockup, and the Sheriff's office. The Sheriff plans to watch the lockup from the back door of his office.

That night the air is chill and clear. The moon is only one quarter full. Buildings and shapes are only vaguely outlined. The rules for night gunfights (see **ADDITIONAL RULES**) should be used. At about 2:00 in the morning, the Mexicans will enter the town. Jose Berrera, El Moro, and seven of the other outlaws will enter the town from the north, on foot. They will be moving quietly and slowly, watching for signs of trouble. As they pass the bank, El Moro and two of the outlaws will split off from the main group and circle behind the High Pass Hotel. Meanwhile, Sebastian and three other outlaws will ride into town from the west side, going directly to the lockup. (Note: The referee may have to increase the area of the town map to the west or extend it on a table top for this part of the scenario.) Once at the lockup, Sebastian will pass two CBR6s inside. Ropes will be tied to the window bars and all the horses will be used to pull the window out.



About a minute after Sebastian reaches the lockup (or the instant any shooting starts), Jesus and the two remaining outlaws will ride fast into town from the south. They will make as much noise as possible, firing their guns into the air and screaming oaths and curses. If the player characters fire at them, the other members of the family in town will immediately open fire. Under cover of this noise, Sebastian (covered by El Moro and his two men) will spur the horses. After a minute or two of pulling, the window and the wall square it is in will crack and wrench free. The lockup will be open and the prisoners will be free. When this is done, Sebastian and El Moro will shout, "Ojalla!" their signal. All the surviving members of the family will mount up and ride out of town as fast as possible. Sebastian will have extra horses available just outside of town.

This is the plan the Berrera family will follow. There are several things that could go wrong with it and there are several ways the player characters might ruin the plan. The referee should not suggest any of these methods in his or her role as Sheriff, but should let the players do any planning. Possible complications could include moving the prisoners, substituting player characters for the prisoners, or even lighting the whole area with lanterns. If any special precautions are taken, the referee should have the Berreras follow their plan up until the point where something goes wrong. Thereafter, the family members will do whatever seems best, depending on their morale checks. If all the named members of the family are killed or unconscious, the remaining outlaws will immediately flee.

7. THE FAKE MAP

NPCs

	WPN	BS	BAC	BRV	STR
Jeremiah Longley, con man	D1	+11	44%	21%	10

Jeremiah is a frail looking man, who appears to be about 60 years old. He has a very puritanical look about him as he normally wears dark clothing and a broad brimmed hat. He has grey hair and a full salt and pepper beard.

Samantha DeVrie, Longley's partner	CBR6	+9	49%	16%	9
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A pretty young woman, Samantha often poses as Jeremiah's daughter. She dresses nicely and is very polite and demure. The CBR6 is carried in her handbag.

Robert Hamilton, Pinkerton detective	CBR6	+11	67%	66%	13
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Hamilton is an agent of Pinkerton's National Detective Agency. He has been tracking Longley and his partner for several weeks. He wants them for a railroad swindle they pulled earlier this year. He dresses in dark suits and wears a bowler hat.

Jeremiah and Samantha will arrive in town on the stage. They will be let off in Dead Mule, although those watching will notice Jeremiah arguing with the driver about something. After a heated exchange, Jeremiah will walk away cursing under his breath. If there are rooms available in the Hotel, Jeremiah will reserve two rooms for himself and his "daughter." He will give the names Jeffery and Amelia Turpin.

Sometime after checking into the hotel, Jeremiah will wander about town. If asked what he is doing in Dead Mule, he will explain that he and his daughter had little choice, as they lacked sufficient funds to travel further. He is now in distress about their situation (he explains) and must make plans. He will continue to travel about the town, until the story of he and his daughter is spread about town. The referee should see that the player characters hear this story if they do not meet Jeremiah personally.

That evening, Jeremiah will accidentally let slip (as if he were a forgetful old man) that he has something of great value to sell. Samantha will quickly quiet him and try to convince others that he meant nothing. Again, if the player characters are not present, the news of this story should reach their ears.

Early the next morning, Robert Hamilton will ride into town. After stabling his horse, he will go to the Sheriff's office. While Hamilton is in the Sheriff's office, Samantha will "accidentally" meet a player character (bump into one on the street, enter a bar looking for her father, etc.). She will use this opportunity to strike up a friendship with the player character. If possible, she will arrange for the characters to dine with her and her father that night. During the rest of the day, nothing else will happen in this scenario, except that Robert Hamilton will be seen about town, saying little to anyone.

That evening, if the player characters dine with Jeremiah and Samantha, the two cons will deliver their "pitch." Samantha (as Amelia) will appear nervous and worried. Jeremiah will explain that he needs money badly, due to a series of unfortunate reverses. However, the only thing he has of worth to sell is an old map he once obtained. He claims the map is a copy of the old Mendoza map that shows the location of the Lost Conquistador Mine. Once he had ambitions of

going after the mine himself, but since the death of his wife, he has had to devote his time to raising his daughter in a manner befitting a proper young girl. He is still very unwilling to sell the map, but (after much persuasion) would be willing to cut the characters in on the deal. For \$2,000 up front, he will consider the player characters partners and will give them the map to recover the treasure. Once the mine is found, a claim would then be filed in all their names. If asked why he needs the \$2,000, he will explain that it is a security in case the characters decide to skip out on him. As proof of his sincerity, he will show the player characters a small portion of the map. It shows the area around the present day Dead Mule and is apparently authentic. After stating his problem, he will be ready to deal with the players. If the players wish to argue about the price, he will be willing to haggle about the money. He will not go lower than \$500. After any dealing is done, he will retire, pleading his old age. If the player characters have not agreed to the deal, Samantha will give them the final hook. She will explain that she has been very nervous because there have been some men following her and her father, men who want to take the map from them. As proof she will describe the stranger who rode into town today (Robert Hamilton), claiming that he is one of those men. The players will have until morning to decide what to do.



If the player characters accept the deal, they will receive the map when they pay the agreed sum. They will have bought a worthless piece of paper. If the players confront Robert Hamilton, he will try to bluff his way out of the situation if possible. Failing that he will reveal that he is a Pinkerton agent. If the player characters realize the truth and inform Hamilton of what has happened, he will ask them to meet with the two cons one more time. At this meeting, he (and the player characters) will arrest the pair. It is highly unlikely that this will come to a shootout, since the couple are con artists, not gunfighters.

If the characters buy the map and do nothing else, Jeremiah and Samantha will skip town at the earliest possible moment. They will buy horses and gear and ride away in an unknown direction.

If the characters travel into the wilderness using the phony map, the referee should have them travel in a random direction for at least 30 or 40 miles and then inform them that they cannot seem to find any of the landmarks given on the map. What happens next in this case is up to the players.

8. A WOMAN WRONGED

NPCs

	WPN	BS	BAC	BRV	STR
Jerry Mortens, farmer's son					
SG2	+2	62%	99%	13	

Jerry is about 20 years old and is very tanned and weather-beaten.

Margaret Mortens, Jerry's sister					
--	0	37%	30%	10	

Margaret is 18 years old and is very pretty. She is unarmed. She is carrying a small child in her arms.

Jerry and Margaret arrived in Dead Mule by riding a supply wagon up the pass. Jerry is searching for the man who promised to marry his sister. They will ask for rooms in the hotel and offer to work for them. Hugh will give them rooms and some work to do. Late in the afternoon, they will both walk up and down the streets of Dead Mule. Jerry with shotgun in hand. Each time they approach a man, Jerry will turn to Margaret and ask, "Is that him?" Each time he asks, she will shake her head no. Finally, they will meet the player characters (either in the street or in one of the buildings). Before Jerry can ask his question of Margaret, she will stop and point to one of the male player characters and say, "Him! He's the man!" The referee should choose which player character she is pointing at. Immediately Jerry will point his shotgun at the character and tell that "low-down deceiver" to freeze. 1-4 citizens of Dead Mule will be on hand to see this.

If the character obeys, Jerry will lead him to the Justice of the Peace (Judge Race, 16). There, with Margaret holding her child in her arms and Jerry holding the shotgun on the player character, a traditional (if somewhat hasty) shotgun wedding will be performed. Jerry will provide the money for the wedding license and the Justice of the Peace's fee, commenting on how he has been saving his money a long time for this. After the wedding, Jerry will still be suspicious of the player character, but Margaret will be very loving. She will give the player the child, calling him their son, etc. She will also say how they can all go home now and mind the farm, raising their crops on the little homestead they have in Nebraska.



Jerry and Margaret are actually pulling a con. Neither of them has seen the player character before. Margaret, as an unwed mother, seemed to have little hope of doing well in life. To help her get ahead (or get married), Jerry hit upon a scheme of marrying her to an unsuspecting stranger. However, all he and Margaret really want is money. If the player character offers over \$200, Jerry and Margaret will agree to drop their claim, saying, "At least the skunk had honor enough to offer support for the child." They will stick to their story unless positive proof can be given that they are lying. Testimony from the player character's companions will not be considered positive proof. If asked, the Sheriff will make inquiries for the player character. His checking has a 60% chance of revealing the truth.

If the player characters kill Jerry to prevent the wedding from happening, the Sheriff (assisted by Jack Wesley, Black Bill Hallert, and Miguel Jones) will arrest the player characters involved. If the shooting was in self-defense, the Sheriff will let the player character go after two days. He will warn the player character that it might be best to leave the area. If the player character ignores this warning, he will be visited by twelve masked vigilantes during the night. They will beat him soundly, tie him on his horse backwards, and run him out of town.

If the witnesses say it was murder, the player character will be held by the Sheriff for the Circuit Judge. The remaining player characters will have one week to rescue the prisoner. After this, public outcry (assisted by the vigilantes) will force a trial. A trial will be held, with Judge Race presiding. Unless the player characters can present strong evidence to the contrary, the verdict will be guilty. A guilty character will be hanged.

9. THE DEATH OF DUTCH JACK

NPCs

	WPN	BS	BAC	BRV	STR
Dutch Jack					
CBR6	+11	61%	67%	12	
CWC7	+6				
BR	+1				

Dutch is a grizzled, middle-aged man. He will bring his mule into town with him and keep it at the stable.

Louis Armand, insurance salesman					
--	+4	34%	20%	10	

Louis represents an Eastern insurance company. He is currently trying to sell policies to anyone who will buy them.

Antonio Mendoza					
CBR6	+12	67%	83%	12	

Antonio is the last descendant of the Mendoza family. He has come to confront Dutch Jack and force from him the location of the mine, which he feels is rightfully his. He is a young, well-dressed man.

Christian Joe, Mescalero Apache guide					
KN	+26	77%	90%	16	

Christian Joe (whose true name is Josecito) appears to be a missionary educated Indian. He speaks English haltingly, and claims to have good knowledge of the surrounding area. If asked what tribe he belongs to, he will claim to be a Navajo. He knows of the present hatred for the Apache and will not deliberately reveal himself as a

member of an Apache tribe. He is the only guide available in the area. Although he appears trustworthy, if the party encounters any Apache, Christian Joe will betray them.

20 Prospectors

CBR6	+4	58%	67%	15
CWR7	-1			

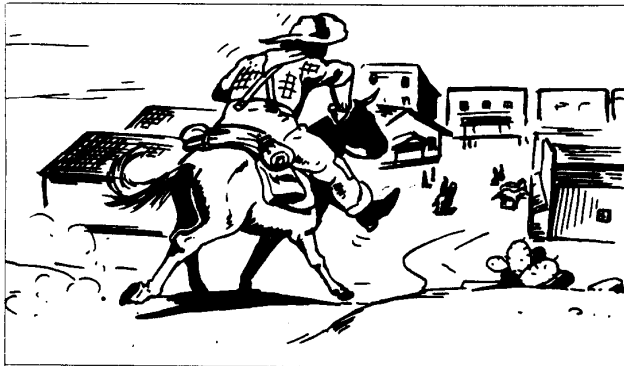
News of the gold strikes further south has brought these men into Dead Mule. Most of them are young, inexperienced plainsmen here to strike it rich. Their tempers and behaviors range anywhere from quiet to hostile. Most have little or no equipment and are buying all the supplies and equipment in sight. Each is armed with a CBR6 and a CWR7. All the prospectors have identical statistics.

This scenario begins with the stage arriving in Dead Mule. The driver has brought news that a new, large gold and silver strike was made in the areas southwest of here. Gold fever has hit the area, and prospectors, swindlers, and merchants are starting to flood into the territory. As proof of this, six prospectors have come in on the stage. They will immediately go to the trading post and start buying all the supplies available. As soon as the news of the gold rush reaches the merchants in town (about five minutes after the stage arrives), prices for everything will double. During the next few days more and more prospectors will filter into town until there are at least twenty of them.

During the same day, Christian Joe will ride into town. He will spend most of his time at La Loma Alta, keeping out of trouble, if possible. News will travel around town that he is an experienced guide and that he is for hire. Unless the player characters act quickly to hire him, there will be several prospectors vying for his services. It will then be necessary for the player characters to bid for his services.

With the arrival of all the newcomers, a small tent town will grow on the edges of Dead Mule. This will quickly become a rough-and-tumble place, with mud streets, burning rubbish and hot tempers. If characters enter this area, there is a 25% chance that one of the prospectors will pick a fight with them. The prospector (or prospectors) don't want any more competition in this area and will try to drive any newcomers (like the player characters) out. The fight will be a brawl with no weapons worse than an axe handle being used. If the player characters use guns, the surviving prospectors will all return fire. If the characters survive this and remain in town, they will be visited in the night by twenty vigilantes seeking to hang the troublemakers.

After several days of this type of activity, (during which the referee may create several encounters between the player characters and surly prospectors), Dutch Jack will arrive in town. Realizing what all the activity is about and that his secret may be forced out of him, Dutch will try to stay out of trouble and out of sight. However, word will get around that he is in town. Several of the prospectors will announce their intentions of finding him and getting the location of his mine from him, but they will do nothing except wait, hoping to follow him when he leaves.



Louis Armand and Antonio Mendoza will arrive one week later, on the stage (which has increased service due to greater demand). Louis will immediately go about town, trying to sell life insurance. The cost varies anywhere from \$10 to \$100 per policy. The amount of coverage will be 10 times the cost of the policy. However, the life insurance policy will not cover death by suicide, Indian attack, or disappearance. Furthermore, the life insurance company will not pay up anyway, unless taken to court.



Meanwhile, Mendoza will begin looking for Dutch Jack. He will make no secret of who he is or why he is in Dead Mule. In the afternoon he will confront Dutch Jack on the street. The player characters (and most of the town) will be watching. Mendoza will shout at Dutch Jack to stop where he is and turn over the map to the Mendoza Mine. Dutch Jack will stop, turn and draw his gun. Mendoza will be faster and beat him to the draw. Mendoza will fire a single shot and Dutch Jack will fall to the ground, wounded. This will be very close to the player characters, if at all possible. Dutch Jack, as he lies dying, will signal to the player characters. If they come close to him, he will thrust the map into a player character's hands and say, "I give everything to you." There will be one citizen close enough to hear this and act as a witness that Dutch Jack willed everything to the player character. If the player characters get the map, Mendoza will immediately approach, demanding what is rightfully his. If the player characters offer to cut him in on the deal (arguing that Dutch Jack gave everything to them), he will reluctantly agree, biding his time for a moment when he can have everything without any partners. If the player character refuses, Mendoza will reach for his gun and a shootout will occur. If Mendoza is killed, the citizens will rule it was self-defense on the part of the player character (unless something very treacherous occurred).

If the player characters decide to collect Dutch Jack's other goods, they will have to pay for the stabling of his mule. Besides the mule, he will have a pack saddle, two quarts of whiskey (unopened), camping gear, a German Bible, the weapons listed above, 100 rounds of ammunition for each, and \$30 in gold nuggets.

If the characters somehow did not manage to get the map (and the referee should make every reasonable attempt to see that they do), they will have to resort to following the new owner of the map to the mine. The new owner (whomever it is) will leave town the next morning. The tracking rules (BOOT HILL game, pp. 16-17) should be used. The **Outdoor Travel** rules in this module cover the effect of terrain on tracking.

WILDERNESS ENCOUNTERS

When travelling in the area around Dead Mule, encounters will only occur infrequently. Encounters are checked for once each day. There are no encounter checks at night, as most groups and creatures are not active at night. The chance for an encounter is 5%. If an encounter has been determined, roll percentile dice and consult the following table.

WILDERNESS ENCOUNTER TABLE

Die Roll	Encounter
01-20	Cavalry Patrol
21-50	Hostile Indians
51-70	Mustangs
71-90	Peaceful Indians
91-00	Settlers

Cavalry patrols will consist of one Indian guide and 11 to 20 (1d10+10) soldiers. All will be mounted and there will be one extra horse in the group. Statistics on cavalry soldiers and Indians may be found in the NPC Lists at the end of the module.

Hostile Indians will be raiding parties of 3-30 (3d10). If they outnumber the party they will attempt to attack from an ambush or without warning. The statistics found in the NPC Lists should be used.

Mustangs will be encountered in herds of 5-30 (5d6). There will be no more than one good quality horse in the herd. The remainder of the herd will be a mixture of fair and poor quality horses.

Peaceful Indians will be encountered in groups of 5-30 (5d6). The term peaceful may be misleading; it merely means they will not attack on sight. If the player characters attack them or abuse them, they will attack. Most peaceful Indians encountered will be those that have left their reservations to return to their homelands. Tribes encountered will normally be Navajo or Mescalero Apache. The Indian statistics in the NPC Lists should be used. Most peaceful Indians will be armed with bows, although some will have firearms.

Settlers will be encountered in numbers of 10-100 (10d10). There will be one wagon for every ten settlers encountered. These wagons will be pulled by either horses or oxen. There will also be one extra horse and one head of cattle per wagon. Settlers will be of all ages and both sexes. Most will be passing through the territory, few actually plan to settle this area. Use the Settler statistics found in the NPC Lists.

WILDERNESS KEY

When the player characters start searching for the Lost Conquistador Mine, the referee should use the Wilderness Map provided. The players should also be given the special players' map of the same area. This map shows only those things that are known or visible from Dead Mule. The players may then fill in the rest of the map as they travel.

The referee's map shows the terrain of the area and numbers most of the important landmarks the player characters would be able to see.

The mountain peaks on the map, although important landmarks, are not listed separately in the key. They are only given on the map, as there is nothing particularly unusual about them aside from their size. Next to each notable landmark are two numbers. These numbers are the sighting ranges of the landmark. The first number is for sighting with the naked eye; the second number is used when a character is using a telescope. Each number tells the distance in hexes at which the landmark may be clearly identified. These distances take into account the size of the landmark and the surrounding terrain. They do not account for visibility and weather conditions. If these become a factor, the referee will have to judge for each case.

Many of the landmarks shown on the referee's wilderness map are also shown on Dutch Jack's crude map, which the player characters can obtain in one of the town scenarios. Where a feature on the referee's map is also shown on Dutch Jack's map, the German phrase corresponding to the English name is listed in the referee's key. This is included for the referee's use only. Player characters will not be able to obtain a translation of the map.

1. El Dondo Wagon Trail

This trail, little more than two ruts in the ground, was once used by settlers and fortune hunters to cross from Albuquerque to Phoenix and Tucson. Increasing Apache hostility has caused the trail to be abandoned for over twenty years. Those travellers that have gone down the trail have sometimes never returned, while others have had no difficulties.

The trail follows the pass between the mountains for some distance. There are several wells (unmarked on the map) that will provide the player characters with sufficient water when travelling along the trail. These wells are irregular, however, and may be dried up if players return at a later date.

Dutch Jack's Map. Dondo Wagenspur: El Dondo Wagon Trail.

2. Settlers' Cabin

This small log cabin is built alongside the wagon trail. The building has the appearance of a small fort with gunslits in its walls instead of windows. Nearby is a small corral with five head of cattle and two horses. Living here are a settler and his wife. They will welcome strangers (provided that the strangers are not openly hostile) and ask them to spend the night. The settlers know little about the area to the west, only that the wagon trail eventually disappears beyond the next range of mountains. They will caution the characters to be on the lookout for Apaches, since Indian territory is further west. If questioned about Dutch Jack, they will say he is a friend, but they know very little about him.

3. Teetering Rock

This is not the teetering rock on Dutch Jack's map. There are no signs that anyone has ever been here. The rock is a large pinnacle with a small flat boulder resting on top.

4. Dry Streambed

Cutting across the flat plains, this streambed is roughly 20 feet wide and 15 feet deep. The walls are steep enough to prevent animals from crossing it except at certain points. At this location, it is possible to enter the streambed from the eastern side. There are signs that animals have entered or left the streambed here. Ten miles further downstream (to the north), there is a similar slope on the western side. This slope is marked by a pinon wood cross five feet tall. Again, there are signs that animals have used this slope.

Dutch Jack's Map. Folgen sie den trokenen bach: Follow the dry creek bed.

5. Old Spanish Well

Nestled in a hollow in the hills is an old tumbled-down stone well. It is the only remains of a Spanish mission that once stood here. The well is not deep, as tumbled rocks have raised the water level nearly to the top. The water is little more than mud slime. Although unsafe looking, this water is fit to drink if it is boiled first.

Dutch Jack's Map. Wasser gelgentlich: Water sometimes.

6. Lightning-Struck Cactus

Located just on the southern side of a desert ridge is a towering cactus. If approached from the north, it will not be seen until the ridge is crossed. This cactus has several branching arms, one of which is charred and stunted. This branch was struck by lightning several years ago. This feature makes the cactus a very distinctive landmark, visible at a good distance.

Dutch Jack's Map. Blitzschlagtigen Kaktus: Cactus struck by lightning.

7. Indian Ruins

Built in a cleft in the side wall of a canyon is a deserted cliff-dwelling. This ruin is typical of many Indian cliff-dwellings found in the Southwest. The ruin is about 100 feet from the floor of the canyon, and is reached by climbing steps cut into the canyon wall. (Referee's Note: This ruin may be used in other adventures that might occur on the map. The ruin could be a hideout for bandits, or it might still be inhabited by Indians, for example.)

8. The Stone Corral

This landmark is located on the edge of the badlands. Built to utilize a natural stone formation, the corral consists of three large boulders in a triangle pattern. Between these are fences made from the trunks of several large cacti. The trunks are tumbled and collapsing. Several small animals live in them. Carved on the westernmost rock is a feathered arrow pointing to the west. One hundred yards further to the west is a low flat rock with a horseshoe carved on it. A line from the arrow, passing through the horseshoe lengthwise will lead to the next landmark.

Dutch Jack's Map
Alter viehkafig: Old corral.
Fahren Sie von dem Pfeil weg: Travel away from the arrow.

9. Teetering Rock

Rising on the edge of the badlands, this landmark is a pinnacle that rises above the broken ground around it. When Dutch Jack made his map, there had been a rock balanced on the top; however, it has since fallen to one side. Leaning against the base of the pinnacle are the fragments of this boulder. If the characters climb the pinnacle to a height where climbing becomes difficult (about 20 feet up), they will find a horseshoe carved into the rock. It points in the general direction of the next landmark (The Poisoned Waterhole).

10. Unfortunate Settlers

Scattered in a small group that roughly forms a circle are the bleached and blackened ruins of a wagon train. Broken and charred sections of the wagons are mingled with bare bones of oxen, horses, and humans. A search will reveal many broken arrows and bullet holes in the wagons. The wagons have been looted; all useful items are gone.

11. Poisoned Waterhole

Located at the bottom of a shallow draw, this waterhole is not easily visible. This appears to be a natural waterhole. The ground around it is marshy and there are few plants in the area. The ground is white and chalky, but the water is crystal clear. Near the water, half-encrusted in chalky soil, is a post. This is part of a sign (the rest is buried out of sight). The sign may be easily pulled up. On it is painted a death's-head and the word "poison."

If anyone drinks the water, it will taste bitter, but will have no immediate effects. After one hour, characters who drank the water must roll their Strength ability or less on a d20. Characters who fail this roll will lose three Strength points and will be unable to do anything more than ride or walk at half-speed for one day. Characters who make the die roll will lose one Strength point, but suffer no other ill effects. Strength losses will last for 48 hours. After that time, the Strength points may be regained as if the loss were caused by brawling wounds.

Dutch Jack's Map. Achtung! giftigen brunnen: Danger! Poisoned well.

12. The Burned Station

At the edge of the mountains, at the top of a ridge, are the remains of an old building. The adobe-and-wood walls are burnt and collapsed, but the stick-and-mud chimney still stands. From the building's position, the surrounding area can be clearly seen. If characters scan the area to the west and northwest carefully, they will see wisps of smoke, possibly from campfires.

To sight the next location on Dutch Jack's map, the characters must wait until sunrise. At that time, the shadow of the chimney will extend towards the west. Looking in that direction, the characters will see a glint of light to the northwest of the shadow. This light is from a piece of mirror wedged into the cairn of Mendoza's grave.

Dutch Jack's Map. Verbrennenlichen station Schornstein: Burned station's chimney.

13. Mendoza's Grave

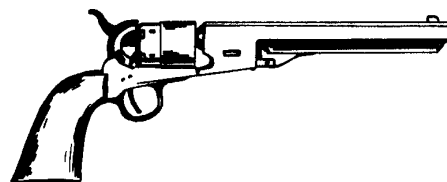
Although not the actual grave of Mendoza, Dutch Jack erected this cairn as a marker to note the gravesites of several who have tried to find the mine. Located on a ridge overlooking the desert, the marker is a pile of stones supporting a large wooden cross. Wedged into the stones is a piece of a mirror (which causes the reflection seen at area 12). Near the cairn is an arrangement of stones which form an arrow pointing to the northwest.

Dutch Jack's Map. Der grab des Mendoza: The grave of Mendoza.

14. The Lone Pine

The arrow at area 13 roughly points to this large pine tree. The tree stands by itself at the base of a steep slope. There are many loose stones in the area, so much so that movement is too difficult for horses and they must be left behind. Roughly thirty paces to the west of the pine tree is the opening to the mine, carefully concealed behind a cover of brush.

Dutch Jack's Map. 30 Schritten west dies grosse kiefer: Thirty paces west of the large pine.



WILDERNESS SCENARIOS

The wilderness scenarios are organized and used in the same manner as the town scenarios. Each scenario presents the information needed to handle a particular event. The referee may select what wilderness scenarios he or she would like to have the players deal with while they search for the lost gold mine. Certain of the scenarios require the player characters to be in a particular area before the scenario is used. The referee should be sure to note which scenarios are dependent on particular locations.

The referee should not use all the scenarios for the characters' journey out to the mine, but should plan to use some of them for the characters' return to Dead Mule.

1. FIRE!

As the characters ride along, they will notice that the weather, which has been overcast for most of the day, is now breaking up. A breeze has risen and thunderheads are starting to sweep across the sky toward the east. Lightning flashes brighten the horizon to the north, south, and west. To the characters, it appears they will soon be in for a cloudburst.

After riding a distance further, the characters will see a mass of low-lying clouds to the southwest. These clouds are actually smoke from a large grass fire started by lightning. If the characters have a telescope and observe the smoke, they will be able to see the fire sweeping in a long line to the west. At the same time, the wind will start to pick up, whipping dust and tumbleweeds through the air.

After riding five more miles, the player characters will be able to tell that the fire to the southwest is only slowly moving in their direction. It appears to present no danger.

A few minutes later, the wind will shift. Within ten minutes, smoke will begin to blow over the characters and soon it will become quite thick, restricting vision as if at night. The characters will top a small rise and see in the depression below, a second fire to the north, obscured from their notice by the drifting smoke. This fire is burning from west to east at a slow rate. The air has become thick, choking, and hot. It will be obvious to the player characters that if they remain in this area much longer, they will die. At this point, there is a 50% chance that each horse will panic and carry its rider in a random direction away from the fire at full gallop. Panicked horses will run until exhausted or brought under control. Exhausted horses will die unless walked out and cooled down. The referee must decide how much time is required for characters to control panicked mounts.

If the characters decide to avoid being roasted to death or dying from smoke inhalation, they will have to gallop away from the fires, either to the east or west. There is a 40% chance that a galloping horse will stumble in a pothole and break a leg or go lame. The rider will be thrown and suffer a light wound of general damage from the fall.

If the characters ride to the west, they will travel for thirty minutes and then discover that the changing wind has swept the southwestern fire line around so that it is heading towards them. They will not be able to ride to safety by travelling west. Characters trapped by the fire will be dead, unless they dig shelters for themselves. Those so sheltered will suffer 3-18 (3d6) points of general damage to their Strength. It will not be possible for trapped characters to save their horses. If the characters travel east, they will have to ride at a gallop for an hour before reaching safety.

Shortly after the characters reach safety (or are roasted to death), the wind direction will change, forcing the flames back on themselves. The fires will slowly die out, except for a few areas of smoldering remains.

2. BUSHWHACKERS

NPCs

	WPN	BS	BAC	BRV	STR
John Lee	CBR6 BR	+12 +2	57%	35%	15
Dirty Bill Hoover	CBR6 R15	+13 +8	55%	52%	14
Will Normans	CBR6 CWR7	+11 +6	58%	67%	13

Each of the bushwhackers has a good horse, saddle gear, \$10, and trail equipment.

Three drifters, passing through Dead Mule, have learned of the player characters' expedition to the gold mine. Hoping to obtain the map (or believing the characters to have it if they do not), they have ridden ahead of the player characters and set up an ambush. This ambush will occur while characters are riding in a dry and rocky draw (unless they have told the referee that they are avoiding draws and streambeds). The special Ambushers' Map (found at the end of the module) is used for this scenario. The bushwhackers are hidden in the rocks (the numbered locations) along either side of the draw. Their horses are out of sight, on the other sides of the ridges. Unless the party has scouted the area, sent outriders ahead, or taken other forms of basic precautions, they will be completely surprised by the first attack of the bushwhackers.

The three men will use the following plan of action. John Lee, at location 1, will fire his buffalo rifle at the leading player character. He will have been aiming his rifle from a solid object for several turns and will have +5 on Speed and a +10 on Accuracy for his first shot. After this shot (whether he hits or misses), he will move to position 1A on the map. From here he will fire his cap and ball revolver at the party.

Dirty Bill will wait until John Lee fires before he starts firing from position 2. He will use his rifle to fire at the character closest to him. Like Lee, he will have a bonus for the first shot of +5 to Speed and +10 to Accuracy for continued aiming from a solid object. He will fire three shots at the same target until that target appears to be dead or unconscious. After his first turn of fire, he will fire at any target close to him. His cap and ball revolver is on the ground beside him, as is a box of rifle cartridges. If he is rushed by more than three men, he will try to get to his horse and escape.

Will Normans will also hold his fire, waiting for John Lee to fire the first shot. As with the other ambushers, he will be +5 on Speed and +10 on Accuracy for his first shot. His first shot, from position 3, will be at the character closest to him. Thereafter, he will fire at the horses of any mounted characters. If he is rushed by two or more characters, he will surrender.

If the player characters attempt to ride through the ambush without stopping to fire, all three of the bushwhackers will fire at the player characters' horses.

If one or more of the bushwhackers is killed, surrenders, or flees, the surviving men will also attempt to flee. If they are cornered or are faced with overwhelming odds, the men will surrender. If the player characters shoot a man who surrenders, the other bushwhackers must pass a morale check. Those who fail the check will flee or surrender, those who succeed will fight to the death.

3. THE RAILROAD SURVEYORS

NPCs

	WPN	BS	BAC	BRV	STR
Michael Costman, railroad surveyor					
	CBR6	+3	42%	53%	15
	CWC7	-2			

Michael has a fair horse with saddle gear and a bedroll. He also has a pack mule loaded with surveying equipment.

Patrick Costman, assistant and brother to Michael Costman

	CBR6	+9	50%	33%	13
	AR	-1			

Aside from his duties in helping his brother, Patrick is also in charge of the guards and the pack mules. He has a horse, saddle, and camping gear.

7 Guards

	CBR6	+9	75%	86%	14
	R9	+4			

The guards' duties are to protect the two surveyors and to manage the pack mules. Each man has a horse and saddle gear. There are also four pack mules loaded with food, water, and other necessary items.

These men are surveying the area for a new railroad line that will pass through this area. The route has not been announced yet, and all the men have orders for strict secrecy about what they are doing. When encountered by the player characters, they will be conducting a survey, sighting landmarks, noting numbers in logbooks, etc. If asked what they are doing, they will claim to be preparing maps for the U.S. Government. They will be friendly but somewhat reserved. If the player characters remain in the surveyors' camp, they will be welcome. The guards will watch them carefully. Michael and Patrick will work on their maps and logbooks, pointedly making sure that the player characters do not see what they are doing.

The surveyors will naturally want to know what the players are doing out in the middle of nowhere. If the player characters tell the truth or give some plausible reason the surveyors will be satisfied. If the player characters refuse to state a reason for being here, or give a badly thought-out one, the surveying crew will become even more suspicious. They will watch all the actions of the player characters closely, and at the slightest suspicious move (trying to read the survey map, etc.) will attempt to beat the player characters senseless. If any of the characters draw a gun, the guards will do likewise. If the player characters are defeated, the surveyors will question them closely. If the map to the gold mine is shown to the surveyors, they will believe the player characters' story (assuming they know it). They will place the characters under a light guard and take their weapons away from them. In the morning, they will ask the player characters to leave camp. All confiscated goods will be returned. The surveyors are more interested in protecting their jobs and maintaining secrecy than in searching for a lost and possibly non-existent gold mine.

If the player characters cannot or do not convince the surveyors about the gold mine and are defeated in a fight, they will be placed under heavy guard. In the morning most of their gear (including their boots) will be loaded onto their horses. The survey party will then lead the animals away, letting them go after travelling a mile. It will take the player character 2-7 (1d6+1) hours to round up their animals again.

If the player characters do nothing to make the surveyors suspicious, nothing will happen while they are in camp. Both groups will enjoy the others' company and will part on good terms.

Should the player characters learn the proposed route of the railroad, they may sell this information to an unscrupulous land speculator in Albuquerque, Phoenix, or any other large town nearby. The land speculator will pay the characters \$100 for the information.

4. PROSPECTORS

NPCs

	WPN	BS	BAC	BRV	STR
Kevin Robins, prospector					
	CBR6	+13	59%	65%	14
	CWR7	+8			
	BR	+3			

Kevin has the normal prospecting equipment (pick, shovel, pan, etc.), three pack mules, and enough food for two months.

Silas Latham, gunslinger, prospector, and scout					
	CBR6	+20	86%	80%	16
	SAR5	+28			
	CWC7	+15			

Silas has a horse (with tack) and a pack mule with gear similar to Kevin's.

This scenario should be set on the edge of the mountains. It begins with the player characters being completely surprised by the sound of nearby gunshots. Two men have been watching the player characters for some time now and have fired the shots as a warning to the player characters. The two men are the prospectors, Kevin (an immigrant Scot) and Silas. They don't want strangers around their camp, since they are worried about claim jumpers. The warning shots were fired into the air, nowhere near the player characters. If the characters fire on the prospectors, both will run for cover in the trees and return fire.

If one of the prospectors is killed, the other will try to run away into the woods. He will then follow the player characters and attempt to ambush them (preferably one at a time). If he learns the player characters are searching for a gold mine, he will wait until the player characters find it before ambushing them. The referee should decide when this ambush will occur.

If the player characters try to reason with the prospectors, the prospectors will accuse them of being claim jumpers. It will be up to the player characters to prove that they are not. If either of the prospectors are wounded, there will be no peace with the player characters.

If the two groups do manage to reach friendly terms, the prospectors will welcome the player characters into their camp. They will not ask questions about what the player characters are doing out here, and will not answer questions about what they are doing out here. Instead, they will want information about what is happening in the world, etc. In return, they will volunteer information about the local Indians, the terrain, good landmarks, and where water and game might be found. They will not want the party to stay in camp more than one night.

The prospectors' camp has little of note in it, other than the weapons and equipment listed above. Neither man has any money, since they spent everything on equipment and supplies.

5. CLOUDBURST

This scenario should only occur if the characters are travelling down the dry streambed (4 on the **WILDERNESS KEY**) or some similar area that will restrict their escape. If the player characters are not in terrain of this type, this scenario should not be used.

This scenario begins with the player characters noticing that the weather has become cloudy and cool, an unusual event for this area. As players travel a little further, they will hear the faint rumble of thunder in the distance. Those characters watching the southwestern horizon will see thunderheads slowly start to pile up. By now the player characters should be travelling in the gully (unless they are cautious and refuse to do so while the threat of rain exists).

As they ride along, a light rain will start to fall, and then gradually get stronger. Within 15-30 minutes, the characters will hear a splashing, rushing sound coming from upstream. Within seconds to minutes, a wall of water will come pouring down the dry streambed. The wave is moving very fast (20" per turn) and obviously dangerous. The flash flood has hit!

If the characters are in the dry streambed, there is only a chance of being able to climb one of the steep banks. At any given point (except for the noted crossing points), the bank will be steep 70% of the time and sheer the other 30%. Steep slopes will require 1 minute for a character to climb out and 5-10 minutes (1d6+4) for a horse or mule. If the bank is sheer, a man will need five minutes to climb out and horses and other animals will be trapped. Since the water moves only 20" per turn, it is possible for a man or horse to try and outrun the flood. However, since the ground is rough and uneven, there is a 20% chance the runner will stumble. This is checked every 100 feet.

Characters and horses trapped by the flood will be rapidly and roughly swept downstream for 1 to 6 miles. Each mile, a character or animal will lose 1-3 Strength points. These are not specific to any area of the body and represent smashing into rocks, swallowing water, etc. There is also a 5% chance of accidental unconsciousness. This is checked once per mile. Unconscious characters and animals will drown unless immediately rescued.

If the characters are swept to a crossing point, there is a 50% chance they will be able to reach dry ground. This is checked separately for each character. Characters who manage to reach safety will be too exhausted to help others.

The waters will recede within one hour, after which the gully may be crossed safely.

6. VISITOR IN THE NIGHT

Rattlesnake	BS	BCH	DM	WM	STR
	+15	65%	*	+10	5

*Rattlesnakes may never cause more than a light wound. They may not strike areas out of their reach.

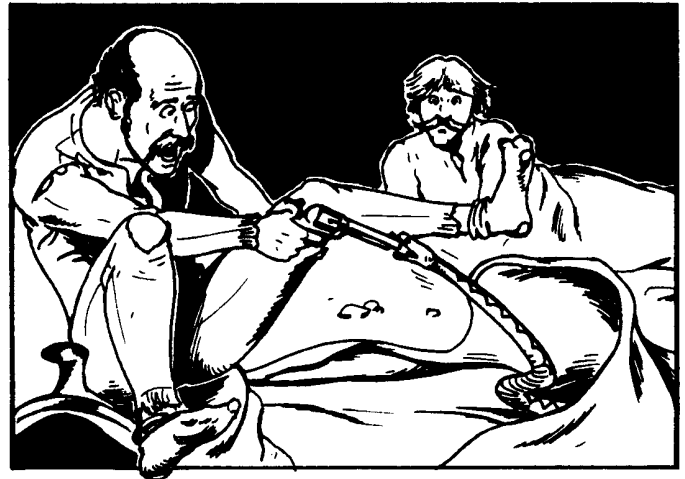
This scenario must occur at night, after the characters have settled down to sleep. It is best if this scenario occurs in the desert.

During the night, one character (the referee may determine randomly or choose) will awaken to the touch of something cold. Within seconds, the character will be able to tell that a large rattlesnake has crawled into the bed and settled between his or her right arm and chest. Any guards posted for the night will not have noticed the snake. Apparently, the snake settled here for warmth on the cold night.

The snake will strike if the character moves his or her right arm or right side or tries to pull the blanket aside. The character may draw a gun with the left hand and fire at the snake. (If the character is right-handed, modifiers for shooting with the wrong hand are applied.) Any shot that misses has a 50% chance of wounding the character in the right arm/hand. The severity of this wound should be rolled for normally if it occurs. The character may call to others. They may attempt to shoot the snake, but a miss will have a 75% chance of striking the character in the chest (unless the referee decides the situation will not allow this to happen). Again, wounds are rolled for normally.

If the character rolls quickly away from the snake, it will strike. If the snake misses, the character will be out of its range for further attacks. If another character fires at the snake at the same time as the person is rolling away, there is no chance of accidentally hitting that character with a missed shot.

For the effects of the snake's bite, see **Poison** under the **ADDITIONAL RULES** at the beginning of the module.



7. PEACEFUL INDIANS

NPCs

	WPN	BS	BAC	BRV	STR
Two Fingers, hunting party leader	CWR7	+20	72%	79%	17
7 Navajo Indians					
1	Bow	+20	65%	65%	14
2	Bow	+19			
3	Bow	+10			
4	Bow	+7			
5	AR	+13			
6	BR	+3			
7	CWR7	+11			

The weapons and **BS** are given for individual Indians. The **BAC**, **BRV**, and **STR** statistics are the same for all seven Indians.

These Indians are all on foot.

This small hunting party is one of the small groups that have not gone to the Navajo reservation. Instead, they and their families have survived by hiding and keeping out of trouble. This group is out hunting for food. They will not want to fight the player characters and will be peaceful, but cautious, when they meet. If the player characters do nothing to alarm the hunting party (shoot at them, tell them to go to the reservation, etc.) and approach in an open and

friendly manner, the hunting party will stop and talk with the player characters.

If the player characters have someone who can speak Navajo or Spanish, they may talk to the Indians. If questioned about the surrounding area, they will know of most of the nearby landmarks (the referee will have to check the Wilderness Map). They will also be able to guide the characters to good water, if there is any around. They will know nothing of gold mines, although they will have occasionally seen an old man and a mule headed towards the mountains. If offered useful trade goods or weapons, they will tell the player characters that the area to the west and north is Apache spirit land, where the Apaches bury their dead.

If the player characters attack the Navajo, they will defend to the best of their ability. If hard pressed, they will flee. If possible, they will try to steal or kill the player characters' animals in a fight.

8. THE GALLANT SPORTSMAN

NPCs

	WPN	BS	BAC	BRV	STR
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Aleksandr Ignatius Petrovich Romanoff, Grand Duke of Orsha

CBR6	+22	75%	90%	15
SAR5	+30			
R15	+17			

Grand Duke Aleksandr Petrovich is something of an eccentric, ruthless sportsman. He dresses in the finest English hunting clothes. His weapons are of high quality and are engraved and decorated. The Grand Duke is a deadeye shot and may fire as such if the Sharpshooting Rules are used.

Dimitri, The Grand Duke's servant

KN	+19	65%	77%	18
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Completely loyal to the Grand Duke, this man is little more than a serf. He will defend his master with his life.

4 Gentlemen Companions

SAR5	+17	60%	50%	13
R9	+4			

These gentlemen are members of the Grand Duke's hunting party. Two are Russian and two are American. One of the Americans is a reasonably skilled guide.

The Grand Duke's Wolfhound

BS	BCH	DM	WM	STR
+15	60%	+5	0	8

This wolfhound has been trained as an attack dog. It will attack when given Russian commands by the Grand Duke. Once ordered to attack, it will fight until killed or called off. The Grand Duke keeps this animal with him at all times.

This scenario begins with the player characters finding the camp of Grand Duke Aleksandr. It is a very elaborate set-up to find out in the wilds, with two large tents, a portable table, camp stools, and fine foods. The Grand Duke will welcome the player characters into his camp and invite them to stay for the night. He is pleased to meet some "authentic" Americans and will be quite cordial, offering dinner, wine, brandy, and whisky. His servant will wait upon the characters. The Grand Duke will lament on how poor the hunting has been and what little excitement there has been this trip. He will not have any useful information on the area.

If the players accept the dinner and drinks offered by the Grand Duke, they will begin to feel dizzy and ill toward the end of the meal. Almost as a group, within moments after noticing this problem, they will collapse unconscious. They will regain consciousness at daybreak, finding themselves on a bare rock on a windswept ridge. Their horses and gear will be gone. Each character will have a knife and a fully-loaded revolver. None of the characters will have any extra ammunition. Pinned to the hat of one of them will be the following note:

"Gentlemen: I am sorry to have so inconvenienced you with my small deceit of last night and do hope that you are feeling in fine condition as you read this. By now, I am sure you are acquainted with your situation. What I propose now is a small wager. There is a large landmark (*The referee should select one from the map. It should not be more than 50 miles away.*) to the (*the direction of the landmark chosen by the referee.*) The bet is simple. If you arrive at that landmark alive, you will receive your goods and an extra \$1,000 in silver. Of course, I and my party will be hunting for you on the way. To be fair, we will not start until 9:00. May it be a profitable chase."

The characters will be able to estimate that it is now about 7:00. From their position, they will not be able to see the Grand Duke's camp, which is five miles away. The Grand Duke will abide by his word and will not start after the player characters until 9:00, but he will use his available resources (his friends, dog, horses, and weapons). The hunt will be on.



The referee should compare the movement rates of the player characters to those of the mounted hunters to determine how soon the Grand Duke will close in on the characters. The hunting party will have a 5% bonus on its chances to track the characters. If the hunting party should lose the trail, they will head directly for the landmark and wait for the player characters to arrive. What actually happens during the hunt will be determined by the plans of the players and the referee's decisions.

The men of the Grand Duke's party will not surrender.

If the player characters reach the landmark, the Grand Duke will either be there or will arrive shortly (if he still alive). He will honor the terms of the wager, giving the player characters back all their gear, \$1,000 in silver, and (if the hunt was exciting) a silver-engraved SAR5. He will not be foolish enough to let himself get shot while doing this, if at all possible.

9. HOSTILE INDIANS

NPCs

	WPN	BS	BAC	BRV	STR
Red Knife, raiding party leader	CBR6 x2 CWR7	+19 +14	93%	93%	17
10 Apache Raiders					
1	SCG2 CBR6	+17 +17	75%	80%	15
2	CWC7 CBR6	+16 +21			
3	CWC7	+20			
4	AR	+7			
5	CWR7	+15			
6	CBR6 (x2)	+17			
7	AR CBR6	+12 +22			
8	R6	+12			
9	BR	+5			
10	AR	+10			

The weapons and **BS** are listed for each individual. The **BAC**, **BRV**, and **STR** scores are the same for all ten raiders.

All these San Carlo Apaches are mounted. There are 4 extra horses with the group.

These Apaches are returning from a successful raid. When the player characters approach, the Indians will attempt to look peaceful and friendly. They will let the player characters get within 20 feet of them before attacking. The man with the scattergun will fire first, firing into the largest group of player characters. The other Indians will immediately open fire, spreading their shots among different targets.

If the Apaches are fired upon or charged before they get close to the player characters, they will charge at full gallop, firing from horseback. As they charge, the man with the scattergun will crouch low on his horse's neck, raising himself to fire. All the other Indians will slide down so that their bodies are hidden behind their horses. The Indians will fire from below their horses' necks. While riding in this way, the left leg, left arm, and head of each Indian are visible targets.

(Referee's Note: As explained in the **BOOT HILL** rules (p 12), when a rider is hit percentile dice are rolled to see if the horse is wounded instead (61-00). In addition, any shot that wounds an Indian in a hidden area as described above is treated as a horse wound instead.)

The Apaches will fight from horseback until five or more of their number are killed, unless the player characters have been hurt as badly or worse. If five or more Indians have been killed, the survivors will ride off and take shelter behind rocks. From there, they will chant their death songs and snipe at the player characters, slowly moving from cover to cover as they close.

If the player characters have hired Christian Joe as a guide, they will have an unfortunate surprise in this scenario. He will turn on the player characters as they are being attacked. After firing at the closest player character, he will shout a greeting to his kin and gallop out to join them. They know him and will welcome him into their group. If he has the opportunity, he will also steal all the animals and equipment of the player characters he can.

KEY TO THE LOST CONQUISTADOR MINE

When the player characters reach the mine, the referee should use the Mine Map at the back of the module. Everything that occurs within the mine is listed in the key for the mine. Unlike the town and wilderness parts of the module, there are no scenarios for the mine. As the player characters enter areas of the mine, the referee should consult the key to determine what happens to them.

Certain aspects of the mine may seem to border on the fantastic. These are included since they form a part of the beliefs and legends concerning lost mines and buried treasures. For those referees who simply refuse to allow supernatural aspects into their campaigns, alternative descriptions have been provided.

The mine is old and crumbling. If this is the place where Dutch Jack got his gold, it is obvious that he found it much deeper in the mine. He seems to have put little effort into keeping the shafts repaired, as only a few places have new beams or shoring to keep the ceiling up. The dirt and rock that has fallen from the walls or ceiling has merely been pushed aside. Water has seeped down through the rock in many places, creating large puddles that cover the floor. This has also speeded the rot of the beams. Loud noises such as shouting cause little trickles of dust and rock to fall from the ceiling nearby. Very loud noises (gunshots) echo madly, blocking out all other sounds except for the distant rumble of rock.

Firing shots inside the mine is somewhat dangerous. Each time a shot is fired, there is a 5% chance that a minor cave-in will occur. Cave-ins will never occur directly over the characters, but may block passages to the front or rear. The referee should decide the exact location of any cave-in.

The mine itself has long since been tapped out. There never was more than just a little gold ore here, and certainly nothing like a mother lode. If the player characters take some of the ore out and get it to an assay office, they will learn the truth about the place. If the players decide to reopen the mine (for any reason), the referee should make the job expensive. The mine is located far from any town and is in dangerous territory. Workers will not want to come here without sufficient protection and entertainment.

UPPER LEVEL

1. The Mountain Lion

A young female mountain lion (**BS**: +23, **BCH**: 68%, **DM** +0, **WM** -10, **STR**: 15) lives in this cave, along with two cubs. The cubs are too young to be a threat, but the female will attack any character who enters this area of the shaft. If possible, she will lead characters away from her cubs. She will not go deeper into the mine. If she is cornered and cannot escape, she will gain 10% on her chance to hit.

2. Weak Ceiling

At this point, a section of the wall has collapsed into the passage. There is enough space for characters to move through here in single file. If the characters are cautious, no harm will come to them while passing through this area. If any of the characters fire a shot, bang against the wall, etc., while passing through this area, they will trigger a major cave-in. The square with the encounter number will collapse, dropping rocks and debris to block the passage. The falling rocks will have a Base Speed of +10. Any character with a Base Speed higher

than this (do not adjust for weapon) may move to avoid being trapped. The referee should give each player the choice of moving ahead or backwards. Players should not be allowed to discuss this among themselves. The referee should use the first decision given by the player and not allow changes. Characters who are slower than the rocks and are directly under the collapse will lose one point of Strength for every point of difference in the two speeds. (If a character has a Base Speed of 6, he or she will lose four points of Strength.) The character will then be able to get out of the way of the falling rocks. The rock fall will totally block the passage. It will require 2-4 hours to dig through. This time should be doubled if no character has a digging tool. The noise of the rock fall will wake the bear at area 4 and alert the crazed prospector at area 3.

3. The Crazed Prospector

Hiding in this small side chamber is an old prospector-hermit (CBR6, Axe, BS: +9, BAC: 45%, BRV: 80%, STR: 10). He is searching for the mother-lode, and is convinced it is in this mine. He is afraid of strangers, and careful to avoid the wild animals in the mine. He believes that all strangers are claim jumpers seeking to steal his fortune. If the characters move past the passage entering his chamber, he will hide out of sight. After the last person goes by, he will jump out and attempt to strike with his axe. If the characters enter his chamber, he will defend himself with his CBR6. He has no goods of any particular value.



4. Sleeping Bear

Living in this section of the cave is a large, old bear (BS: +11, BCH: 56%, DM: +20, WM: -30, STR: 45). It will be asleep unless the characters make some loud noise to disturb it (such as causing the rock fall at area 2). If the characters do not come too close or otherwise bother the beast, it will continue to sleep, not noticing the player characters. If the bear wakes, it will attack the nearest character. It will fight until it has lost 20 or more Strength points (in which case it will retreat) or to the death if there is no route of escape.

5. Gas!

Just before this encounter area, the passage is almost completely blocked off by rock and dirt. There is a small opening large enough

for a man to squirm through 5 feet above the floor. On the other side of this rockfall deadly carbon monoxide gas has collected, unable to dissipate. The gas is both colorless and odorless. After a few seconds in the gas, open flames will flicker, weaken, and then die. Closed flames will last a little longer before going out. Any character who spends one minute or more in this area (or beyond) must roll a d20. If the roll is the character's current Strength or less, the character will feel extremely dizzy and will lose three Strength points. If the roll is higher than current Strength, the character will pass out and lose three Strength points. Unconscious characters will die in one minute unless brought into fresh air.

If the characters clear away the rock fall and open the passage, the gas will begin to flow out. If the characters remain by the blockage, the gas will have the same effects as listed above. If the player characters leave the mine, the gas will dissipate in 24 hours. After this time, the mine will be safe to enter again.

6. Old Supplies

This small side chamber appears to have been used recently (within the last few months). There are tracks in the dust leading into and out of the chamber. In the room are various pieces of equipment useful to mining — picks, shovels, rope, etc. The rope is rotten; the other items are still usable, although old and badly worn.

7. The Vertical Shaft

Just beyond the second blockage, the passage ends. A hole large enough for a man to pass through has been cut into the floor of the tunnel. A ladder 30 feet long allows access to passages below.

The lower passages branch off in two directions. The ladder is rotten and weak. Any character who climbs down it will cause the ladder to break, dropping the character 25 feet to the floor below. A falling character has a 50% chance of spraining an ankle (movement reduced to half, Speed reduced by 2). Characters may use rope to safely lower themselves up and down the shaft.

LOWER LEVEL

The lower level can be reached only through area 7 on the **UPPER LEVEL**.

8. Underground Pool

This large chamber is filled with water that has seeped in from the surrounding rock. The water is 6 feet deep. The small passage leading to area 10 is hidden completely underwater. It slopes upward to give access to the dry floor of area 10. This passage is very narrow and may only be entered by a character moving sideways.

9. Flooded Passage

This section of passage is almost totally submerged, since the passage slopes downward into a pocket of water. The roof is only 6 inches above the surface of the water. A character who shines a light through this space, will see apparently dry floor on the other side. The floor of the passage slopes down to a depth of 5 feet under the water. However, at the center of the flooded section, the floor suddenly drops 3 feet, creating a sinkhole. Unless the lead character is somehow checking or probing ahead, he or she will automatically step into the sinkhole, disappearing from sight (but only for an instant). The referee should remember that water will ruin ammunition and possibly other gear. Furthermore, unless the characters state they have cleaned their guns (if the guns were submerged), they will become rusted and useless in 48 hours.

10. The Treasure of the Lost Conquistador

When characters enter this chamber, they will hear a low moaning noise coming from one corner. This sound will grow louder and louder, until it becomes quite painful. At the same time, a breeze will come out of nowhere. Gradually, a glowing mist will form in the far corner of the room. It will swirl and start to form an image. As it does so, the moaning changes. Over the painful howl, characters will be able to make out broken bits of speech, apparently in Spanish. "Vuelvense! El curso de Dios se ocupan!" (Turn back! The curse of God is on you!). Slowly, the mist will form into the image of a skeletal man wearing tattered clothing and a battered helmet. This is the ghost of a long-dead Conquistador. The ghost holds a sword, sparkling and glowing. After moaning its warning, the ghost will lunge at the player characters, who feel a freezing chill in the air as it approaches them.

All player and non-player characters must roll a morale check at this point. Those characters who fail to make their morale will flee the mine as quickly as possible. Player characters may not re-enter the mine for at least 24 hours (Players good at role playing may not allow their superstitious characters to ever re-enter the mine!). Non-player characters will never re-enter the mine, and if asked to do so, must make another morale check. Those that fail the check will desert the player characters, taking with them whatever they can.

The ghost will not leave its chamber and cannot physically harm the characters. It will continue to threaten until its bones are properly buried.

Against the far wall of the chamber are eight jackloads of gold. Underneath the jackloads are the bones of the Conquistador ghost. The treasure is \$10,000 worth of gold rods, smelted down from the ore found in the mine. This is all that remains of the treasure of the Lost Conquistador. A mule can carry one jackload.

If the referee objects to introducing a fantasy element into a BOOT HILL campaign, the following explanation may be used instead of an actual ghost. The sound and breeze were only the wind blowing through a small fissure that leads to this chamber. The form was nothing but cobwebs. The glowing was phosphorescent fungus on the walls. All these things (and the effects of the mine gas) created the image of a terrifying ghost. The effects of this explanation should be the same as that given above.

(Referee's Note: It is important that the referee makes the players believe they have met something horrifying and terrible, more than their characters can handle. The referee should therefore play this encounter for everything he or she can get. The referee should be vague and mysterious in describing events, trying to create doubt and apprehension in the minds of the players. Do not let the players say, "Oh, it's a ghost," and then ignore it. Many people of the time were very superstitious and believed in ghosts and supernatural phenomena. The referee should encourage the players to role play their characters at this point.)

CREDITS

Design: David Cook and Tom Moldvay

Editing: Edward G. Sollers

Special Thanks to: Doug Bettinger, for his generosity, and Ralph Wagner, for his help.

If you have any rules questions please write to TSR. Ask the questions so they can be answered by a "yes," "no," or short phrase. *You must include a self-addressed, stamped envelope.* Write to: TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147 ATTN: Rules Editor.

NON-PLAYER CHARACTERS

Citizens

Name	WPN	BS	BAC	BRV	STR
1. James Grafton	CBR6 BR	+10 0	62%	95%	14
Owner of the Grafton Stables. He seems to be a stout family man, not given to violence. However, he is a member of the Citizens' and Miners' Committee. Age 40.					
2. Jim Grafton	CWC7	0	50%	65%	15
Jim is the son of James Grafton. He is somewhat hot-tempered and has a tendency to get himself into fights. Like his father, he is a member of the vigilante committee. Age 17.					
3. Miriam Grafton	SG2	-3	53%	71%	11
Miriam is James Grafton's wife, a tough, experienced frontier woman. She is kind and patient, but will readily defend herself or her family, a trait which has helped her survive several Indian raids. Age 35.					
4. Ramon Racelis	KN	+20	70%	33%	18
Stableboy at the stage depot. He is known for his skill and speed with a knife. Others in town know better than to make insulting remarks about his Mexican ancestry, as he is very quick to take offense. Age 19.					

5. Ernest Johnson CWR7 +15 68% 77% 16

Sheriff of Dead Mule. Ex-Confederate cavalry officer. Generally prefers to leave others alone and not risk his neck needlessly. Will arrest or shoot lone Indians. Age 35.

6. Hugh Webster CBR6 +12 55% 90% 13

Owner of the High Pass Hotel. Webster is an ex-Confederate officer. He was badly wounded in the war by a cannonball and now limps. Although brave, his wartime experiences have left him somewhat gunshy. He is a member of the vigilante committee. Age 45.

7. Jessica Norton D1 +6 45% 56% 13
Angela Burnet D1 +6 45% 56% 13

Both women are barmaids at the High Pass Hotel. They do other work as needed at the hotel. Age 22.

8. Rupert Schreck CBR6 +10 63% 37% 12
(x2)

Rupert Schreck is a professional gambler (Gambler Rating: 19) who has made Dead Mule his semi-permanent home. He will normally try to involve strangers in high stakes poker games. He knows better than to try to take the townspeople (except on occasion) and will only use his gambling skill on strangers. He normally stays at the High Pass Hotel. Age 27.

9. Su Ching KN +3 39% 4% 8

This elderly Chinese man is the operator of the laundry. Age 55.

10. T. Christopher CBR6 0 40% 71% 14

Owner of the Dead Mule Bank. He is a quiet, lanky businessman. He drinks little and usually tries to stay out of danger. Age 50.

11. F. Washbuck CWC7 -6 64% 94% 17

Owner of the Dead Mule paper. An older man with a slight case of arthritis, he is a giant. He has had a varied background as reporter, soldier, pioneer, etc. Age 30.

12. Jack Wesley CBR6 +7 63% 52% 15

Owner of the Apache Trading Post. He is a generally goodnatureed man who enjoys a good drink and a practical joke (usually at the expense of a greenhorn). He is one of the leaders of the Citizens' and Miners' Committee. Age 32.

13. Bill Hallert CBR6 +12 55% 84% 15

Owner of La Loma Alta. A retired prospector and scout, he is patient and slow to anger. He is a member of the vigilante committee. Age 50.

14. Miguel Jones CBR6 +13 60% 48% 14

Half-breed worker at La Loma Alta. He is a skilled guide and knows the area. Not given to talking much. Age 26.

15. Samuel Running Black-Bear AR -4 56% 74% 14

Half-breed worker at La Loma Alta. Keeps his rifle with his curandero equipment behind the bar. Age 43.

16. "Judge" Race D1 +7 42% 67% 10

Justice of the Peace of Dead Mule. Also serves as Judge for criminal trials, although he has no power to do so. May also be hired as a lawyer. Is usually dead drunk (75% chance, -2 from BS, -20 from BAC, +10 BRV, +2 STR). Age 60.

Lawmen

17. Kingsford Regis CBR6 +15 60% 65% 15
(x2)
CWC7 +10

Territorial marshal. Has some experience in the latest detective techniques. Known for his patience and determination. Age 28.

18. Col. Walters R9 +8 66% 62% 18
SAR5 +21

Special Agent for the Union Pacific Railroad. Works on cases involving railroad robberies, etc. Ex-Union Artillery officer. Age 39.

19. Bad-Nose Bannerman CBR6 +22 75% 90% 15
(x3)
CWR7 +17

Professional bounty hunter. May be easily spotted by his flat nose, which healed badly after being broken. Will kill anyone for \$500 and so far has never been proved guilty of murder. Age 24.

20. Curly Joe CBR6 +7 53% 56% 18
KN +12

Newly arrived Pinkerton detective. Is used to close fighting and brawls. Not greatly familiar with the ways of the Southwest. Age 23.

Gunfighters and Outlaws

21. Julio Matamoros CBR6 +8 61% 79% 13
AR -2

Wanted for rustling, murder, and grand theft. A reward of \$500 will be paid if he is brought in alive. Is also wanted in Mexico for similar crimes. Age 33.

22. One-eye Lopez CBR6 +11 51% 78% 8
(x2)
SCG2 +11

Wanted for murder and horse-stealing in Mexico. He is a companion of Julio Matamoros. He is a frail, old-looking man with only one eye. Age 37.

23. Thomas McKay SAR5 +26 60% 84% 14
CWC7 +13

Gunfighter. Wanted for murder in Texas and Kansas. He will hire his gun to anyone who will pay and has no qualms about killing in cold blood. Age 31.

24. Andrew Colder CBR6 +7 66% 36% 11
CWR7 +2

Bounty hunter and rustler. He is a small man with thin features. He knows he is not fast and favors bushwhacking when possible. Age 25.

Miscellaneous Characters

25. Thorold Norvikson CBR6 +7 40% 48% 13
AR -3

A Scandanavian immigrant prospector. Generally would like to keep out of trouble. Seldom has any luck prospecting. Age 42.

26. Settler CBR6 +3 40% 35% 14
AR -7

Any settler that might be met by a random encounter. They are generally friendly and wish to avoid trouble.

27. Outlaw CBR6 +10 55% 40% 13
CWR7 +5

Any member of an outlaw gang. They are generally not well known and have no rewards out for them.

28. Soldier CWC7 +5 50% 45% 14

Any of the enlisted soldiers of a cavalry patrol. Their Bravery becomes 75% if they are led by an officer or sergeant. Officers carry a CBR6 instead of a CWC7.

29. Drifter CBR6 +10 55% 50% 14
CWR7 +5

Use for any randomly encountered drifter.

30. Indian CWC7 +8 65% 60% 13

This entry may be used for peaceful or hostile Indians. The referee may wish to vary the weapons carried by a group.

31. Vigilante CBR6 +5 55% 50% 17
SG2 0

This entry may be used for any member of the Citizens' and Miners' Committee, other than the Committee leaders.

GLOSSARY

The following glossary defines many of the unusual terms in the module. Also included is a listing of common symbols used on treasure maps.

Agave: A spiny-leaved plant found in the Southwest. Also called the century plant.

Apache: The name of a tribe of Indians living in the Southwest. They are divided into subtribes such as the San Carlo, Chiracahua, Mes-calero, Lipan, etc. They were noted for their skill in riding and warfare.

Assay office: A government office where mining samples can be analyzed.

Blown: Tired, exhausted (used to describe animals).

Curandero: A quack doctor who uses home remedies and some Indian medicine man magic.

Espantosa: A Spanish word meaning "haunted."

Granjeno: A thorned bush of the Southwest.

Gran Quivera: A rumored treasure city so rich that the dishes there were made of gold. It did not exist, but the Conquistadores searched the Southwest for it.

Huajilla: A bush, good for grazing, found in the Southwest.

Jackload: A quantity of goods that can be carried by a single burro or mule.

Laguna de Oro: A fabled treasure lake said to be located in New Mexico. As with many other legends of this type, the treasure did not exist. The name means "Lake of Gold."

La Mina Perdida: A treasure mine supposedly worked by the Spanish, rumored to have been located somewhere near Santa Fe. The name means "The Lost Mine."

Mother lode: The main vein of ore in a gold or silver deposit.

Navajo: A tribe of Indians living in the Southwest. They were warlike and dangerous until defeated in the 1860s.

Pinon: A type of dwarf pine found in the Southwest.

Sacaguista: A type of coarse grass found in the Southwest. It may be used for grazing, but the buds and flowers are said to be poisonous.

San Saba Mine: A famous lost mine, said to have been worked by the Spanish, located somewhere in central Texas.

Seven Cities of Cibola: A legend of seven fabulously rich cities located somewhere in the Southwest. The Indians told this story to the Conquistadores, who searched fruitlessly for these treasures.

Seven Hills of the Aijados: A legendary source of treasure, supposedly in Texas. The Indians said that gold was so plentiful there that the natives tipped arrows and lances with it.

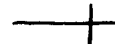
Sunfish: A bucking action in which a horse brings its shoulders almost to the ground and shoots back up again in a high arch.

Tack: The gear for riding and caring for a horse (saddle, blanket, bridle, combs, etc.).

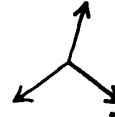
Signs and Symbols

The following signs and symbols may be useful to the referee in creating further adventures.

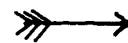
The long part of a horizontal cross points to treasure.



Connected arrows indicate that the treasure was divided into as many groups as there are arrows. Each is hidden in the direction an arrow points.



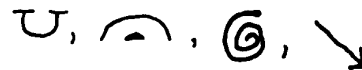
A feathered arrow will point away from the mine or treasure.



A gourd indicates there is water ahead.



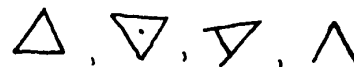
These signs mean that treasure is directly below.



This sign represents a flight of steps. It means the treasure is in a cave or shaft.



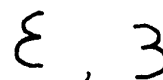
The treasure is hidden in a triangle of trees or rocks.



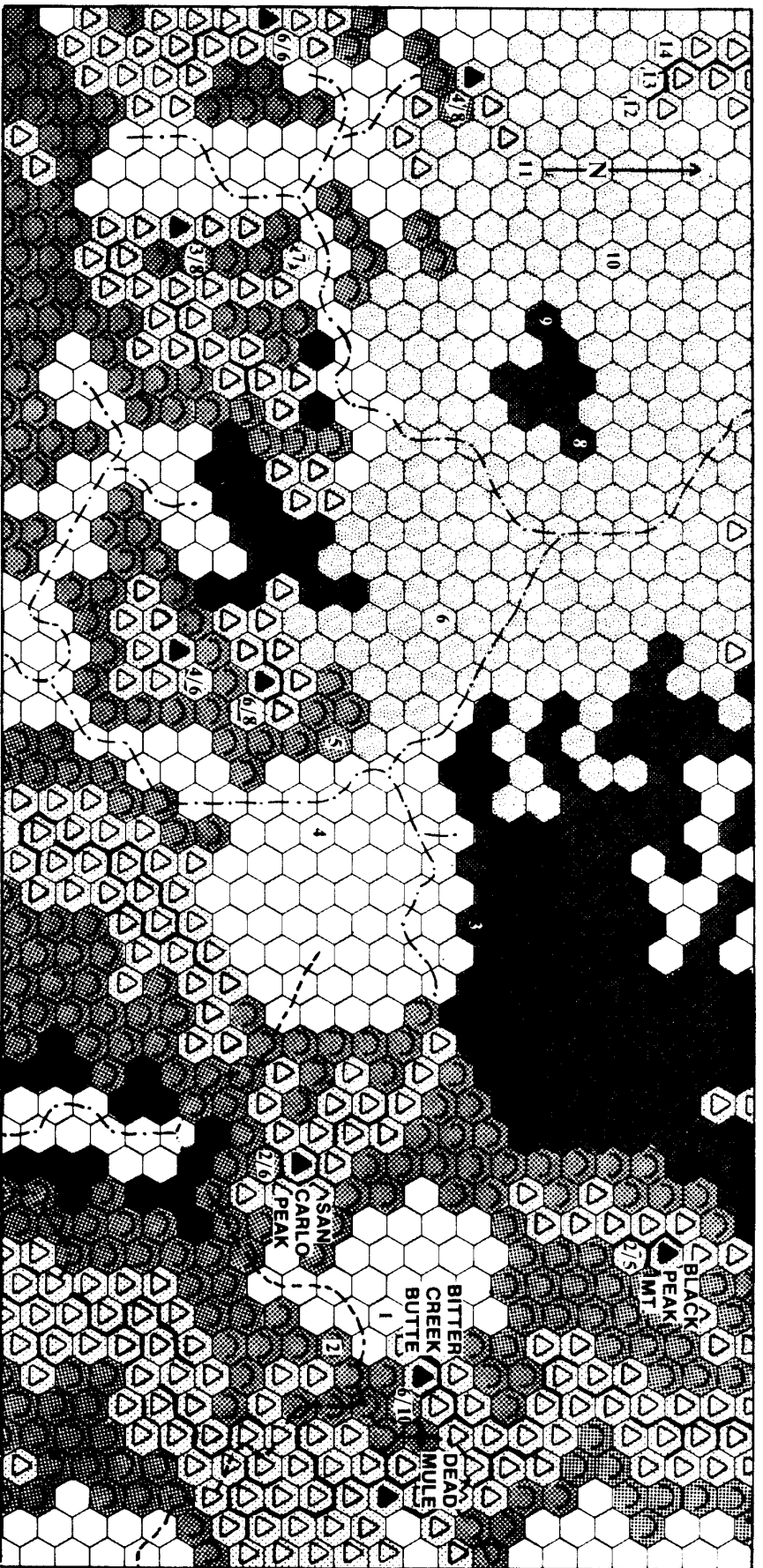
This represents a tunnel.



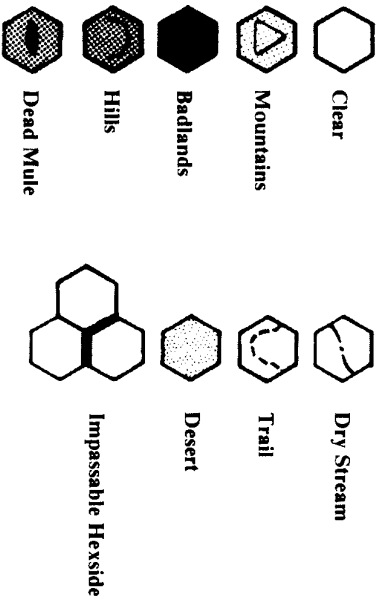
The treasure seeker should stop; go in the other direction.



The referee should remember that there was hardly a standard system of symbols used by those who wanted to leave a trail to their treasure. Most often the symbols came from that person's imagination. If the players start to become too confident about knowing these symbols, the referee should change the meaning at an unexpected time.



KEY 1 hexagon = 5 miles

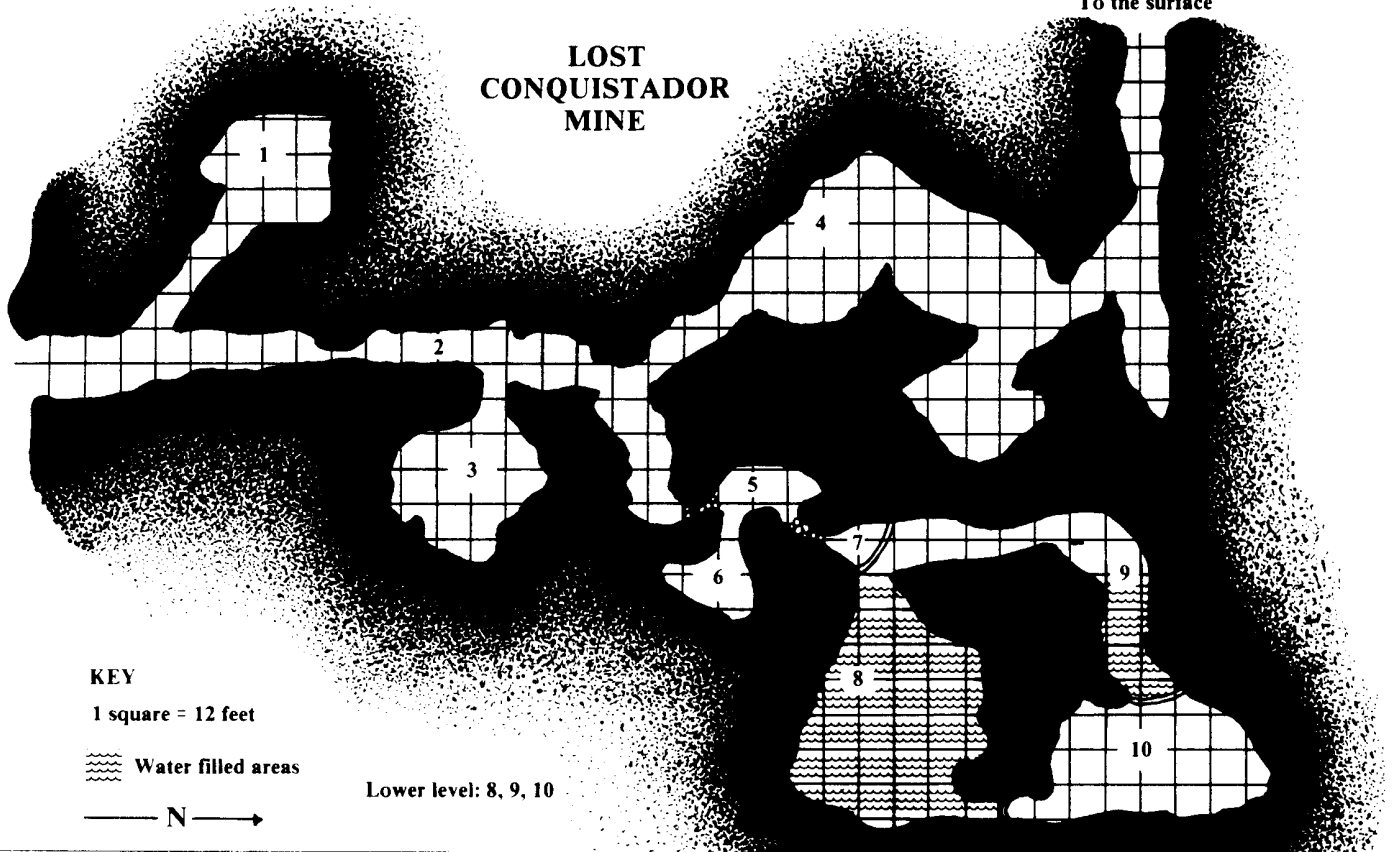


Number Key and Visibility Range (Naked eye/With telescope)

- | | |
|------------------------------------|--------------------------------|
| 1. El Dondo Wagon Trail (0/1) | 8. Stone Corral (0/1) |
| 2. Settlers' Cabin (0/1) | 9. Teetering Rock (0/2) |
| 3. Teetering Rock (1/3) | 10. Unfortunate Settlers (0/0) |
| 4. Dry Stream (0/1) | 11. Poisoned Well (0/1) |
| 5. Old Spanish Well (0/0) | 12. Burned Station (0/2) |
| 6. Lightning - struck Cactus (0/2) | 13. Mendoza's Grave (0/1) |
| 7. Indian Ruins (0/1) | 14. The Lone Pine (0/1) |
- A zero indicates that the landmark can be seen only by player characters in the landmark's hex.

To the surface

LOST CONQUISTADOR MINE



KEY

1 square = 12 feet

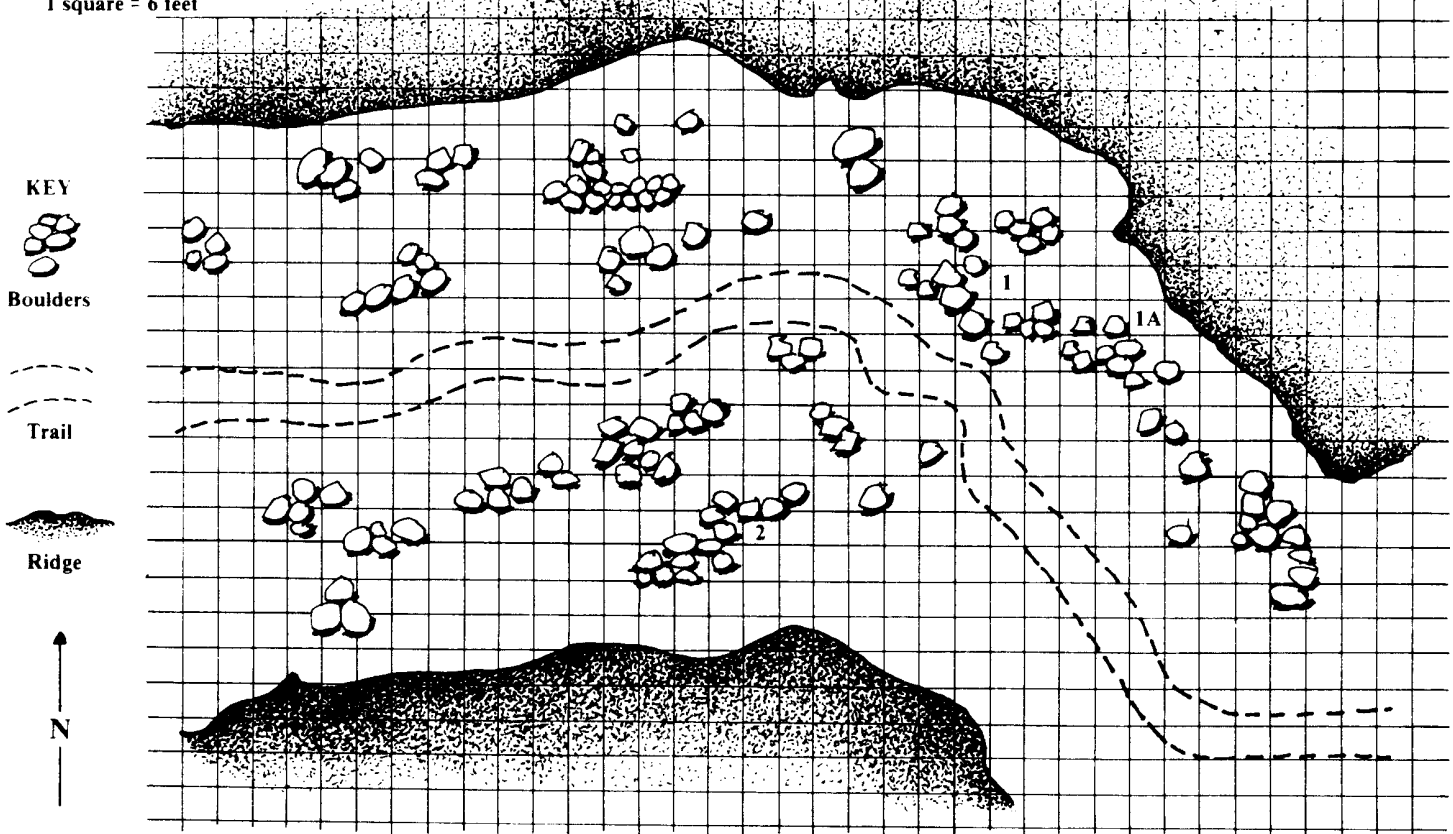
Water filled areas

Lower level: 8, 9, 10

N →

AMBUSHERS MAP

1 square = 6 feet



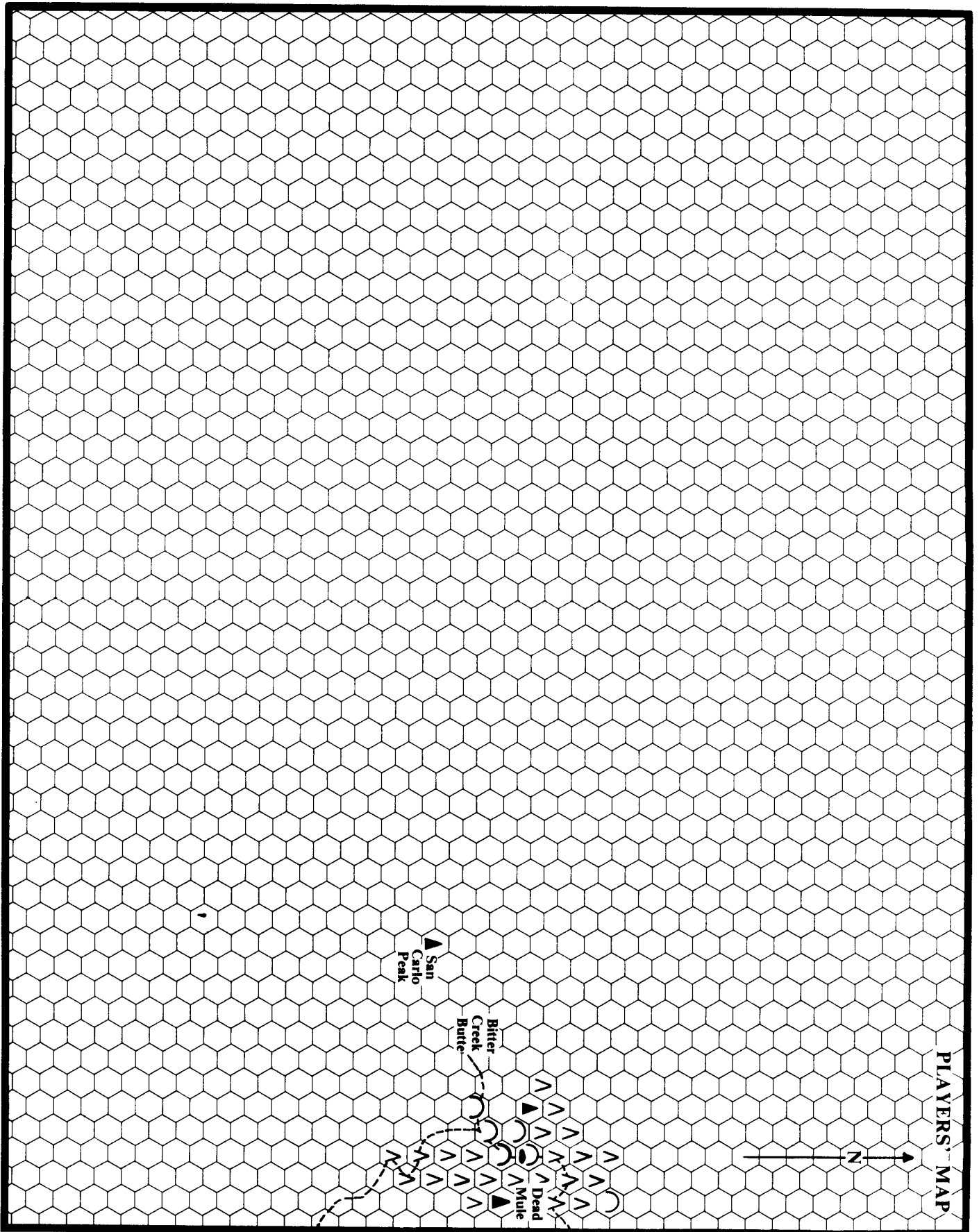
KEY

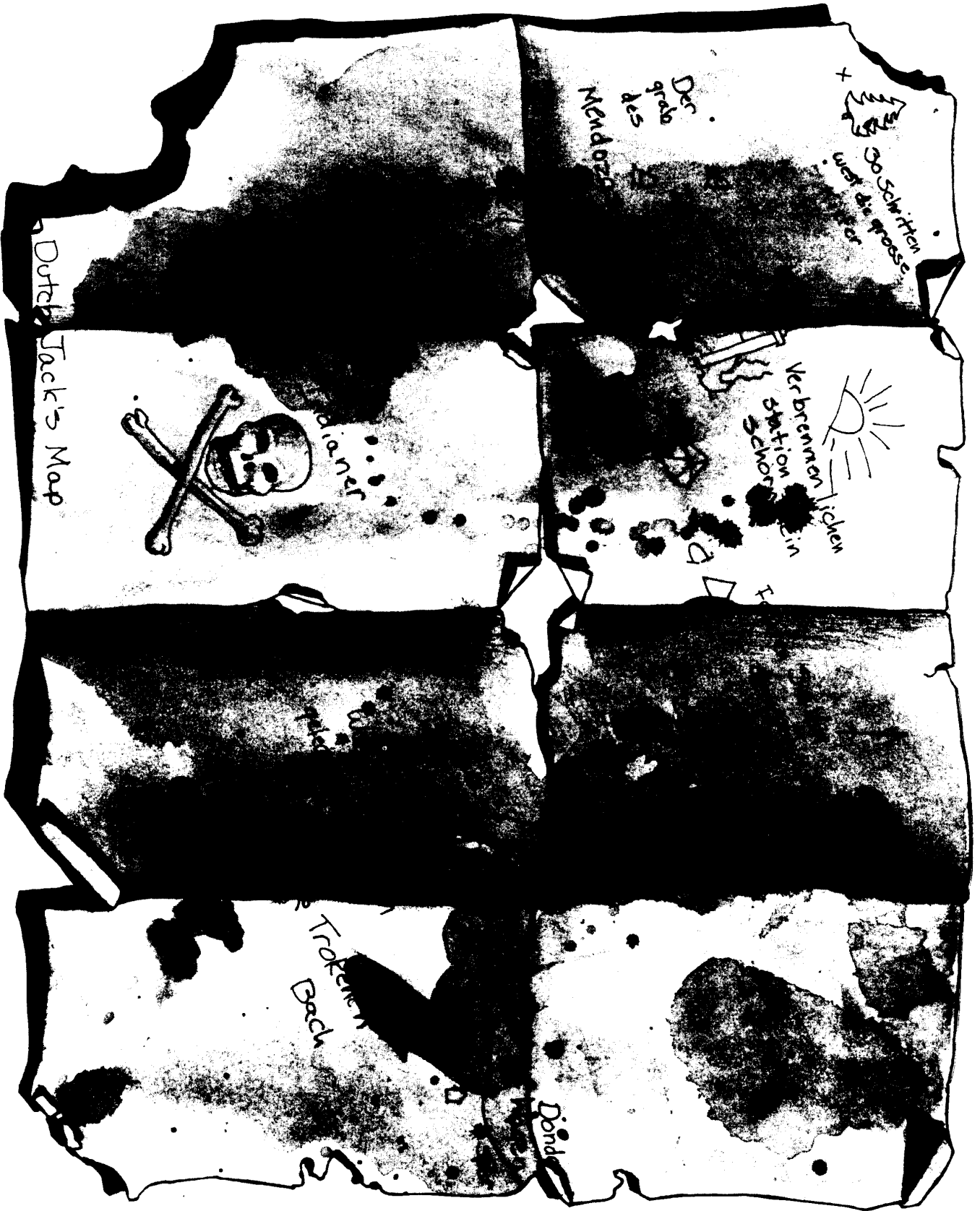
Boulders

Trail

Ridge

N ↑





TOWN OF DEAD MULE

