

TUMBLEWEED TALES

VOL. 2

COMPATIBLE WITH TALL TALES WILD
WEST BX FANTASY ADVENTURE GAME



WELCOME TO

RIO DEL SOL

BY ROBERT GARITTA



Surreal Estate
Games

Tumbleweed Tales

Volume 2

By Robert Garitta

A collection of essays on the charming boomtown of Rio del Sol, its buildings, citizenry, plots, and intrigues for your Old School Roleplaying Game, being particularly suited for and sponsored by Deputy Emeritus Mark Hunt's ~Tall Tales~, a thrilling game reflecting the exploits of knights of the genus bovine, desperados, purveyors of patent nostrums, soldiers of fortune, and diverse others!

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≡Tumbleweed Tales≡

Volume 2

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The Region

The location of Rio del Sol is left vague. The referee can pick a place they like. The rail line runs through, and several small tribes of native Americans eke out a living nearby.

The Town

Rio del Sol (population 1,800) is a prosperous town in the Southwest. It is near several cattle trails and mining camps. The town is six miles from the poetically named Fort Thule and boasts its own rail station and telegraph. Culvert City can be reached by rail or in a day's ride. Local businesses have expanded and new businesses are fixing to open. In short, it is a boom town.

Buildings

The map shows the busiest section of town. There are many more buildings and streets for expanding the map. Most of the buildings in town are wood and far too close together for modern day fire safety regulations. Characters may want to take up a post on the roof of a building. Trying to climb a building has a base 20% chance, +10% per point of Dexterity over 13. Spending a turn assessing the best spot to climb (an eve, drain pipe or support) adds 10%. Braves and Mountain Men are +10% to these attempts. An attempt takes a combat round. Failing means the character fell flat taking 1d3 damage. Characters scaling a building climb one story per turn. Characters shooting from a rooftop are +1 to hit per story of the building.

Running along a peaked rooftop requires a Dexterity check. A failed attempt means the character has fallen and must make a Quickness save to avoid rolling or sliding off the roof. Falling off a roof does 1d6 damage per story fallen. Most of the buildings in town are single story structures. The Algonquin is three stories. The



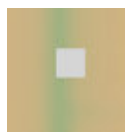
Silver Lode, Sundown, Shebang and Church are two stories. Peaked roofs are marked with line shading.



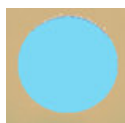
Flat roofs are on the Millinery, Law Office, Kitchen, Laundry, Silverlode, Stage Office, Assayer's office, Smithy, and blockhouse. Some of the buildings have flat roofed overhangs without walls for horses to be tied.



Outhouses are small grey squares. They are 20' too far in the winter and 20' too close in the summer.



The blue circle is a community water tank. The orange circle is a community silo. The blue line behind the stable is a small corral.



The blue lozenges are water troughs. Getting knocked into one causes -4 to the victim's Charisma for 1-3 days.

The boards and ditch are much smaller and not to scale to be seen easily.



👉👉👉 **Map Key** 👈👈👈

1. Algonquin Hotel (including brothel and dining room)
2. Silver Lode Saloon
3. Stage Office
4. Assayer's Office
5. Smithy
6. Blockhouse -Armory, Dynamite & Gunpowder Storage. Keys in the Sheriff's desk.
7. Shebang a. Ice House b. Prof. Potter's Wagon
8. Kwan's Laundry
9. The HubKitchen a. Smokehouse
10. D. Padgett Law Office, Real Estate & Accounting
11. Odie's Exquisite Equine Emporium -Stable Office
12. Stables & Corral a. Ted Ash's Shack
13. Ruth's Millinery
14. Daniel Braxton's House
15. Church of the Fifth Ace a. Parsonage
16. Sheriff's Office & Jail
17. Weekly Newspaper -The Sun Sentinel
18. Water Tank
19. Sundown Saloon
20. Restful Repose Funeral Parlor (& Carpentry)
21. Community Silo
22. Alma Jane's Tent
23. Wolf Pierce's House
24. Clem's Shack

Money and Equipment

Paper money is used around town. The assayer's office will gladly pay for gold and silver (charging 10%). Gold and silver coins are also used. All the listed equipment and services are available for sale.

People

People of every walk of life fill the streets and rub shoulders. No American or European clothing will raise eyebrows (aside from a suit of chainmail). Many different races live peacefully if not always easily. Retainers can be found with a little legwork (boom town means an employee market). Wages start at 30 GP per week.

Most townspeople do not walk around armed, at least during the day. The saloons require everyone to check their weapons at the door. The Sheriff will gladly lock up weapons for people passing through.

Any peculiar, dangerous or funny antics will draw a crowd. These are people who have come to town for some antics in the first place, the bored, and louts likely to look skyward at the cry of "Look a dead bird!" seriously this is an era where a train going by results in a thundering round of applause! Unless you're working, drinking or playing cards.

👉👉👉 **Gapers and Gawkers** 👈👈👈

1- Some Chinese day laborers chatting incomprehensibly unless a character speaks Cantonese (they joke about how all these folks are crazy and think talking loud and slow makes them comprehensible.) On a 2 in 6 chance Kwan Lung and Eagle Eyed Pete are present too.

2- An elderly gentleman's horse gets spooked by the yelling. Make a Quickness Save to grab the reins. Otherwise the man is thrown on a 3 in 6 chance and knocked unconscious.

3- A pickpocket is working the crowd. Each character is robbed on a 1-2 unless they make a Quickness Save.

4- Lazy B hands in a rowdy mood. They mock the goings on or heap a little abuse on Odie Smith. They will melt away if confronted (1-3)n or begin a brawl (4-6).

5- Town Drunk. Harmless, 2 hit points. He wanders around asking questions. He may become abusive if not answered.

6- Reporter for the town weekly. He makes notes, asks questions and takes statements.

7- Soiled Doves. Several saloon girls with their hearts in the right place (and most of the rest of them arranged in a pleasing manner) try to do some good.

8- Several urchins begin tearing about underfoot and scuffling.

Potions

Lady Godiva True love tonic water and Doctor Sampson's Liniment are illegal. People found using them will be fined 4d6x5 GP and roll with a +7 on the sentencing table.

Law and Justice

Rio del Sol has a court system. Minor offenses will usually be adjudicated by the Justice of the Peace when culprits are brought in for minor offenses and result in 10 or 20 GP fines or a night in jail. Major crimes will require a trial with a judge and there's usually a 2d6 day waiting period before coming to trial.

Most saloons and hotels require guests to check all weapons at the door, though a careful search is usually not made (4 in 6 chance to sneak a blade or derringer past the door.) Bouncers and barkeeps usually have a double barreled shotgun and a bat close at hand. People sneaking a weapon in are usually thrown out and not allowed back. Some unruly guests will be held for the law.

The TV Western trope of claiming 'self-defense' for a shooting and everyone overlooking it does not hold here. Anyone involved in a shooting will have the law to deal with and better show signs of a quick surrender. Deputies (1d4+1) will respond to gunshots on a 2 in 6 chance in most places within 1-4 rounds. Shooting near the bank or Sheriff's office will result in 3d6 deputies and guards responding on the next turn and Sheriff McDaniel will likely be leading them.

Sherrif McDaniel is also likely to administer a dopeslap (with the back of his hand or a pistol barrel to head off any 'dumbassery' he sees. It beats a night in jail, barely.

Grub

The Hub Kitchen is a popular eatery. A story goes when one poor soul died leaving the restaurant, the manager sent for the Undertaker, Mr. Wormwood, who promptly turned the goner around to make it look like he was going in.

Both saloons offer free, if salty and spicy, lunches as long as you keep drinking.

The restaurant is partly owned by Ruth who has expanded the building to include baths (5 GP, 8 GP if you're really dirty) and a barber shop. Kwan Chin, (nephew of Kwan Lung) is the cook and a fine one. It is common to see German and Irish immigrants sitting down to eat enchiladas prepared by the Chinese cook (who was taught by Mexicans!)



Transportation

Rio del Sol has a train and stage lines to nearby cities. Stages are usually met by 2-5 deputies to supervise transport of the lock box to the stage office. A mail train gets a similar meeting. Most stage and robberies are aimed at the lock boxes, transferring funds for businesses and payrolls. A mail car also carries large amounts of cash and securities. Most robbers could care less for the passengers' baubles and cash, but are after these.



Central Business District -Old Street

The oldest and most established businesses in Rio del Sol are along the original stretch of Main Street, renamed Old Street. This is also where most of the politicking and backstabbing in town takes place. While there are other establishments in Rio del Sol, the ones on Old Street are the longest established, the largest, and the most popular. The town has about 200 buildings, so if you need another hotel, restaurant or office feel free to improvise and extend the map.

In addition there are several smaller jailhouses to better serve characters and NPCs.

This section of town sees a lot of traffic and a lot of horses. Between horses doing what horses do, mud and cattle being driven to the freight trains, the middle of Old Street is a runny, filthy, and wet ditch 10 months out of the year. It's a relatively dry, filthy ditch the other two months. It isn't a pretty sight any season and in the event of a street brawl, anyone knocked down will wind up filthy (-6 to CHA until they get cleaned up).



This is somewhat alleviated by boards set up to allow pedestrians to cross the street. The various businesses lay them out and replace them irregularly when they swell from water damage and break.

Wilberforce Crowley, the Undertaker, has a disturbing habit of using coffin lids to bridge the ditch near his funeral parlor, though they do show off the quality of his work.

It is common for ruffians to stake a claim to a board and charge a toll for using it to whomever they can bully. Several; times hostile groups have met at a board and fell to blows over who would give way.

Sheriff's Office

'When I'm done with you, there won't be enough left to snore!' -Sheriff McDaniel to a young tough.

This large brick building has a jail that can hold a dozen prisoners and a small armory. Sheriff McDaniel directs operations from here though after a morning meeting, he usually spends most of the day around town. There are usually 1d6 deputies hanging around, getting a meal, doing some paperwork etc.

Sheriff John McDaniel: HD 4 (18 hit points); AC 2 ; Atk Six gun (1d6+4); Move 120'; Save 11; AL L; XP 460; Special: +2 to hit in the city limits.

Sheriff McDaniel is a tall, thin and imposing man in his late forties. He has a well deserved reputation for fearlessness due to his habit of rushing drunks, disarming them and administering a severe beating. "Fool enough to draw on Jack", is a local saying denoting a drunk or moron. Sheriff McDaniel is an active lawman, meeting new arrivals to town whenever he can and investigating possible sources of trouble. Many rowdies have found themselves cuffed, beaten and run out of town because they looked shady.

McDaniel will listen to a man's explanation and seek evidence of wrongdoing before making up his mind, at least when townspeople are involved, or clean cut travelers. What constitutes clean cut is up to McDaniel. The sheriff can determine alignment on 3 in 6 chance.

The sheriff usually patrols with four deputies (also known as the Four Horsemen.) In all he has twenty deputies and can call on twenty more men and temporarily deputize them in an emergency. Other than the Four Horsemen, deputies have identical stats to those found in the Tall

Tales rule book. Temps have HD 2 and whatever weapons they can grab (usually doing 1d6).

Deputies (Gunslingers) (4): HD 3 (9, 10, 11 & 12 hit points); AC 4; Atk Shotgun (1d10); Move 120'; Save 13; AL L-N; XP 250\; Special: Deputies with Sheriff McDaniel leading them never check Morale. Otherwise their Morale is 8. Deputies will unload both barrels of their shotguns doing 1d10 + 4 damage then draw their six guns (1d6+3 damage).

At a Glance (Characters may notice this on a 2 in 6 chance. Optionally characters may add their Int modifier to their chance. I.e. a character with an INT modifier of +2 would have a 4 in 6 chance. This chance is rolled anytime the character is present.)

Lawyer Padgett goes out to make collections every Friday afternoon. He is usually accompanied by 2-3 deputies.

Getting Caught (Characters making an Observation save and failing it may still notice something but they were noticed and this is a possible reaction.)

The deputies go over to question the characters if they are newcomers, tell them to mind their business and move off or threaten to arrest them for vagrancy.

Church of the Fifth Ace

"The Reverend is a fine preacher but he's mean enough to hunt bears with a hickory switch." -Brother Omar.

The church stands at the end of Main St. Anyone asking about the name of the church will be treated to an excruciatingly long story of a 72 hour poker game with cheats, arguments and one shoot out resulting in everyone emptying their guns over the table with no

one hit or even grazed. The players reloaded and sat back down to play more. The winner donated part of the huge pot to the founding of the church with the proviso he choose the name. The name has stuck despite the efforts of the Pastor, Harlan Davies, to have it changed to something moral.



Reverend Davies is is newly assigned to the Church and not from Rio del Sol. Davies with his wife, has begun a crusade to close down brothels and bars which is not terribly successful to date. While many of the congregation support him he has failed to win over the businesses on Main St.

Reverend Davies: 1 HD 6 hp; AC 7; Atk Unarmed (1-2 points subduing damage); Move 120'; Save 18; AL L; XP 20; Special: The Reverend can stir the lawful and his followers on with his oratory giving them +1 to hit and damage and raise their Morale to 9. The Reverend also carries a jar of balm the missus makes that can heal 1d4 +2 Damage and has three uses.

Brother Omar 'the Bear' 2 HD 8 hp; AC 7; Atk Unarmed (1-2+3 points nonlethal damage); Move 120'; Save 18; AL L; XP 30; Special: On a natural '20' Omar has grappled the character. He hits automatically on following turns unless the character passes a strength check to escape. The character can try every turn but may take no other action. If Omar has surprise he automatically grapples.

Omar is a blacksmith and former circus strong man turned part time strong arm and bodyguard for Reverend Davies. If he expects trouble Omar will recruit 2d6 townspeople to back him up.

At a Glance

Anyone nearby the Church in the evenings notices Omar walking down the street to a townie who seems to be watching the Algonquin Hotel.

Observation

Some townspeople seem to be watching the hotel in shifts. Omar will come by every hour as they change shifts and question them.

Getting Caught

Brother Omar will ask if they have any business with him, the Reverend or Church and admonish them to find gainful employment or spend some time praying ... lest he give them something to pray for, like a broken back.

Silver Lode Saloon

"Sam is a barkeep of the first water!" -Professor Potter.

The Silver Lode is a medium quality saloon. Samuel Penn is the barkeep. The games are mostly fair. The whiskey is watered down, but to an acceptable level. The staff is friendly. There's usually a full house at all hours and several games of poker going on.

The Silver Lode also has the best free buffet in town with roast beef, deviled eggs, cured ham and other salty or spicy foods to make the clientele work up a thirst. Poorer guests will often order a drink and chow down at the buffet and Sam keeps an eye out for this. There's a one drink per half hour minimum.

Guests are required to check their guns at the door. Troublemakers and brawlers will be escorted out and barred from re-entry for a day. People sneaking a weapon in will be thrown out, their weapon confiscated and barred for life.

Samuel Penn tends bar with a sawed off and an axe handle near at hand. He also doctors the Silver Lode's hooch, a mixture of raw alcohol, tobacco juice and other herbs and flavorings. Penn's brand of pop skull is actually more potable than most adding to the saloon's reputation for a decent drink. He's particularly proud of his whiskey punch (a mixture of his pop skull and cider the locals actually enjoy). Sam has a notebook with his recipes and sources of ingredients and is fairly professional about his mixology. No Silver Lode customer has gone blind. Yet.



Sam is used to working some rough dives. He's a little quick tempered and any fool saddle tramp trying to retain their arsenal will be covered and told to drop 'em or hit the trail. In particular he is very protective of the bar girls. Anyone forcing their attention on Sam's ladies is likely to get an axe handle wrapped about their skull and thrown out.

At a Glance

Characters hanging around the saloon may notice a back room. Every so often a townie goes in and stays for an hour or two.

Observation

If they ask Sam they are curtly informed it's a private club room called the Tea Room, even though the meetings never seem to involve more than two or three men at a time.

Getting Caught

Sam will send a saloon hostess to distract the characters making further observation almost impossible for the evening. It's -5 to save at least. The hostess is very good at this sort of thing.).

Other Adventure Hooks:

There are several poker games usually going on in the saloon and getting into a game fairly easy. Winning a hand requires an INT or WIS check at -2 to -4. Making the roll exactly means you broke even. Antes are 5 GP and taking a pot wins $3d6 \times 5$ GP. Losing costs the 5 GP ante plus $1d6 \times 5$.

Sam often hires men he knows to serve as bouncers for 10 GP an evening and one complimentary drink. Bouncers do not get hard liquor after their one drink but they can have all the sarsaparilla and beer they want and of course the buffet. Cue saloon brawl!

Algonquin Hotel

“A lady like Miss Tisdale could ruin a man ... if’n he plays his cards right!” -Anonymous.

Next to the Silver Lode Saloon stands the Algonquin Hotel, Rio del Sol’s premier establishment. Even so, accommodations are sparse, an 8’ x 10’ room mostly taken up by a twin bed, a chair, wash basin, and a ‘thunder mug’ when you can’t make it outside to the privy. A few hooks on the wall for clothing round out the room’s features. The mattresses are straw stuffed but the bedding is clean (linen is changed monthly -whether it needs it or not. A room costs 15 GP a night.

The upper scale citizens often dine here. Meals are expensive, about 10 GP but delicious. In particular, Lawyer Padgett, Miss Ruth and Sheriff McDaniel are here several times a week.

One wing of the L-shaped building is roped off (fancy red velvet rope) and screened by a thick drape across the hallway. There is always an immense and well dressed man named Bubba standing guard here. Bubba has immediate access to a large club. Less obvious (Observation save to notice) is the double barreled sawed off in an umbrella stand. He will not admit anyone without Miss Tisdale’s okay and that is rarely given to strangers. If the characters question this they are told to lose themselves, fast.

The Algonquin doesn’t allow weapons, of course, and has a dress code (fancy dress please). There is a lockbox for holding pistols. Leave long arms home.

Bubba 2 HD 8 hp; AC 7; Atk Club (1d6+2), Shotgun 1d10; Move 120'; Save 18; AL N; XP 125; Special: +1 initiative in the hotel. Can draw and fire shotgun in the same round, +2 r unarmed or melee damage.

Riley McClanahan is the house detective and usually in the dining room or at the front desk. HE will demand everyone entering surrender any weapons, though he does not do a pat down search. Riley is always armed with a pistol and in case of trouble the clerk will hand him a rifle before skedaddling.

Riley wants a Job as a deputy. So far he has failed to impress the Sheriff, who feels he's a glorified clerk barely capable of taking down names. Riley is always looking for a ay to make a name for himself. This makes him even less desirable in the Sheriff's opinion.

Riley McClanahan Gunslinger 3 HD 12 hp; AC 7; Atk Pistol (1d6+3), Rifle 1d8; Move 120'; Save 17; AL N; XP 125; Special: +3 initiative with the pistol. Can draw and fire shotgun in the same round.

At a Glance

A gentleman presents a card to Bubba but is denied admittance and shoed away.

Observation

Occasionally a well dressed young lady will exit the closed off wing to take a meal. They seem friendly enough, engaging in conversation. They will stop talking if any of the characters are rude or smug. After a pleasant conversation (Charisma check) they will extend a business card to a character with a single ornate 'T' on it. They tell the character to show it to Sam, the barkeep, in the Silver Lode Saloon (page 17) next door.

Showing Sam, the barkeep, the card will get the characters sent into the Tea Room and the basement. From there a trapdoor leads to a tunnel to the Algonquin hotel's basement. A hidden staircase lets them come up from the basement to Miss Tisdale's wing in the Algonquin.

Getting Caught

If the characters have taken rooms in the hotel they will be watched by Riley or the desk clerk. If they are getting a meal there they are refused service, and told to eat elsewhere in the future.

If They get the Admittance Card ...

The enterprising lady herself personally greets them beyond the curtain. Miss Tisdale operates the premier bordello in Rio del Sol. She spends a few minutes questioning the characters in her room about their origins and business in town. After several inquiries Miss Tisdale gets down to business, which is left to the players' imagination. If she doesn't like the characters' answers they are thrown out and the card taken.

The precaution is a final vetting. The Reverend and his cronies have had men forge or steal cards trying to get in and cause trouble. So far the women assessing men in the dining room made no mistakes.

Another immense guard is present for these deliberations while a third guard (use Bubba's stats, though these men have pistols at the far end of the hall guarding the exit with a rifle. No one skips out. In the course of the >ahem< entertainment one or more characters may ask about the secrecy.

👉👉👉 **Non-Committal Replies (1d6)** 👈👈👈

- 1- Are you hear to ask questions? I Mean besides 'how much?'
- 2- Would you prefer an ad in the weekly?
- 3- What secrecy?
- 4- We pride ourselves on discretion
- 5- You are on the clock, friend.
- 6- Some moral watchdogs make this necessary.

Add the asker's CHA modifier to the roll. On a roll of six or higher the character has encountered Roscoe. Roscoe is something of a troublemaker and might get scolded for a loose tongue. Roscoe is actually worse than a troublemaker. She's a Spy, placed there by Dan Braxton and Joe Larimore.

Roscoe is one of the busiest ladies in the establishment, a petite and slim ginger, she is outspoken and brash. Despite her size she is something of a bully to the other women. Roscoe is also very tired of explaining that "Yes - 'Roscoe' is a name for girls. Is your name for girls too?"

Roscoe wants to start her own establishment, not wait till she's old and 'wore out' like Miss Tisdale. She learned that Minnie Piper worked for Miss Tisdale before cleaning up and creating her alias to marry Horace, the shop-keeper. She dresses in men's clothing and sneaks out of the Algonquin some nights for a weekly meeting with Minnie to get a payment to keep her silent about this.

Besides sneaking out to blackmail Minnie Piper, Roscoe is a traitor, throwing in with Joe Larimore and Daniel Braxton. Roscoe often sneaks out for a meeting with Larimore. Larimore for his part enjoys spending time with Roscoe but will sell her out in a heartbeat. The foreman, on orders from Braxton, is coaxing Roscoe to find where Miss Tisdale keeps her valuables and to

borrow keys, giving him access to her rooms and any safes. He claims he wants the money to run away with Roscoe. Roscoe isn't nearly that dumb and thinks there must be more to it, perhaps some sensitive materials for Mr. Braxton? After all, wouldn't it be easier for the foreman to swipe some of his employer's money?

At a Glance

Roscoe is all business, despite her popularity with some. The hotel does not have any Lazy B workers using the ahem facilities, rooms or dining room.

Observation

Roscoe likes riding horses apparently. She has a lady's saddle and bridle and some men's jeans and shirts (in itself scandalous but hey, no accounting for taste).

Getting Caught

Roscoe assumes the characters are interested in her and turns on the charm if they seem to have money.

Other Adventure Hooks

Riley is sure a guest in the dining room is a wanted man and asks the characters to help him take them into custody for the Sheriff. The problem is it looks like the desk clerk missed at least one weapon he's packing. Riley will gladly split the reward. He really wants this feather in his cap to help him become a deputy.

Restful Repose Funeral Parlor

"I done a bang up job on this fella. He never looked better!" Crowley Wormwood.

Crowley Wormwood is the town undertaker and a minor celebrity. He manages to get the corpses of any notable outlaws sent to his parlor. He gives them a cut rate free burial (pinewood coffins, wooden grave marker). In

exchange for this he takes death pictures to sell to the various newspapers, locals, and travelers, often with lawmen and himself present. Lately he's put the photographs up in the waiting room.

Wormwood was originally a Carpenter, making coffins on the side until the death business took off. He still does carpentry for fun and for a few old friends. Miss Tisdale is one such friend. A confirmed bachelor and unrepentant sinner, he is one of the few people who comes to the Tisdale rooms openly. He does bring his toolbox along. He answers accusations from Reverend Davies or Brother Omar with, "Make way, I hear one 'a the poor girls is dying!"

The undertaker does do a fair amount of work for Miss Tisdale, modifying her rooms, building furniture to order and in particular installing a hidden room for the lady's money and securities. Wormwood is a careful craftsman and usually shows up with carefully drawn plans for all work. He keeps these in his desk in his rooms upstairs behind a locked door (normal chance to break in).

Wormwood is a gifted amateur oil painter. His favorite model happens to be Ruth. Despite her never actually sitting for a picture Wormwood has all manner of paintings of her in various states of undress in his store room. There are also numerous catalogues with pictures of women cut out in the same poses as some of the paintings. Nevertheless this could be a major source of embarrassment for Wormwood.

Recently, persons unknown have broken into Wormwood's funeral parlor. It wasn't much of a break in. Wormwood has no lock on the entrance. He lives upstairs, behind a locked door. The people in his parlor never tried to get out and before this break in he figured no one outside was in a rush to get in.

At a Glance

A locked room is hidden behind a standing coffin in the store room.

Observation

A new bolt is on the outer door and a padlock on the hidden door.

Getting Caught

Wormwood will try to distract the characters showing them his collection of 'death mask photos', and telling them they too could be photographed with local celebrities ... dead 'uns anyway as soon as they die!



Other Adventure

Hooks

Crowley needs

some help constructing coffins for a rush order in another town. He will pay 50 GP to a character for three days work and the character will learn some basics of carpentry. This may also allow the character to enter the rooms upstairs and get a peek at his 'sekrit' plans when Crowley tells him to get plans for a deluxe coffin.

A famous outlaw -Caleb Hawser has gotten shot and Crowley has gotten the body for death pictures. The characters are hired to fetch Mr. Hawser (or what's left of him) via train. Except there was a slip up and the labels for the coffins got switched and this anemic 90 year old lady (Rest in Peace) won't sell any pictures. The characters must track down the body, sent to Culvert City.

Braxton's House

"Braxton is a fine gentleman for what that's Worth -but he's so dumb he couldn't teach a hen to cluck!" -Wolf Pierce, a competitor.

Braxton is the wealthiest man in town and invested in a dozen or more businesses for his father's Company Braxton Investments. Lately he has turned from a neutral party to a staunch advocate of Reverend Davies in harassing Miss Tisdale. The rest of the town council show no desire to bother Miss Tisdale.

Besides his house Braxton owns a large ranch eight miles outside town with a large ranch house and facility for two dozen hands. Lately his foreman, Joe Larimore, has stayed in town with Braxton most nights either at the house or at a room in the Sundown Saloon.

Braxton's Ranch, the Lazy B, is large and indifferently run. This might be because his foreman is often saying with the boss in town.

At a Glance

During the day there are always a scruffy looking bunch of saddle bums waiting for Braxton or Larimore and after getting instructions heading out. They seem to enjoy picking on the stable owner -Odie Smith.

Observation

The saddle bums have no lassos, chaps or other tools of cattle hands.

Getting Caught

The 'Lazy B hands' (1d4+1 bandits) confront the characters and tell them to leave -Mr. Braxton likes his privvy-cy. This can result in a brawl or shoot out unless the hands see the snoops vamoose.

Braxton will be very interested in a character who gets a 'T card' (Roscoe will tell him about them). He will approach the character and offer money for any information on Miss Tisdale's doings. Roscoe has gotten her hands on a card but the Lazy B Hand she gave it to failed was thrown out of the Silver Lode, barred and the card destroyed.

Braxton is a good looking though typical town person with 1 HD and 5 hit points. He is usually unarmed but accompanied by a couple of Lazy B hands. Special Ability: Braxton has a Charisma of 16 and the Gift of Gab similar to a Snake Oil Salesman. His tales of riches or expertise in a field will be unquestioned on a 4 in 6 chance. (Think of him as a silver tongued chucklehead.) Braxton is good at talking his way out of tight spots.

Joe Larimore Human Berserker: HD 3 (11 hit points); AC 7 ; Atk 1 weapon (1d8); Move 120'; Save 17; AL D; XP 150; Special: +2 to hit in berserk state.

The Lazy B foreman is a short and stocky cowboy who is a little overweight. He prefers bowler hats after Mr. Braxton's example. Ruth won't let him in the store without " ... Mr. Braxton to hold his leash."

Larimore is a bully with a murderous temper when provoked. Nevertheless he prefers fights where he has the edge in strength, skill or numbers. He has had one run in with Wolf Pierce that left him nursing a black eye in a cell. He knows Pierce and the Sheriff are brothers and is steering clear of the rancher until he can catch him alone on the trail with a few Lazy B hands.

Law Office

"If you got a problem you might settle it with your fists or a six gun, or hire Lawyer Padgett if you **really** want to

show no mercy!” Professor Potter.

Padgett is the best lawyer in the town, or at least the busiest.

Characters hanging around Main Street can see him every Friday going around town making collections. He has three deputies accompanying him for these (he paid a few to do this off duty.) Padgett is a small nervous man with a limp from a gunshot wound he received during a failed robbery a month ago. Hopefully the wound will heal completely.

Padgett does not talk about his business or employers. He carries a pistol under his coat and is very jumpy with or without the deputies. He also visits the Algonquin for dinner almost every night. On a positive reaction he might hire the characters as additional bodyguards. They'd be cheaper than deputies and sometimes the off duty lawmen are not available.



If characters manage to follow Padgett or are employed they learn that the collections are for Braxton Investments (90 percent of these collections are mailed to a lawyer over in Culvert City. The rest of the collections go to Mr. Braxton).

Padgett is a staunch friend of Professor Elmore Potter. He is also mildly hooked on absinthe the Professor provides during their nightly card games. He and the snake oil salesman have struck up an unlikely friendship based on their love of books, oratory, and poker (though never for money).

At a Glance

Padgett likes hanging around Prof. Potter's wagon and the two seem to be on good terms.

Observation

Padgett makes collection rounds every Friday afternoon.

Getting Caught

Padgett will ask the deputies to check out the characters. The deputies will demand to know the characters' business with Mr. Padgett. Any known Desperados in the group will be arrested and brought to the jail for vagrancy. Others will get an overnight stay for unlawful conduct or disturbing the peace,

Characters may intervene to save Padgett from another robbery attempt or even a kidnapping attempt by Larimore and his thugs (see What the Heck is Going On? p. 44.) Bookish types might be offered a job helping with collections or clerking.

Prof. Elmore Potter's Medicine Wagon

"I haven't killed anyone yet! Can the town sawbones claim the same?!" -Professor Potter.

Parked between the Laundry and the Shebang (or general store) is a large and garishly painted wagon. Professor Elmore Potter runs a thriving medicine show there (three shows a day everyday but Sunday). His medicine -Potter's Miraculous Panacea is a poor remedy but fairly high quality absinthe. Potter claims the Panacea cures all manner of nervous disorders or prevents them when taken daily.

Local doctors frequently denounce Potter. However, he has his fans, notably Reverend Davies who believes he has visions of prophecy conferred on him through the

liquid. Lawyer Padgett is also fond of Elmore, considering him the only good source of witty repartee in three counties. Padgett can often be found playing cards with Elmore in the wagon.

Besides a large store of absinthe Potter can make the usual snake oil salesman potions.

Elmore is getting on in years and looking to quite his roaming. He has Meade friends here, helped a few folks, and harmed none. He is quite dutiful about referring people to doctors. While they have harsh words for Potter's Miraculous Panacea, they tolerate the man. In a few scrapes with the law Padgett has risen to his friend's defense and gotten charges dismissed or reduced to a fine.

Professor Elmore Potter Snake Oil Salesman: HD 4 (10 hit points); AC 4; Atk Derringer (1d4), Shotgun in wagon (1d10); Move 120'; Save 13; AL L; XP 250; Special: The 'Perfesser' usually has several samples of every potion in his wagon but always carries a bottle of Elixir of Life and a bottle of Potion of Pugilism on him. Gift of Gab.

At a Glance

The wagon is parked in an odd spot, so near a general store. It shows no sign of the quick getaway mist medicine men prefer, there are no horses. The Professor also works alone which is odd for an accomplished salesman.

Observation

Padgett likes hanging around Prof. Potter's wagon and the two seem to be on good terms. They often play cards into the night.

Getting Caught

Potter talks to Lawyer Padgett, who asks a couple of deputies he employs part time to go question the characters if they are newcomers, and tell them to mind their business and move off or be arrested for vagrancy,

Every month the 'Perfesser' rides out to a little shack near the Lazy B ranch to produce his cure. Production usually involves watering down absinthe he receives shipments of from back East or 'Frisco. Bandits have seen him working last month and plan an ambush to get that fancy tonsil wash to sell themselves!

The Shebang

"If we ain't got it, you don't need it! But we can still order it!" Horace Piper

The Shebang is a huge general store, though the owner Horace Piper prefers the term 'emporium'. Horace is a plain, middle aged man. His wife Minnie is not any of that. People have wondered why a pretty young woman (Charisma 15) like her would marry a boring fellow like Horace. The couple seems truly in love and Minnie is the dutiful wife, bringing Horace his lunch, keeping house and helping out in the store. Minnie is not a native of Rio del Sol.

Local gossips claim Minny has a lover, a young, scrawny fellow. Horace will hear no such talk and anyone insulting his wife will be thrown out of the store.

Horace has a truce with the snake oil salesman -Elmore Potter. Elmore pays him a fee for the use of the alleyway next to his store. Elmore also has a part time job clerking for Horace. In return the shopkeeper allows the competition and pitches lemonade and snacks during the shows.

At a Glance

Minnie is bright and cordial to all but seems worried about things. Certainly not business, which seems pretty good.

Observation

Minnie slips out back with some money from the till. Out there she meets a small man or large boy (Roscoe) and hands the money over to them. The boy slips back to the Algonquin along back streets, accompanied by 2-3 thugs (Lazy B hands).

Getting Caught

The Lazy B hands accost the characters and will fight or shoot it out if they do not move on.

Other Adventure Hooks

The characters spot a shoplifter in the store, an underfed urchin. Do they rat on them or help them out some way?



Ruth's Millinery

"Miss Ruth dresses up her shop considerably!" -Crowley Wormwood.

A millinery technically sells hats and those mostly for women. Ruth Morgan (Charisma 16) has expanded her business to include dresses and alterations for men and women. She is quite good at making suits bought through the mail look good.

Rumors say she was working for Miss Tisdale till she saved enough to buy her business. If she's asked she will reply she did the books and sewing for Miss Tisdale and that was all.

Ruth does a brisk business and is entirely respectable in her dealings and meetings, despite some negative reactions from a prudish few. Unfortunately the Reverend Davies' wife is one of these and she has begun warning people away from Ruth.

Ruth has a friendly relationship with Crowley Wormwood. She often tailors the suits for his more affluent clients and sometimes does makeup. Gossips make much of that also and Crowley's crush doesn't help.

A Small Note

Rio del Sol is a Thriving and growing community. For the most part, it's An employee's Market and most places like Ruth's will hire any likely looking characters who present themselves and seem to have an idea of how to speak to people, make change, and walk upright. Besides clerking, lifting and toting, businesses may need signs painted, buildings repaired or leaflets distributed.

At a Glance

Ruth does a brisk trade with Miss Tisdale's ladies. She occasionally goes to the hotel to do tailoring.

Observation

Crowley Wormwood lurks about the store.

Getting Caught

Crowley will run off to his funeral parlor across the street. In his haste he drops a sheet of paper with building plans (for one of his carpentry jobs -a balcony. Crowley will ask for the paper back and beg the characters not to tattle on him to Miss Ruth.

Other Adventure Hooks

Ruth asks a character to please deliver some fancy doings to Miss Tisdale at the Algonquin for 10 GP. Her salesgirls -can't and she's too busy. She gives them a note of introduction that will get them past the bouncer.

Along the way they are watched and possibly harangued or threatened with damnation by Reverend Davies and Brother Omar, along with a few followers. Feel free to roll on the Gapers and Gawkers table.

Sundown Saloon

"The Silver Lode is a load all right. But it isn't silver!" - Travis Parker.

"The 'Rundown' hasn't poisoned anyone yet, but Joe Larimore is a regular and I keep hoping." -Odie Smith.

The Sundown Saloon is in the process of expanding.

Travis Parker is the owner and tends bar. Travis hopes to displace the Silver Lode as Rio del Sol's premier dispenser of potables. It's an uphill fight. The Silver Lode and Algonquin are next door neighbors. Bar flies often order into the Algonquin's dining room for dinner to remain drinking in the saloon.

Travis is countering the draw of the Algonquin by building a stage for nightly performances. He is also running a number of games of chance, largely rigged.

There are numerous theories for the Silver Lode and Algonquin staff's hostility to the Sundown and Parker. The Algonquin has turned away people looking for a room that have come from the Sundown. The dining room refuses to deliver meals to the saloon and the Silver Lode makes a habit of matching the Sundown's prices and even running special discounts for their regulars.

Daniel Braxton is a regular patron of the Sundown Saloon, and sometimes is there drinking with his foreman, Joe Larimore. Braxton is a not quite silent partner in the saloon. It is assumed the hostility between Braxton and Mis Tisdale is to blame. Crowley Wormwood has refused offers to design and build the stage.

At a Glance

There are a lot of Lazy B hands here. The Sheriff or a deputy often drops in to size them up. The place fills up for a show, where you have Lazy B and Bar X hands. The two crews seem to dislike each other but any troublemakers are asked to leave.

Observation

A lot of credit is extended to the Lazy B hands, none to the Bar X cowboys.

Getting Caught

A Bar X hand will stroll over and point out if the characters are looking to work, check with Mr. Pierce. His outfit is going places.

Other Adventure Hooks

The owner of the Sundown Saloon, Travis Parker is interested in cutting into Sam's business and wants someone to steal Sam's barkeep notebook, stuck under the shotgun he keeps handy. The book has his most popular drinks and Parker will pay an enterprising thief 500 GP for the notebook.

Odie's Exquisite Equine Hostelry

"Odie is good with horses. You'd think he was part horse himself. As to what part of the horse ..." (nasty laughter) - Joe Larimore, Lazy B Foreman and a**Hole.

Odie Smith runs a stable, with horses to rent or sell. He also does a sideline in used and new saddles and trappings. The stage office also frequently buys or rents horses from him, Odie frequently is a source of



information on events around the town and adjacent towns due to his dealings with travelers passing through, ranch owners and the stage office. A quiet man who admires horses,

he will share such knowledge free of charge to people who approach him in a polite manner and make some small talk.

The stable owner is a regular at the Silver Lode and the

Algonquin's dining room. He also often steers people to jobs if they plan on staying. He is best friends with Crowley Wormwood and received an admission card to the brothel from Wormwood. Odie has spent a good month working up the courage to visit the establishment.

The stable owner is a regular at the Silver Lode and the Algonquin's dining room. He also often steers people to jobs if they plan on staying. He is best friends with Crowley Wormwood and received an admission card to the brothel from Wormwood. Odie has spent a good month working up the courage to visit the establishment. He is a little unclear on the tunnel entrance and may cause a bit of a ruckus wondering why the Tea Room has no tea served etc..

Some nights, Odie will take a horse and ride out of town seeking solitude. He enjoys the silence and starlight of these rides. He also frequently sees strange goings on. His midnight rides earned him the nickname Odie Revere.

Joe Larimore and other Lazy B hands have taken to harassing and teasing Odie whenever the opportunity arises. For his part, Odie accepts this nonsense with good humor. He has no idea why they are doing this but the Lazy B is one of his best customers.

Odie is hopelessly in love with Roscoe ever since she rented a horse and buggy from him and charmed him out of charging her. Roscoe is aware of this and dying for the stable owner to come calling so she can begin fleecing him. At the moment all she can do is rent horses for next to nothing.

Wolf Pierce stables his horse at Odie's And is fond of the stable owner who does a fine job by him. Braxton and his hands also use the stable. Unfortunately they are not polite. Joe Larimore is aware of Odie and Roscoe and

amused by it. He uses Odie to work out some of his meanest it interferes with his digestion. Roscoe has intervened when she's seen it and made Larimore and the hands stop at least once because she wants to spark with Odie and take him for his money. Odie thinks very highly of Mr. Wolf Pierce. Pierce pays his bills up front, is business like and thinks Odie tends a fine stable. Pierce also beat the snot out of Joe Larimore for tripping Odie.

At a Glance

The stable is very clean and well run, the owner conscientious, if socially stunted. He falls all over himself when a petite redhead comes to rent a horse for a ride (they recognize Roscoe from the Algonquin if they made it past the curtains). The Lazy B hands and Larimore are rude, nasty and tease Odie whenever they see him, though they do not harm him.

Observation

Larimore and Roscoe enjoy a brief embrace and kiss behind the stable. Larimore enjoys throwing this in Odie's face and know he's too shy to tell anyone of it.

Getting Caught

Larimore throws the characters 20 GP and tells them to move on if they want to live to spend it.

Other Adventure Hooks

Odie may hire a cowboy to break horses for him.

The group may see the Lazy B hands harassing Odie and intervene or join in (not everyone is Lawful after all).

Pierce's House

"Mr. Pierce is a fine and just man. He'll hear anyone out,

‘fore he hangs them!” -Clem the Caretaker.

Wolf Pierce has the second largest ranch around, the Bar X. He keeps a modest house in town, though he is often away at his ranch (he usually spends a weekend or three days every month there but may do an overnight if business in town runs late. Pierce is the antithesis of Braxton. He works hard around his ranch, directly supervising many jobs, and has no problem getting his hands dirty to see a job done to his satisfaction. He has frequented, the Algonquin, Silverlode, and Hub Kitchen.

The rancher is frequently characterized as unpleasant, especially when compared to Braxton. However, Pierce is plain talking, and will cut right to his point. Wolf can't abide a liar, braggart or bully and will often take the underdog's side in an argument. He was a Pugilist back in the day and could probably take anyone in the town.

Pierce has a low opinion of Braxton. Braxton is just an Easterner with no knowledge of ranching, taking up and wasting land. His cattle are anemic and he hires a bunch of riffraff who never did an honest day's work in their lives, starting with Joe Larimore. Larimore is sure to meet up with the wrong end of a noose. Pierce and Larimore have already had one short brawl in the street ending when Pierce finally laid the foreman out with a broken nose.

Sheriff McDaniel is Pierce's older half brother. The two men are as close as kin can be, though the Sheriff did fine Pierce and Larimore for fighting in public. Pierce was fined double because the Sheriff decided he already knew better. Larimore got a weekend in jail for talking back.

Clem Foley is Pierce's caretaker when the rancher is away. Clem is hell on anyone trespassing, wielding a shotgun loaded with rock salt. The town children all give

the house a wide berth. He might not shoot at them but he will tan their hides -hang what their parents say. Off duty, Clem is a fairly friendly old fellow. He will tell anyone that Mr. Pierce has a good heart. When Clem got on in years and couldn't herd cattle, the rancher gave him this easy job.

Wolf Pierce: HD 4 (18 hit points); AC 2 ; Atk Six gun (1d6 +4); Move 120'; Save 11; AL L; XP 460; Special: +2 to hit and damage with Unarmed or melee attacks.

Wolf is tall muscular man in his thirties. In his youth he was known for his bare knuckle brawling and won several (illegal) boxing matches. Joe Larimore learned that the hard way. While he carries a six gun in town he prefers a rifle and will have his near at hand when riding out. He will settle most arguments with a 'bunch of five' should reason fail.

Clem Foley HD 2 (6 hit points) AC 5: Atk: Shotgun (1d10) Move 120' Save 14; AL L; XP 100; Special: Clem is +2 to Saves in situations regarding his job and defense of Mr. Pierce. He has +1 to hit with his shotgun.

At a Glance

Wolf Pierce has the Sheriff staying in a room, even when he is not present. The Sheriff also works some nights so he's not always there.

Observation

Mr. Pierce comes in once a week or so for an overnight visit, meeting with the movers and shakers.

Getting Caught

Clem will plant a load of rock salt in their butts and see what grows.

Other Adventure Hooks

Pierce has had trouble with rustlers recently and hires the characters as 'regulators'. Any rustlers they find net them 50 Gp a head and 100 GP for each cow they return.

Clem has to head over to Culvert City to tend to a sick brother and will hire the characters to look after the property. They can bed down in Clem's small house out back and get 20 GP each for a week's work ('If'n ye can call it work!'). Mr. Pierce will not be in town for these three days and the Lazy B hands may decide to make things difficult for the characters.

The Train Station



"Mein Gott ... The mail train is only an hour late!" -Ernst Pfitzer.



Rio del Sol's train station also houses the telegraph system and the post office. Ernst Pfitzer is the station manager and quit proud of his administrative skills (he runs all three offices) and mastery of 'the English'. Ernst is a meticulous manager with an excellent memory and a font of information after a few beers or some gold. Without such incentives he will drop a tidbit and refuse to elaborate stating company rules and confidentiality prevent it. Ernst has

several 'juicy' bits of gossip after a few libations.

👉👉👉 **Ernst Blabs** 👈👈👈

1- Miss Tisdale is fond of trips to San Francisco. She tries to go there every few months.

2- Riley has an ailing mother in Culvert City. He goes to visit her once a week.

3- The Professor is a nice fellow and Ernst often helps him load a shipment of chemicals into his wagon.

4- The station is jumping when a mail train comes in. There are at least ten deputies and the Sheriff present.

5- Fraulein Tisdale got a new lady this morning.

6- Mr. Braxton occasionally goes to Culvert City for the theater he says.

7- The trains are much safer than the stage line. There were several hold ups there in the last year.

8- The Lazy B hands often take the ride to Culvert City. They must like trains.

At a Glance

There is usually at least one deputy at the station checking on the new arrivals.

Observation

Riley takes the train to Culvert City every Sunday and returns on Monday. Lazy B hands seem to like trains.

Getting Caught

The character doesn't notice anything but there is no harm done.

Other Adventure Hooks

Some known fugitives are spotted getting off the train. Will the characters aid the lone deputy and earn some brownie points with the Law?

Scenarios

What the Heck is Goin' On?

Rio del Sol was a backwater until Miss Tisdale set up shop. Pretty soon she had more money than anyone in town. As the town slowly grew, Sue Ellen sought to invest her profits. She was thwarted in this by various concerned and upright citizens.

On a trip to San Francisco, she met an actor named Daniel Brophy and hit on an idea. She would create the persona of Daniel Braxton, a wealthy man from out east, who's father sought investments. Daniel was supposedly the man overseeing such investments. Local businesses flocked to invest with him. Braxton made several charitable contributions to the various churches as well to get their support.

Lawyer Padgett made the collections for the 'investment company' which was actually Miss Tisdale. The funds were sent to another lawyer in Culvert City who turned around and mailed them to a post office box. Miss Tisdale sends one of the bouncers with Riley Mc Clanahan to collect the funds every week (she doesn't trust them with a whole month's profits.)

Miss Tisdale keeps an extensive ledger on her loans together with the collection receipts signed off by Padgett and the business owners. She also has a glorious photo of Braxton/Brophy and herself on the stage and playbills for his last few shows. This is in case Braxton wants more than his stipend. She keeps the savings and her evidence in a secret room she had Crowley Wormwood construct behind her wardrobe. The room is cleverly concealed (2 In 6 Chance to notice after spending 10 minutes searching (but the door can still be forced normally (2 In 6 Chance +STR modifier).

Braxton recently inserted Roscoe in Miss Tisdale's bordello as a spy. Roscoe learned of the secret room and has informed Larimore of this, meeting him in various back alleys. Larimore made the connection between Wormwood and his carpentry and Roscoe's tales of a secret safe. He broke into the funeral parlor to find the plans to the safe, hoping to learn where it was installed. He figured there was no way past the immense guard short of shooting it out. Larimore figured he'd win such a gunfight with a few extra hands, but he wants to get in and out fast before the law and townspeople get involved. This will involve scaling a roof and entering through a window, preferably Roscoes. There's no chance he will get allowed in through the tunnel from the Silver Lode. Aside from the receipts, photos, and cash, Braxton really wants the name of the lawyer in Culvert City

Braxton has fears Miss Tisdale suspects he is trying to cut her out. He already made one clumsy attempt to rob Padgett. He wants his blackmail evidence, and the ledger so that he can go to Culvert City and prove he is head of Braxton Investments without having Tisdale prove he's a ham actor. Then he can take over collections and deny Miss Tisdale a huge income.

Braxton has no interest in ranching. He has increased his number of hands, hiring gunfighters and desperadoes to engage in his dirty work.

A Business Proposition

The characters are hired by Larimore to loot Miss Tisdale's secret room. Roscoe will drug the bouncers' The characters are hired by Larimore to loot Miss Tisdale's secret room. Roscoe will drug the bouncers' dinner and libations to knock them out. Roscoe will pick a day when Miss Tisdale is away on business or pleasure. Roscoe's part is kept secret in this. She's too valuable a spy to waste should this plan go South.

The secret room is no great trouble to break open. It is well hidden behind a wardrobe in Miss Tisdale's parlor. Characters who have not researched the job or gotten the plans from Crowley (requiring another break in) will notice the room on a 2 in 6 chance. Failing that they will have to thoroughly search the place. This will take ten minutes and Riley, the house detective will be alerted on a 3 in 6 chance). The door to the parlor is locked but can be forced at the normal chances or the lock shot open. The room also has 1000 GP.

They are to bring the ledger and photos in a locked folio provided, to a shack near Braxton's ranch immediately and wait for payment. At the shack Larimore and three hands (actually gunfighters) show up and pay the characters 2500 GP for their work in a fine leather wallet, instructing them to wait ten minutes before leaving.

Several of Braxton's hands are waiting outside with rivals to pick off the characters as they leave. If the character spot them and stay put they light a fuse leading to some dynamite under the shack.

Making a run for it is possible. If they ride away like curs, the adventure ends there. For that night. A day or so later they find themselves pursued by a posse led by the sheriff. Braxton has told the law about the group breaking into his ranch house and stealing a wallet with 2500 GP! In fact the wallet has the initials DB inside as proof of the story.

If the characters are brought back to Rio del Sol to stand trial, they are visited by Larimore who tells them Braxton will drop the charges should they ride out now and never come back. They could also get a visit from Miss Tisdale who tells them this tale (or fills in what they do not find out for themselves). She offers them 1000 GP to break

into Braxton's house and steal the folio back (she describes the contents.)

If that doesn't seem possible she will give Lawyer Padgett a letter to bring to the lawyer, Fullerton, in Culvert City. The letter explains that Padgett is a trusted officer of Braxton Investments while Daniel Braxton is disowned. The letter references several earlier correspondences Fullerton shared with Miss Tisdale proving this. Fullerton will then turn over a duplicate ledger and photographs to them. Tisdale is nothing if not careful. Tisdale will make bail for the characters and send them with Lawyer Padgett and include Riley. In this case Roscoe tells Larimore of the plan and several of Braxton's hands board the same train to follow the characters and seize the folio on the trip back.

Another possible adventure is to start with the folio already stolen by Roscoe and Miss Tisdale hiring the characters to steal it back. Miss Tisdale is a very wealthy woman and her good will is a powerful incentive. The

Algonquin is good for a base of operations and both the hotel and the saloon are good sources of news and job offers.



Braxton will be destroyed and run out of town. Larimore and his hands leave after stealing as many cattle as possible and whatever valuables Braxton left. Miss Tisdale is revealed as the town benefactor which is unsettling to some.

Miss Tisdale is nothing if not gracious. Anyone who does not want to do business with her may apply for a bank loan to buy out her interest in their business. Few can get such a loan. Fewer try.

As for running her business in town, she will happily transfer it to the Lazy B ranch, where several buildings will serve nicely. Miss Tisdale moves into Braxton's ... er her house and publicly retires letting her ladies see to their own affairs. Her first act after moving is making a sizable donation to the Church of the Fifth Ace.

Stampede to China!

Braxton and Reverend Davies have an idea of the tunnel to the Algonquin from an adjacent building and are unsure where the entrance is. Braxton hits on an idea. Several of the rancher's hands with Joe Larimore will lead cattle through the town and stage a stampede, directing the cattle and the Algonquin.

The Reverend has an emergency prayer meeting a=to pray for absolution of the wicked should in town. That will keep his faithful off the street. The sinners can look after themselves.

The first inkling the characters will have of this is when the large herd hoofs it onto Old Street. An Observation save will let a Singing Cowboy realize the cattle are being whipped and yelled at and likely to some be out of control. The Lazy B hands will ignore any warnings apart from cussing the character.

Stampede!

Any characters making an Observation save can grab their horse (if present) or try to grab a horse that is tied in the street. This is technically a breach of Western etiquette. Most men would sooner you kiss their wives than grab their horse (let alone kiss it), but this is an emergency. Those who grab a horse can attempt to make a rescue or take control of the herd away from the Lazy B hands. People caught on foot when the stampede reaches them must find a safe haven or start dodging.

Trampling

A character caught in the stampede can avoid damage by making a Quickness save, If they fail they take 1d6 damage and must make another save or be knocked down

and take another 1d6. They stand the next turn and repeat the process. The stampede passes the character after three rounds.

👉👉👉 **Places of Refuge (1d6)** 👈👈👈

1- A porch! There is only a 1 in 6 chance a steer will rampage onto a porch. The character must make both Quickness saves but is at +2.

2- A barrel! The character is knocked about and must make a Gumption save each turn or take a point of damage.

3-Climb! A porch support or drain pipe can get the character off the street but it requires a Dexterity check. Desperadoes are +2 DEX for this check.

4- A Wagon! The character is completely safe.

5- Satan's Godson! The cattle mill around but do not actually hit the character.

6- Stairs! The character is safe and can climb not a porch roof to attack the Lazy B hands the next turn with surprise!

Optionally add the character's WIS or DEX modifier to the roll.

Getting a Herd

Any characters trying to head off the stampeded must make three riding saves. The herd will be at the Algonquin in six turns. As long as three total saves (by one or all) are made the herd is stopped. On each turn roll or choose one of the emergencies on the table below that a character can respond to. Or not. Some people are Alignment N.

 **To the Rescue! (1d6)** 

1- A little girl/boy is in the middle of the street crying. Saving any of them requires a Dexterity check. Failure means the character got them but lost their bearings and can take no action the following round.

2- Wolf Pierce is caught out in the street. The rancher is an old hand at stampedes but a character rescuing him will have at least earned a favor in return. A big one.

3- Miss Tisdale! Let's just say Miss Tisdale will be very grateful. This is a PG adventure after all.

4- A lit lantern is knocked over by the vibrations and breaks. A fire starts and stopping it will take the rider out of the fight, Choices must be made.

5- The Water Tower! A water tower used for the town businesses and residents begins to topple from the vibrations. It will fall right onto the jailhouse. Yelling a warning will save the Sheriff (who's busy issuing orders and making rescues of his own. This just requires riding towards the jailhouse but if the character doesn't make his Riding save he will get doused and his horse knocked down.

6- Who buries the undertaker? Crowley Wormwood was transporting a coffin to a client's home for a private service when the stampede cut loose. His porters ran for it. If the character fails his Riding save. Wormwood shakes his fist and climbs into the casket and is safe. He has choice words for the galoot who didn't reach him. The coffin will be dusty and scuffed up.

If the stampede reaches the Algonquin the cattle will collapse the secret tunnel unless the characters did some fancy riding. There is a base 6 in 6 chance of the cattle

collapsing the tunnel. This is reduced by two for each Riding save made (so stopping the stampede prevents the collapse. It is reduced by one for each rescue made as that freed up other townspeople to help deal with the stampede.

If the stampede reaches the Algonquin the cattle will collapse the secret tunnel unless the characters did some fancy riding. There is a base 6 in 6 chance of the cattle collapsing the tunnel. This is reduced by two for each Riding save made (so stopping the stampede prevents the collapse. It is reduced by one for each rescue made as that freed up other townspeople to help deal with the stampede.

Joe Larimore will come under some fire for his role in the stampede whether the tunnel collapses or not. The Sheriff locks him up and fines him 1000 GP. Braxton hires Lawyer Padgett, pays for damages, and the charges are dropped.

As for the Algonquin



If the tunnel is collapsed Reverend Davies hurries from his prayer meeting and denounces the Silver Lode Saloon as doing the Devil's work or at least taking a cut

from him. The Silver Lode closes for a month and reopens under new management (though its the same owner as before -Miss Tisdale). Miss Tisdale has used the month off to dig a tunnel from the stable to the hotel, after some negotiations with Odie Smith.

If Braxton stole and retained the folio of collections and photos and the Silver Lode tunnel is closed much of Miss Tisdale's income is cut off. In this case she packs her bags and leaves town along with most of her girls. This may trigger an economic crisis.

The folio can also be lost and fall into other hands. What would Travis Parker do with it r A Lazy B Hand? It can ruin both Braxton and Miss Tisdale. Neither would take such a Situation lying down.

Lawyer Padgett to the Rescue!

Elmore Potter and Lawyer Padgett are having a friendly card game and invite the characters. The game is held in the Professor's medicine wagon. If they are reluctant lawyer Padgett will throw in dinners at the Algonquin and say they really want a bunch more players and are tired of playing with just two.

In the wagon the characters will find a third party - Minnie Piper. Padgett and Potter will explain for her that she is the victim of blackmail. Recently the blackmailer has increased their demands and Minnie doubts they can make their weekly payment on their loan. Padgett was hiding and watching the last pay off and noticed the blackmailer's agent, a scrawny lad, was accompanied by several burly guards in the shadows. Padgett wants the characters to confront them and offer a larger one time payment. Padgett will delay the Piper's loan payments a few weeks. Hopefully these scoundrels will this offer and let Minnie alone. The payment will be made as soon as the blackmail evidence is given to Minnie. Padgett will tell the characters to arrange a meeting for later the same evening.

Padgett could involve deputies and the Sheriff but prefers to be discrete and spare Minnie any embarrassment, especially considering the preacher's weekly crusades.

If the characters ask about the nature of the blackmail Padgett will say that is unimportant. A lady's honor is at stake. He offers the characters 500 GP to serve as bodyguards, as well as the free dinners previously mentioned. The meeting is for tomorrow night. A tearful Minnie pleads for the characters to help. Lawyer Padgett and the Professor are neither young nor men of action. Otherwise they will strap on gunboats and do what they must and may be harmed.

If the characters take the job they are present when Minnie slips out the back door to meet her blackmailer's agent, a short and scrawny fellow who wears a mask and keeps in the shadows. On an Observation check the characters can tell the agent is actually a petite woman. Another Observation check spots the four guards behind her. A third roll identifies the agent as Roscoe. Only the character with the best Observation may make the third roll.

Minnie will make the offer. She will also say she has friends and guards now and will have no more of this nonsense. She hands the agent the paper with her offer and demands the evidence in exchange delivered within an hour. The agent seems startled but considers it and after a moment declines. Minnie's resolve seems to waver then and if a character doesn't step forward she will collapse.

At that point the blackguards will enter the store and ransack it, going so far as to remove a large lock box. Horace will awaken and be laid out by the thugs.

Assuming at least one character steps forward here are some arguments they can make:

"We know who you are, Roscoe. Let's stop this before Miss Tisdale gets involved, or the Sheriff."

"Why not take this lump payment now instead of running the chance of Minnie or you being caught at it later?"

"Minnie is broke after this and she may as well come clean to Horace, who really loves her. They can always move to another city. Why not take it this pay out and enjoy it while you can. Like while you're breathing?"

"Maybe we just kill the all a' you, then?"

If the characters do step forward to negotiate, Roscoe talks to her muscle, Lazy B hands sent by Joe Larimore to help her out in exchange for a bottle of hooch each. The guards are not keen on the idea of a shoot out and Roscoe decides to accept the offer. She produces the letters and demands her money.

Minnie seems ready to face plant as Roscoe and her guards attempt to leave. The characters could start a shoot out. The hands are all bandits with a Morale of 7. A shoot out may bring 2d4 deputies running on a 2 in 6 chance.

Tailing Roscoe and her goons requires a DEX check. If any of the characters trailing the criminals fails their roll they are alerted and will split up and head to their various lodgings, leaving Roscoe to sneak back into the Algonquin via the Silver Lode tunnel.

If the characters take the letter for Minnie they see that it is from Minnie to Miss Tisdale. The letter thanks the Madame for her many kindnesses and setting up a new identity for Minnie to return to town and marry Horace, her favorite regular. Yes Horace knew and still loves Minnie. Miss Tisdale may not seem to be the sort to blackmail and they may bring the letter to the lady to demand an explanation.

Miss Tisdale is shocked by the letter, which she never received. If the characters recognized Roscoe and report her to the Madame Miss Tisdale is furious and orders one of her girls to bring Roscoe to her, busy or not!

Roscoe shows up in a nightgown and feigns being just awakened (she's wearing men's shoes if anyone thinks to look or spots on a 2 in 6 chance. Miss Tisdale promptly throws the letter in her face and follows it with a slap that lays out the redhead. "Get this trash out of here.

Stay out of my way, Roscoe. I am owed many favors and there is a lot of open range where you'd never find a tiny hole for such as yourself."

After a few moments of tearful begging, Miss Tisdale allows Roscoe ten minutes to get dressed and packed but confiscates her most of her earnings to pay back 'poor Miss Minnie.'

If they follow Roscoe the characters will see her go to the Sundown Saloon to get a room. They may later learn that Travis Parker sets her up as a saloon girl.

If Roscoe has already been exiled due to the characters' actions or not she is still the agent but heads for the Sundown Saloon where she has a room and a job ready. The characters may want to grab her and bring her to Miss Tisdale ... which will require some subterfuge and possibly ungentlemanly means. If they think of asking the Professor he will provide some ether to knock her out quietly.

Other NPCs

“You can’t have too many NPCs!” -Deputy Hunt

Petah (Eagle Eye ‘Pete’) HD 3 (11 hit points) ; AC 5 ; Atk Six gun (1d6); Move 120’; Save 16; AL N; XP 250; Special: Pete will follow a trail in difficult situations on a 4 in 6 chance. In good lighting and weather he doesn’t need to roll.

Pete is an old Black Foot who made his mark as a guide, trapper and scout. Locals say Pete could find the Lost Dutchman mine in the dark if he had one eye covered and was tossed as a newt. Pete is semi-retired and most days can be found on the porch of the Sheriff’s office whittling or sharing tobacco among the law men. Evenings he enjoys Kwan Lung’s company and has learned a passable amount of Chinese and to drink tea.

He enjoys White Man’s Cigarettes, much to his embarrassment, and a Meerschaum pipe Sheriff McDaniel gave him for services rendered.

Pete seldom speaks English and almost never to strangers. If he works for someone who doesn’t speak Blackfoot (“Damn immigrants!”) he will demand they take his grandson ‘Little Pete’ to serve as an interpreter.

Ted Ash: HD 3 (12 hit points); AC 5 ; Atk Six gun (1d6); Move 120’; Save 16; AL L; XP 250; Special: +1 Reaction (+2 if given a chance to sing). Smart Horse (Milo). Lasso (Ted is +2 to hit with his lasso and a character or animal snared must make a Quickness save or be paralyzed the next turn and until they make a save or Ted releases them).

Ted Ash has already made a name for himself with his sunny disposition, fine voice and skill with horses. He

has a shack back of Odie Smith's stables. Odie hires Ted to break horses and when there are none to break, Ted plays piano in the Silver Lode and is very popular.

Ted briefly worked at the Lazy B and soon quit finding that most of Larimore's favorites were getting a free ride on a few hands' hard work. He detests Larimore especially and has seen the foreman meet 'some harlot' a few times.

Alma Jane Frisby HD 2 (7 hit points); AC 7; Atk Six gun (1d6); Move 120'; Save 16; AL L; XP 460; Special: Alma can break a horse on a 4 in 6 chance, checked once per week. She can work on three horses at a time. Alma can brew a poultice letting a character recover three hit points per day of rest.

Alma Jane was orphaned at an early age and went from house to house in town getting a well rounded education from foster families and the various odd jobs she did around the town. She knows the basics of carpentry and embalming from Wormwood. Can doctor injuries thanks to Professor Potter, knows some tailoring from Miss Ruth and clerking from Miss Minnie. She was game to see what she could learn at the Algonquin but Sheriff McDaniel and the Judge shut that down fast.

Alma is accomplished at playing the part of a teen aged boy due to necessity. Alfonse often gets odd jobs around town outside the Old Street section or finds work as a guide, errand runner, and running beer by the bucket to laborers. She lives in a small tent behind the grain silo.

Kwan Lung: HD 5 (25 hit points); AC 2 ; Atk Hand/Foot (1d6 +2); Move 120'; Save 12; AL L; XP 460; Special: Martial Artist: Kwan's unarmed attacks do the damage indicated, in addition he has a +2 Reaction from his fellow Asians. Kwan can perform acts of dexterity such as

moving silently or scaling a wall on a 4 in 6 chance.

Kwan is a long time friend of Eagle Eye Pete and conversant in Blackfoot. He is also a good launderer and tailor, known for his fine suits. Kwan keeps quiet about his martial arts skills because he knows he is not bulletproof and that a large enough mob could hurt or kill him and might just see if they can or to see how many it takes.

Kwan is a stern but fair boss and his employees are utterly loyal to him. In exchange Kwan has laid out a few bullies in back alleyways to spread the word that the laundry workers are to be left alone. He hasn't killed anyone but the eerie attacks, carried out in silence, have convinced most people to leave the Chinese workers to themselves.

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


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