# THE TAMING
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# THE TAMING OF BRIMSTONE

## A BOOT HILL™ adventure by Donald Mumma

Brimstone is a young town that is already feeling its age. It sprang up in the scrub lands of northern Arizona, in anticipation of the railroad route that would pass that way. A few merchants and businessmen managed to make a decent living from a population that was only partly transient and generally very quiet.

Then the rumors started — rumors of silver to be found in the nearby mountains. And, unfortunately for Brimstone, some of the rumors were true. The population of the town swelled with visitors, people who didn't care about Brimstone nearly as much as they cared about themselves. Some of them were prospectors willing to work for their riches, but most of them were criminals and saddle tramps expecting to line their pockets at the expense of someone else's wallet — if not his life.

Within a few weeks, Brimstone was overrun by outlaws and money-hungry cowboys. Fists and bullets flew at the slightest provocation. The town sheriff was gunned down, and many another good man bent to the will of the outlaws — or died because he refused to. The

citizens' committee in Brimstone tried in vain to find a successor for the sheriff; no single man could hope to corral all the outlaws, or muster enough support from the townspeople to make a stand against them.

Then came the railroad — and what the good people of Brimstone had hoped would be their salvation instead only added to their troubles. The rails approached Brimstone from the east; as soon as the end of the line was closer to Brimstone than their fast "watering hole," the railroad men started coming to town when they weren't on duty. The tracklayers were a rough and unruly bunch; they usually came to Brimstone in large groups, intending to have a good time and not caring much about who got hurt in the process. The tracks reached Brimstone, and the workers descended on the town in even greater force. Then the tracks inched farther to the west, but the tracklayers still called Brimstone "home" in their off hours. Because Brimstone is the only town for at least 30 miles around, and because the railroad is maintaining a warehouse in town near the tracks, the

railroad men are likely to be around for quite some time.

At about the time the railroad men arrived, the good people of Brimstone realized that help, if their town was to get any, would have to come from outside rather than inside. The word got out: There was wealth for the giving to anyone who could bring law and order back to this lawless town. The call attracted a few itinerant cowboys who thought they had nothing to lose — and ended up losing their lives. It also brought occasional groups of two or three bounty-hunter types who didn't realize what they had got themselves into until it was too late. A lot of people have found out the hard way that the outlaws in Brimstone don't intend to give up without a fight — a fight they don't figure on losing.

Now the call has been heard by a group of stalwart straight-shooters who look to have the best chance yet to release the good citizens of Brimstone from the grip of terrorism and anarchy. The town's just ahead, off on the western horizon. . . . Follow the railroad tracks and you'll be there before you know it.

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### GENERAL INSTRUCTIONS

The text for this adventure should be read and thoroughly understood by the referee before play begins. None of the information that follows is to be known by players or player characters, except for facts they might learn in the course of the adventure.

THE TAMING OF BRIMSTONE is an adventure designed for the BOOT HILL™ game. It should be undertaken by no less than four experienced player characters. The only other materials needed to run this adventure are a copy of the BOOT HILL rules, a pair of percentile dice, and paper and pencil for record keeping.

This adventure puts the player characters in the role of "town tamers," resembling the activities of such famous Old West names as "Bear River" Tom Smith, Charlie Siringo, Bill Tilghman, and "Wild Bill" Hickok. Men such as these may not have always stayed within the law — but very often they were the law in the wild towns they tamed.

In history, just as in the preface to this adventure, town tamers were usually sought out by a town council or citizens' committee willing to pay well for their services. What "well" meant depended on how wealthy the townspeople were and, perhaps, on how good a job the

tamers did. The incentive for player characters to attempt THE TAMING OF BRIMSTONE is the promise of a reward — perhaps a grant of land, the claim to a silver strike, a cash payment, or a combination of all three. The amount and nature of the payment to player characters should be decided by the referee based on the needs and desires of those characters. The reward may be specified beforehand, as part of the background information that will be provided to the players, or it may be left vague until the characters reach Brimstone and make contact with Gil McCurdy at his saloon.

The referee must decide exactly how much background to give the player characters. They may be told virtually all of the facts about Brimstone given in the preface above, or certain minor pieces of information may be withheld (perhaps to be learned later from one of the townspeople or outlaws they will encounter). It stands to reason that most of the story of Brimstone as related in the preface would be common knowledge in many surrounding towns, with those who have left or escaped the town having spread the word for the last several weeks. It is assumed the player characters are approaching Brimstone from the east, following the railroad line to the town. If

Brimstone is given a place on a campaign map, the direction of the railroad route and the direction from which the characters approach may be changed to fit the surrounding terrain.

#### Typical characters

The player characters will meet many special, individual non-player characters during the adventure. But most of the population of Brimstone is made up of "typical characters" of one type or another. The following chart, derived from the one given in BOOT HILL module B1, *Mad Mesa*, lists the major attributes of typical characters and shows what weapon(s) each might be carrying. Using this chart to "create" the customers in a saloon, residents of a rooming house, or the makeup of any mixed group of people will save the referee the time and trouble of rolling attributes for each character. To use the "weapon selection" part of the chart, roll d% and refer to the appropriate column for each individual "typical character." Some of the character types listed on the chart in the module are deleted here, since certain types (lawman, Indian brave, etc.) would only be rarely encountered — if at all — in a place like Brimstone.

Abbreviations in the chart headings

are read as follows: SAR = single action revolver; R = rifle; BAC = base gun accuracy; STR = numerical Strength rating; BRV = Bravery rating; BSP = base speed addition because of characteristics. Abbreviations for weapon names are taken from the Price List in the BOOT HILL rule book. Unless otherwise specified, all revolvers are of the 6-shot variety.

## Crimes, criminals, and victims

The crimes committed in Brimstone after the arrival of the town tamers, and the perpetrators and the victims of those crimes, are determined by the use of the following tables. The Frequency table shows what sort of crime has been committed, depending on the result of a dice roll that is modified according to how many "steps" have been taken toward taming the town. The Criminal table determines whether or not a special NPC committed the crime in question, and the Victim table defines who was the victim of the act.

(Note that arson and disturbing the peace don't necessarily have "victims" in the same way that other crimes do. The victim of an act of arson is the building rolled for the location of the crime; see the following paragraph on determining location. The victim of a disturbance of the peace is, technically, anyone who was a witness to the act. If a roll on the Frequency table yields either an "arson" or "disturbing the peace" result, no roll on the Victim table is necessary.)

The location of a crime is determined randomly for each occurrence of lawbreaking, with the probabilities divided evenly between 10 of Brimstone's 11 buildings. Possible crime sites are labeled with the numbers 0 through 9 on the map of the town; simply roll one percentile die to get a single-digit result indicating in which building or area the crime took place. No major crime will occur (at least for the duration of this adventure) in the barber shop/doctor's office operated by Jason Scott; an unwritten and unspoken agreement between all the cutthroats in town is that they will not harm or injure "Doc Scott," because his skills are sorely needed and they would be impossible to replace.

| Character type | SAR | R | BAC | STR | BRV | BSP | Weapon selection 01-25 | 26-50 | 51-75 | 76-00 |
|---|---|---|---|---|---|---|---|---|---|---|
| Townsfolk | +6 | -5 | 50% | 13 | 30% | 0 | KN | 2D | SAR | 9R |
| Cowboy | +13 | 0 | 60% | 15 | 60% | 5 | KN | SAR | 2-SAR | SAR |
| | | | | | | | CWC | 9R | 9R | 15R |
| | | | | | | | | KN | KN | KN |
| Miner | +10 | -3 | 50% | 15 | 50% | 2 | DAR5 | AR | BR | 15R |
| | | | | | | | KN | ER | LBR | KN |
| | | | | | | | | KN | KN | |
| Logger/tracklayer | +10 | -3 | 50% | 16 | 55% | 2 | SAR | SAR | 9R | 9C |
| | | | | | | | KN | KN | 20 | SAR |
| | | | | | | | | | KN | KN |
| Homesteader | +8 | -5 | 50% | 13 | 30% | 0 | SAR | LBR | 6C | BR |
| | | | | | | | | | 2D | KN |
| Greenhorn | +6 | -7 | 40% | 13 | 20% | -2 | SAR | 2D | LBR | ER |
| | | | | | | | | KN | 1D | KN |
| Drifter | +10 | -3 | 50% | 14 | 40% | 2 | SAR | CWC | DAR | AR |
| | | | | | | | | KN | KN | SAR |
| Bandit/outlaw | +16 | +3 | 65% | 14 | 65% | 8 | SAR | 2-SAR | FDR | 2SG |
| | | | | | | | 9R | 9C | 15R | FDR |

### Frequency table

| Crime | Frequency |
|---|---|
| Murder | 01-25 |
| Attempted murder | 26-35 |
| Manslaughter | 36-45 |
| Robbery | 46-55 |
| Arson | 56-60 |
| Assault | 61-75 |
| Disturbing the peace | 76-00 |

**"Step" modifiers:** Dice rolls taken on the Frequency table are usually adjusted up or down in conjunction with the "step" designating the current crime situation in Brimstone. These graduations range from Step 1 (when Brimstone is at its wildest and deadliest) to Step 7 (when the town is, for all practical purposes, tamed). The modifiers are as follows:

    at Step 1: -30    at Step 5: +10
    at Step 2: -20    at Step 6: +20
    at Step 3: -10    at Step 7: +30
    at Step 4: no modification

With the step modifiers in use, the probability of a murder taking place at Step 1 is increased to 55% instead of 25%, and a crime result of "disturbing the peace" is not possible (not because it doesn't happen, but because the town tamers have much more serious things to worry about). At the other end of the scale, there is no possibility of a "random murder" when the crime situation is at Step 7, and disturbing the peace is much more common than any other crime.

How often crimes occur in Brimstone depends on what the crime situation is at a given time. When the town is at Step 1 or Step 2, the number of crimes committed per day is equal to the number of player characters who started the adventure. At Steps 3, 4, and 5, three crimes are committed per day. At Steps 6 and 7, the frequency of crimes drops to two incidents per day. The referee should roll on the Frequency table, and other tables as applicable, the specified number of times per day.

The time of day or night that a crime occurs is determined by rolling percentile dice and translating the result into an hour by dividing the number by four and

rounding up to the nearest whole number. (To keep the results within the range of a 24-hour clock, the referee should ignore results of 97-00 and roll again whenever such a result is obtained.) Example: A roll of 53 for the "crime time" means that the incident occurs at 2 p.m. (1400 hours) on the day in question, since 53 divided by four is 13.25, which rounds up to 14. Optionally, the referee may elect to eliminate the rounding-up procedure and use the "crime time" result as expressed in hours and minutes. In this case, a roll of 53 would indicate that a crime occurs at 1:15 p.m.

### Criminal table

| d% roll | Criminal |
|---|---|
| 01-70 | Special NPC |
| 71-00 | Typical bandit/outlaw |

On a result of "Special NPC," the crime was committed by a special character (see the list in the following text) who happened to be at the crime location. If more than one special NPC is present at the scene of a crime, assign equal probabilities to all those present and determine the criminal randomly from among the choices.

On a result of "Typical bandit/outlaw," the crime was committed by a "nameless" criminal who happened to be at the crime location. This result also applies in cases where no special NPC is at the scene of a crime. Assign attributes and weapon(s) to the criminal as per the above section on "Typical characters."

### Victim table

| d% roll | Victim |
|---|---|
| 01-70 | Typical character |
| 71-90 | Special NPC |
| 91-00 | Owner or proprietor of crime location |

On a result of "Typical character," the victim of the crime was a "nameless" town resident, cowboy, or other character drawn from the "Typical character" chart.

On a result of "Special NPC," the victim was a special character who happened to be present at the scene of the crime. Roll randomly to choose between multiple special characters in the same location, as described above. If this result is obtained and no special NPC is present, treat it as a result of "Typical character."

On a result of "Owner or proprietor," the victim is the NPC who owns or runs the building or establishment where the crime occurred. Obviously, this result can only apply once for any given location if it pertains to a crime of murder or manslaughter. (A person can be the victim of more than one robbery, even though attempts after the first might not yield the criminal any loot.) If the dice rolls indicate the killing of an owner or proprietor who has already died, the referee must roll again to obtain a meaningful result.

To use this crime-determination system most effectively, the referee should pre-generate the events for an entire day at the beginning of that 24-hour period, so that he or she will know ahead of time when and where all the crimes "scheduled" for that day will occur. On the day the player characters arrive in Brimstone, the referee should adjust the frequency and time-of-day rolls for the length of time remaining in that day: If the town tamers ride into Brimstone at high noon, for instance, there will be half the usual number of crimes during the rest of that day (since only 12 hours remain in the day), and all of those incidents will occur between noon and midnight.

In the context of the adventure, other crimes may occur besides those called for by the use of the system described above; it is entirely possible, for instance, that a player character will be the victim of a murder, attempted murder, or assault because of actions taken by the player characters and NPCs when the town tamers try to eliminate or apprehend a criminal. "Special crimes" of this nature are not necessarily considered when determining whether the crime situation of the town changes (see the following section), although certain events, such as the killing or wounding of a town tamer, will certainly have a bearing on how successful the player characters are.

### How to tame the town

THE TAMING OF BRIMSTONE is accomplished in steps, as outlined briefly under the Frequency table above. The player characters are considered to have completed the adventure successfully if the crime situation improves to Step 7 and maintains that status for seven full days thereafter.

The adventure begins at Step 1 when the town tamers come on the scene. For the sake of added realism (and perhaps a shorter adventure), the referee can start at Step 2 if at least one town tamer with experience of 10 or higher is in the player-character group at the start of the adventure.

The crime situation is improved by one step (to a higher number, but never higher than 7) at the end of any day when one of these conditions were met:

1. All who committed crimes in the previous two days were apprehended or killed as a result of the town tamers' pursuit of them after those crimes.

2. Any two special NPCs whose names are marked with asterisks (see the descriptions below) are caught or killed as a result of crimes they committed.

3. A special condition, as outlined in some of the descriptions of special NPCs, is met.

4. A period of 4 days has elapsed without any player characters being killed or forced to leave town.

The crime situation is worsened by one step (to a lower number, but never lower than 1) at the end of any day when one of these conditions were met:

5. A player character has been killed, incapacitated, or forced to leave town.

6. A non-player character, special or typical, who has not committed a crime since the start of the adventure is killed or taken into custody.

7. A non-player character, special or typical, has remained at large for at least two full days after committing a crime.

8. A period of three full days has elapsed without any criminals being caught or killed.

No more than one step can be gained or lost in one day. The results of different conditions may cancel each other out; for instance, the crime situation would remain unchanged after a day in which conditions 1 and 6 were both met. If more than two conditions are met, the net result is considered: If conditions 1, 5, and 6 were all met in a single day, the crime situation would be worsened by one step.

"Crime," as defined in the conditions, refers only to incidents of lawbreaking called for by use of the Frequency table — not to any other crimes that may be committed while town tamers are in pursuit of someone.

### Special non-player characters

The most powerful and potentially most dangerous non-player characters in Brimstone are described below. The referee should make every attempt to role-play these characters according to their personal descriptions, and according to the way a fugitive would act after committing a crime. For instance, no NPC would make a stand in the open against a group of player characters and attempt to shoot it out — unless something in a character's personal description indicates that he, in a certain situation, would be an exception to this.

No non-player character, special or typical, will voluntarily leave town (by moving out of the area shown on the map), except for Shotgun Slay. But — as the town tamers will quickly find out — there are plenty of places to hide inside Brimstone itself.

Statistics and attributes for special NPCs appear in abbreviated form at the start of each description. Each NPC's name is followed immediately by an abbreviation for his preferred weapon and a number which represents his base speed when using that weapon. The abbreviations for attributes should be read as follows: BAC = base percentage chance to hit with the weapon specified; STR = numerical Strength rating; BRV = Bravery rating (base percentage chance to stand up under pressure).

*This page and the one backing the other half of the map of Brimstone have been left blank so the map can be removed from the center of this magazine and spread out flat for use by the referee and player characters. Once the player characters arrive in Brimstone (and perhaps make a short trip around town to familiarize themselves with the place), the referee can reveal the entire town map to them without giving away any important information.*

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② ③ ⑦ ⑧ ⑨

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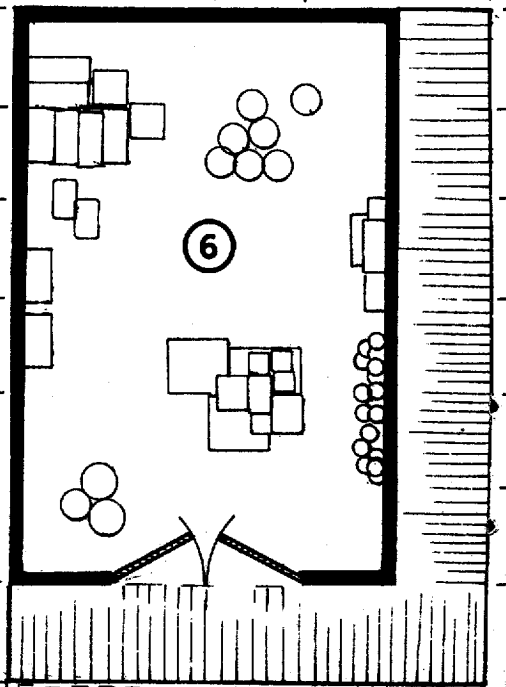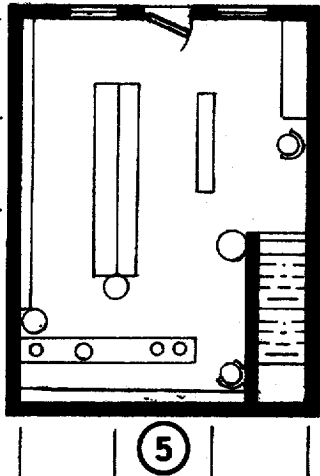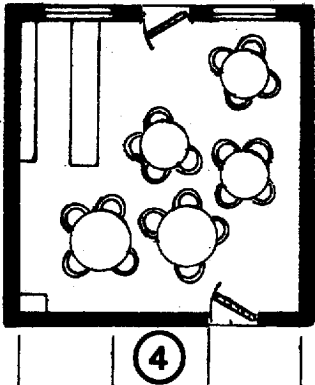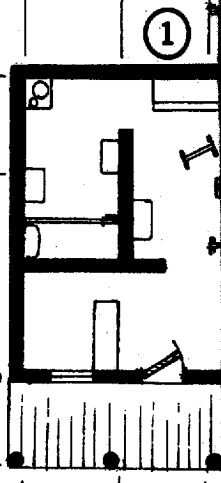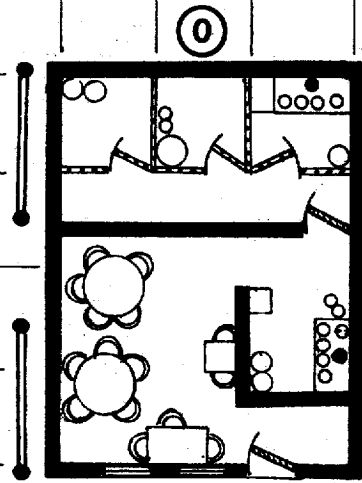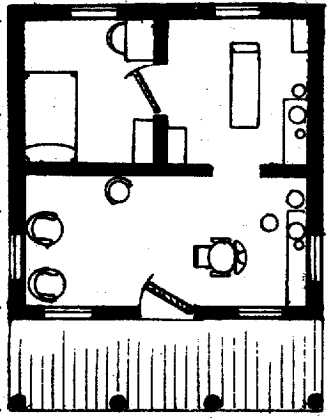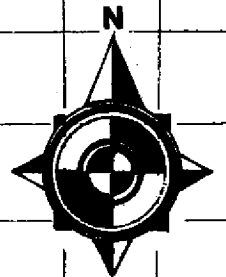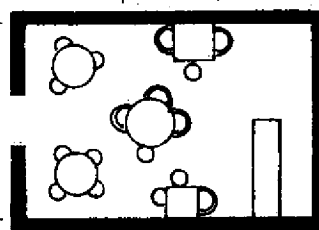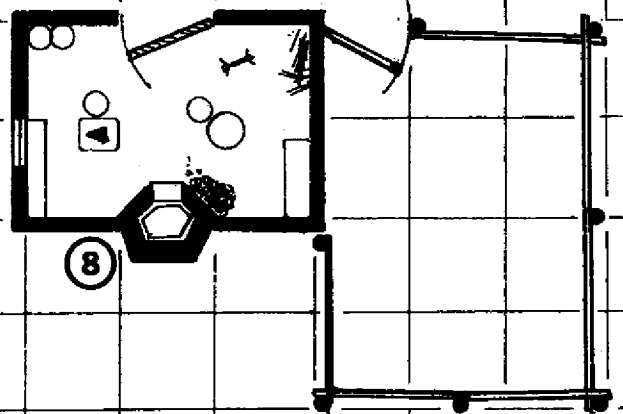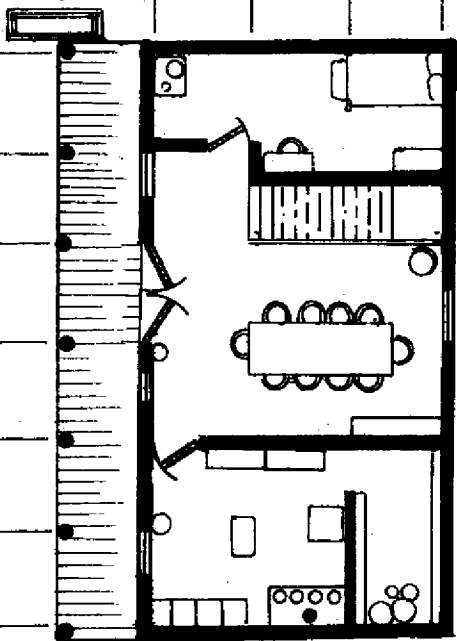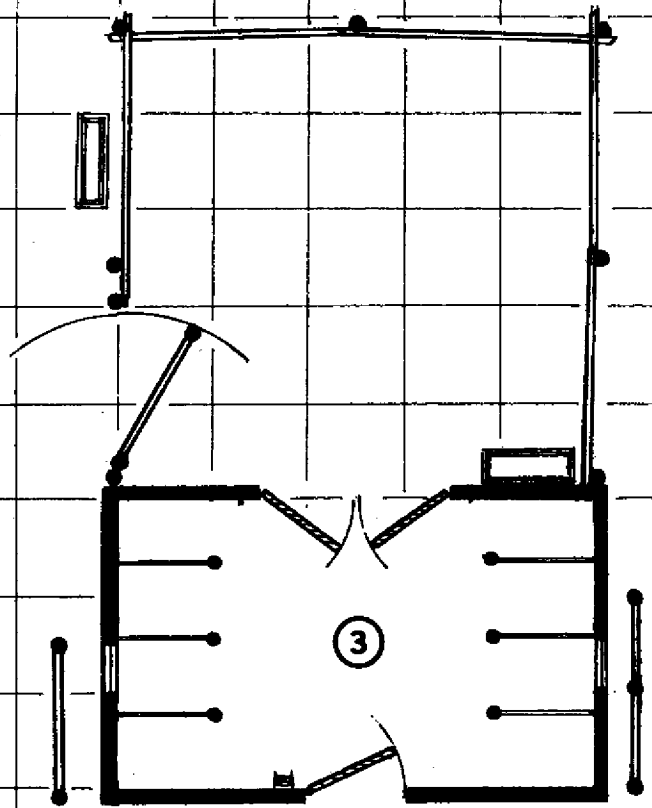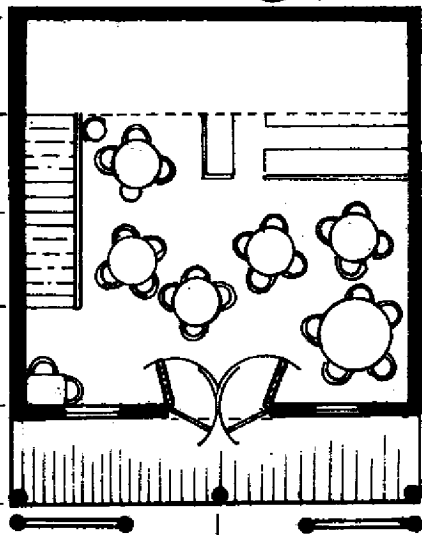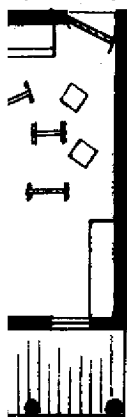
1 square = 6 feet

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As noted earlier under "How to tame the town," the killing or capture of any special NPC with an asterisk preceding his name may contribute to the improvement of the crime situation. Certain descriptions also mention special conditions that, if they occur, will have an effect on the crime rate.

**Shotgun Slay** SCG +6; BAC 95%; STR 16; BRV 96%. He carries two scatter guns, one holstered on each hip, and two bandoliers with 25 shells each crisscrossed over his chest. His scatter guns are each 12 inches long, with rounded pistol grips where the stocks used to be. He needs two hands to aim and fire each gun, and cannot use both of them at one time without a great reduction in his accuracy.

Slay will avoid a shootout with any town tamers if at all possible, but otherwise there is little in the way of violence and criminal activity he is not capable of. Although Slay is the leader of a small gang, he occasionally comes into town alone. No townspeople or other NPCs will give him any trouble because they fear not only his revenge but the revenge of the outlaws he rides with.

If Slay is beaten up by the town tamers or has his weapons confiscated, he will get on his horse and ride out of town shouting "I'll never set foot in Brimstone again!" If he is arrested and confined by the player characters, Slay will try to bargain for his release by making the same promise not to return. In addition to his other undesirable traits, Shotgun Slay is a liar: On the third night after he rides out, he will return with the members of his gang. They are:

**Josh McCord** FDR6 +22; BAC 68%; STR 17; BRV 58%.

**Clint Jones** 15R -3; BAC 47%; STR 13; BRV 34%.

**Sam Jones** 15R -1; BAC 57%; STR 14; BRV 07%.

**Don Malte** 2SG +10; BAC 77%; STR 17; BRV 32%,

Although they aren't the bravest bunch of outlaws in these parts, Slay's boys are cold-blooded killers, and they will almost always stay in a group wherever they go. As long as Shotgun Slay or Josh McCord is alive and with the group, none of them needs to make a morale check.

If Shotgun Slay is killed before he gets a chance to leave town, or if he is kept imprisoned for more than five full days, these four men will ride into town on the second day thereafter, seeking to rescue him or avenge his death.

If Slay rides back into town with his men, they will be planning to ambush the town tamers at night, and all five of them will try to do so at the earliest opportunity. In normal circumstances, Slay will spend from midnight to noon each day either at the boarding house (location 7) or getting a meal at the cafe (location 0). If his men have come to town, all four of

them will be camped together somewhere north of Brimstone. They will join Slay at McCurdy's Saloon (location 2) every afternoon, and all five of them will stay there until nightfall or later.

The crime situation will automatically improve by one step (to a higher number) at the end of a day when Slay is killed or imprisoned or leaves town. It will not automatically worsen by one step when his gang comes to town, but the events that follow might cause that to happen very shortly anyway.

**Shaun McTosh** KN +11; BAC 55%; STR 18; BRV 71%. He is the "ringleader" of the railroad workers, a burly brawler who loves to drink and gamble and is respected and feared by the other tracklayers. Shaun will arrive in town at noon on the day after the player characters' arrival, and thereafter will alternate three days in town and three days away (back working his shift at the railroad site several miles to the west). He spends most of his time, day and night, in the tent saloon (location 9) by the tracks,

In addition to Shaun, there will be 20 off-duty tracklayers in town at any time. They are boisterous and occasionally violent, but generally keep to themselves, traveling only between the tent saloon, the warehouse (location 6), and the cafe.

Shaun is not necessarily a criminal, and is not especially unreasonable. The player characters may be able to strike a deal with him to keep his men under control — a bargain that will be honored even while Shaun is out of town. If such a deal is struck, the crime situation will improve (to one number higher) at the end of that day. If Shaun is killed or imprisoned by the town tamers, the crime situation will worsen by one step at the end of that day, and all "typical tracklayer" NPCs will have their Bravery ratings raised from 55% to 75% for the duration of the adventure.

**Mike McAllister** SAR6 +10; BAC 37%; STR 12; BRV 51%. Mike, a new arrival in town, is a pyromaniac. He's a mild-mannered enough fellow until he's harassed or irritated, whereupon he will promptly try to put the torch to some place.

Mike spends most of his waking hours at Kate's Place (location 4) sipping brandy and trying to make ends meet by selling items of pewter from his sample case. He will not commit any crime other than arson for as long as he is alive and in town — but if a result of "arson" is obtained on the Frequency table, there is an 80% chance that Mike is the culprit. If Mike is killed or run out of town, the chance of arson being committed anytime thereafter is reduced by half. (On a result of "arson," roll d% again; this time, a result of 01-50 means that the crime is assault instead of arson.)

If Mike is ever the victim of a crime other than murder or manslaughter, he will seek revenge on the following day against the one who committed that crime. In such a case, one of the pre-generated crimes for that day will automatically be arson, and the location of the fire will be the building in which Mike's enemy is located, Mike will only attempt revenge once for any time he is injured or bothered in this manner; although he likes to set fires, he also likes not getting caught, and he won't press his luck.

**\*Billy Gaston** KN+17; BAC 50%; STR 14; BRV 61%. Billy, a typical young roughneck, hangs out at McCurdy's Saloon most of the time but is 10% likely to be inside any other building in town at a particular time (for instance, when a crime occurs).

Billy fancies himself to be a superior knife-handler and is eager to make a reputation: the second time any player characters (individually or in a group) enter McCurdy's Saloon, Billy will attempt to goad one of them into pulling his gun so that he can throw his knife in "self defense." If a conflict occurs as a result of this confrontation, the referee should treat it as a case of attempted murder (or worse) on Billy's part, then delete one of the pre-generated crimes

for that day, and moderate the consequences of the incident accordingly.

**\*Sam Lyons** D2+7; BAC 63%; STR 16; BRV 51%. Sam, a little more cautious and a little younger than Billy Gaston, hangs out with Billy. The pair will be found together 60% of the time Billy is away from McCurdy's, and Sam will always be with Billy when the latter is in McCurdy's. If Billy succeeds in getting one of the town tamers to pull his gun, there is a 50% chance that Sam will immediately dart for the door, pausing on his way out to fire one shot from his derringer at the lawman threatening his friend.

**\*Jesse Turner** FDR6 +8; BAC 50%; STR 9; BRV 82%. Jesse is a headstrong young man whose courage sometimes verges on foolhardiness. He hopes to land a job as a guard at the "bank" inside McCurdy's Saloon, proving his worthiness by out-drawing someone who looks like an easy target. He will be in the saloon every day and half the night, only absent from the premises for more than half an hour when he's asleep (from 2 a.m. to 9 a.m.) at his campsite east of town.

Jesse may decide to challenge one of the town tamers to a showdown, but only after sizing up the competition for a while. He will wait until at least the fourth full day after the player characters arrive before picking out a target, and his intended victim will be the player character who seems the least courageous or the slowest on the draw in the group. There is a 30% chance that Jesse will issue such a challenge on every occasion when his intended target enters McCurdy's Saloon on the fourth full day of the adventure or thereafter.

Jesse is desperate for money, and if he can't get it any other way he'll try robbery, Every time a roll on the Frequency table indicates the occurrence of a robbery, there is a 20% chance that Jesse is the culprit — *if* Roberto Gomez is not the robber; roll Roberto's chance (see his description) first. This 20% chance only applies until Jesse commits his first robbery; afterward, his chance to be the culprit is determined normally.

**\*Tom Curry** SAR6+17; BAC 50%; STR 14; BRV 28%. Tom is a quiet sort most of the time and will never take any chances with his life or well-being, but he can be belligerent and violent when he thinks he has no other choice. He has a part-time job at the blacksmith shop (location 8) in the mornings (8 a.m, to noon), and stays at the boarding house at night (11 p.m. to 8 a.m.). The rest of the time he's liable to be found sitting quiet and alone at a table in Kate's Place.

**\*Sam Gallz** FDR6+28; BAC 57%; STR 13; BRV 16%, Sam will tell anyone who cares to listen that he's just about the fastest gun alive — but will change his mind in a hurry if anyone takes him up on his boast. For this reason, he usually stays away from the saloons except when they are least busy (from 8 a.m. to noon), and divides his time evenly between McCurdy's and Kate's. For much of the rest of the day he will saunter around in the vicinity of the cafe and the general store (location 5) trying to intimidate and impress passers-by. He spends his nights (9 p.m. to 8 a.m.) in his tent, which is pitched in back of the carpenter's shop.

**\*Juan Martin** KN +7; BAC 68%; STR 13; BRV 58%. Juan doesn't carry a gun, and for that reason he isn't considered a threat by the other would-be criminals in town. But railroad workers coming to Brimstone for the first time would do well to steer clear of him; Juan's favorite pastime is hanging around outside the tent saloon waiting to stab someone, or threaten to stab someone, and then make off with his money. Sometimes he takes his talents to a different part of town: If a result of "assault" is obtained on the Frequency table, there is a 30% chance that Juan is the culprit, regardless of the location of the crime or the time of day. This 30% chance only applies until Juan has committed one assault; after that, his chance to be involved in a crime is determined normally.

**\*Jimmy Watts** FDR6 +10; BAC 42%; STR 11; BRV 39%. Jimmy is a fugitive, and true to his character he spends most of his time holed up. He stores his sleeping gear and other personal belongings in a nook in a corner of a storage area in the carpenter's shop, only venturing out for meals and a drink or two at odd hours when he thinks the cafe and Kate's Place won't be too busy.

The territory of New Mexico has put a $500 price on Billy's head — dead or alive — for robbery and murder. Although he would just as soon keep a low profile and stay out of trouble until things cool down, he will not hesitate to commit a violent act if it seems like the only way to keep his identity secret from the town tamers. Each of the town tamers has a chance of 10% times his experience to recognize Jimmy on first sight, and the player characters may decide to try to kill or capture him, but this killing or capturing can only count toward the taming of Brimstone If Jimmy has committed a crime since the town tamers arrived.

**\*Roberto Gomez** CBR +15; BAC 45%; STR 17; BRV 52%. Roberto spends half his waking hours hanging out in the lobby of the boarding house, watching for people passing through town whom he can take advantage of — either by engaging them in a card game or by knocking them over the head with his revolver and lifting their wallets, Once he has latched onto a likely victim, he will either take his "friend" to McCurdy's or will follow the would-be victim around town, waiting for an opportunity to strike. On a result of "robbery" on the Frequency table, there is a 25% chance that Roberto is the culprit, regardless of where the crime is committed. This 25% chance only applies until Roberto commits his first robbery, after which his chance to be involved is determined normally.

**General notes on special NPCs**
The special NPC character descriptions given above do not account for every NPC's whereabouts at any particular time of day, but do illustrate general tendencies. The referee should assume that most special NPCs, just like other townspeople and typical characters, will move around during the course of a day. Thus, there is a possibility that (for instance) Jesse Turner will be at the blacksmith's shop when a crime occurs at that location These possibilities can be assigned subjectively by the referee — "tossing in" a special NPC here and there to keep things lively — or they can be determined objectively by rolling dice, giving perhaps a 5% chance for any individual special NPC to be at a predetermined crime location The referee should remember that just because a special NPC is at a crime location doesn't mean that individual committed the crime. However, many of the special NPCs would have good reason (in their minds) to fear a direct confrontation with the town tamers, even if they aren't involved in the crime that's being investigated.

Special NPCs should not usually be singled out for special attention by the referee (thus bringing them to the attention of the player characters) unless and until they do something to warrant such attention. For example, Tom Curry will appear to be just another saloon customer to a player character who has just walked into Kate's Place; unless he has committed a crime or is approached to be questioned about something, he probably won't do anything to cause himself to stand out in the crowd. Two important exceptions to this guideline are Shotgun Slay and Shaun McTosh, whose appearance and mannerisms *will* cause them to be immediately singled out by any observer.

The referee's imagination and ingenuity will perhaps be tested most severely after special NPCs commit crimes and try to go into hiding, A criminal on the run can be very ingenious. . . . The most important thing for the referee to remember at all times is to role-play each special NPC in the manner that seems most appropriate for that character's personality and for the circumstances of the present situation. No set of rules or guidelines can hope to account for all the events that might unfold.

## THE TOWN OF BRIMSTONE

The "business district" of Brimstone is shown on the map accompanying this text. Apart from these 11 large buildings and two fenced-in corrals, several tents and shanties dot the surrounding landscape, particularly to the north and west (in areas not pictured on the map). As mentioned earlier, no special NPCs will voluntarily leave town (except for Shotgun Slay, who doesn't mean what he says). However, several of them will spend their sleeping hours in these tents and primitive shacks, not within the area covered by the map. If this area is to have a part in the adventure, the referee must extend the boundaries of the map to account for them and determine the locations of the residences before action moves into that area. As a general rule, it would be unwise (if not downright foolish) for player characters to try to explore this area, unless they are in pursuit of a fleeing criminal or unless they need information so urgently that they can't wait for a certain individual to come back to town in the morning.

The large buildings in Brimstone are described in the following text. Except for the barber shop/doctor's office, each of them is identified by a single-digit number to be used when the referee must randomly determine a crime location Crimes can occur in the area immediately around a building (such as in the corrals adjacent to the livery stable and the blacksmith shop, or in an alleyway between two buildings), or inside a structure. It is up to the referee to decide exactly where, and under exactly what circumstances, a crime is committed.

### Barber shop/doctor's office

This building, located in an unofficial "no man's land" at the west edge of town, is where Jason Scott goes about the business of keeping the people of Brimstone shaved, trimmed, and patched up. He never turns away a customer or a patient. Whether or not he actually has a doctor's degree is of little consequence to the people he serves; all they know is that he seems to be able to keep them healthy and in one piece. And in return for that service, the bad guys of Brimstone have agreed among themselves to leave Doc Scott and his place of business alone.

Jason Scott (STR 11) is not armed. He does not want to antagonize anyone, but he is in favor of what the town tamers are trying to do. If he's pressed for information, he will tell the player characters that Shotgun Slay is the biggest troublemaker in town, and he has heard rumors about a gang of men that Slay bosses, but doesn't believe them to be in the area.

### 0. Hoffman's Cafe

This establishment is located in what used to be Brimstone's jail and sheriff's office. Fred Hoffman (STR 11) and his wife Cindy (STR 10) got the approval of the citizens' committee to move in and turn the place into a cafe after the sheriff's job became vacant. Cathy Jones (STR 10) was hired as a waitress and kitchen help, and the three of them have managed to make the business reasonably profitable. None of them carry any weapons. Fred keeps $30 in a drawer in the kitchen and stores the rest of his proceeds in the "bank" in McCurdy's Saloon.

The cafe has a kitchen walled off from the eating area, and there are living quarters upstairs for the Hoffmans and Cathy. The building also contains three jail cells with iron-bar doors. The locks have been removed from the doors and are nowhere to be found, and the insides of the cells are used for a pantry and storage area. The cells may be usable to hold prisoners if the town tamers can gain the assistance of the Hoffmans, and if they can obtain some chains and padlocks to keep the doors closed.

### 1. Wilson's Carpenter Shop

Robert Wilson (FDR6+8; 15R -7; BAC 61%; STR 12; BRV 65%) runs this shop with the help of his son Billy (STR 14). They turn out finished wood items for sale, and will also sell raw materials (lumber, nails, etc.) to anyone who's interested. Robert keeps his FDR under the counter in the front of the shop and stores his rifle in the back of the building, which doubles as a workshop and living quarters. There is a 75% chance that Billy will be tending the store at any time during business hours (8 a.m. to 6 p.m.) while his father is in back working.

Robert Wilson is a member of the Brimstone citizens' committee. Like all the other members, he doesn't want this fact broadcast too loudly around town. He will be glad to see the arrival of the town tamers and will do whatever he can to help them in their effort as long as it doesn't involve gunplay. He keeps a tidy sum of cash ($50 or $100; 50% chance for each) inside a strongbox under his workbench.

### 2. McCurdy's Saloon

This is the biggest and the busiest place in town. The owner and proprietor, Gil McCurdy (STR 13), appears to be loud and raucous, with manners little better than those of the people his saloon serves. His behavior is actually just a "cover" that helps keep him in good standing with all the rough characters in town. If the player characters can ever get him alone for a conversation, they'll find him to be pleasant, well-meaning, and very nervous. Gil McCurdy is the leader of Brimstone's citizens' committee, and he is vitally interested in cleaning up the town so that he and his business can survive and prosper. He will be able to provide player characters with details of the reward they can expect for taming the town, if no such details were previously made known to them.

The only unusual aspect of McCurdy's Saloon is a locked and heavily guarded room at the back of the second floor. This room has served as Brimstone's unofficial "bank" since the early days of the town. Keeping a lot of money in the vicinity of so many criminal types might seem like a foolish thing to do, but the criminals all realize that "their" town needs money to pay for supplies — and they can always meet their immediate financial needs by knocking someone over the head and making off with his wallet. "Making money" in this fashion is much more attractive to them than challenging the guns of McCurdy's guards. Also, none of the bad guys in town want to see any other bad guy make *this* much money *this* quickly. Only twice in the town's history have men tried to gun down a guard and rob the bank, and on each occasion they were filled full of bullet holes — not only by the guard, but by quite a few of the saloon's patrons — before they had even made it to the locked door.

The guards are Tom Blandin (SCG +6; BAC 78%; STR 16; BRV 80%), Jim Morris (SCG +13; BAC 92%; STR 13; BRV 93%), Al Rolins (15R +10; BAC 98%; STR 16; BRV 89%), and Dave Miles (15R +20; BAC 87%; STR 16; BRV 93%). Two of these men (one with a scatter gun and one with a rifle) will be on duty at any time of the day or night.

Either Al Rolins or Dave Miles will be seated on a chair outside the bank door, near a balcony overlooking the ground floor of the saloon and in plain sight of the only flight of stairs. Anyone who comes more than halfway up the stairs will be told to halt and state their business before (perhaps) being allowed to continue. Gil McCurdy's living quarters are also on the second floor of the saloon, and the owner does occasionally receive visitors there (usually merchants who want to make a deposit) — but only if he knows they're coming and has alerted the guards to let the visitors pass.

Either Tom Blandin or Jim Morris will be stationed inside the locked room, with orders to fire immediately — through the door — if anyone tries to open the door before giving the secret signal. The signal being used at the start of the adventure is two short raps on the door, followed by the password "Winifred" (the name of Gil McCurdy's mother), followed by three more short raps. The signal is known only to Gil McCurdy and the guards who are stationed inside the room. They change it every few days.

Inside the locked room is a small safe, too heavy to lift, containing $1,000 in small-denomination bills at the start of the adventure. This amount is increased by $100 to $200 per day as new deposits are made. The bank is depleted of funds approximately once a month when shipments of supplies are hauled in from the east. The latest supply shipment was

received a week before the player characters arrived.

McCurdy's is open for business from early morning to well past midnight every day. The bartender is Danny Tucker (SCG -4; BAC 54%; STR 13; BRV 15%), who is on duty about 12 hours a day and is occasionally replaced or assisted by one of the off-duty guards at mealtime or when the place is especially busy.

### 3. Brimstone Livery Stable

John Stevens (SAR5 +11; BAC 50%; STR 13; BRV 36%) is the owner and proprietor. There is a 45% chance he will be working on the premises at any time. Otherwise, he may be (35%) in his living quarters in the northwest corner of the building or (20%) somewhere else in town. John puts up three stable hands who each work an 8-hour shift every day. They are Jack Westscott (KN +4; BAC 34%; STR 12; BRV 57%), Clyde Austin (D2 +6; BAC 50%; STR 16; BRV 35%) and Billy Samson (unarmed; STR 13; BRV 43%).

John Stevens is a member of the Brimstone citizens' committee. But he doesn't go looking for trouble, and he won't be eager to help anyone against the criminals for fear of endangering his business and his safety. His stable and corral are almost always full, but there always seems to be room for one more horse if a customer is willing to pay John's prices. Three horses (two good and one fair) are for sale, at twice the cost indicated on the Price List in the BOOT HILL rules. John keeps $30 in a pouch under his bed, and on a busy day might make two or three trips to the bank to keep his cash-on-hand from growing too large.

### 4. Kate's Place

This is a somewhat run-down but very respectable drinking and gambling establishment, with emphasis on the gambling part. Kate James (SAR5 +2; BAC 40%; STR 12; BRV 55%) is the owner and proprietor, and the only woman member of the Brimstone citizens' committee. She is homely and gruff, and she hates customers cheating at her gambling tables even more than she dislikes having a fight break out at the bar. She and her employees don't have a lot of difficulty keeping order, and they prefer to cater to the quiet sort of customer who isn't inclined to bother anyone else.

The house dealer at Kate's is 8 skilled card-handler by the name of Seymour "Aces" Mills (FDR6 +16; D2 +11; BAC 50%; STR 8; BRV 25%). He has a Gambling Rating of 01.) "Aces" keeps his FDR in a holster fastened to the bottom of the table where he works, and packs a derringer to defend himself when he isn't at the table.

The bartender is a burly, surly character known simply as "Mister John" (LBR +6; BAC 57%; STR 19; BRV 90%) He is primarily responsible for keeping order

at Kate's Place, and he is usually able to do it without pulling the trigger of his LBR which is stored under the bar. He prefers to use the weapon as a club, taking advantage of the length of its barrel to bust heads if things start to get out of hand. And if he can't get to the weapon in time, Mister John can do a good job of busting heads with his bare fists.

Proceeds from the saloon are kept in a cash box in Kate's living quarters in the back of the building. The place takes in as much as $100 on a busy day, and Kate makes a trip to the bank at least once every two days.

### 5. Simon & General Store

Jim Simons (SCG +5; BAC 60%; STR 13; BRV 34%) is the owner and proprietor. His wife Jenny (STR 10) tends the store 50% of the time, while Jim is upstairs in their living quarters or elsewhere in town.

Despite its record of efficiency and security, Jim doesn't trust the bank at McCurdy's. He prefers to keep his cash under his bed, where the SCG is also stored. The strongbox has $200 in it the day the player characters arrive in town, and Jim puts another $40 in it at the end of each business day. Jim is a member of the citizens' committee, but won't take any unnecessary chances on behalf of the town tamers. He is very concerned for his wife's safety and will protect her at all costs.

### 6. Railroad Warehouse

This is the largest building in town, and the only one with no windows. It is used to store construction materials that are transported to the track-laying site several miles to the west as needed, when railroad, workers change shifts. The caretaker is John Curtis (KN0; BAC 78%; STR 12; BRV 97%), who is not required to be inside all the time and spends about half his waking hours in the tent saloon nearby.

The warehouse is not filled to capacity by any means; there are several nooks and crannies in and around piles of crates where someone could hide for quite a while — if he is able to shoot off or otherwise break through the heavy lock on the doors. Presently, the warehouse contains 10 crates of miscellaneous tools such as picks, shovels, axes, hammers, tongs, and so forth; 10 crates of train-engine parts; 7 crates of rifles (50 to a crate), 3 crates of ammunition for the rifles, 10 barrels of oil, and 20 barrels of spikes. The guns and ammunition are in boxes disguised as tool crates, stored at the bottom of stacks of crates that really do contain tools. Only John Curtis and Shaun McTosh know of their existence.

John Curtis sleeps in the warehouse. For a price, he can be persuaded to let railroad workers and (for a higher price) perhaps other people to bed down among the crates at night.

### 7. Brimstone Boarding House

There are 18 single rooms for rent in this building, and only three of them are vacant when the town tamers arrive. The others are occupied by various special NPCs (see the personal descriptions given earlier) and typical characters. Alice Johnson (STR 9), an elderly woman, runs the place, but it is owned by Gil McCurdy. He watches out for her welfare by sending an off-duty guard across the street three or four times a day to check on her, and to transport to the bank any cash she may have taken in. There is never more than $20 in Alice's possession at any time, and she keeps her money locked in a bureau drawer in her living quarters on the ground level of this two-story building.

### 8. Carson's Blacksmith Shop

Horseshoes and hardware are the specialties of blacksmith Andrew Carson (SCG +23; BAC 107%; STR 20; BRV 99%). He is normally a quiet man who cares only about doing good work and receiving fair payment for it — but if he is provoked, he will not hesitate to demonstrate his courage and his expertise with his SCG to anyone who crosses him. He works with a one-hand sledgehammer that he can throw with a speed and accuracy equal to his skill with his SCG.

Andrew can fashion two sets of chains and shackles in a day, if he is contracted to do so. He keeps his SCG on his workbench within arm's reach when he is there, and takes it with him to the loft of the livery stable when he retires there to sleep.

### 9. Tent saloon

This is the newest building in Brimstone, and it isn't really a building at all. The wooden walls of this structure are only about four feet high; canvas draped around a frame forms the upper part of the walls and the ceiling. Most of the time the canvas walls are rolled up to let in light, which also enables anyone to see inside the building from a distance away.

This structure was originally created as a "flop house" for off-duty railroad workers, and it still serves that purpose. But the workers have also chipped in to build and maintain a bar on the premises, so the tracklayers don't have to fraternize with the rest of the townspeople unless they want to. The caretaker and bartender is Frank Nash (STR 11), who prides himself on being quick with his fists. He keeps no more than $50 in his pocket and stores the rest of the proceeds he gets in his room in the boarding house. The tent saloon is only open for business from noon to midnight, but will have at least 10 railroad workers inside at any hour of the day or night. The place has a narrow doorway, but no door across it; a canvas flap can be fastened in place to keep out bad weather or prying eyes. ✕