

BOOT HILL®

WILD WEST
GAME ADVENTURE

BURNED BUSH WELLS BY JEFF GRUBB

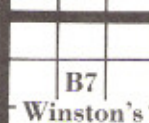
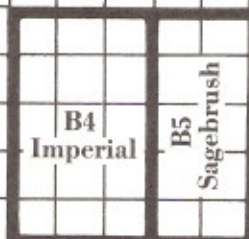
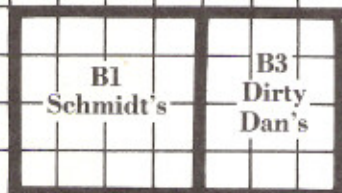
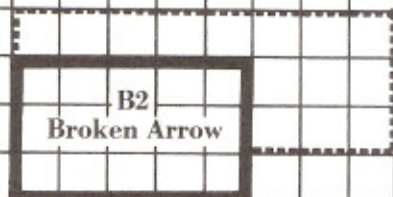


WITH ALLEN HAMMACK AND BRIAN BLUME

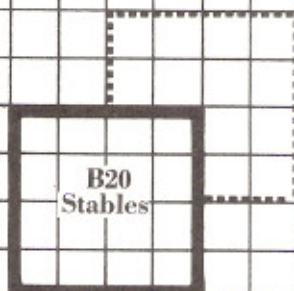
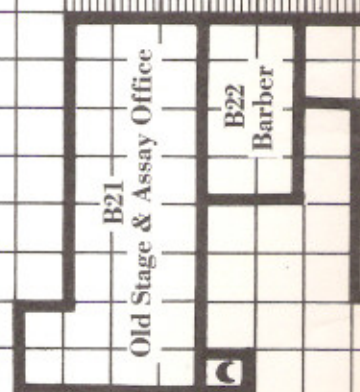
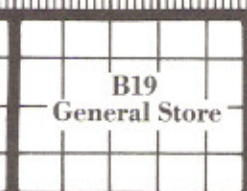
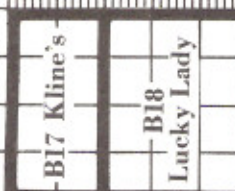


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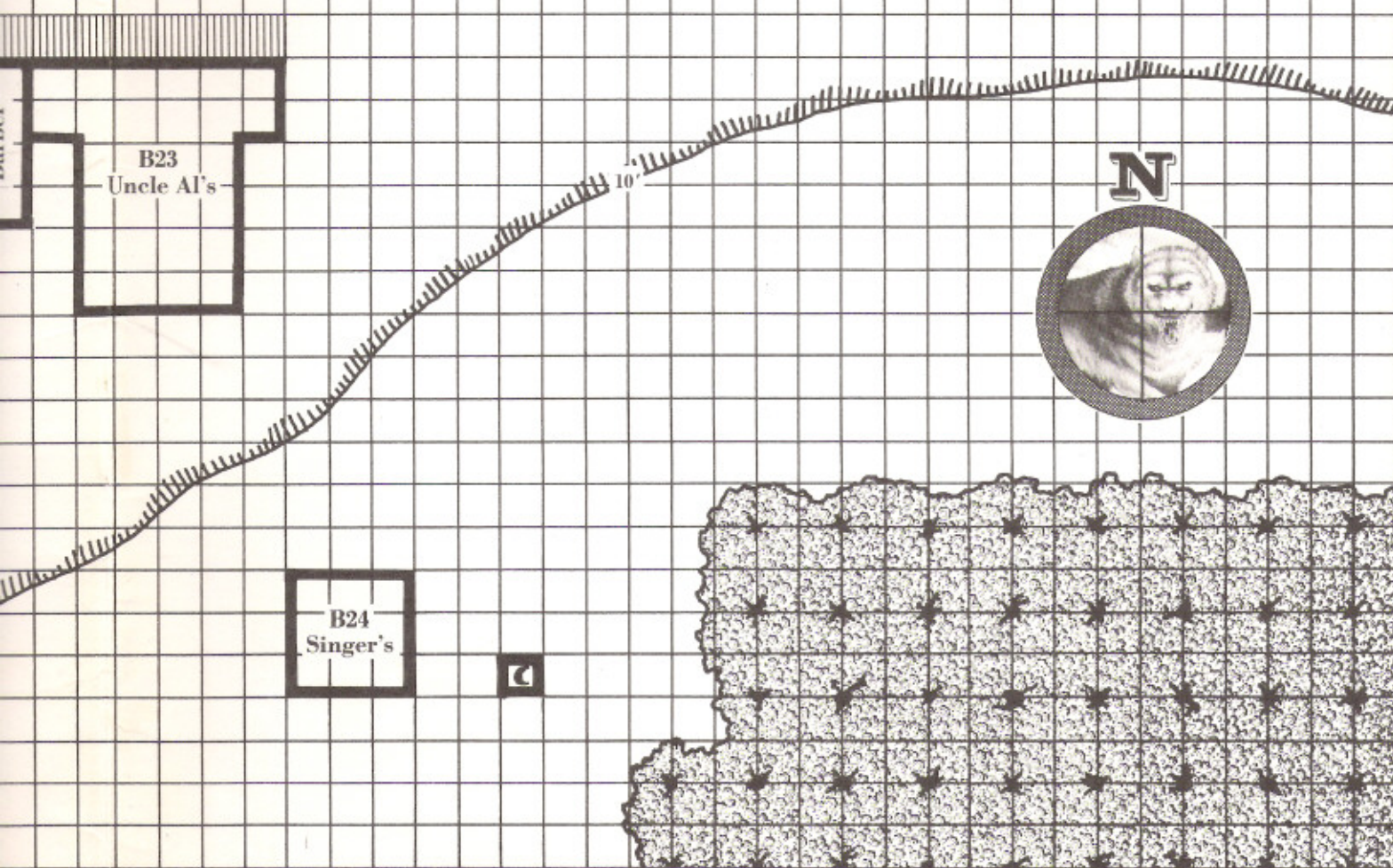
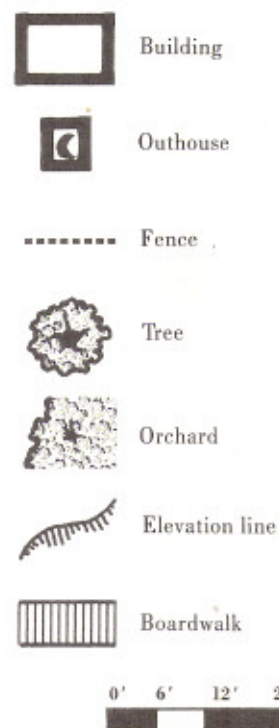
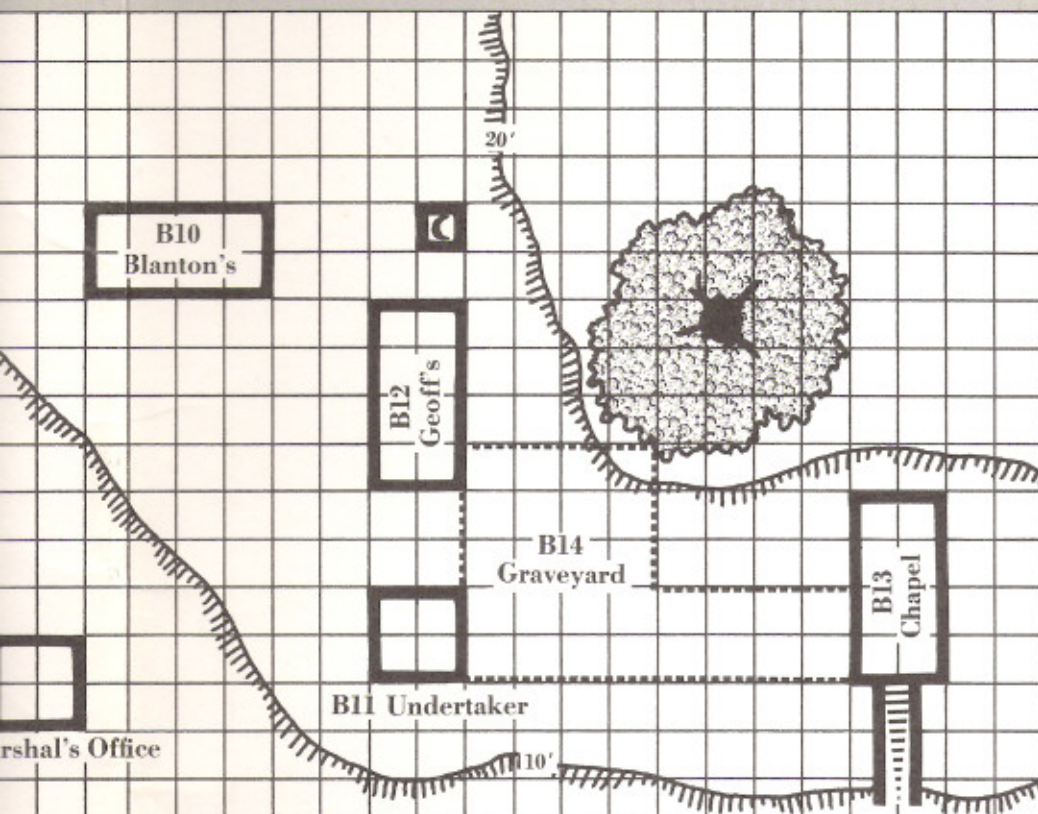
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B9 Marshal's Office



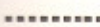
BURNED BUSH WELLS



GORDON



Building



Fence

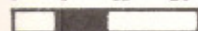


Outhouse



Elevation Line

0' 6' 12' 24'



G1 Ruins

G1 Ruins

G1 ruins

G3 Mad Murph's House

G7 Miners' Hole Saloon

G4 General Store and Stage Office

G2 Gordon Stables

G8 Old Main Hotel

G6 Mining Building

G5 Manager's House

G1 Ruins

G1 Ruins

G1 Ruins

A BOOT HILL® WILD WEST GAME ADVENTURE



BURNED BUSH WELLS

BY JEFF GRUBB
WITH ALLEN HAMMACK AND BRIAN BLUME

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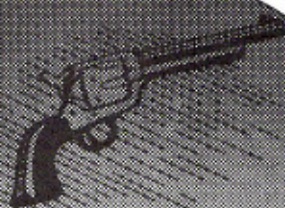


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PREPARING FOR PLAY



Burned Bush Wells is a Wild West module set in a small town in the dead of winter. It contains encounters both in town and in the surrounding hills, and leads players into a conflict between two factions of townspeople. You must have a copy of the **BOOT HILL®** game to play this adventure.

This module can be played by itself or used in your present campaign. If it is used by itself, players may either create their own characters or use those listed at the end of this module. If this module is part of a larger western campaign, players may bring in their existing characters. In either case, begin the module with the "Wolf Hunt" section.

In order to judge **Burned Bush Wells**, read this booklet carefully. Be familiar with the town and the adventures found there. Certain NPCs are helpful to have in the final encounters: make them run away from encounters which seem to involve their certain death. At any rate, try to see that certain non-player characters (Lyle Underhay, Doc Klaber, and Harry Kline, for example) survive to the last encounter. If these NPCs are killed (for example, ambushed by PCs), choose other likely NPCs to take their places in the final encounters: if Underhay dies, use Singer; if Kline dies, use Clarence Williams.

Three large maps are used in the adventure. Two are inside the module cover, and one is on the outside flap. The Wilderness Map on the outside flap shows the northwestern corner of El Dorado County from Desperado's Den to Lake Timeshenko, and includes the area of play. The maps inside the cover are of the towns of Burned Bush Wells and Gordon. Players may refer to all three maps during play. In addition, interior maps of the buildings are provided along with descriptions.

ABBREVIATIONS

The following statistics are listed for each character: **W**= weapon commonly used, **BS**= Base Speed, **GA**= Basic Gun Accuracy, **TA**= Base Throwing Accuracy, **B**= Bravery, **S**= Strength, **A**= Age, and **GR**= Gambling Rating (when applicable). Those who do not normally carry weapons are marked by a dash in the **W** area, and their Base Speed does not include weapon speed.

BACKGROUND

Winter is a lean time in the west. Most ranches lay off their hands until the spring round-up, and many workers prospect, trap, or ride the grub line to survive the winter. This winter is worse than most for El Dorado County, filled with bitter cold days and deep snow. The weather is so bad that timber wolves have come down from the mountains and are raiding the herds of the local ranches. A bounty has gone out on wolf and coyote hides, and unemployed ranch hands and hunters have drifted to the towns in the hills.

Burned Bush Wells is located south of the Timber Creek Mountains. During the summer months it is a cattle town, near the only sure water source between the badlands and the Spillwater River. Burned Bush Wells is also torn by the conflict between independent merchants and those businesses controlled by Lyle Underhay, owner of the San Franciscan Hotel. Underhay owns a large number of the buildings in Burned Bush Wells, and hopes eventually to control all of the business in town.

WINTER IN EL DORADO COUNTY

The current winter is the worst on record for El Dorado County. The snow lies 6' deep on the ground, drifting 3 to 4 feet in places. The weather slows movement, and the cold increases the chance that player characters or NPCs will freeze to death.

Movement. Movement on the outdoor map will be slowed as shown on the table below. No long-term running can be made in this weather, so unmounted movement is limited to 1 hex/two hours in clear terrain.

	Unmounted	Mounted
Clear	1 hex/2 hours	1 hex/hour
Hill	1 hex/4 hours	1 hex/2 hours
Badlands	1 hex/8 hours	1 hex/4 hours
Forest	1 hex/8 hours	1 hex/4 hours

Those players using the strategic mounted movement table on page 16 of the **BOOT HILL®** ruleset should halve the listed movement for effects of snow, and halve the value again for hills, badlands, and forest terrain.

Freezing. Long exposure to cold causes players to lose strength and weapon accuracy. Reduce first shot and hit determination by -5% if the firing character has been out in the cold for more than 2 hours. An hour of relative warmth, such as by a fire and out of the cold and wind, stops this reduction. Strength drops by 1 point for every four hours out in the cold. This drop can be prevented by dry clothes and blankets, or by being near a fire. If a player's strength is ever reduced to zero, he has frozen to death.

ANIMAL ENCOUNTERS

The **BOOT HILL®** rulebook deals with man-to-man combat, but characters may fight wild animals in this module, especially in the first scenario, "The Wolf Hunt." Use these guidelines for animal encounters.

Animals have five statistics, two of which are like character abilities. Just as characters do, animals have a Strength Ability (S) and a Base Speed (BS). They also have a Base Chance to Hit (BCH), a Damage Modifier (DM) and a Wounds Modifier (WM). The BCH is the percentage chance of the animal's hitting when it attacks. The DM adjusts the seriousness of wounds caused by the animal. The WM adjusts the seriousness of wounds the animal suffers.

Most animals flee fire and loud noises. They do not fight unless they are cornered. Large meat-eaters (bear, wolves, and wild dogs in a pack) attack men only if they can find no other food.

Handle combat with animals as you would a gunfight. An attacking animal's base speed can be modified by the First Shot Determination Chart, and its base chance to hit can be modified by the Hit Determination Chart.

Wound location for attacks by the animal is handled normally, though the Damage Modifier may affect the severity of those wounds.

Arm wounds (see Wounds Chart on p. 10 of the Rulebook) become foreleg wounds on a wild animal, while hits in the leg become hind leg wounds. Figure in the Wound Modifier to find out how serious the animal's wounds are. Treat damage from animal attacks as you would gunshot wounds for severity and time required to heal.

The table below lists statistics for several animals found in this module.

	ST	BS	BCH%	DM	WM
Bear	31-50	9-14	51-60	+20	-30
Wolf	11-20	11-20	41-50	+5	-5
Coyote	8-12	6-15	31-40	0	0
Wild Dog	6-10	6-15	31-40	0	+5
Bison	31-40	6-15	51-60	+10	+5
Deer	6-10	11-20	31-40	-20	+20
Elk	11-20	11-20	41-50	-10	+10
Badger	6-10	11-20	31-40	*	+5
Wolverine	10-15	11-20	51-60	*	0
Skunk	1-5	6-10	41-50	**	+5

* Badgers and wolverines cannot hit areas out of their reach, such as the head of a standing man. Reroll hits in such areas. These creatures give only light and serious wounds.

** The skunk's bite causes only light wounds, and cannot reach the upper body. Skunks can, however, deliver a squirt of nauseous chemicals at their attacker. This spray reduces weapon accuracy by 30% for 2 rounds. The odor comes off the skin only after many hot baths; clothes must be burned or thrown away.





THE WOLF HUNT



Read the following to the players:

It's late November in El Dorado County, and winter has already sunk its claws into the countryside. The first winter storms began in October. Now a thick blanket of snow covers the northern part of the county. Wolves, coyotes, and other varmints have been driven from their mountain homes by the weather. They've made their way into settled land, and now ranchers claim that wolves are attacking and killing cattle.

Word has gone out that Phil Singer, proprietor of the Burned Bush Wells General Store, has issued a bounty on wolves and other predators. He will buy a full wolf pelt for \$9, a coyote pelt for \$3. Folks say that Singer is backed by Lyle Underhay, owner of the San Franciscan Hotel and the richest man in town. The bounty sounds fair and would help drifters and unemployed ranch hands ride out the rough winter.

Characters adventure within 20 miles (10 hexes on the wilderness map) of Burned Bush Wells. Moving beyond this distance from town is dangerous, if not impossible: travelling through the thicker snow and ice becomes harder and harder, and chances to survive are slim to none if characters are caught far from town on a winter night. In order to run a successful hunt, players should use the town as their home base. They have the choice of hunting, trapping, or poisoning the wolves. Those who choose hunting should roll 3 times/day on the following table, while those characters who are trapping, poisoning, or passing through to richer areas should roll only once/day.

Wolf Hunt Encounters (No. Appearing)

01-30	No Encounter
31-33	Deer (2-20)
34-37	Elk (1-10)
38-40	Bison (1-10)
41-50	Coyotes (1-10)
51-70	Wolf Tracks
71-90	Wolves (1-10)
91-00	Special (Roll again and consult below):
01-30	Wolf Den
31-50	Wild Dogs (1-10)
51-60	Lone Wolf
61-70	Line Rider
71-85	Other Wolf Hunter
86-00	Doc Klaber

Deer. They bolt at the sound of gunfire.

Elk. They bolt at the sound of gunfire.

Bison. 10% of the time bison charge people who shoot at them. Otherwise, they run from the sound of gunfire.

Coyotes. They flee at the sound of gunfire.

Wolf Tracks. If characters track the creature successfully, add 20 to the next encounter roll.

Wolves. They flee the characters 80% of the time, close and attack 20% of the time.

They will always flee if two members of the pack are brought down.

Den. This area appears to be a small cave or a thick patch of undergrowth. Wolf tracks surround the area, though that does not mean that wolves live there: often the tracks are a sign that a pack has been hunting in the area. Dens are empty 50% of the time. If a den is occupied, roll a 10-sided die: (1-3) a single wolf occupies the lair; (4-6) a wild dog or coyote is in the lair; (7-9) a raccoon or other small animal is inside; and on a roll of 0 a skunk is in the den.

Wild Dogs. These wild animals will attack. They will not flee until 50% of their number are dead.

Lone Wolf. A single large, vicious wolf (S 20, BS 20, BCH 50%, DM +5%, WM -5%) appears about 10 yards from the party. Cut off from the pack and driven wild with hunger, he will attack the nearest member of the party.

Line Rider. A Line Rider is an unemployed cowhand riding from ranch to ranch trading news, company, and small jobs for food and shelter. A line rider is rarely hostile, but he will be ready for suspicious characters. Line riders have the following stats:

Line Rider

W	BS	GA	IA	B	S	A
DAR5	+11	53	56	14	20	
KN	+11					

Wolf Hunter. There are others in the hills who intend to make good Singer's offer. Choose one of the transients listed or use the typical stats below. Other wolf hunters do not look kindly on competition. They will not be above stealing food, money, and pelts from player characters. -

Wolf Hunter

W	BS	GA	TA	B	S	A
6R	+2	58	60	60	14	
KN	+12					
SAR5	+15					

Doc Klaber. The characters come across one of the small roads that lace the area. A black buckboard is mired in the mud and snow. Its driver, an old man in a black coat, is trying to lift the wheel out of its rut, while he curses the buckboard's horse. The old man will see the characters and call for aid.

The driver is Doc Klaber, Burned Bush Wells' only doctor. If the characters help him get the buckboard unmired, he is grateful and offers a lift into town. He will be kind to the players in the future, willing to provide information on the town and its citizens. If the players are hostile to the helpless old man, or do not aid, he will not aid them in the future.

HOW TO HUNT WOLVES

Players usually encounter wild game in normal movement through the wilderness, but if they

are hunting wolves, use the following procedure.

Wolves may be killed through hunting, trapping, or poisoning. Hunting, setting a trap, or setting poison requires the character to stay for a day in the hex where he began that morning. After setting traps or poison, the hunter may leave the hex for several days, then return to check the results of his work.

Hunting. The characters stalk their prey. Roll on the Encounter table above for encounters with wolves and other creatures.

Trapping. The characters either place traps along trails used by the prey or bait traps with meat. Then they check their traps after a few days, using the table below for results:

01-50	Nothing — Trap still set.
51-65	Trap missing.
66-80	Smaller creature (raccoon or raven, for example) caught in trap.
81-90	Coyote (10% chance alive with light wound).
91-00	Wolf (15% chance alive with light wound).

Characters using traps roll once/day on the Wolf Hunt Encounter Chart. They may buy traps at Singer's General Store (Bldg B19) in Burned Bush Wells.

Poison. A common practice in wolf-killing is to shoot a deer, elk, or cow, and poison the carcass with strychnine sulfate. There is a 20% chance that each poisoned carcass will attract scavengers, and a 40% chance those scavengers will be wolves (other animals eating these poisoned creatures might be ravens, wild dogs, coyotes, and other small creatures, but not larger creatures such as bears or wildcats). The poisoned meat causes 1-10 points reduction in strength per hour for 5 hours, and any poisoned creature (including humans) attacks at -30% chance to hit and cannot punch or grapple. Creatures or characters reduced to 0 strength are dead. Because of the effect of this poison, both carcasses and wolf meat are suspect. Characters who use poison may still have to track a prey that wanders before it dies. Characters using poison roll once/day on the Wolf Hunt Encounter Chart. They may buy strychnine at Singer's General Store (Bldg B19).

THE TOWN OF BURNED BUSH WELLS



Wall



Spiral Stair



Stair



Window



Door



Swinging door



Ladder



Curtain



Bar



Iron stove



Safe



Anvil



Forge

KEY

Burned Bush Wells is located in the northwest corner of El Dorado County, in the foothills of the Timber Creek Mountains. The two reliable wells south of town make the area a major stop for the summer cattle drives. A small silver strike in nearby Panther Hollow turned Burned Bush Wells into a boom town for a few months two years back. Buildings were raised and a stageline was established to Promise City. The strike faded quickly, however, and the line was discontinued. The town now makes its living off the cattle drives, and has spent its winters quietly.

In addition to many small homesteads and farms, four large ranches lie around Burned Bush Wells. The main buildings of each ranch are shown on the wilderness map by the ranch brand. The Terrapin north of town is run by Anthony McDowell and his three sons. The Lazy J ranch to the south is owned and operated by the Ronald Blake family. The Rocking G, south and west of town, is owned by Mr. G and operated by Doug Singer, brother of Phil Singer (Bldg B19). Mr. G. is a wealthy, mysterious rancher from the Promise City Area; he owns large and small ranches throughout the county.

A fourth ranch, the Cross Y, closed this past October after a major fire swept through its main buildings. Mr. G bought the ranch and most of its herd, adding this property to the Rocking G. All of the hands at the Cross Y were fired.

Mr. G. does not own anything in Burned Bush Wells, but his loans have helped finance Lyle Underhay's (Bldg B8) business ventures. Mr. G. invested heavily during the silver strike: his money built the San Franciscan Hotel, the Birdsong Dance Hall, and other buildings in town. Lyle Underhay owns these structures, but he sends a monthly cut of their profits south to Mr. G. Underhay uses the rest of the profits to improve and expand his operations, often at the expense of smaller, independent merchants, who have banded together to form the Burned Bush Business Council (BBBC) in an attempt to stop Underhay's takeover of the town. The year-long peace between the two factions has been strained by Underhay's high-handed attitude and low business tactics.

The town is presented building by building, describing the appearance, cost for services, and the citizens usually found there.

BL. SCHMIDT'S BOARDING HOUSE

Schmidt's is a large two-story house made of finished lumber. An overhanging porch lies in front, a set of stairs in back. The Schmidts' two bedrooms, dining room and kitchen are on the first floor. Six bedrooms are on the second floor, five of which are occupied. A room and two meals cost \$.60 per day.

Hans Schmidt (room 1)

W	BS	GA	TA	B	S	A
SAR6	+11	65	62	85	14	40
12C	-2					

Gertrude Schmidt (room 1)

-	-4	34	34	61	16	41
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Kurt Schmidt (room 1)

-	-7	28	28	18	14	11
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Kristina Schmidt (room 1)

-	-9	25	25	10	8	8
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Mabel Logan (room 7)

-	-4	34	34	52	15	35
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At Night Only:

Charlie Logan (room 7) See Bldg B2.

Big John Stone (room 6) See Bldg B20.

Mike Stone (room 5) See Bldg B20.

Slim Sam (room 3) See Bldg B6.

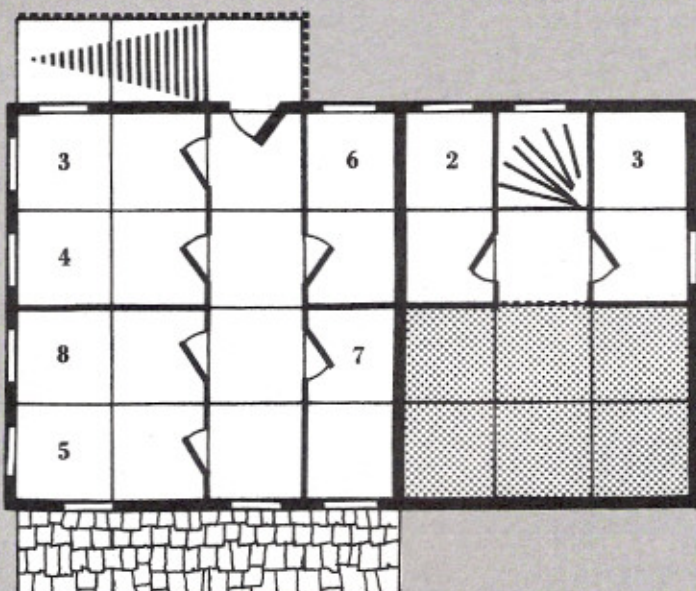
At Day Only

John H. Morgan (room 4) See Bldg B6.

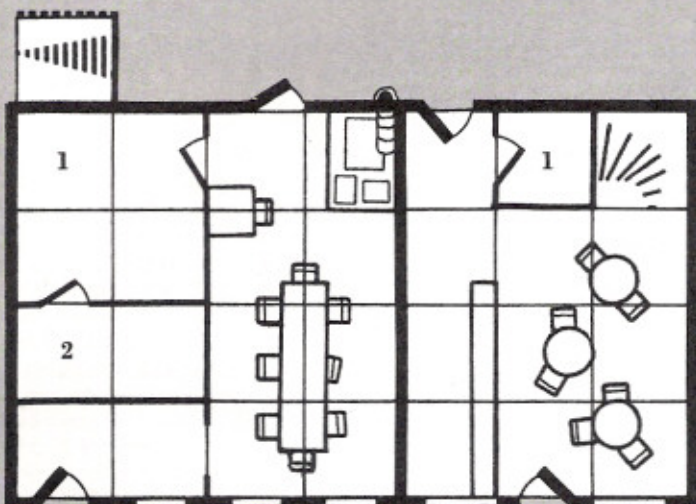
Hans Schmidt. Hans is a thin, friendly man who has a bushy moustache. He owns Schmidt's Boarding House and is a member of the Burned Bush Business Council (BBBC). One room is vacant at his boarding house, but he can easily offer two if the Stones (Mike and Big Jim) double up. Hans keeps his revolver in a nightstand by his bed and his carbine (a Union Sharps) hanging in the front hall.

Gertrude Schmidt. A large woman, Gertie is Hans' wife. She is the cook, maid and general manager of the boarding house. Gertie tends to henpeck Hans, is vain about her looks and true age, but is a dependable woman and a fine cook.

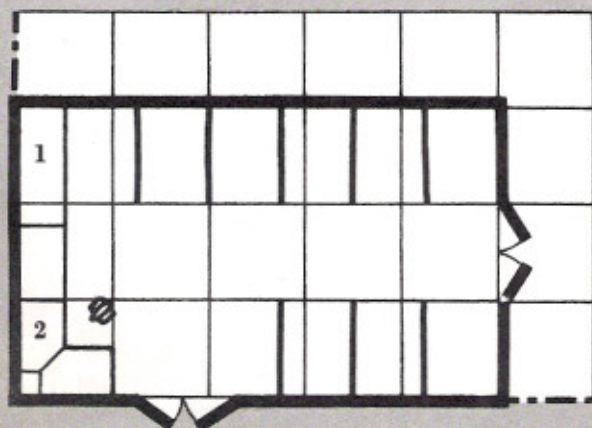
Kurt Schmidt. A blonde boy of 11, Kurt reads pulp novels and dreams of mountain men and Indian fighters. Once in a while he steals Hans' carbine to hunt rabbits, and earns a good paddling when Hans discovers the theft. Kurt sleeps in his own room next to his parents'.



B1. Schmidt's Boarding House



B3. Dirty Dan's



B2. Broken Arrow Stables

Kristina Schmidt. Age 8, Kristy is the youngest of the family. She sleeps in her parents' room.

Mabel Logan. Wife of Charlie Logan, the owner of the Broken Arrow Stables (Bldg B2), Mabel spends most of her time helping Gert with the chores. A cheerful, sunny woman, she takes the edge off both Charlie's quietness and Gert's nagging.

B2. BROKEN ARROW STABLES

The Broken Arrow Stables is a one story wood building. It has a fenced paddock, stalls for ten horses, and a smithy's forge and anvil. Horses may be boarded for \$.25 a day, \$6.00 a month.

Charlie Logan

W	BS	GA	TA	B	S	A
CBR	+5	63	47	52	19	37
AR	-5					

Curly Hinkle

SAR5	+11	42	52	17	16	17
KN	-8					

Charlie Logan. Owner of the Broken Arrow Stables and member of the BBBC, Charlie is a strong, silent bull of a man. He tends his forge from 6 a.m. to 6 p.m. He carries his cap-and-ball revolver except when he is at the forge, and keeps his old army rifle by the stable door. Charlie and his wife Mabel (Bldg B1) have a room at Schmidt's Boarding House, and are on good terms with the other smith in town, Big Jim Stone (Bldg B20).

Curly Hinkle. Curly works as the stable hand at the Broken Arrow, from noon to 10 p.m. He sleeps on a cot in the stable at night. He is a sly young man and loves to gamble (GR 10), which has caused trouble with Mike Stone (Bldg B20) and Harry Kline (Bldg B17). Because of past trouble, Curly carries a pistol and knife; still, he would rather talk his way out of trouble.

B3. DIRTY DAN'S SALOON

Dirty Dan's is a low two-story wood building next to Schmidt's Boarding House. A bar and gaming tables are on the first floor, and bedrooms for Dan and Cal Worth on the second. Part of the second floor opens out onto the first, giving most of the bar area a fifteen-foot ceiling.

A mug of beer costs \$.05, whiskey \$.10 a shot. The bar carries all kinds of rot-gut, snake juice, and Kansas City Sheep Dip.

Dirty Dan (room 2)

W	BS	GA	TA	B	S	A
SAR6	+14	53	47	34	14	35
SCG	+6					

Cal Worth (room 3)

FDR6	+24	58	63	80	15	41
SCG	+14					
KN	+19					

Dirty Dan. Owner of the saloon and a vocal member of the BBBC, Dan is usually on duty throughout the night. His name is misleading: Dan wears the best silk shirts and St. Louis-style suits he can find. He prefers not to use his last name (Addams). Cal Worth says this secrecy is because he double-dealed some Eastern politico before coming here. Dan keeps his revolver in his cash drawer and the scattergun behind the bar.

Cal Worth. Daytime bartender at the Saloon, Cal worked at the Terrapin ranch before a badly set bone forced him to retire. He still limps, but appears to be a rugged cowboy just off the range. Cal has a short temper and a weakness for cards (GR 10). He hates to lose, however, and has been known to wear his revolver at games. He always carries his knife in his belt.

B4. THE IMPERIAL SALOON

The Imperial is a two-story wooden building. The first floor contains a bar and gaming area, and boasts the only pool table and roulette wheel in Burned Bush Wells. An iron spiral staircase leads to the second floor, where the bedrooms are located. The second floor balcony opens over the bar, and a pair of wrought-iron chandeliers hang from the ceiling. Beer costs \$.05 a glass; whiskey is \$.10 a shot or \$2.00 a bottle. The Imperial is owned by Lyle Underhay (Bldg B8).

George Lawton (room 1)

W	BS	GA	TA	B	S	A
DAR6	+8	34	43	59	14	25
2D	+8					

Annie Lawton

-	-4	34	34	54	13	24
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Ralph Morelock (room 2)

SAR5	+15	58	50	62	14	22
SCG	-7					

Little Al

SAR6	+15	53	42	37	12	40
SCG	-7					

George Lawton. Proprietor of the Imperial for Lyle Underhay (Bldg B8), George is a smart businessman who concentrates on showing a good profit for Underhay's investment. He is usually in the saloon between noon and midnight. He keeps his double-action revolver in his room, but always carries the derringer in his coat pocket.

Annie Lawton. George's wife, Annie helps with the cleaning and serving on busy nights. A sour woman, she hates being trapped in this town, preferring more civilized places like Promise City.

Ralph Morelock. Ralph is the day bartender at the Imperial, and works between 9 a.m. and 9 p.m. summer and winter: in the spring and fall he is a ranch hand at the Rocking G. Still wild for his age, Ralph keeps his job because he is Annie's cousin. Although his job

is to keep the place peaceful, he is not above joining any fight. He is ambidextrous.

Little Al. Alfred Schneider is the quiet, balding night bartender. He is a very good worker. He keeps his revolver with Ralph's by the cash-box, and has his scattergun mounted over the bar. Al spends his spare time practicing at the pool table, where he is a sharp operator who hustles an occasional customer.

B5. THE SAGEBRUSH SALOON

The Sagebrush is a one-and-a-half story wood building with a sloping roof of rough timbers. The first floor contains a dimly-lit bar, a back room for supplies, and stairs to the second floor. The second floor contains two bedrooms for Mort and Lyman.

Beer costs \$.05 a glass, whiskey \$.10 a shot or \$2.00 a bottle.

Mort Irving (room 2; office 1)

W	BS	GA	TA	B	S	A
FDR5	+29	66	71	65	10	31
SCG	+19					
KN	-24					

Lyman Arens (room 3)

SAR6	+18	63	47	42	15	40
SCG	+10					

Mort Irving. Mort owns the Sagebrush Saloon. He is a member in poor standing in the BBBC because people say he has friends in Desperado's Den. Mort is a small, sour character who scorns the law and likes Wild Ben Silver (Bldg B9) even less. He always wears a gun and three knives in his belt, and keeps the saloon's scattergun in an empty barrel marked "Pickles" at the end of the bar. Mort works the bar from midnight to noon (GR 18).

Lyman Arens. Day bartender at the saloon, Lyman is a wiry man who has spooky, deep-set eyes. People say he has a price on his head back in Kansas, dating back to the Civil War. Lyman rarely speaks, and when he does he whispers. Like Mort, he wears his guns at all times, and keeps them handy when he sleeps.

B6. THE BIRDSONG DANCE HALL AND SOCIAL CLUB

The Birdsong is a two-story wood building: the first floor contains a large bar, a dance floor, and quarters for the bartenders. The second floor consists of eight rooms along the balcony for the club's entertainers. The Birdsong was built during the silver boom by Mr. G, and is owned by Lyle Underhay (Bldg B8).

A glass of beer costs \$.05, whiskey is \$.15 a shot, genuine French champagne is \$.50 a glass. Ten cents a dance.

Hal Blanton

W	BS	GA	TA	B	S	A
DAR6	+1	36	41	03	15	39

15R	-9					
KM	+1					
Dave Rodgers (room 2)						
SCG	0	42	52	12	14	24
DAR6	+5					
KN	+5					
Sanford Russel (room 3)						
SAR6	+21	50	61	60	18	33
SCG	+13					
KN	-28					
Slim Sam						
FDR	+24	65	65	79	14	31
KN	+19					
John H. Morgan						
SAR5	+7	49	51	97	21	19
KN	+4					
Jersey Sal (room 4)						
-	-5	31	31	33	11	26
Marjo Barr (room 4)						
-	-5	31	31	22	14	28
Ruth Davis (room 7)						
KN	-7	28	28	11	14	28
Diamond Nancy (room 48)						
-	-9	25	25	04	13	22
Little Kate (room 9)						
-	-9	25	25	02	8	30
Barb Krager (room 10)						
2D	-4	34	34	59	9	26

Hal Blanton. Hal manages the club. He lives by himself in his own house (Bldg B10). He is plump and friendly. Hal keeps his office behind the bar; his desk drawers contain papers and a revolver. He carries his knife and hangs his rifle over his fireplace at home.

Dave Rodgers. Dave is the club bartender from 8 a.m. to 8 p.m. He occupies one of the lower bedrooms. He is rather timid and leaves his knife and revolver in his room, but he keeps the club's scattergun behind the bar.

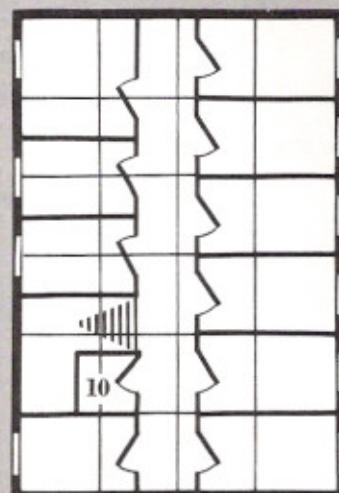
Sanford Russel. Sanford tends bar from 8 p.m. to 8 a.m. His quarters are the other bedroom on the first floor. Unlike Rodgers, Sanford packs both his gun and knife, relying on the scattergun as a last resort against rowdy customers.

Slim Sam. Slim the bouncer handles most of the messy jobs for Blanton. In spring and summer Slim works at the Rocking G, but in fall and winter he lives at Schmidt's and works at the Birdsong. Slim has a tough reputation and does his best to live up to it, wearing his gun and knife in a custom-made belt of black leather. Slim has an eye for Jersey Sal and does not like it if anyone flirts with her. (GR 12.)

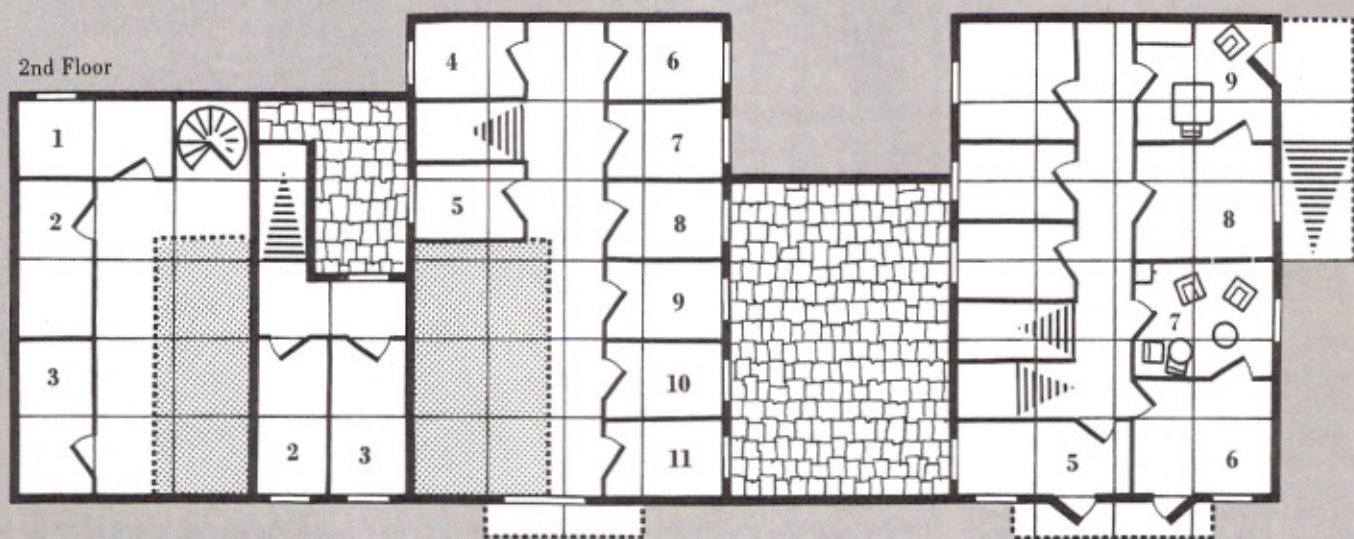
John H. Morgan. The Birdsong's other bouncer, John H. is also from the Rocking G and also winters at Schmidt's (Bldg B1). He is a large, rather slow young man who depends on Slim for help. He will always come to the aid of Slim or the girls if he thinks they are in trouble. John H. keeps his gun behind the bar and wears his knife on the back of his belt.

Jersey Sal. Sal has been hired by Blanton to entertain the cowboys and help them spend their money. She is Slim Sam's girl, but she flirts with other men to make him jealous.

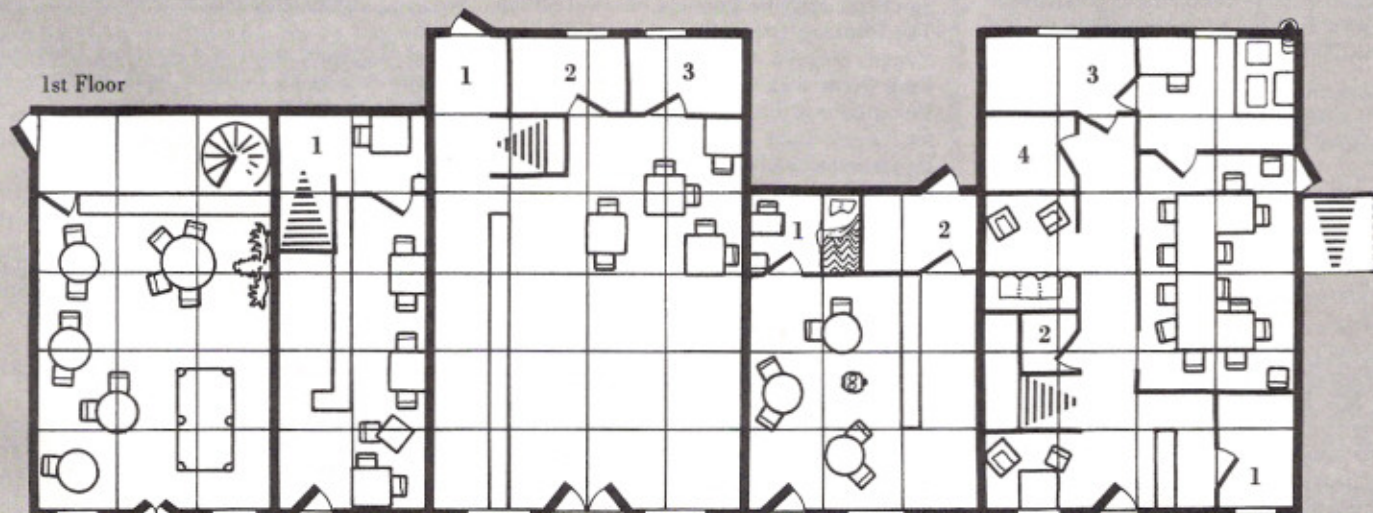
3rd Floor



2nd Floor



1st Floor



B4.

B5.

B6.

B7.

B8.

Imperial Saloon

Sagebrush Saloon

Birdsong Dance Hall

Winston's Saloon

San Franciscan Hotel

Marjo Barr. Marjo is like a mother to the other women at the Birdsong, and she makes sure they have what they need to be safe and happy. She spends some of her time at the General Store (Bldg B19) ordering supplies and checking catalog with Phil Singer; her visits do not sit well with Mrs. Singer.

Ruth Davis. A fiery, short-tempered red-head, Ruth has been known to throw rude cowhands down the stairs, a habit that has caused her trouble often. She keeps a slender knife in the top of her right boot.

Diamond Nan. Nan spends most of her time on the floor dancing or playing poker (GR 15). She acts shy and helpless, and has cleaned out many cowboys with her wide eyes and pouting lips.

Little Kate. Eldest and smallest of the girls, Kate spends most of her time husband-hunting, and plans to retire after this summer's drive.

Barb Krager. A quiet blonde who remains at the club under Blanton's protection, Barb recently shot Eve Conrad in a fight over a man. She keeps a two-shot derringer in a pearl-inlaid handbag that she carries at all times.

Two of the rooms are now empty: Josey Merkle left after the fall roundup to marry a trail-cook from the Terrapin, and Eve Conrad was shot in an argument with Barb Krager and is buried in the Graveyard (B14).

B7. WINSTON'S SALOON

The saloon is a one story lumber building sandwiched between the Birdsong and the San Franciscan Hotel. Most of the building is the bar proper, with two doors on the far wall. One door leads to Winston's office and bedroom, the other to Lightfoot's room and out the back door of the structure. A glass of beer is \$.05. Whiskey is \$.10, the second shot free if the first toast is "Fire and confusion to Underhay!"

Herman Winston (room 1)

W	BS	GA	TA	B	S	A
SAR6	+11	75	47	89	10	54
SCG	+3					

George Lightfoot (room 2)

W	BS	GA	TA	B	S	A
CBR	+4	51	61	73	13	35
SCG	+4					
KN	+5					

Herman Winston. Herman is the saloon owner and president of the BBBC. He is slight and balding, but a strong foe of Lyle Underhay (Bldg B8). Herman is always worried about trouble from Underhay, and carries his revolver when he is out in town. He keeps a loaded scattergun behind the bar and is not afraid to use it.

George Lightfoot. George is a full-blooded Cherokee who has worked for Winston since before the saloon-owner came to town. He is very loyal to his boss. George keeps his revolver under his mattress, but always carries his knives.

B8. THE SAN FRANCISCAN HOTEL

The San Franciscan Hotel is a three-story furnished wood building built when the stage still ran through town. Its slate gray sides and gold trim make it still the most impressive building in the area. The cooks' and maids' quarters are on the first floor, as are the dining room and common room. The second floor has eight large bedrooms, two of which are used by Underhay. The law offices of Victor Peel are on the second floor, and can be entered through the hotel or by an outside stair. The third floor was once an attic, but is now 10 smaller rooms. The San Franciscan was built by Mr. G during the silver strike in Panther Hollow, but Lyle Underhay owns and runs it. A room costs \$1.00 a night. Meals are \$.60 each.

Lyle Underhay (office 1; rooms 6, 7)

W	BS	GA	TA	B	S	A
DAR6	+31	57	65	91	11	26
15R	+21					
KN	+31					

Larry Wolfe (room 5)

W	BS	GA	TA	B	S	A
FDR6	+20	77	72	85	12	23
ID	+15					
KN	+15					

John O'Shawnessey (room 3)

W	BS	GA	TA	B	S	A
CBR	+10	49	57	83	16	43
KN	+10					

Marge O'Shawnessey (room 3)

W	BS	GA	TA	B	S	A
-	-3	37	37	78	9	45

Judith Appleton (room 4)

W	BS	GA	TA	B	S	A
-	-4	34	34	65	13	18

Victor Peel (room 8; office 9)

W	BS	GA	TA	B	S	A
SAR6	+13	48	53	50	15	38

Lyle Underhay. Underhay is the richest and most hated man in town. In addition to the San Franciscan, he owns the Imperial Saloon, The Birdsong Dance Hall, the Double Eagle Saloon, Singer's General Store, the Burned Bush Wells Stables, and Uncle Al's Saloon. Underhay is a thin, spidery figure well-known for his gray suits, blue string ties, and pencil-thin moustache. He lives on the second floor of the hotel, and keeps most of his weapons there. His best weapon, however, is the town marshal, Wild Ben Silver (Bldg B9), who answers to Underhay and keeps pressure on the small businessmen.

Larry Wolfe. Underhay's right-hand man, Larry is a thin, shadowy figure always dressed in dark brown, and usually seen flipping the gold \$20 piece he always carries. Larry does Underhay's dirty work: collects from his businesses, checks out strangers, and keeps tabs on members of the BBBC. He is aided in the last by Wild Ben Silver, who often deputizes Wolfe to arrest lawbreakers or form a posse.

John O'Shawnessey. Cook at the Hotel, John is a large man, and jolly except when he is drunk. He usually does his drinking at the Lucky Lady (Bldg B18). He lives with his wife, Marge, in a room near the kitchen.

Marge O'Shawnessey. John's wife and the other cook at the hotel, she is as large as her husband and just as jolly. She tends to mother the younger ladies at the hotel, a trait that they do not always welcome.

Judith Appleton. Judith is the waitress at the hotel. She is wild, and has been scolded often by Mr. Underhay. Her flirting has caused a few fights between hotel customers.

Victor Peel. Burned Bush Wells' lawyer-in-residence, Victor charges \$5.00 a consultation. He is a shyster of the first water, playing all sides against the middle, coming in on the side with the greatest profit. Victor has jet-black hair with gray streaks that make him look distinguished. He keeps his revolver in his desk drawer.

B9. TOWN MARSHAL

A one-story stone building that has a thick timber roof, the Marshal's Office contains a desk, one small cell, and a cot.

Marshal Wild Ben can be bribed, usually for half the cost of the offense. He cannot be bribed in cases of murder, or crimes against Mr. Underhay's businesses or employees.

Wild Ben Silver

W	BS	GA	TA	B	S	A
FDR6	+23	75	55	65	15	47
2SG	+8					

Wild Ben Silver. Marshal Silver is a swaggering bully who enforces law however he chooses. He usually follows Underhay's directions on whom to arrest and why, and always backs up the law with his guns. He is not very smart, but makes up for it in fierceness.

B10. BLANTON'S HOUSE

Hal Blanton's home is a one-story house of stone and wood. It has a brick fireplace, a kitchen, bedroom, and living room.

Hal Blanton [Night only] See Bldg B6.

B11. UNDERTAKER'S OFFICE

Sam Geoff's Office is a one-story finished lumber building. A small office lies in front, and a storage room in back doubles as Clarence's quarters.

The economy burial is \$20.00; prices beyond that are negotiable.

Sam Geoff Office 1

W	BS	GA	TA	B	S	A
FDR6	+33	64	61	95	14	57
2D	+28					

Clarence Williams

W	BS	GA	TA	B	S	A
CBR	0	53	34	39	15	19

Sam Geoff. Burned Bush Wells' undertaker, Sam is a tall, extremely polite old man



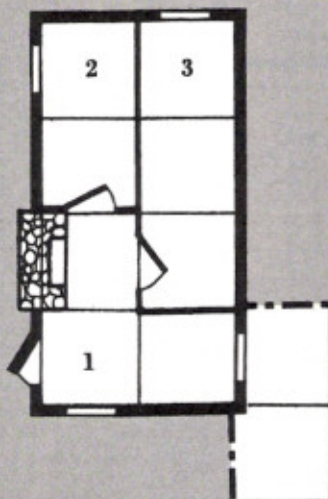
B9. Marshal's Office



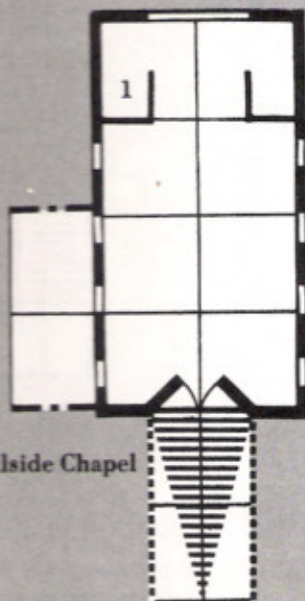
B10. Blanton's House



B11. Undertaker's



B12. Geoff's House



B13. Hillside Chapel

William Geoff. Youngest of the Geoff household, Willie is a prankster and a brat.

B13. THE HILLSIDE CHAPEL

The Chapel is a worn church building. Its white paint is peeling. The church has not been used since fall.

Nobody is here, except at weddings, revivals, and funerals. A preacher from Promise City performs weddings, the revivals take place when a road preacher comes to town (usually during a drive), and Sam Geoff conducts funerals. Most religious people in the town take their prayers and lessons in their own homes.

B14. THE GRAVEYARD

The graveyard extends from the church to the undertaker's office. Graves of cowboys, gun-slingers, and transients are marked with wooden markers; town citizens have stone tombstones. Among the eternally resting:

Eve Conrad (Stone Marker): "Dove slain in fight over a man."

Cynthia Blanton (Ornate Stone Marker): "Died in Childbirth."

Scott Geoff (Stone Marker): "Whooping Cough, Age 4."

Mrs. Oscar Waterhouse and Son Sam (Stone Marker): "Shot in confusion during the '68 silver rush."

Dorothy Stone (Stone Marker): "Loving Wife, run down by a horse."

Edgar Wilson Simms (Stone Marker): "Called into Glory."

Zebidiah Cook, Bartender (Stone Marker): "This one's on me."

There are also the remains of two dozen wooden markers, most of which are decaying and unreadable: three say "claim-jumper," one says "horse-thief." These bear no names.

B15. THE METROPOLITAN HOTEL

The other major hotel in town is the Metro, a two-story wooden building painted slate gray. The first floor has lobby, dining room, kitchen, a stone fireplace and chimney, and quarters for three female servants. The second floor holds

He lives with his family in Bldg B12, but is usually at the scene of trouble in town. He leaves his revolver at the office, but carries a derringer in his vest pocket. A few of the bodies in the graveyard have been put there courtesy of his derringer, usually drunken cowboys or other troublemakers.

Clarence Williams. Clarence is Sam's helper, a strong, quiet young man who carries a torch for Judy Appleton (Bldg B8). He is very protective of her, though she ignores him. He sleeps in the back storeroom of the office, his revolver in easy reach.

B12. GEOFF'S HOUSE

This house is a single-story log cabin. Inside are kitchen/living quarters, two bedrooms, and a stone fireplace.

Sam Geoff (Night Only) See Bldg B11.

Helen Geoff (room 2)

W	BS	GA	TA	B	S	A
-	9	25	25	06	12	50

Sarah Geoff (room 3)

-	4	34	34	52	14	16
---	---	----	----	----	----	----

Eugene Geoff (room 3)

-	4	34	34	52	14	12
---	---	----	----	----	----	----

Laura Geoff (room 3)

-	9	25	25	07	11	11
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William Geoff (room 3)

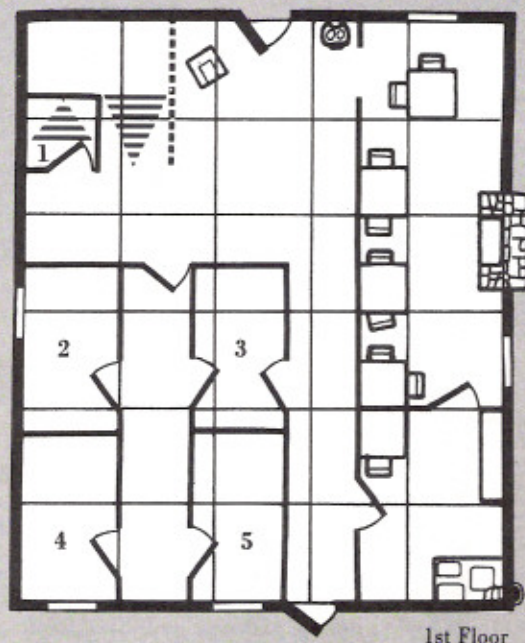
-	7	28	28	17	6	9
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Helen Geoff. Sam's wife, Helen is a hardy, dependable frontier wife. She does most of the chores around the house, as well as taking care of the large family. She depends on Sam, however, and would be lost without him.

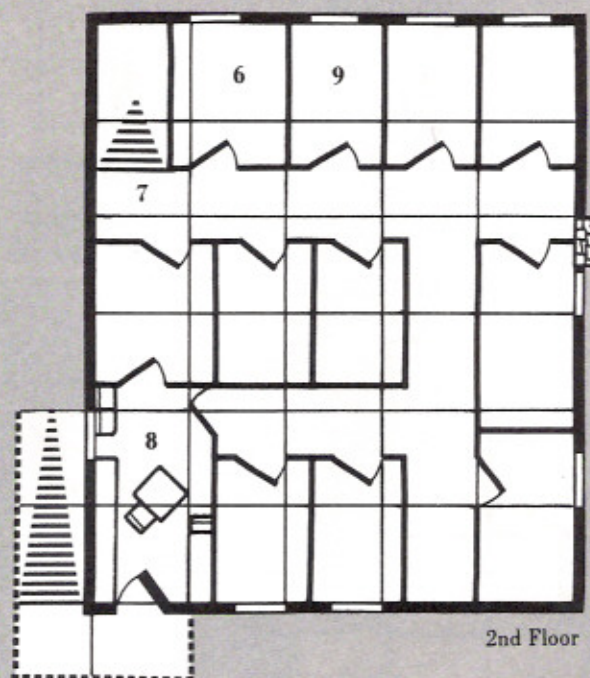
Sarah Geoff. Eldest daughter of the Geoff's, Sarah wants to become a famous singer like Mollie O'Doul (Bldg B23), an ambition her parents do not like. She often threatens to run away to the nearest big town (Promise City) to seek her fortune.

Eugene Geoff. Eldest Son of the Geoff's, Eugene helps his father and Clarence, and will most likely inherit the business from his father. He is a somber young man for his age.

Laura Geoff. Younger daughter of the Geoff's, she is very much the tomboy, and would like to learn to shoot and rope. So far her parents have been able to keep weapons out of her hands.



1st Floor



2nd Floor

B15. Metropolitan Hotel

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nine vacant rooms, plus quarters for Col. Hill and Doc Klüber. Another room, reached both from the hall and the outside stair, has been remodeled as Klüber's office.

The Metropolitan is considered the best hotel in town: rooms are \$.85 a night, meals are \$.60.

Col. Hill (room 6)						
W	BS	GA	TA	B	S	A
DAR6	+1	47	52	16	14	50
CWR	-9					
KN	+1					
Bert Chapin (room 9)						
FDR5	+19	65	46	84	17	31
LBR	+9					
Doc Klüber (room 7; office 8)						
SAR6	+14	72	62	95	11	72
2SG	+1					
Widow Simms (room 2)						
-	-5	31	31	28	11	49
Constance Scholl (room 4)						
-	-9	25	25	10	6	32
Claudette LaBouche (room 5)						
-	-7	28	28	11	10	26

Col. Hill. Owner of the Metropolitan and member of the BBBC, the Colonel is a strange figure. Meek and easily swayed, Hill received his rank as a recruiter during the Civil War. He never saw battle during that conflict. Hill carries a pistol and knife but has never used them. He keeps his old rifle in his room.

Bert Chapin. Head cook and Hill's number two man at the hotel. Bert is a large, easy-going man, dangerous only when riled. He lives on the second floor in the room next to the Colonel's. He is defensive about the Colonel and about his own past. Bert keeps his guns in his room, and shoots well with either hand.

Doctor Rudolph Klüber. Doc Klüber keeps his office and living quarters on the second floor of the Metropolitan. He is found there or at Kline's Saloon (Bldg B17). Klüber is the oldest resident of Burned Bush Wells, one of the original settlers; he knows a great deal about the area. He carries his revolver in a coat pocket and hangs his shotgun by his medical degrees in his office. His rates for medical aid are standard.

Widow Simms. Cook at the Metropolitan. The Widow is a master in the kitchen, and her pies are famous between here and Promise City. Her husband died when he fell down stairs while drunk, and for this reason she cannot stand any drinking in her presence.

Constance Scholl. Waitress at the Hotel. Connie came west hunting a fleeing fiancé she never found. She usually works the day shift at the hotel dining room.

Claudette LaBouche. A very beautiful woman, Claudette is the hotel maid and a great flirt. Gossip (chiefly from Constance Scholl) says she was a dance hall entertainer in Gordon before that town was abandoned.

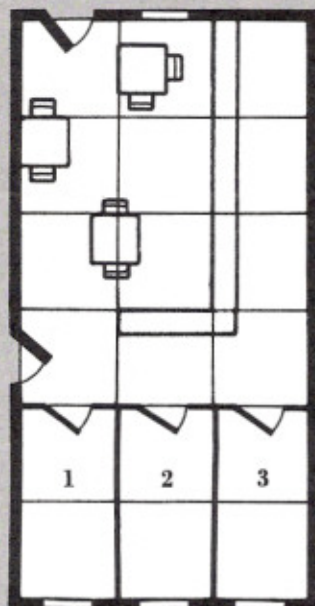
B16. THE DOUBLE EAGLE SALOON

The Double Eagle is a one-story timber structure. The front part of the building has a long bar, while three rooms in back serve as sleeping quarters for Clyde, Ken, and Fat Walt. Lyle Underhay owns the place.

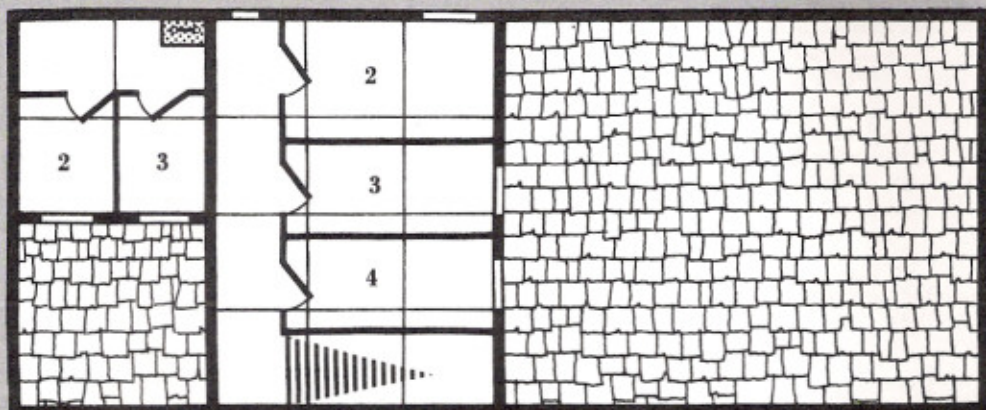
Beer costs \$.05 a mug, whiskey \$.10 a shot or \$2.00 a bottle.

Fat Walt (room 1)						
W	BS	GA	TA	B	S	A
SAR6	+4	58	63	48	15	40
2D	+1					
KN	+1					
Clyde Dale (room 2)						
SAR6	+11	43	43	46	14	21
SCG	+3					
Ken Kopp (room 3)						
FDR6	+20	80	70	97	10	26
SCG	+10					
KN	+15					

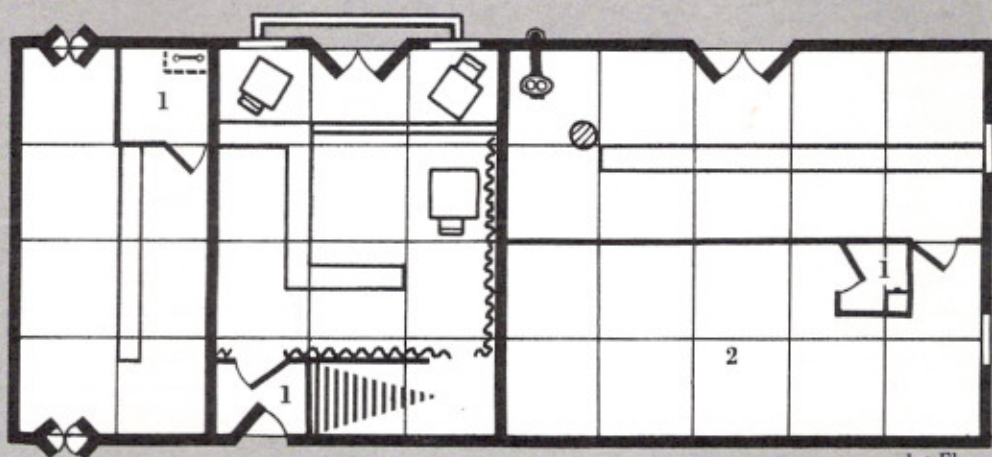
Fat Walt. Proprietor of the Double Eagle for Lyle Underhay (Bldg B8). Walt is a large, lazy man. He has been in Burned Bush Wells for years, and only Doc Klüber knows his real last name. He keeps a revolver in his dresser drawer, wears his knife, and carries his derringer in a coat pocket. His one true love is gambling, and he often sits at his favorite table hustling a few greenhorns (GR 09).



B16. Double Eagle Saloon



2nd Floor



1st Floor

B17. Kline's Saloon

B18. Lucky Lady Saloon

B19. Singer's General Store

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Clyde Dale. Day bartender at the saloon. Clyde works from 6 a.m. to 6 p.m. He is handsome and is quite a ladies' man. He keeps his revolver either behind the bar or beside his bed. The saloon's scattergun is always kept behind the bar.

Ken Kopp. Night bartender at the Double Eagle. Ken works from 6 p.m. to 6 a.m. He has a knack for finding trouble, usually without any desire of his own. He wears both his revolver and his knife whenever he is working or out in the town.

B17. KLINE'S SALOON

Kline's is a two story white-painted building made of finished lumber. The first floor is the bar area and storeroom. The second floor, reached by a ladder in the storeroom, consists of the Klines' two bedrooms.

Beer costs \$.05 a glass, whiskey \$.10 a shot.

Earl Kline (room 2)

	W	BS	GA	TA	B	S	A
SAR5	+14		61	61	73	16	38
SCG	+6						
KN	+11						

Victoria Kline (room 2)

	-5		31	31	29	14	38
--	----	--	----	----	----	----	----

Harry Kline (room 3)

SAR5	+18		45	53	46	12	18
SCG	+10						
KN	+15						

Earl Kline. Owner of Kline's Saloon and member of the BBBC. Earl is a large, blunt, and hearty man who offers his opinions in the strongest and bluntest of terms. He is a distant relative of Doc Klaber (Bldg B15) and the old doctor spends much of his free time in the bar. Earl wears his knife, but keeps the family guns (a single-action revolver and a scattergun) behind the bar.

Victoria Kline. Earl's wife. Proper Victoria helps out in the saloon on busy nights and

sees that the chores are done and new supplies ordered. She is from an old eastern family and looks down on recent immigrants, especially the Sarduccis (Bldg B22).

Harry Kline. Earl and Victoria's only son. Harry works the 2 a.m. to 2 p.m. shift in the bar. He is good-looking and a loyal friend, once his friendship is earned. He is also good with cards and dice (GR 30), runs card games at the saloon when his parents are not around, and often hangs around Doc's office for a few hands of poker. Harry carries a knife but no guns, though he is a good shot with family revolver and scattergun. He is courting Francesca Sarducci, the barber's daughter (Bldg B22), a romance neither's parents approve.

B18. THE LUCKY LADY SALOON

The Lucky Lady is a two-story finished wood structure. Two wide steps lead up to the front door, which opens to reveal an exotic room decorated in rich red velvet and dark leather. A

built-up platform stands near the door, and drops one foot to normal floor level. A back staircase leads up to bedrooms for Suzie, Duane, and Harley. Underhay owns the Lucky Lady.

Beer costs \$.05 a glass, whiskey \$.10 a shot.

Suzie Parker (room 2)

W	BS	GA	TA	B	S	A
SCG	+20	48	63	62	11	2 5
2D	+25					
KN	+25					

Duane Jacobs (room 4)

SAR5	+14	47	42	30	10	2 1
SCG	+6					

Harley (room 3)

FDR6	+26	50	63	65	14	4 6
SCG	+16					
KN	+21					

Suzie Parker. Operates the Lucky Lady for Underhay. Suzie a good-looking, bright, cheerful woman who can handle herself in a tight situation. She usually works in the saloon between 2 p.m. and 2 a.m. She keeps the scattergun behind the bar, her derringer in a skirt pocket, and her knife inside her boot. She is ambidextrous.

Duane Jacobs. Night bartender at the Lady. Duane is on duty between 6 p.m. and 6 a.m. A tall, thin man, Duane was once a riverboat gambler (GR 21), and is suspicious and watchful of newcomers in town. He carries a revolver, especially when playing cards.

Harley. Day bartender at the Lady. Harley works from 6 a.m. to 6 p.m. He may be Suzie's uncle, but no one knows too much about him, other than he drinks too much. He, too, lives above the saloon. Harley usually keeps his guns in his room, but wears his knife at all times.

B19. SINGER'S GENERAL STORE

The store is a wooden building, tall for one story. The store area lies in front, storage areas in back. Both parts of the building are packed with supplies, the upper shelves reached by a pair of runnered ladders. The general store was built by Mr. G and Lyle Underhay (Bldg B8), and is fully owned by Underhay.

Most items sell for 150% of book cost, weapons at 200%. Standard Novak-Whittaker #14 Wolf-traps sell for \$2.00 each (four times normal cost). Strychnine Sulfate sells for \$1.00 a pound (five times normal cost). Singer's carries all types of guns and rifles except for shotguns and scatterguns, which have been judged too destructive by Marshal Wild Ben (though he himself packs one).

Phil Singer (office 1)

W	BS	GA	TA	B	S	A
DAR6	+13	70	75	93	13	3 7
15R	+3					
KN	+13					

Fuzzy Hicks, Sober

SAR5	+17	39	60	22	14	2 7
KN	+14					

Fuzzy, Hicks, Drunk

SAR5	+20	49	70	89	14	2 7
KN	+17					

Phil Singer. Manager of the General Store. Phil is one of the most hated men in Burned Bush Wells. As a result, he always carries his pistol and knife, though he leaves his rifle at home for his family's protection. He and his family live in Bldg B24 at the southeast end of town. His store is open between 8 a.m. and 8 p.m.

Mortimer (Fuzzy) Hicks. Phil's helper in the store and the town drunk. Fuzzy sleeps in

the storeroom on a cot. When under the influence, Fuzzy is wildly violent and only Phil can calm him down. He usually carries his gun and knife when he is not working, and sleeps with them beside the cot.

B20. THE BURNED BUSH WELLS STABLES

Inside this two-story barn are eight stalls and a forge. The upper loft is used as a storeroom and a hayloft. Lyle Underhay (Bldg B8) owns the stables.

Horses may be boarded for \$.25 a day. Monthly rates are available.

Big Jim Stone

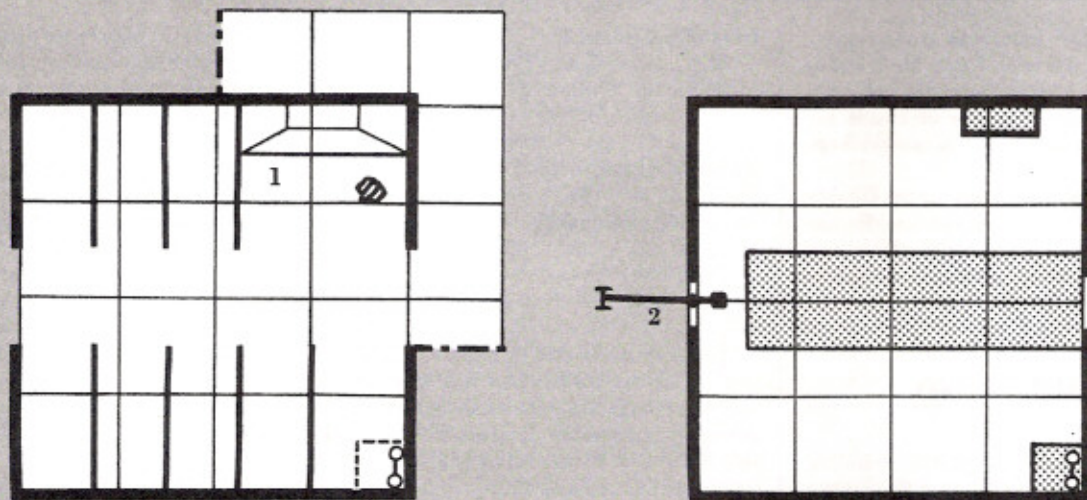
W	BS	GA	TA	B	S	A
SAR5	+11	71	63	52	21	4 5
1SG	-2					

Mike Stone

SAR6	+16	69	51	70	17	1 7
9C	+3					

Big Jim Stone. Big Jim operates the stables for Underhay and keeps the stable open from 6 a.m. to midnight, the forge running from noon to closing. Despite his business ties, Big Jim is friendly with everyone, especially the Logans, owners of the independent Broken Arrow Stables (Bldg B2). A jolly mountain of a man, Big Jim is the best cardsman in town (GR 48), and enjoys a good game, especially if it takes young hotshots like Harry Kline down a peg or two. Big Jim keeps his shotgun near the forge and his revolver in his room at Schmidt's (Bldg B1) but rarely uses them, relying more on his fists to settle arguments.

Mike Stone. Big Jim's son, Mike has his father's strength but not his personality, being mean to animals and people alike. He does



B20. Burned Bush Wells Stables

B21. Stage & Assay Office

B22. Sarducci's Barber Shop

B23. Uncle Al's Saloon



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have his father's love of gambling, but not his ability (GR 13). Mike carries his revolver at all times, and keeps his carbine at Schmidt's.

B21. THE OLD STAGE AND ASSAY OFFICE

The one-story stage office has a pillared front porch. It once housed the stage line offices, the assay offices, and the local division of the Red Rock Enterprises Mining Company. It is still in good condition, but has been empty for two years.

The offices were constructed during the Panther Hollow Silver Strike, when the town prospered year-round and a biweekly stage ran from Promise City. Red Rock Enterprises had its local base here until it folded, and people say the deed to the building is in the hands of Oscar Waterhouse, a former mining VP. Oscar and his family lived in the back of the building until his wife and son were killed by miners shooting up the town. Oscar left Burned Bush Wells, seeking the Mother Lode in the north. The office folded with the company, and the stage line was discontinued after the silver strike failed.

B22. SARDUCCI'S BARBER SHOP

The one-story wooden barber shop is unpainted but well kept. A sign out front advertises the pure mineral spring waters available for bathing. The front part of the building is the barber shop, containing a sink, chair, hot towel dispenser, and a rack of shaving mugs for important customers (for Underhay, Singer, Stone, and Schmidt, but not for Kline). A large bathtub sits behind a thin partition. A large room in the back is used as living quarters by the Sarducci family.

Shave and a haircut costs \$.25, a bath \$.75. A bath in fresh water costs \$1.00.

Emilio Sarducci						
W	BS	GA	TA	B	S	A
AR	-11	48	61	52	14	3 5
KN	+5					
Carmella Sarducci						
-	-9	25	25	02	13	3 7
Francesca Sarducci						
-	-4	34	34	57	7	1 7

Emilio Sarducci. Owner of the barber shop. Emilio is new to this country and tends to

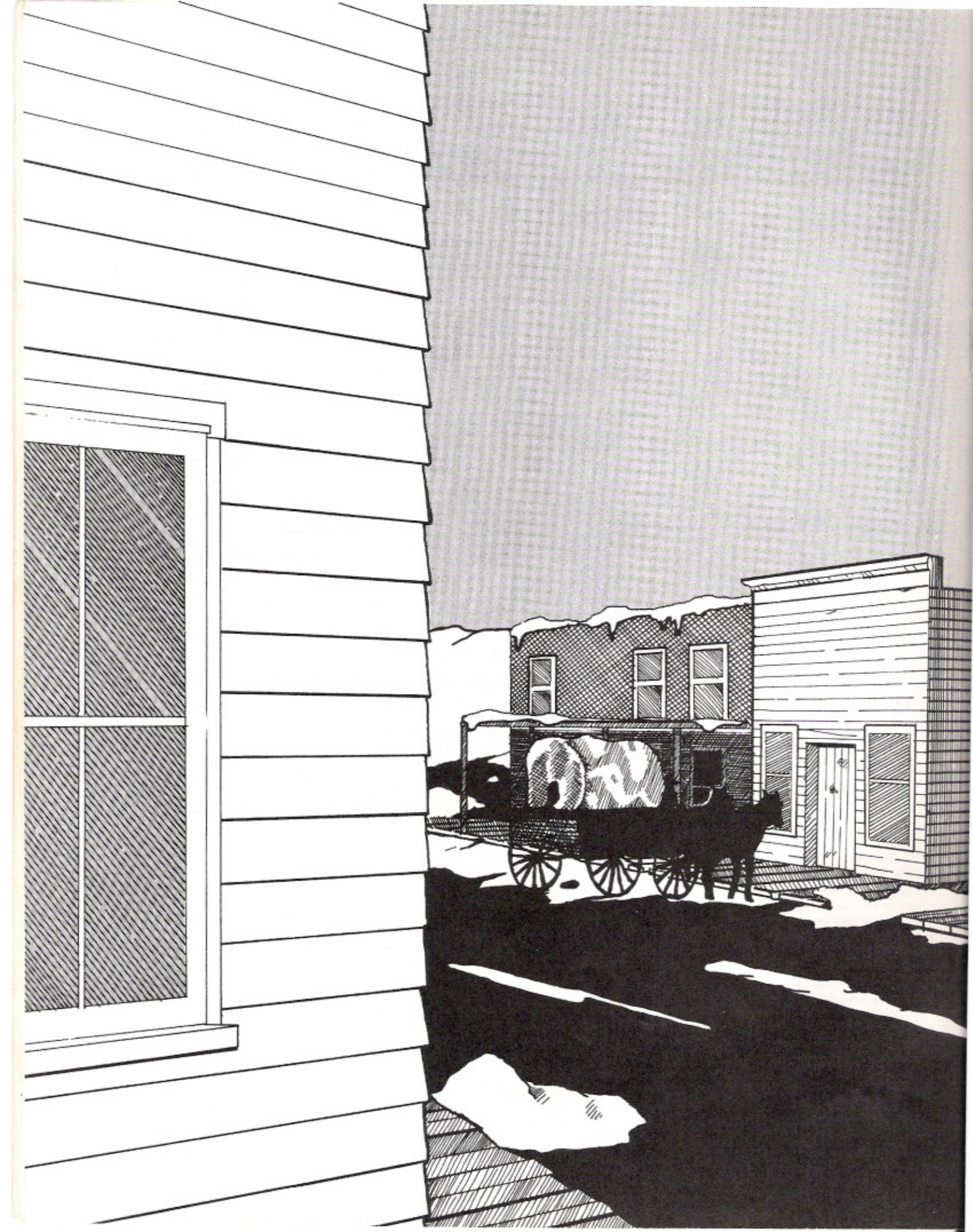
twist the English language into new and interesting shapes. He gets along well with most of the townspeople except the Klines. To Emilio's dismay, his only daughter is seeing young Harry Kline. The barber becomes quite vocal on this subject, though he is no more understandable. Emilio wears his knife for protection against Indians, and keeps his rifle in the back room.

Carmella Sarducci. The portly and equally vocal wife of Emilio, Carmella speaks English better than her husband and is learning to read as well. She helps with the menial tasks in the shop as well as taking in laundry.

Francesca Sarducci. Sarducci's daughter. Francesca is a dark-haired beauty admired by most of the youths in town. She has pledged her heart to young Harry Kline, a match not approved by either the Klines or the Sarduccis. She keeps a diary of her feelings for Harry, including her ideas of eloping to California. Harry is unaware of her seriousness on this subject.

B23. UNCLE AL'S SALOON

A two-story wooden building, Uncle Al's is one



BURNED BUSH WELLS



of the fancier saloons in town. Outside stairs lead to the staff's living quarters over the front of the building, but most of the bar is open through both floors. The saloon boasts a piano and a stage and is usually the meeting place for minstrel shows and traveling lecturers. Uncle Al Jones built the saloon during the silver strike, but was bought out by Lyle Underhay. Al stayed on to run the business.

On days when Mollie is singing, beer costs \$.06 a glass, whiskey \$.12 a shot. Otherwise, they cost \$.05 and \$.10 respectively.

Uncle Al Jones (room 5; office 6)

W	BS	GA	TA	B	S	A
SAR5	+20	60	57	88	14	40
SCG	+12					

Willy Cole (room 4)

SAR6	+13	52	55	64	17	34
SCG	+5					
1D	+10					
KN	+10					

Fingers Calhoon (room 3)

FDR6	+24	68	63	78	14	29
KN	+19					

Mollie O'Doul (room 2)

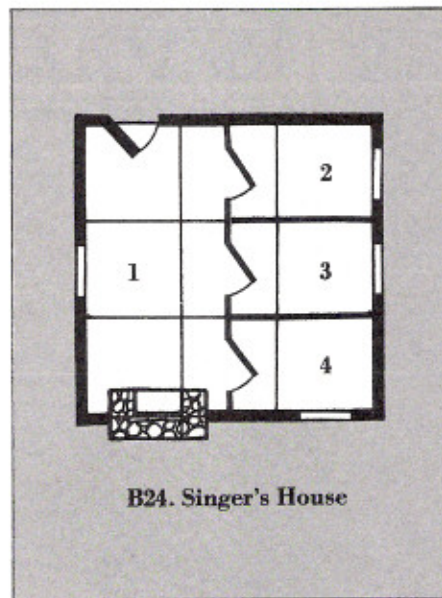
2D	+17	55	44	83	16	28
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Uncle Al Jones. Runs the saloon for Lyle Underhay. Al is a friendly, fatherly man who is genuinely liked by most of the town (despite his ties to Underhay). He has stood up to his superior's dishonesty on several occasions, earning the respect of the other townsfolk. He can be found in the bar from noon to midnight. He keeps the scattergun behind the bar, but does not want to use it because of the many mirrors and glass items in his saloon. He carries his revolver on rough-looking nights.

Willy Cole. Bartender at Uncle Al's from midnight to noon. In warmer weather Willy is a cook at the Rocking G. He is a large, gruff man who plays cards endlessly in his off hours (GR 17), but will not play with "children" (Young Harry, Mike Stone, or Curly Hinkle). He usually carries his derringer and knife into card games with strangers, and keeps his revolver in his room.

Fingers Calhoon. The piano player at Uncle Al's. Fingers is on duty from 2 p.m. to 2 a.m. He is a quiet man who disappears mysteriously from town sometimes. Underhay added Fingers to the staff, and many believe he acts as Underhay's hatchet man, carrying out particularly messy jobs. (Fingers is the agent behind the mysterious fire that closed the Cross Y ranch). He always carries his knife and either wears his gun or has it tucked behind the piano's music stand.

Mollie O'Doul. Singer at Uncle Al's. Mollie is on duty when Fingers is. She is a tough cookie, though a little on the plump side, and has been told she has the best voice this side of St. Louis. She and the rest of the staff live above the saloon. Molly owns a derringer but rarely carries it.



24. THE SINGER HOUSE AND ORCHARD

Located on a low hill southeast of the town, the Singer place is a large white house containing a brick fireplace. Behind the house is an apple orchard—the only apples in this part of El Dorado County.

Phil Singer (See General Store; Bldg B19)

Phyllis Singer (room 2)

W	BS	GA	TA	B	S	A
-	-2	41	41	84	12	36

Addie Singer (room 3)

-	-4	34	34	61	12	15
---	----	----	----	----	----	----

Josh Singer (room 4)

-	-5	31	31	28	9	11
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Clem Singer (room 4)

-	-4	34	34	36	7	9
---	----	----	----	----	---	---

Phyllis Singer. Phil's wife. Phyllis is troubled by the hard feelings between her husband and independent merchants. Most of the merchants' wives have nothing to do with her. Her closest friend is Suzie Parker, manager of the Lucky Lady (Bldg B18). Phyllis is a very brave and determined woman who has devoted her life to her family.

Addie Singer. The Singers' oldest daughter. Addie is at a loud and awkward age, often getting in trouble by spreading rumors and gossip. Most of the time Phyllis keeps her busy in the house and the orchard.

Josh Singer. The Singers' oldest son. Josh often helps out his father in the store. His best friend is Eugene Geoff, the undertaker's son, and although Eugene seems serious, the pair of them create their share of mischief.

Clem Singer. Youngest of the Singer clan, Clem had measles as a baby and is now a sickly child. Phyllis tends to him as best she can, but he dislikes being babied and sometimes runs off.

TRANSIENTS

Unemployed cowhands drift during the winter: to the towns and cities, doing small jobs until spring round-up; on the grub line between ranches; or into the wilds to prospect or hunt. The following characters are in town throughout the winter. They will usually carry their weapons or have them on their horses.

Paul Hooker

W	BS	GA	TA	B	S	A	GR
FDR5	+17	50	53	62	11	23	10
6R	+2						
KN	+12						

Lefty King

SAR6	+21	75	68	97	12	24	07
2D	+18						

Mean Jim Sawyer

FDR6	+30	75	57	100	17	32	10
9C	+15						

Chicago Joe Appleby

SAR6	+16	56	51	67	18	29	08
2D	+13						

Moses Tyler

FDR5	+14	62	60	11	14	27	25
12C	-1						
KN	+9						

Wesley Phillips

FDR6	+18	73	86	94	15	34	11
KN	+13						

Zack Hamilton

FDR5	+23	75	60	93	9	27	25
AR	+3						

Lonnie Carlton

SAR6	+17	60	50	22	11	22	27
KN	+14						

Terrible Tom Timmins

FDR6	+19	60	47	28	14	22	03
15R	+4						

Junior Coats

FDR5	+23	60	68	50	10	23	16
15R	-5						
KN	-5						

Marcus McDowell

FDR6	+21	57	60	70	15	19	01
15R	-6						

Standard Ranch Hand

SAR6	+10	40	42	30	13	-	-
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Paul Hooker. Formerly of the Rocking G, Paul usually rides the grub line between ranches. Lured by the bounty on wolf pelts, Paul is trapping. He stops in town once a week for supplies.

Lefty King. Recently of the Terrapin spread, Lefty moves from town to town, living as a gambler, sitting in on most games in Burned Bush Wells. Lefty, despite his name, is ambidextrous.

Mean Jim Sawyer. A powerful, nasty character, Mean Jim gets by on strength and gun skills. He has worked for Lyle Underhay as a hired gun.

Chicago Joe Appleby. A natty dresser known for his slick garb and paisley vest, Joe prefers the warmth of the saloon and the rustle



of cards to cold winds and snowy plains. He was fired from the Lazy J for cheating at poker.

Moses Tyler. A former trail boss at the Cross Y ranch, Moses still hunts wolves in the area: he wears a fur-lined jacket as proof of his success. Moses was a mean boss at the Y, and he has little support or kindness to show other unemployed hands.

Wesley Phillips. Known as "The Weasel," Wesley is a short snake of a man who worked for the Rocking G Ranch. He is noted for his light fingers and sly ways. He hunts wolves with poisoned carcasses, but has had little success.

Zack Hamilton. Also of the Rocking G, Zack combines wolf hunting with riding the line between towns and ranches. He is ambidextrous.

Lonnie Carlton. Lonnie sees himself as a bounty hunter, and will go after any man rumored to have a price on his head. He quit the Cross Y Ranch in a dispute with the ranch foreman.

Tom Timmons. Terrible Tom spent the late fall prospecting to the north, hoping to find another big strike like Panther Hollow. His luck has not been good, and the slender, hot-blooded cowboy now hunts wolves. People say he steals pelts from other hunters and trappers, but this has not been proven.

Junior Coots. Junior is the youngest member of the Coots family. His three older brothers are hiding from the law in the badlands. Junior is as mean-tempered and as violent as his brothers, but so far has aimed at four-

legged targets rather than two-legged ones.

Marcus McDowell. Middle son of Anthony McDowell, owner of the Terrapin Ranch, Marcus is the most adventuresome of the three boys. He has gone to the hills to kill the creatures that threaten his family's herds. He prefers hunting to trapping or poisoning. Marcus will not steal pelts from other hunters, nor does the bounty attract him. If Marcus is killed, his two brothers, Julius and Claude (who have the same stats as Marcus) come hunting for the killer.

Ranch Hand. All three ranches have kept some men on over the winter to handle small jobs, check on the herds, etc. This entry is typical of the men found on these ranches, and can be used in saloons and other large gatherings.

ENCOUNTERS IN BURNED BUSH WELLS

Each time the party goes out into the streets of Burned Bush Wells, roll for an encounter on the table below. Most of the encounters will be brief and pose little danger to the players. When a scenario encounter is rolled (76-00), use the next unplayed scenario encounter in the listing. Do not begin a new scenario while another is running; still, feel free to use the next scenario if it will move the characters toward Scenario X, "The Big Game,"—important because it introduces the major adventure of the module, "Waterhouse's Deed."

- 01-50 No Encounter
- 51-53 Sam Geoff, The Undertaker (Bldg B11) passes and nods. (If this is the first time he encounters the party, Sam will give him his card "Sammual Geoff, Undertaker, Reasonable Rates.")
- 54-56 Mike Stone (Bldg B20) runs into party member, does not apologise for his action but curses under his breath.
- 57-50 Mort "Fuzzy" Hicks (Bldg B19), on his way to or from a saloon. There is a 75% chance Fuzzy is drunk, and will insist the characters take him drinking.
- 61-70 Rancher or Ranch Hand
- 71-75 Wild Ben Silver (Bldg B9), patrolling the streets.
- 76-00 Scenario Encounter
 - I. The Pickpocket
 - II. The Badger Fight
 - III. The Birdsong Social Club
 - IV. The Bandits
 - V. Figure from the Past
 - VI. Swapping Lies at Winston's
 - VII. Closing the Sagebrush
 - VIII. The Sarducci/Kline Feud
 - IX. The Runaway
 - X. The Big Poker Game

I. THE PICKPOCKET

Mr. Underhay (Bldg B8)
 Larry Wolfe (Bldg B8)
 Mort "Fuzzy" Hicks (Bldg B19)
 Marshal Wild Ben Silver (Bldg B9)
 Wesley Phillips (Transient)
 Doc Klaber (Bldg B15)



The characters are walking through Burned Bush Wells when a short figure wearing a black hat rushes around the corner, colliding with one of the characters. The figure, his face masked by a red kerchief pulled up over his nose, drops his hat, a pocket watch, and a wallet, and tries to run away down the same route the player characters came.

The short figure is Wesley Phillips, a petty thief who has taken the wallet and watch of Lyle Underhay, wealthy businessman and owner of half the town. If the party stops Wesley, he starts a brawl with them. Unless it is protected, the watch is smashed. Underhay, Larry Wolfe, and a drunken Fuzzy Hicks arrive on the scene in a minute. Fuzzy enters the brawl. Marshal Silver arrives in another two minutes and tries to break up the fight by firing into the air. He arrests the fighting characters, charging them all with brawling and Wesley with theft.

If the characters do not stop Wesley's escape, Underhay accuses the party of the theft when he and his sidekicks arrive. He calls for the marshal while Wolfe and his drunk assistant hold their weapons on the characters. Underway offers the dropped hat, watch, and wallet as proof to Marshal Silver. The marshal, arriving a minute later, will agree with Underhay and arrest one character as the thief.

Unless someone proves them wrong, both Underhay and Silver insist they have the correct thief. The dropped hat, for example, is three sizes too small for anyone in the group. Wesley is hiding out at the Sagebrush Saloon (Bldg B5) until things die down. If the players fail to persuade Silver that they are innocent, Doc Klaber comes forward and supports the characters' story (the Doctor was across the street at the time). The Doctor does this only if he is friendly toward the players (see Wolf Hunt Encounters).

If the player characters shoot it out with the marshal's group, Silver, Underhay, and Wolfe each take a light wound. The characters become wanted men for shooting it out with the law.

In any event the characters are exposed to the corruption and control of Mr. Underhay in this town. As Marshal Silver lets the characters go, he warns them to stay clear of Underhay and Wolfe, because "they have powerful friends."

II. THE BADGER FIGHT

Mike Stone (Bldg B20)
Curly Hinkle (Bldg B2)
Jesse, Mike's Badger

STR	BS	BCH	DM	WM
8	12	39	*	-
Rocky, Curly's Badger				
9	15	34	*	-

Most badgers are foul-tempered, vicious creatures. Jesse, the pet badger of Mike Stone, is nastier than most, thanks to Mike's poor

treatment. Curly Hinkle has trapped another badger, named it Rocky, and challenged Mike to a badger fight. Word of the fight spreads through town, finally reaching the player characters. All interested are invited.

The match is scheduled for eight at the Burned Bush Wells Stables. Most of the male population between 9 and 35 will be there, the younger members hanging around the upper rafters. A large (5'x5') pen has been constructed in the center of the area. Most of the spectators are interested in side bets, at even odds. While Rocky is younger and larger than Jesse, Mike's pet is much more vicious because he has been mistreated.

Run the fight between the two animals using the method described in the Animal Encounters section. If Jesse wins, Mike Stone jeers at Curly (and those who bet on Rocky), and collects his winnings. If Rocky wins, Mike goes for his single-action revolver and tries to kill the badger. The characters may act as they see fit: draw their own guns, try to stop Mike, or stand aside. Mike will not shoot a human target unless fired upon. If the characters go for cover, Mike kills Rocky and then escapes the barn. If Mike does not shoot any citizens, he is not punished, except for a lecture by Wild Ben on "young foolishness."

III. THE BIRDSONG SOCIAL CLUB

Members of the Birdsong (Bldg B6)

Hal Blanton
Sanford Russel
John H. Morgan
Marjo Barr
Diamond Nan
Barb Krager
Dave Rodgers
Slim Sam
Jersey Sal
Ruth Davis
Little Kate
Chicago Joe (Transient)
Marshal Wild Ben Silver (Bldg B9)

The characters encounter Dave Rodgers, day bartender at the Birdsong, either on the street or in another bar. He gives each player a brass token entitling the bearer to a free drink and dance at the Birdsong Dance Hall and Social Club.

If the characters go to the Birdsong, the entertainers hit them up for more drinks and dances. Russel or Rodgers is at the bar (depending on the time), serving a few ranch hands and transients. Slim, John H., and Diamond Nan are sitting at a small poker game with Chicago Joe in a corner table (Chicago Joe is cheating but still losing). Hal Blanton is in his office.

Jersey Sal pays special attention to one male character, fawns over him, winks, and generally flirts with him. Slim Sam, her boyfriend, has been ignoring her of late, and this is her way of getting even by making him jealous. Her plan works, as Slim threatens the charac-

ter. If the character does not apologize, Slim takes a swing at him.

John H and Chicago Joe take Slim's side in the brawl as soon as it starts, as does the bartender if the employees are outnumbered. None go for their guns. The female entertainers scatter, except Sal, who tries to get behind the characters threatening Slim and bash one over the head with a whiskey bottle. Hal Blanton slips out to summon the marshal.

Marshal Wild Ben Silver arrives in 5 minutes to stop the fight, blaming the characters for any damages done (\$5 should cover it). He treats Mr. Blanton with respect and the characters with none, and threatens to jail them for a few days if they don't pay for damages.

IV. THE BANDITS

Doc Klaber (Bldg B15)

Bert Chapin (Bldg B15)

Mad Tex Randolph

W	BS	GA	TA	B	S	A
FDR5	-23	53	53	57	18	26
6SG	+8					

Bad Arnie

SCG	+4	61	61	74	15	23
FDR5	-14					
KN	+9					

Sam Wells

SAR5	+15	48	48	57	13	26
(wounded)	-5	28	28		3	

An emergency at the Terrapin Ranch calls Doc Klaber out of town for a few days. The doctor asks the player characters to watch his office at the Metropolitan while he is out, passing out only prescribed medicine and handling only small emergencies in return for five dollars each. If the characters refuse, Bert Chapin fills in for the doctor and dies as a result of the encounter with the bandits.

This encounter takes place only if Doc Klaber is friendly toward the player characters. If they helped the Doctor with his wagon or relied on him to clear them of the theft charge in Scenario I, he is friendly toward them. Should the doctor not be friendly, the characters hear that Doc Klaber is looking for someone to mind the store for a day or so. It is up to the players to make themselves available.

The first day passes calmly; the major problem is Widow Simms's coming in for her medication. About nine that evening there is a thunderous knock on the outside door, and it swings open to reveal Mad Tex Randolph, a known bandit, holding a cocked shotgun under his arm. Behind Tex is Bad Arnie Randolph carrying a wounded Sam Wells. Tex explains that Sam caught a nasty slug in the thigh in a "hunting accident" and needs the doctor to cut out the bullet and patch him up. He assumes that the eldest character present is the doctor, and does not take no for an answer. Sam is in shock and bleeding heavily. He is dead by morning if the characters wait for Klaber to return.

Sam is in shock and bleeding heavily. He is dead by morning if the characters wait for Klabe to return.

If a character agrees to operate, use his Throwing Accuracy as his percentile chance for removing the bullet. Each failed attempt causes a reduction of 1 Strength point. Once the bullet is removed and the wound stitched, Arnie carries the wounded Sam to the horses, Mad Tex covers the retreat, and the trio rides off into the falling snow.

Mad Tex and Sam both have prices on their heads (\$150 and \$50, respectively) for crimes committed in Texas. Bad Arnie is not wanted. Wild Ben Silver accuses the characters of cowardice if they let the bandits escape. If the players capture or kill the bandits, Silver tries to claim half the reward money and all the credit.

V. A FIGURE FROM THE PAST

Duane Jacobs (Bldg B18)

Thad Munroe

W	BS	GA	TA	B	S	A
FDR5	18	58	51	67	15	32

A bearded stranger drifts into town, dressed in a Union Navy coat and riding a storm-cloud gray horse. He visits several bars and checks out the player characters when he meets them on the street. He appears to be looking for someone.

The drifter is Thad Munroe, a former riverboat pilot, hunting for the crooked gambler that broke him and cost him his position. The gambler in question is Duane Jacobs of the Lucky Lady (Bldg 18). When Thad discovers where Duane is, he returns to his hotel room, shaves off his beard, and comes gunning for Duane. He shoots at anyone who gets in his way or tries to follow him. If the players do not get involved, he kills Duane and escapes. Marshal Wild Ben Silver posts a \$100 reward the next day for Thad's arrest in the murder of Duane Jacobs.

VI. SWAPPING LIES AT WINSTON'S

Lefty King (transient)

Cal Worth (Bldg B3)

Herman Winston (Bldg B7)

George Lightfoot (Bldg 17)

Harry Kline (Bldg B17)

The Stranger

W	BS	GA	TA	B	S	A
SAR5	15	57	60	63	20	?

The player characters are invited to Winston's saloon, where some members of the Burned Bush Business Council are telling tall tales. The best yarn of the evening wins two bottles of whiskey.

When the players arrive, most of the others have already started on the stories and whiskey. Cal and Lefty make use of Winston's policy of giving a second shot free to those loudly cursing Lyle Underhay, Harry nurses his

drink and the Stranger, a lean man smoking a bad cigar, isn't drinking anything.

George Lightfoot begins the tales with a story of Baramu, the Green Skull of the Timber Creek Mountains. The Skull is the remains of the first miner to invade the Indian country, an attempt he paid for with his life. His skull now haunts the hills, appearing to men shortly before they die. (This is the outline of the story. Feel free to elaborate as you see fit.)

Lefty King, a former hand at the Terrapin, tells about meeting up with Widdamaker, the coal-black mustang that roams El Dorado County. No man has caught the wild horse, though Lefty claims he lassoed it once. Widdamaker turned his head and bit through the rope with one snap of his jaws. Lefty swears that next time he will use barbed wire instead of rope. Widdamaker, he says, is a killer that has claimed the hills for his own, and his presence has driven the wolves south into the ranch country.

Harry Kline has his own explanation for the wolves. A trapper from Canada told him he was tracking a Loup-Garou, a wolf-man, through the El Dorado area. The trapper's body was found two days later, torn apart by wolves. Huge tracks were found leading from the site, tracks that became more mannish with every step. Some of the ranchers (says Harry) have seen huge packs of forty wolves attacking the herds, led by a wolf on two legs.

The player characters have a chance here to tell their own tales. Use your own judgment on the success of these stories.

After the players tell their stories (if any), the stranger stands up and walks to the stove, warming his hands and relighting his cigar. "Thanks," he begins, "for the drinks, the tales, and the company. I'm a wanderer, cursed to walk the west forever for my crimes. I was a barkeep in Promise City. Ran the Long Branch Saloon, and to a profit I may add. I did this until a New Orleans conjure-man, Roland D'Enfer, heard about our whiskey stock and stopped in for a few quick ones. Now D'Enfer,

if you don't know, was the master of the Cajun Conjurors, a band of heathen who could bewitch an Indian witch-woman and out-hoodoo the gypsies. These conjurers were a bad and powerful lot, and Roland was the worst and most powerful of them all.

"Knowing he was a dangerous cuss, I brought him a bottle of my finest, then stood next to him at his table, waiting to be paid. D'Enfer said to put it on his tab. Now I had a no-credit policy and swore I wouldn't let the devil himself drink free, so I felt obliged to toss this conjure-man out on the street. The old magic man was really riled by this, and said I would wander the land until I found a saloon with good company and easy credit. And friends, while this place doesn't lift the curse, it sure comes close. Yep, it sure comes close." Silently, the stranger tosses the remains of his cigar in the stove.

A sudden bright flash is followed by a cloud of sulfurous smoke that fills the room. The stranger takes advantage of the confusion (caused by a pack of chemicals he tossed in with his cigar) to steal the cashbox and two bottles of whiskey. He has his horse (good quality) tied up behind the bar. If fired upon he surrenders. Winston takes back the cash box but leaves him the whiskey. Marshal Ben is rather slow to respond to Winston's complaint because Winston is a leader of the BBBC. The characters may track the thief, who heads for Desperado's Den in the badlands. If the characters follow him that far, he turns and fights rather than reveal the Den's location.

VII. CLOSING THE SAGEBRUSH

Wild Ben Silver (Bldg B9)

Mort Irving (Bldg B5)

Lyman Arens (Bldg B5)

Larry Wolfe (Bldg B8)

Mean Joe Sawyer (Transient)

Herman Winston (Bldg B7)



The characters meet Wild Ben Silver escorting Mort Irving at gunpoint. The marshal is accompanied by Larry Wolfe and Mean Jim Sawyer, both armed. If asked, Wild Ben informs the characters that Mort is under arrest for "harboring fugitives," most recently Wesley Phillips (Scenario I). The marshal does not take Dan to jail, but rather to the San Franciscan Hotel. As Wild Ben leads Mort up the stairs, Larry and Mean Jim stand guard at the base of the stairs to keep the characters from following.

While Mort is upstairs, Herman Winston enters the hotel and tries to force his way upstairs. Wolfe and Mean Jim stop him, and Winston launches into a loud and long sermon against Underhay, Silver, and their underhanded tricks. He has just come from the Sagebrush and says the saloon is now in a shambles, the furniture broken up and the glassware shattered. He tries to get past Larry Wolfe, and Mean Jim goes for his gun.

Winston backs down if Mean Jim pulls his gun. If others draw, Mean Jim fires on them, and Marshall Silver rushes down to quiet things within the minute. In either case, Mort comes down the stairs soon after, clearly upset. He tells Winston that he's been "made an offer" by Lyle Underhay to buy the Sagebrush, and has accepted this offer. Mort then goes with Winston to the Sagebrush to help Lyman Arens clean up the mess made by Mean Jim and Larry Wolfe. Wolfe may be wounded in this encounter, but should not be killed.

The Sagebrush is boarded up the next day, and Dirty Dan departs, presumably to join his friends in Desperado's Den. Lyman Arens becomes a wolf hunter, staying at the Metropolitan when he is in town.

VIII. THE SARDUCCI/KLINE FEUD

The Sarducci Family (Bldg B22)
The Kline Family (Bldg B17)

The players encounter an angry Emilio Sarducci, the town barber, carrying his old rifle and yelling at the top of his lungs. He will ask the characters (in a loud voice and bad English) if they have seen Harry Kline, only son of Earl Kline. If the characters have not, Emilio will offer them good money to come with him to "Break the legs of that cradle-robber into twos and threes." He will set off, with or without the players, for Kline's saloon to find Earl. Emilio's wife, Carmella, will be right behind him, crying into her handkerchief.

The characters can get the story out of Emilio or the weeping Carmella. Carmella stumbled upon her daughter Francesca's diary and read about her plans to run off with young Harry Kline to California. Francesca cannot be found, and Emilio believes she has made good her threat and eloped.

Emilio enters Kline's Saloon, points his gun at Earl, and demands he produce Harry and his daughter. Emilio will not shoot, and

drops his gun if fired upon. He uses the gun as a club if grappled. Emilio and Earl begin shouting charges and insults at each other. At the height of the name-calling, Harry and Francesca enter the bar. They had been out walking in Singer's Orchard. Emilio then begins shouting at the younger Kline, drops his gun, and attacks him with his straight-razor (treat as knife).

If the players do not act, Emilio delivers a serious wound to Harry and stalks off, dragging Francesca with him. If this happens, the Sarduccis drop out of the BBBC. It is up to players to settle the quarrel between the families and save Harry from a close shave.

IX. THE RUNAWAY

The Schmidt Family (Bldg B1)
Wild Ben (Bldg B9)

Gertrude Schmidt comes to the party members asking for help. The Schmidts' eldest child, 11-year-old Kurt, has taken his father's carbine and disappeared, probably planning to go buffalo hunting. Night is falling and a storm is coming up, promising bitter winds and deeper drifts. Will the players help find the child?

The snow is already falling, getting heavier by the minute. Kurt's small tracks can be followed to the graveyard, where they disappear. Several of the local men, including Marshall Silver, are out looking for the child, but return to town after about ten minutes in the driving snow. Hans Schmidt (and characters, if they volunteer) are soon the only ones looking.

Kurt is in the church (Bldg B13), sheltered from the wind but slowly freezing. He has his father's carbine ready to shoot any buffalo that come past. There is a 25% chance he will fire at a mounted man in the snow, and a 10% chance that he will fire at a man walking through the storm. If the party discovers the child (and a gunshot is definitely heard), they are rewarded with several hot (and free) meals at Schmidt's Boarding House (Bldg 1). Kurt receives a good spanking and is sent off to bed. If the party does not get involved, Kurt is dead by morning.

X. THE BIG GAME

This encounter leads players into the principal adventure of the module, "Waterhouse's Deed."

Harry Kline (Bldg B17)
Doc Klaber (Bldg B15)
Big John Stone (Bldg B20)
Mike Stone (Bldg 20)
Lefty King (Transient)
Chicago Joe (Transient)

Word reaches the party that a hot poker game is running at Doc's Office in the Metropolitan, and that Harry Kline is on a hot streak.

The characters arrive at Doc's to find the rumors true: Harry cannot be beaten. The game is down to four players. Of the four, Big John, Lefty and Joe are losing big, while Harry is getting richer by the minute. Big John has sent his son, Mike, to Mr. Underhay for an advance to cover his losses. John can detect no cheating (at least on Harry's part), and is trying to stick it out until the string of luck ends. Lefty and Joe are not as calm and are growing more impatient with each hand.

The players are welcome to join, and Big John hopes out loud that fresh blood (and new money) will change the fortunes in the game. At this time Chicago Joe and Lefty King have \$20 each, while Big John bets on credit backed by Underhay. Harry has about \$200 in chips in front of him. Doc is tending the bank, an iron strongbox under his operating table.

This is dollar-ante poker. Each player risks \$1-\$5 (d10/2) per hand. Any hands the players do not win are won by Harry Kline. Big John gets his advance from Underhay (\$50), while Lefty and Chicago Joe continue to lose. Once Chicago Joe is broke, he pulls out a ragged deed from his vest and adds it to the pot. The deed is to the empty stage office in town, formerly property of Oscar Waterhouse. The characters, if sitting in, win this hand and the deed. If the characters are not at the table, Harry wins the deed. Chicago Joe and Lefty have had enough in either case, and draw their guns.

If Harry has been seriously wounded in Scenario Encounter VIII, he receives a light wound in the shooting; otherwise he receives a serious wound. Doc tries to stay out of the shooting, while Big John tries to bust some heads when the smoke clears. The players can take what actions they see fit, either diving for cover or returning fire.

The marshal will arrive within five minutes of the shooting with Mike Stone. Doc and Big John will convince Wild Ben that Harry and the player characters are guilty of nothing more than a string of very good luck. The characters may keep their winnings and the deed to the old stage building (Bldg B21). If the players were not involved in the game, Harry Kline wins the deed, and play goes to the second part of Waterhouse's Deed ("The Meeting of the BBBC"). Otherwise go to the first section, "Friendly Persuasion" in the Waterhouse's Deed section.



WATERHOUSE'S DEED

FRIENDLY PERSUASION

These encounters occur only if the characters have the deed to the old stage office (Bldg. 21 on the map). If Harry Kline has the deed, the player characters are not disturbed by Underhay and Wild Ben.

Herman Winston visits the characters at their rooming house the morning after the big game at Doc's (Scenario X). He says he is the representative of the BBBC (Burned Bush Business Council), a collection of independent merchants in town. The lease to the old stage building was thought to have left town with Oscar Waterhouse, its former owner, but its sudden reappearance provides a chance to strike back at Lyle Underhay.

Underhay, explains Winston, appeared shortly before the Panther Hollow silver boom of two years back. Funded by Mr. G, a mysterious rancher to the south, Underhay built many of the large buildings in town. The strike faded quickly, but the buildings remained. The town would probably have been given up if not for the wells just south of the town. These springs are the only good waterholes between Desperado's Den and the Spillwater River, and make this town an important cattle stop. Underhay wants to control the town, the wells, and the cattle drives.

Now Underhay controls half the saloons, the dance hall, one of the town's two stables, and the general store. He also controls the marshal's office, and Marshal Wild Ben Silver jumps at his command. The saloons are slightly overpriced, but the general store is worse, keeping prices twice as high as in the rest of the county. A second general store would reduce Underhay's power in the community.

Winston plans to set up a second general store to compete with Singer's place. The characters would be the owners, and either run it for them. The BBBC would be willing to provide the funds to repair and stock up the store, or, if the characters are willing, to buy them out fully. Winston offers \$600 and is willing to go as high as \$800. Winston will give them time to think about it, remind them that the meeting of the BBBC is at 8 that evening, then leave.

Soon after Winston's departure, the characters are approached, either in their hotel or

on the street, by Marshal Wild Ben Silver, Mean Jim Sawyer, and Larry Wolfe (use Paul Hooker if Mean Jim is no longer alive). All three are armed. The marshal wants the characters to come down to his office for questioning—this could be about any of the scenarios involving the characters to date, or, should the characters be clean, about some shot cattle found north of the town. Wild Ben does not take no for an answer, and all three brandish their guns. They do not open fire unless the characters draw on them. Wild Ben arrests anyone who fires on officers of the law (including at his two deputies).

Should the characters come peacefully, they are marched to the San Franciscan Hotel. Mean Jim and Larry Wolfe are stationed at the base of the stairs while Wild Ben escorts the party upstairs at gunpoint. Most of the group is left standing outside Underhay's room while the owner of the deed is sent in to meet with Underhay.

At first Underhay is friendly, offering a seat and drinks to the character. He explains, in precise clipped tones, that the deed to the building was thought lost when its owner, Oscar Waterhouse left town, and the old building has stood boarded up, rotting and empty, since then. Underhay offers to buy the deed outright from the character, and offers \$200 for the property.

If the character refuses to deal, or proposes a different deal, Underhay drops the friendly disguise. He explains that he owns this town as well as the law, and that if the character does not sell, he will see that the character suffers the full force of that law. He says nothing else except to suggest that the character consider his offer; he draws the meeting to a close. The characters are shown out of the hotel and left on the street as the Marshal and his deputies return to the hotel.

Should the characters check out the Old Stage Office, they find it boarded up but in excellent condition. Its floorboards and roof are sound, and it has a great deal of shelving space and a long counter for merchandise.

If the characters check the deed with the Town Lawyer, Victor Peel, he examines the document (for \$5) and declares it a valid deed. He also states that the deed needs to be signed over to the players by its former legal owner, Oscar Waterhouse, to make it official. Oscar

Waterhouse was a former Vice President of the Red Rocking Enterprises mine, and use of the building without his permission and signature would be unlawful. The lawyer mentions in passing that he will be attending the meeting that evening.

If the characters sell out to Underhay, nothing further happens to them, and the Old Stage Office will be turned into another saloon. If the characters contact Winston, he insists that they meet with the full BBBC that evening before closing any deals. If the characters turn down Underhay and Winston, four gunmen (Mean Jim, Chicago Joe, Lefty King, and Paul Hooker) visit their rooms, planning to remove the deed by force. If a shootout results, Wild Ben arrests the player characters for firing on his deputies. The deed vanishes while the characters are in jail, ending up in the office safe of Underhay's Hotel. It is up to the players to recover the deed if it is lost in this manner.

THE MEETING OF THE BBBC

If the characters have the deed, Herman Winston invites them to a meeting of the Burned Bush Business Council. If young Harry Kline has the deed, Winston offers the characters jobs as guards at the meeting (extra security is needed because of the problems between the BBBC and Underhay's people): the pay is \$10 for the evening's work, plus token membership in the council. The meeting is scheduled for 8:00 that evening.

The following NPCs attend the meeting: Charlie Logan (Bldg B2), Dirty Dan (Bldg B3), Herman Winston (Bldg B7), George Lightfoot (Bldg B7), Earl and Harry Kline (Bldg B17), and Col. Hill (Bldg B15). Harry is wounded and bandaged but alert. Hans Schmidt is there if his son has survived Scenario IX. Emilio Sarducci is there if he hasn't shot or wounded Harry Kline. Burt Chapin is there if alive. Victor Peel, the town lawyer, is there as well, in return for a \$15 consulting fee. Winston, Lightfoot, Chapin, and the elder Kline are armed.

The characters may be stationed either inside or outside the Winston's Saloon. The owner of the deed is inside with the rest of the council, but the other player characters may want to stand guard against trouble. It is below freezing outside, and a mean northern wind

kicks up the snow (remember prolonged exposure to the cold has the effects described on "Winter in El Dorado County.")

Winston calls the meeting to order and states the group's purpose: preserving small independent merchants in the face of Underhay. He ticks off the complaints on his fingers: Singer, supported by Underhay, overcharges at his general store; Marshal Silver is a puppet controlled by Underhay; Underhay uses hooligans to terrorize the small businesses and most recently forced Mort Irving to sell his saloon and move out; Underhay plans to force the independent merchants out of town, so he and his supporters can control the wells.

Finally Winston arrives at the subject of the deed. The stage office is in good repair, and a loan could be arranged to stock it before summer's cattle drives. Another store in town might bring Singer's price down and break Underhay's hold on the area.

At this point Victor Peel speaks. As town lawyer, he has been called in to examine the deed and its legal problems. Peel states the will is legitimate, but not fully legal. Oscar Waterhouse's signature is needed to transfer the deed over to its new owners, or the marshal, as chief law officer in the town, can contest the deed. Fortunately, Oscar made it clear he was heading north toward Gordon before he left Burned Bush Wells. It is likely that he is still up there, and could be persuaded to sign the transfer papers before a judge or lawyer.

By this time the meeting has lasted an hour, and a group of four men are drifting toward Winston's from other buildings: Mean Jim Sawyer, Paul Hooker, Lefty King, and Chicago Joe, all transients in the hire of Underhay. They have been paid to disrupt the meeting and if necessary, kill Herman Winston and the owner(s) of the deed. If any of the above four are dead, replace them with another of the Transients.

Two transients approach from either side of the saloon. If the characters are outside, the gunmen order them aside, and open fire on the characters if they do not comply at once. Forewarned by the gunfire, the NPCs inside the saloon have their guns ready.

If the characters are inside Winston's, the transients kick open the front and rear doors at the same time, firing at will. Unarmed NPCs dive for cover behind the bar or overturned tables, while armed NPCs return fire. Wild Ben Silver does not arrive until well after the shooting stops. He arrests any of the surviving transients, but sets them free later in the week for "lack of evidence."

The members of the BBBC surviving the gunbattle vote to support the creation of a new store. This means someone must go after Oscar Waterhouse and get his signature on the transfer papers. The signature must be notarized by a lawyer or Justice of the Peace, so that Waterhouse should be brought back to Burned Bush Wells to sign the transfer before Victor Peel. If the players own the deed, they

must track down Waterhouse at Gordon. If the characters do not own the deed, the other members of the BBBC ask them to go after Oscar Waterhouse. Harry is in no shape to travel and the other members need to remain in town to prevent further attacks by Underhay. The characters are offered a share of the profits of the first year's operations of the new store in exchange for going. In addition, the BBBC will help the characters outfit themselves for the trip.

THE ROAD TO GORDON

The mining town of Gordon is 60 miles north of Burned Bush Wells in the pine forests of the Timber Creek Mountains. It can be reached either directly through the hills or by skirting the foothills and taking the stageline that runs north from Promise City. The stage has been discontinued. If the characters want to travel to Gordon, they should provide themselves with food and heavy clothing: a 60 mile trip in the winter would be foolish otherwise.

Characters travelling toward Gordon have a chance for encounters in the wild. Roll percentile die twice per day, and consult the table below for encounters:

WILDERNESS ENCOUNTERS IN EL DORADO COUNTY

- 01-40 No Encounter
- 41-45 Wolves or Wild Dogs (1-10)
- 46-55 Line Rider
- 56-60 Ranch Hands (1-10)
- 61-65 Wolf Hunter
- 66-70 Bandits (1-5)
- 71-80 Prospector
- 80-00 Scenario Encounter
 - IA. Gun-For-Hire
 - IIA. Widdamaker
 - IIIA. Return of Thad Munroe

Wolves or Wild Dogs. There is a 20% chance they have already found prey (deer, elk, etc.); otherwise, they will be hunting. They will scatter at the sound of gunfire.

Line Rider. This is an unemployed ranch hand riding between settlements, trading news and company for food and shelter. Use the line rider statistics in the Wolf Hunt section of the booklet. There is a 25% chance that the rider has news from Burned Bush Wells, in most cases a garbled account of the recent conflict between Underhay and the BBBC.

Ranch Hands. There is a 10% chance that one of these men knows Waterhouse, and knows he is in the ghost-town of Gordon.

Wolf Hunter. Choose one from the list of transients. Do not use Paul Hooker, Mean Jim Sawyer, Chicago Joe, or Lefty King, as they are already working for Underhay.

Bandits. These men will try to take the party's valuables as well as the deed to the Old Stage Building. If successful, the bandits ride to Burned Bush Wells to hole up at the Sagebrush (now closed), and from there to the Bad-

lands. If the bandits manage to get away with the deed, it is taken by Doc Klaber "for services rendered" and is waiting in his strongbox when the characters return.

Bandits

W	BS	GA	TA	B	S	A
CWR	-3	50	50	30	13	25
LBR	-2					

Prospector. The characters encounter a single prospector who has a 90% chance of owning a shack or shanty nearby; otherwise he is roaming the hills with his mule. Most prospectors are suspicious of strangers, and unfriendly until their fears are calmed. There is a 50% chance that a prospector knows of Oscar Waterhouse and that he's staying at the Old Main Hotel in Gordon.

Prospectors

W	BS	GA	TA	B	S	A
CBR	0	40	50	35	16	35
AR-10						

SCENARIO ENCOUNTERS

As in the scenario encounter in the Town of Burned Bush Wells Section, run the first listed scenario, then go to the next. If all four encounters have been played, treat as no encounter:

IA. Gun-For-Hire. The characters see a single lone rider approaching from a distance. He hails them and asks the direction to Burned Bush Wells. If the party asks him his business, he tells them only that he has an engagement with a Mr. Underhay. He does not draw on the players, but goes for his guns if the players make a hostile move against him.

The stranger's name is Gary Scotts. He is a hired gun from Promise City, sent for by Lyle Underhay to resolve his problems with the BBBC. Scotts normally uses two fast-draw revolvers in gunfights, and is ambidextrous.

Gary Scotts

W	BS	GA	TA	B	S	A
FDR6	+22	68	52	49	14	23
2FDR619						

If the characters direct Scotts on his way to the town, he appears later in this module. If they direct him elsewhere, Scotts arrives in town too late to act against the BBBC, but will remember the characters and hold a grudge.

IIA. Widdamaker. A group (3-30) of shaggy wild mustangs appear off to the characters' right, grazing on the tall, dry grass that breaks through the snow. Standing watch over these wild horses is a huge, coal-black mustang.

The black mustang is Widdamaker (see Scenario VI), a horse of excellent quality and a strength rating of 40. His herd will consist of horses of poor to fair quality.

Should the players approach the mustang's grazing spot, Widdamaker whinnies,

alerting the rest of the herd. The wild horses will bolt off in the direction away from the party, Widdamaker bringing up the rear. If they are mounted, the party may pursue the herd and/or try to lasso either a mustang or Widdamaker himself. If the party is on foot, only one attempt to rope the horses can be made before they escape. Use the character's Throwing Accuracy to determine roping ability. Modify any roping attempts against Widdamaker by -20%.

Once roped, a wild horse must be broken before it can be ridden. To try to break a horse, roll a ten-sided die and apply any modifiers required. Consult the Bronc Busting Table for the final result. The Modifier to Next Die Roll column is the amount added or subtracted to the next die roll, in addition to other modifiers.

BRONC BUSTING TABLE

Die Roll	Result	Modifier to Next Roll
0 or less	Rider Thrown	—
1*	Horse Rolls	-4
2*	Thrash	-3
3*	Smash against Object	-2
4	Buck	-1
5	Rear	-1
6	Kick	0
7	Gallop	+1
8	Trot	+2
9	Walk	+3
10	Stand	+4
11 or more	Horse has been Broken	

* If the rider is not using a saddle and bridle, he is thrown

Modifiers

Excellent Horse (Widdamaker)	-2
Good Horse	-1
Fair Horse	0
Poor Horse	+1
Rider uses no saddle or bridle	+1

If the character is thrown, consult the Wound Chart for location and severity of damage. A mortal wound result will become a severe wound: the character passes out for 1-10 minutes. All wounds are treated as wounds received from Brawling, and will heal at a rate of 1 strength point for each hour rest.

If a character is able to remain mounted for 20 die rolls, the horse becomes winded and stops fighting his control. The horse is then automatically broken. This is the only way to break Widdamaker (treat all results greater than 10 for breaking Widdamaker as a result of 10). If Widdamaker throws his rider, the leader of the mustangs breaks for freedom and must be captured again.

IIIA. The Return of Thad Munroe. As night comes on, the lights of a shack appear off to the

characters' left, and a smell of woodsmoke and bacon drifts down to the character's path.

If Thad Munroe is dead or captured for his crimes in Scenario V, the cabin is occupied by an old prospector, who welcomes company and is willing to share talk and food. If Munroe is still at large, this is his hide-out from the law.

Thad is easily recognized by his gray horse and his description on the wanted posters issued by Wild Ben Silver. He does not recognize the characters (unless they fought with him back in Burned Bush Wells), and offers to share his grub and provide shelter from the night in exchange for talk.

If the characters confront Thad with his crime, he agrees to come along quietly. He explains his reasons for shooting Duane Jacobs: the bartender used to be a river-boat gambler, and cheated him out of his life savings. Munroe is a peaceful prisoner, but needs to be watched or he will escape. If he discovers the characters' mission to Gordon or their dislike of Underhay, he offers to join them as a hired gun if they do not turn him in to the marshal.

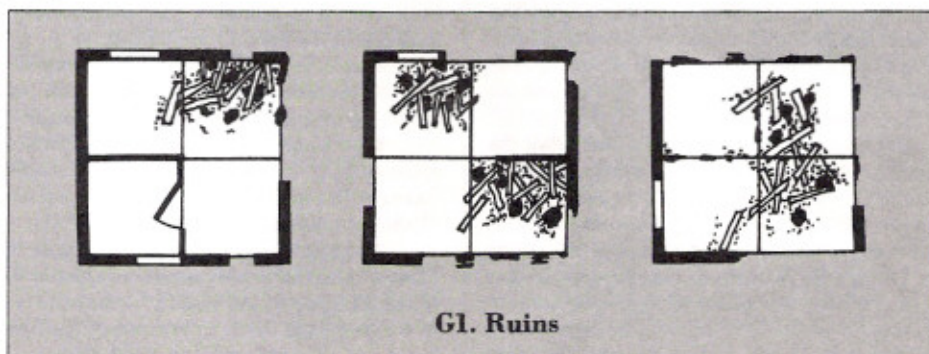
Thad is on the level: his quarrel was with Duane Jacobs, not the party. He will join them as an NPC controlled by one of the player characters if they take him up on his offer. Munroe has learned from line riders that people are looking for Waterhouse, and that the old miner uses the Old Main Hotel as his base of operations.

THE TOWN OF GORDON

Gordon was a successful mining community for a short time three years ago, its seam of silver-bearing rock fading just about the time of the Panther Hollow strike. Unlike Burned Bush Wells, Gordon had nothing to fall back on, and soon became a ghost town, left to wild animals and an occasional prospector. The town is in ruins except for the main mining building of the Red Rock Enterprises, and the Old Main Hotel.

G1. Ruined Quarters

These one-story structures once housed the people who worked for the Red Rock Enterprises.



G1. Ruins

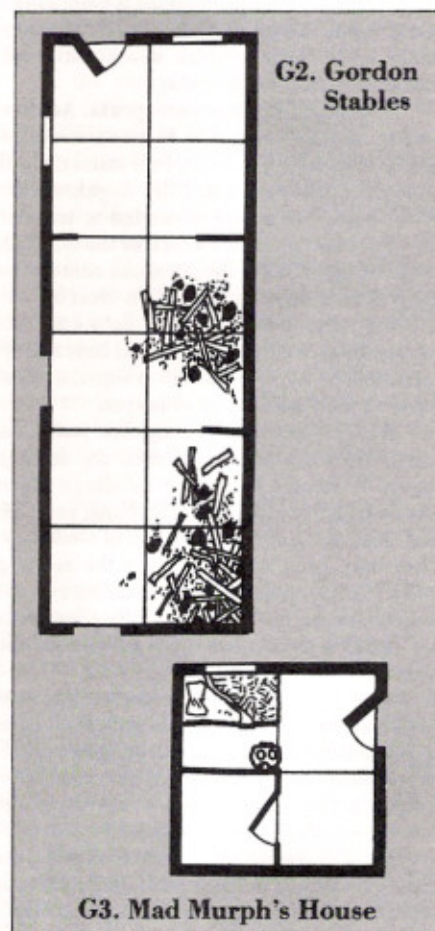
prizes Mine. The houses have fallen apart: little remains except the stone walls and wooden beams.

G2. Gordon Stables

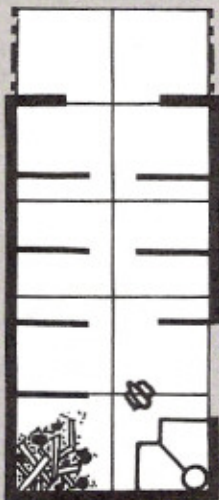
The roof is gone off this one-story building that once had stalls for eight horses plus ironworking facilities. All that remains of the ironworks are a rusted anvil and some broken tools.

G3. Mad Murphy's Place

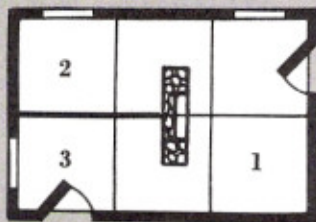
A one-story building similar to the ruined quarters (Bldg G1), except that this building's roof is still intact. The building is the home of Mad Patrick Murphy.



G3. Mad Murph's House



G4. General Store and Stage



G5. Manager's House

Mad Murphy

W	BS	GA	TA	B	S	A
BR	-5	65	60	99	14	54
KN	+10					

Mad Murphy. Murphy has been thrown by his mule one time too many, and as a result has a twisted view of the world. He is very concerned about claim-jumpers, and that thieves may be after the low-grade silver hidden beneath his bunk. Anyone who comes within ten feet of his house is faced by an angry Murphy carrying a buffalo gun, mumbling unclear threats. If gunfire breaks out in Gordon, Murphy believes that claim jumpers are after him, and opens fire on anything that moves in sight of his windows.

G4. General Store and Stage Office

These two buildings are burned out shells. Their common roof is in one piece but the interior walls have burned away. The floor is burned and rotting, gaping in places where a sinkhole has developed beneath the structure. There is a 10% chance that anyone within these buildings will fall through 5' into the lower pit, suffering a light wound.

G5. The Old Manager's House

This one-story building is in good repair, and is often used by bandits on the run from the law. It is empty at the present, but its previous ten-

ants left a coffee pot containing \$150 beneath the floorboards by the fireplace.

G6. The Red Rock Enterprises Mine Building

The old mine building is a three story-structure built into the hillside. The lowest floor contains the mining offices (rooms 1 and 2) and a path for ore carts to pass under the building. The second floor has the shaft itself, an opening for dumping the ore down into the wagons, and some old machinery mountings. The third story is a vacant attic once used to store equipment and machinery, all of which has been long since removed. The building is empty except for the mining office and the shaft itself. The mining office contains a old, warped trunk that holds ten sticks of capped and fused dynamite. The dynamite will not explode, as it is too damp, but the fuses will light and spark. The shaft is the winter home of a large black bear.

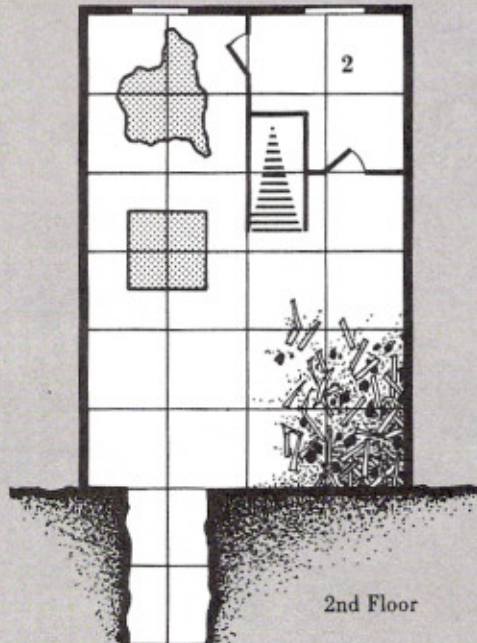
Daisy

S	BS	BCH	DM	WM
45	10	55	+20%	-30%

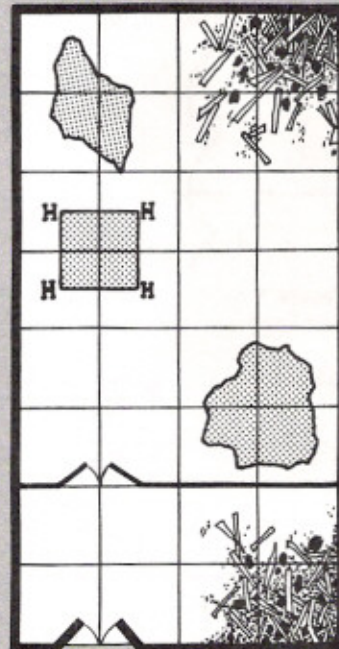
"Daisy" is the name given by Oscar Waterhouse to the shaft's occupant, a large black bear. Oscar avoids Daisy, and neither he nor Mad Murphy will explore the shaft as long as she occupies the building. Daisy will not react to people in the mine building but will attack whoever moves down the shaft.



1st Floor

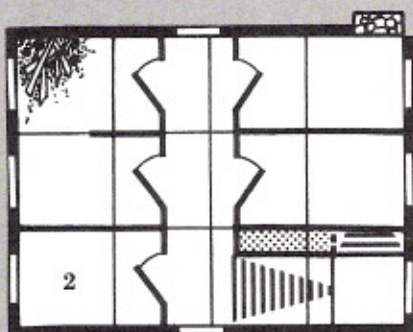
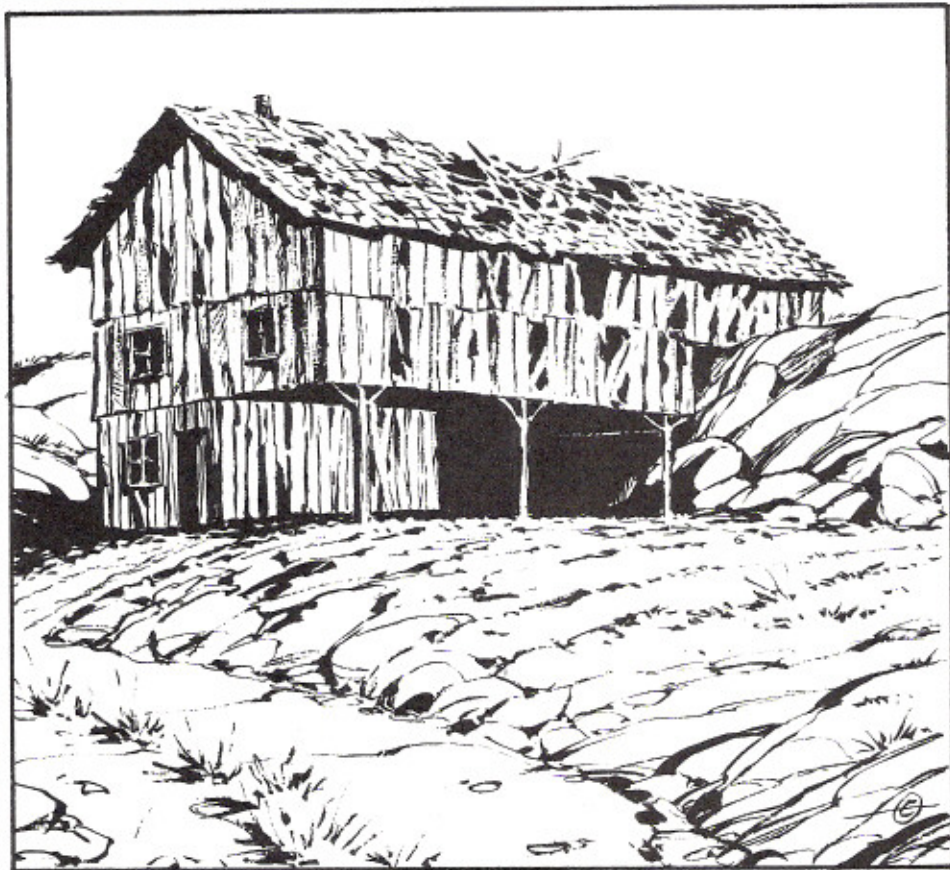


2nd Floor

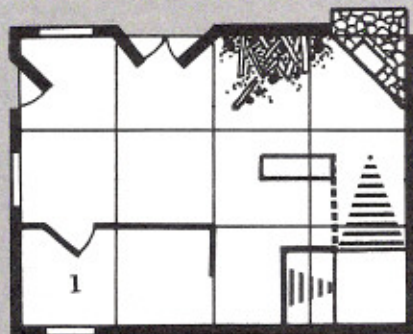


3rd Floor

G6. Mining Building

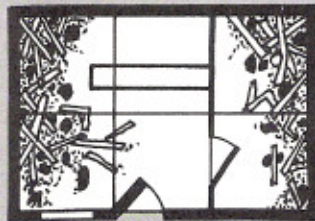


2nd Floor



1st Floor

G8. Old Main Hotel



G7. Miner's Hole Saloon

G7. Miner's Hole Saloon

The saloon was once a two-story building, but the top floor has burned away, leaving debris scattered over the bar on the first floor. The bar itself is still standing, but all glassware has been smashed and broken.

G8. The Old Main Hotel

The Old Main is a two-story building set on the low ridge that overlooks the main road. The hotel is still sound but stripped of its former glory: most of the furniture has been broken up and burned in the large stone fireplace, but the front counter and the cash register remain. The second floor has five rooms, the south-western room (room 1) occupied by Oscar Waterhouse. The front door of the hotel always has a sign on it reading "Out Mining — O.W."

Oscar Waterhouse

W	BS	GA	TA	B	S	A
DAR6	+5	65	65	34	17	44
15R	-5					

Oscar Waterhouse. Former Vice President of the Red Rock Enterprises Mine. Oscar is gray-haired and nervous, suspicious of strangers. He lost his wife and son in a shootout in Burned Bush Wells during the silver boom, and his business soon folded under him. He turned his attention to checking for new seams of silver, an independent miner using Gordon as a base. Oscar keeps a shotgun for protection.

Oscar is in his room at the Old Main, sleeping after a long prospecting trip. If approached in a friendly manner, he is glad to go back to Burned Bush Wells and sign the transfer papers in the presence of the lawyer Victor Peel. While the characters are in the old hotel, a second group of riders come up: five men, including Chicago Joe, Lefty King, and Paul Hooker (if these three are still alive). The other killers will have the following statistics:

Paid Killers

W	BS	GA	TA	B	S	A
FDR5	+15	55	55	65	11	24

The killers plan to find Oscar Waterhouse before the player characters, and either force him to sign the papers over to Mr. Underhay, or kill him. Two explore the Mine Building while the others check out the Old Main Hotel. All have their weapons drawn and ready. They will fight to the last man.

RETURN TO BURNED BUSH WELLS

If the characters reach Waterhouse (and if they defeat the gunmen), they must return to town to complete their adventure. The players should have the town lawyer, Victor Peel, witness the signing of the transfer papers. If this module is used as part of a larger campaign, the characters may go to any friendly town to

have the signature witnessed by a lawyer, judge, or justice of the peace. Use the wilderness encounter chart for the characters' return.

If the players return to Burned Bush Wells with Waterhouse and/or the papers transferring the Old Stage Building to them (or to Harry Kline), a meeting of the BBBC takes place. All of the surviving members are there except for Emilio Sarducci, the barber. Emilio bursts into the meeting bearing grim news: hooded men carrying guns and a crate of explosives are heading for the Old Stage Office. Sarducci fears they are going to blow up the building (which shares a wall with his own barber shop).

If the BBBC and the player characters arm themselves and head for the old stage office, they find eight men setting charges by its south west corner. Following Underhay's orders, these men are out to stop the new store once and for all. They led by Larry Wolfe (Bldg B8) and include Ralph Morelock (Bldg B4), Slim Sam (Bldg B6), Mike Stone (Bldg B20), Fuzzy Hicks (Bldg B19), Fingers Calhoon (Bldg B23), and Garry Scotts (if he had clear directions from the players in Encounter IA, p. ??). Those men who are not NPCs are hired by Underhay to protect his employees. If any of the above NPCs are dead or unable to fight, fill their slot with a hired gunman.

Hired Gun

W	BS	GA	TA	B	S	A
DAR6+14	57	55	35	12	20	

All the men will be wearing gunny sacks as masks except for Gary Scotts. Fuzzy Hicks, now sober, is planting the dynamite (12 sticks) while Mike Stone carries 12 blasting caps.

All Underhay's men except Gary Scotts shoot at -10% because of the burlap sacks over their head. If Fuzzy and Mike Stone are undisturbed for 3 rounds, they set the charge, which goes off the third round after it is lit. If it goes off, the explosion destroys the back end of the building, and caves in the roof in front.

If any of Underhay's hired guns survive, they gladly turn against their former boss and blame him for the attempt to blow up the building. Should none survive, instructions for getting the dynamite and blowing up the old stage office are in Larry Wolfe's pocket. These instructions are in Underhay's writing and bear his signature.

Most of the townspeople will have gathered, will hear the confession (or read the instructions), and will be angry. Those in the BBBC call for a lynching, while those working

for Underhay are angered enough to demand that Underhay be punished for this dirty and dangerous stunt.

Underhay watches all of this from his window at the San Franciscan. If it becomes obvious that the crowd is becoming hostile toward him, Underhay tries to leave town until things blow over. He takes a previously packed carpetbag that contains his papers and some \$800 in profits, and heads for a horse tied up by the side stairs of the hotel. If he is caught by the players, he declares his innocence and asks that Marshal Silver protect him. Silver, if the players allow it, takes Underhay to the lock-up but lets his boss go if no one is looking.

Underhay's hired men, including the gunmen at Gordon (and Underhay himself, if he is caught), are held until a posse arrives from Promise City. The offenders may expect to spend several years in Territorial Prison for their crimes.

EPILOGUE

If the characters have saved the deed and the building, they have saved the town from Underhay's total control. Loans supported by the BBBC can be arranged with the banks in Promise City. Since Underhay must run his business from a distance, his hold on the town is broken, and other businesses such as Uncle Al's and the Burned Bush Wells Stables will join the BBBC.

The players may now own a general store, which they may operate or turn over to a caretaker (Doc Klaber will recommend young Harry Kline, and most of the other investors agree). The new store turns a profit of \$100-\$1000 after the first cattle season. If the players do not own the store, they are rewarded with \$100 at the end of the cattle season. If the players are not in Burned Bush Wells at this time, they receive this letter:

Dear Friends,

Writing to say that everything is fine with your investment. Your portion of the profits is enclosed. The first year has been successful, and despite the cattle drive, relatively quiet. Ben Silver quit marshalling after the spring round-up, and is working as a trail boss for the Rocking G. No word on Mr. Underhay, but Phil Singer is collecting the profits from his old business (a smaller amount, I might add). Mr. Singer has had to cut down his prices, but we both make a tidy sum. Thanks again for your help and support, and I hope you stop in Burned Bush Wells soon.

Yours truly, Harold J. Kline

P.S. If you happen to be in the area in September, you're all invited to the wedding of me and Francesca Sarducci. See you then.

CREDITS

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APPENDICES



The NPC Summary below lists the citizens of both Burned Bush Wells and Gordon, as well as transients and typical NPCs. This summary is provided for easy reference during play.

KEY: W = Weapon commonly used; BS = Base Speed with that weapon; GA = basic Gun Accuracy; TA = basic Throwing Accuracy; B = Bravery (percentile); S = Strength rating; A = Age; Burned Bush Wells Buildings are represented by "B" and the number, Gordon Buildings by "G" and the number. Transients and characters that appear in scenarios have no building number.

Appleby, "Chicago Joe"							Transient
W	BS	GA	TA	B	S	A	
SAR6	+16	56	51	67	18	29	
2D	+13						
Arens, Lyman							Bartender Bldg B5
SAR6	+18	63	47	42	15	40	
SCG	+10						
Barr, Marjo							Entertainer Bldg B6
-	-5	31	31	33	11	26	
Blanton, Hal							Manager Bldg B6
DAR6	+1	36	41	03	15	39	
15R	-9						
KN	+1						
Calhoun, Fingers							Piano-Player Bldg B23
FDR6	+24	68	63	78	14	29	
KN	+19						
Carlton, Lonnie							Transient
SAR6	+17	60	50	22	11	22	
KN	+14						
Chapin, Bert							Asst. Manager Bldg B15
FDR5	+19	65	46	84	17	31	
LBR	+9						
Cole, Willy							Bartender Bldg B23
SAR6	+13	52	55	64	17	34	
SCG	+5						
1D	+10						
KN	+10						

Coots, Junior							Transient
FDR5	+23	60	68	70	15	19	
15R	-5						
KN	+5						
Dale, Clyde							Bartender Bldg B16
SAR6	+11	43	43	46	14	21	
SCG	+3						
Davis, Ruth							Entertainer Bldg B6
-	-5	31	31	22	14	28	
Diamond Nan							Entertainer Bldg B6
-	-9	25	25	04	13	22	
Dirty Dan							Owner Bldg B3
SAR6	+14	53	47	34	14	35	
SCG	+6						
Fat Walt							Manager Bldg B16
SAR6	+4	58	63	48	15	40	
2D	+1						
KN	+1						
Geoff, Sam							Undertaker Bldg B12
FDR6	+33	64	61	95	14	57	
2D	+28						
Geoff, Helen							Wife Bldg B12
-	-9	25	25	06	12	50	
Geoff, Sarah							Daughter Bldg B12
-	-4	34	34	52	14	16	
Geoff, Eugene							Son Bldg B12
-	-4	34	34	52	14	12	
Geoff, Laura							Daughter Bldg B12
-	-9	25	25	07	11	11	
Geoff, William							Son Bldg B12
-	-7	28	28	17	6	9	
Hamilton, Zack							Transient
FDR5	+23	75	60	93	9	27	
AR	+3						
Harley							Bartender Bldg B18
FDR6	+26	50	63	65	14	46	
SCG	+16						
KN	+21						
Hicks, Fuzzy							Worker Bldg B19
SAR5	+17	39	60	22	14	27	
KN	+17						
Hicks, Fuzzy							Drunk Bldg B19
SAR5	+20	49	70	89	14	27	
KN	+17						
Hill, Col. J.P.							Owner Bldg B15
DAR6	+1	47	52	16	14	50	
CWR	-9						
KN	+1						
Hinkle, Curley							Stableboy Bldg B2
SAR5	+11	42	52	17	16	17	
KN	+8						

Hooker, Paul Transient
FDR5 +17 50 53 62 11 23
6R +2
KN +12

Irving, Mort Owner Bldg B5
FDR5 +29 66 71 65 10 31
SCG +19
KN +24

Jacobs, Duane Bartender Bldg B18
SAR5 +14 47 42 30 10 21
SCG +6

Jersey, Sal Entertainer Bldg B6
-5 31 31 33 11 26

Jones, "Uncle Al" Manager Bldg B23
SAR5 +20 60 57 88 14 40
SCG +12

King, Lefty Transient
SAR6 +21 75 68 97 12 24
1D +18

Klaber, Rudolph Doctor Bldg B15
SAR6 +14 72 62 95 11 72
2SG +1

Kline, Earl Owner Bldg B17
SAR5 +14 61 61 73 16 38
SCG +6
KN +11

Kline, Victoria Wife Bldg B17
-5 31 31 39 14 38

Kline, Harry Son Bldg B17
SAR5 +18 45 53 46 12 18
SCG +10
KN +15

Kopp, Ken Bartender Bldg B16
FDR6 +20 80 70 97 10 26
SCG +10
KN +15

Krager, Barb Entertainer Bldg B6
2D -4 34 34 59 9 26

LaBouche, Claudette Maid Bldg B15
-7 28 28 11 10 26

Lawton, George Manager Bldg B4
DAR6 +8 34 43 59 14 25
2D +8

Lawton, Annie Wife Bldg B4
-4 34 34 54 13 24

Lightfoot, George Bartender Bldg B7
CBR +4 51 61 73 13 35
SCG +4
KN +5

Little Kate Entertainer Bldg B6
-9 25 25 02 8 30

Logan, Charlie Blacksmith Bldg B2
CBR +5 63 47 52 19 37
AR -5

Logan, Mabel Wife Bldg B1
-4 34 34 52 15 35

McDowell, Marcus Transient
FDR6 +21 57 60 70 15 19

Morelock, Ralph Bartender Bldg B4
SAR5 +15 58 50 62 14 22
SCG +7

Morgan, J.H. Bouncer Bldg B6
SAR5 +7 49 51 97 21 19
KN +4

Munroe, Thad Killer
FDR5 +18 58 51 67 15 32

Murphy, Mad Miner Bldg G3
BR -5 65 60 99 14 54
KN +10

O'Doul, Mollie Singer Bldg B23
2D +17 55 44 83 16 28

Parker, Suzie Manager Bldg B18
SCG +20 48 63 62 11 25
2D +25
KN +25

Peel, Victor Ambrose Lawyer Bldg B8
SAR6 +13 48 53 50 15 38

Phillips, Wesley Transient
FDR6 +18 73 86 94 15 34
KN +13

Randolph, Mad Tex Bandit
FDR5 +23 53 53 57 18 26
6SG +8

Randolph, Bad Arnie Bandit
SCG +4 61 61 74 15 23
FDR5 +14
KN +9

Rodgers, Dave Bartender Bldg B6
SCG 0 42 52 12 14 24
DAR6 +5
KN +5

Russel, Sanford Bartender Bldg B6
SAR6 +21 50 61 68 18 33
SCG +13
KN +28

Sarducci, Emilio Barber Bldg B22
AR -
11 48 61 52 14 35
KN +5

Sarducci, Carmella Wife Bldg B22
-9 25 25 02 13 37

Sarducci, Francesca Daughter Bldg B22
-4 34 34 57 7 17

Sawyer, Mean Jim Transient
FDR6 +30 75 57 100 17 32
9C +15

Scholl, Constance Waitress Bldg B15
-9 25 25 10 6 32

Schmidt, Hans Owner Bldg B1
SAR6 +11 65 62 85 14 40
12C -2

Schmidt, Gertrude Wife Bldg B1
-4 34 34 61 16 41

Schmidt, Kurt Son Bldg B1
-7 28 28 18 14 11

Schmidt, Kristina Daughter Bldg B1
-9 25 25 10 8 8

Silver, Wild Ben Marshall Bldg B9
FDR6 +23 75 55 65 15 47
2SG +8

Simms, Samantha Widow Bldg B15
-5 31 31 28 11 49

Singer, Phil Manager Bldg B19
DAR6 +13 70 75 93 13 37
15R +3
KN +13

Singer, Phyllis Wife Bldg B24
-2 41 41 84 12 36

Singer, Addie Daughter Bldg B24
-4 34 34 61 12 15

Singer, Joshua Son Bldg B24
-5 31 31 28 9 11

Singer, Clemment Son Bldg B24
-4 34 34 36 7 9

Slim Sam Bouncer Bldg B6
FDR +24 65 65 79 14 31
KN +19

Snieder, Little Al Bartender Bldg B4
SAR6 +15 53 42 37 12 40
SCG +7

Stone, Big Jim Blacksmith Bldg B20
SAR5 +11 71 63 52 21 45
1SG -2

Stone, Mike Son Bldg B20
SAR6 +16 69 51 70 17 17
9C +3

Timmons, Terrible Tom Transient
FDR5 +19 60 47 28 14 22
15R +4

Tyler, Moses Transient
FD5 +14 62 60 11 14 27
12C -1
KN +9

Underhay, Lyle Owner Bldg B8
DAR6 +31 57 65 91 11 26
15R +21
KN +31

Waterhouse, Oscar Miner Bldg G8
DAR6 +5 65 65 34 17 44
15R -5

Wells, Sam Bandit
SAR5 +15 48 48 57 13 26

Williams, Clarence Worker Bldg B11
CBR 0 53 34 39 15 19

Winston, Herman Owner Bldg B7
SAR6 +11 75 47 89 10 54
SCG +3

Wolfe, Larry Worker Bldg B8
FDR6 +20 77 72 85 12 23
1D +15
KN +15

Worth, Cal Bartender Bldg B3
FDR6 +24 58 63 80 15 41
SCG +14
KN +19

TYPICAL CHARACTERS

Bandits
CWR -3 50 50 30 13 -
LBR +2

Hired Gun
DAR6 +14 57 55 35 12 -

Line Rider
DAR5 +11 53 56 50 14 -
KN +11

Paid Killer
FDR5 +15 55 55 65 11 -

Prospector
CBR 0 40 50 35 16 -
AR -10

Ranch Hand
SAR6 +10 40 42 30 12 -

Wolf Hunter
6R +2 58 60 60 14 -
KN +12
SAR5 +15

PLAYER CHARACTERS

Players may use these characters to play Burned Bush Wells, or use their own from your Boot Hill Campaign.

All the characters listed below were workers at the Cross Y Ranch. The ranch was closed

after a unexplained fire swept through the main buildings this past fall, and its equipment and herds were sold to Doug Singer, operator of the Rocking G Ranch. The Cross Y was the rival of the Rocking G, property of the mysterious land-owner Mr. G; workers at the Cross Y often brawled with those from the Rocking G

when they met in town, and a great dislike exists between the two groups. Singer laid off all of the Y's personnel at the start of winter. Feelings between former employees of the Cross Y and those who work for Singer and Mr. G. are strained at best.

THE GREENHORN

Will Ebon

Former Hand, Cross Y Ranch

Age: 17

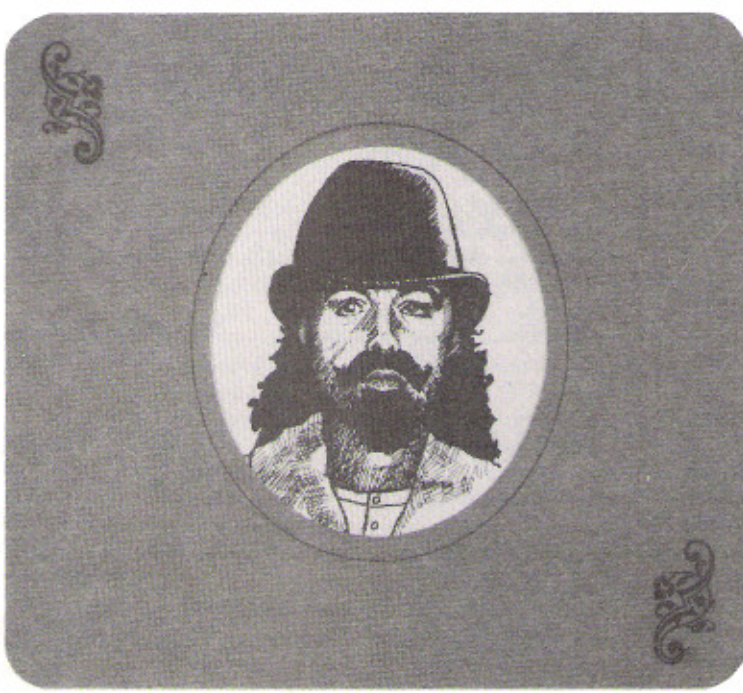
Height: 5'10"

Weight: 140

Has a Fair horse and \$40.00.

BS	77	(+9 to Base Speed)
GA	75	(+7 to Basic GA)
TA	57	(+5 to Basic TA)
B	39	(+1 to Base Speed, +3 to Accuracy)
S	47	14 Strength
Exp	02	No gunfights (-10 to Accuracy)
W	BS	BA
CBR	+10	50%
SAR6	+5	50%
KN	+15	48%

Born outside Philadelphia, young Will came west to seek his fortune as a cowboy on the plains. He ended up with the Cross Y, his first and last job. After a season of riding and roping, Will is eager to try some other means of making a living, and hunting wolves seems an easy way to do it.



THE OLD RANCH HAND

Lester Jenkins

Former Hand, Cross Y Ranch

Age: 32

Height: 6'0"

Weight: 170

Has a Good horse and \$30.00.

BS	43	(+4 to Base Speed)
GA	82	(+10 to Basic GA)
TA	32	No Modifier
B	90	(+3 to Base Speed, +10 to Accuracy)
S	92	18 Strength
Exp	46	1 gunfight (-5 to Accuracy)
W	BS	BA
SAR6	+15	65%
AR	-3	65%
KN	+13	55%

Lester Jenkins is one of about thirty workers fired when Doug Singer bought the Cross Y ranch. In Lester's case, all he has left is a month's wages and a desire to survive the winter. Wolf hunting is not the best living, but it will see him through lean times.

THE HUNTED

Jacques LaRue

Former Ranch Hand at the Cross Y Ranch

Age: 24

Height: 5'11"

Weight: 150

Has a Poor horse, \$10.00.

BS	85	(+12 to Base Speed)
GA	82	(+10 to Basic GA)
TA	26	No Modifier
B	87	(+3 to Base Speed, +10 to Accuracy)
S	32	13 Strength
Exp	77	3 gunfights (No modifier)
W	BS	BA
FDR6	+25	78%
CWC	+10	78%

Jacques is from New Orleans. He fled the law in that city because of a duel (Duelling is illegal in Louisiana, and duels often end in one man dead and the other arrested or in flight). The Cross Y was the first real testing place Jacques found in three years of running, until the fire. Now, down on his luck, talented but poor, Jacques needs a grubstake to see him through the winter.

THE LADY

Alice "Cookie" Rollinger

Former Cook at the Cross Y Ranch

Age: 23

Height: 5'7"

Weight: 130

Has a Fair horse, \$40.00.

BS	70	(+9 to Base Speed)
GA	65	(+10 to Basic GA)
TA	87	(+15 to Basic TA)
B	53	(+1 to Base Speed, +3 to Accuracy)
S	27	13 Strength
Exp	45	1 gunfight (-5 to Accuracy)
W	BS	BA
AR	0	53%
2D	+10	53%
KN	+10	63%

Alice Rollinger came west with her husband Max four years ago. Max became a foreman at the Cross Y ranch, and Alice became the bunk house cook. Max was killed in the fire that shut down the ranch, and Alice was fired by the new owners, Doug Singer and Mr. G. Singer has spread the word to Burned Bush Wells, and none of the Underhay-owned businesses will hire her.

THE HUNTER

J.R. Whitman

Former Business Manager of the Cross Y Ranch

Age: 31

Height: 5'6"

Weight: 190

Has a Good horse, \$50.00.

BS	47	(+4 to Base Speed)
GA	85	(+10 to Basic GA)
TA	55	(+5 to Basic TA)
B	95	(+4 to Base Speed, +15 to Accuracy)
S	62	15 Strength
Exp	92	5 gunfights (-2 to Accuracy)
W	BS	BA
15R	-1	70%
LBR	+4	50%
KN	+9	50%

Jacob Randolph Whitman, of the Back Bay Whitmans, came west to hunt buffalo and stayed to manage money for the Cross Y. After the fire, the Cross Y employees, including J.R., were fired by the new management, and Whitman has turned back to hunting to see him through the winter.

THE OLD SHERIFF

Alister Mason

Former Ranch Hand at the Cross Y Ranch

Age: 45

Height: 5'8"

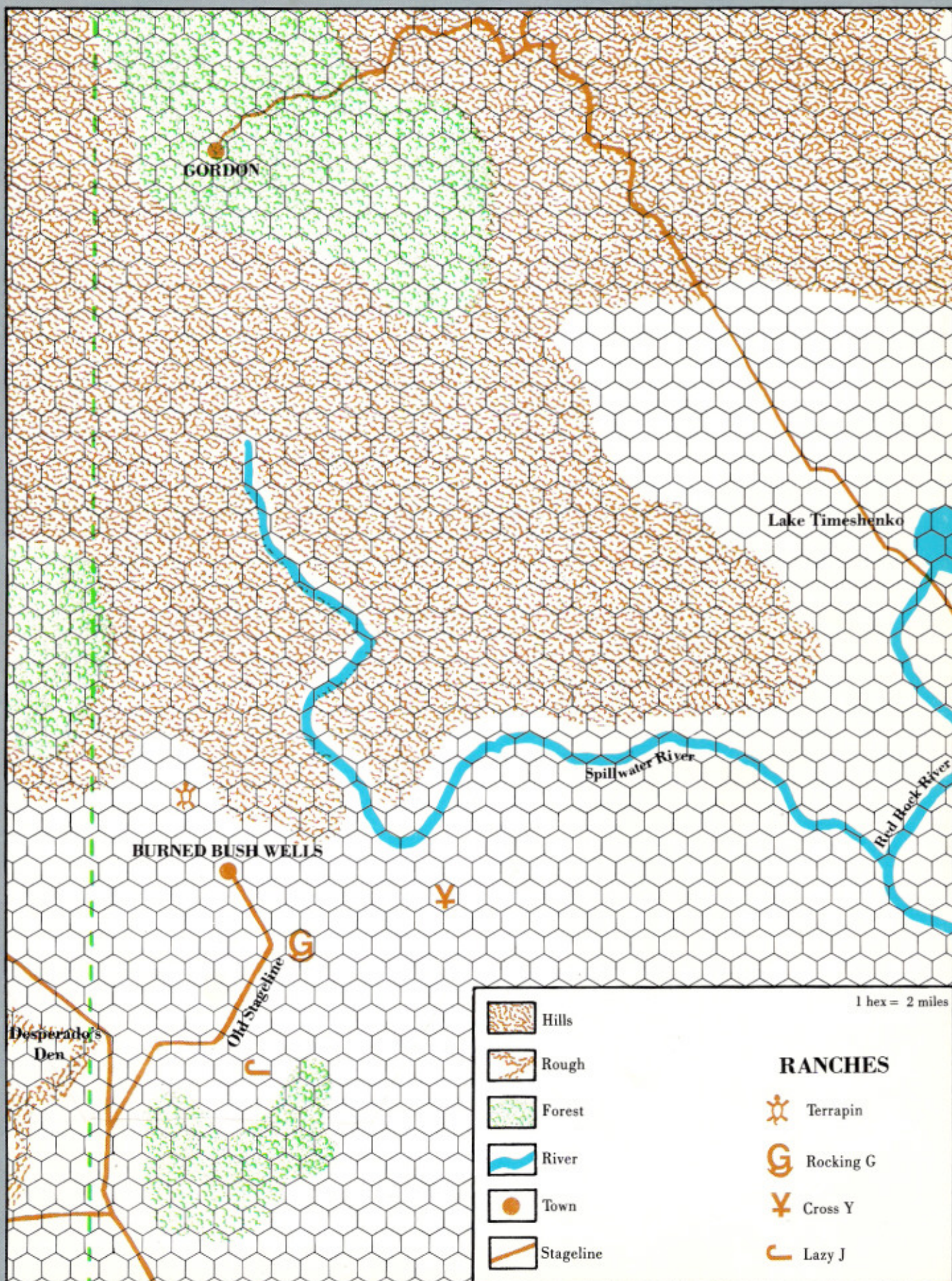
Weight: 145

Has a Good horse, \$25.00.

BS	47	(+4 to Base Speed)
GA	85	(+10 to Basic GA)
TA	55	(+5 to Basic TA)
B	95	(+4 to Base Speed, +15 to Accuracy)
S	62	15 Strength
Exp	92	5 gunfights (-2 to Accuracy)
W	BS	BA
SAR6	+16	78%
AR	+3	78%
KN	+3	78%

Alister Mason is from Eastern Missouri, and was sheriff there at the beginning of the Civil War. He fought bandits and looters during that period. He came west following the war, and found some peace working on a ranch, roping cattle and chasing strays. That peace was short-lived, and Alister must find his own way of getting through the winter.

ELDORADO COUNTY



BOOT HILL®

WILD WEST
GAME ADVENTURE

BURNED BUSH WELLS

BY JEFF GRUBB
WITH ALLEN HAMMACK AND BRIAN BLUME

No two ways about it: the town of Burned Bush Wells sits snugly in the back pocket of Mr. Lyle Underhay, businessman. Now, unlike some of the other merchants in the town, Underhay's dealings have been pretty underhanded.

Now your band of riders stands at the edge of town, a cold norther at your back that cuts through even the wolf pelts slung across your saddles. The skins will draw a decent price in the general store, and you'll draw attention: from the good citizens; from a group of tough-looking rounders that seem to walk into trouble before it starts; from a small, spunky band of shop-owners; perhaps from Underhay himself.

Burned Bush Wells is a BOOT HILL® Wild West Module that provides both town and wilderness adventures set in the dead of winter.

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