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ROOT HILL®

WILD WEST
GAME ADVENTURE

RANGE WAR!
BY PHILIP TATERCZYNSKI



SPECIAL CAMPAIGN MODULE

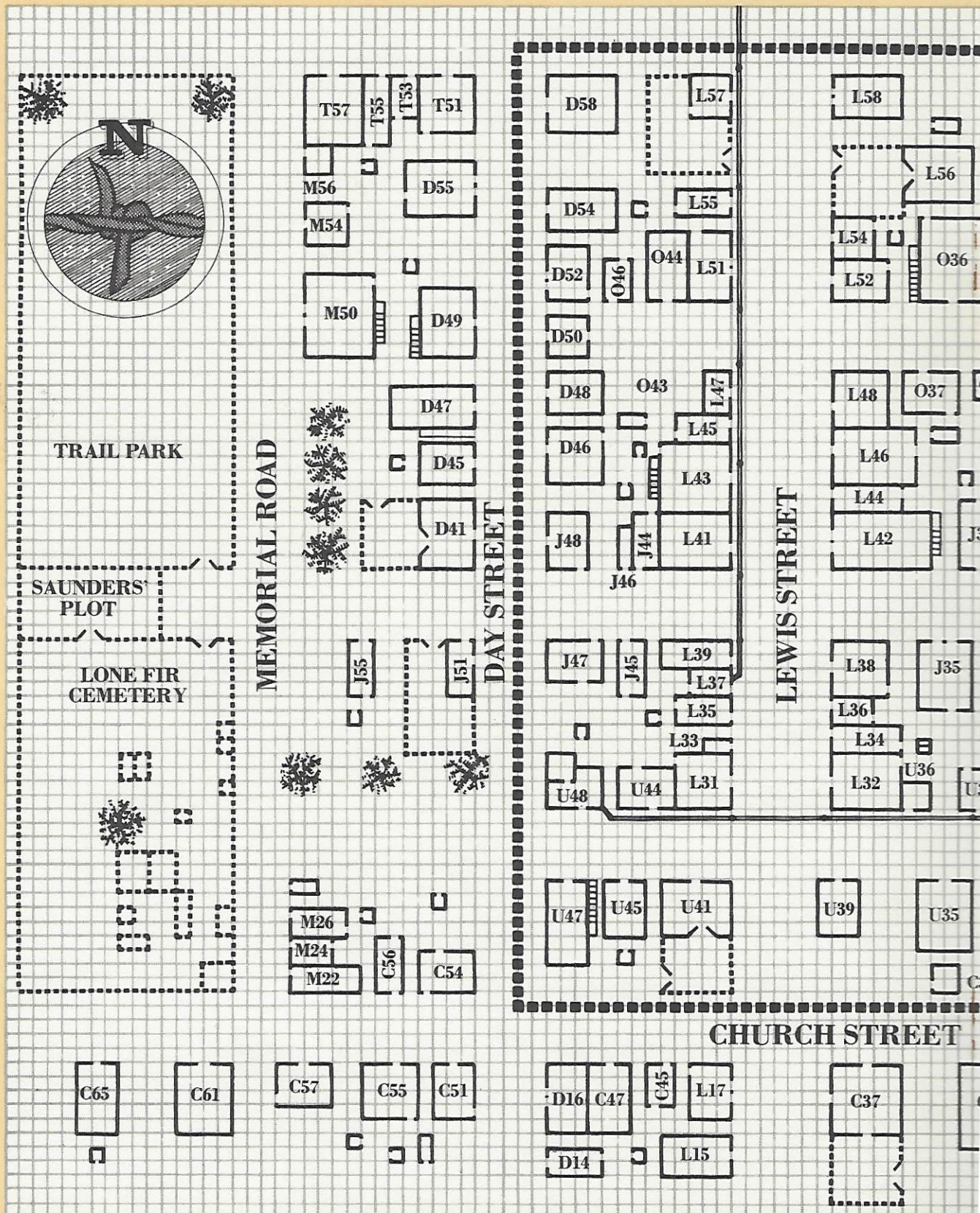


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A BOOT HILL® WILD WEST GAME ADVENTURE



RANGE WAR! BY PHILIP TATERCZYNSKI SPECIAL CAMPAIGN ADVENTURE

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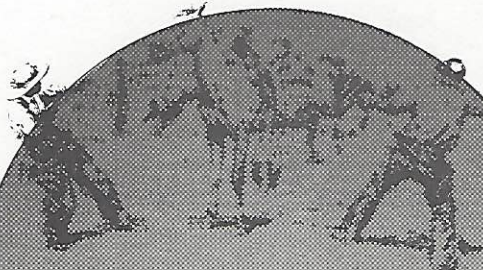


TSR, Inc.
POB 756
Lake Geneva,
WI 53147

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

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PREPARING FOR PLAY

RANGE WAR! Wild West Module is to be used with the **BOOT HILL®** Wild West Role Playing Game. You must have a copy of the **BOOT HILL®** game in order to play this module.

Before playing **RANGE WAR!**, the referee should do the following:

1. Read carefully through the entire module and become familiar with the characters, locations, and events it describes.
2. Prepare the characters for play. A list of prerolled characters can be found at the end of this module. The events in the range war have been written with the prerolled characters in mind. If players decide to use their own characters, roll up new ones, or play people listed in the Nonplayer Character List, you may have to change some material in this module to make the adventure play smoothly. If Step 1 described above is followed carefully, these changes should be easy.

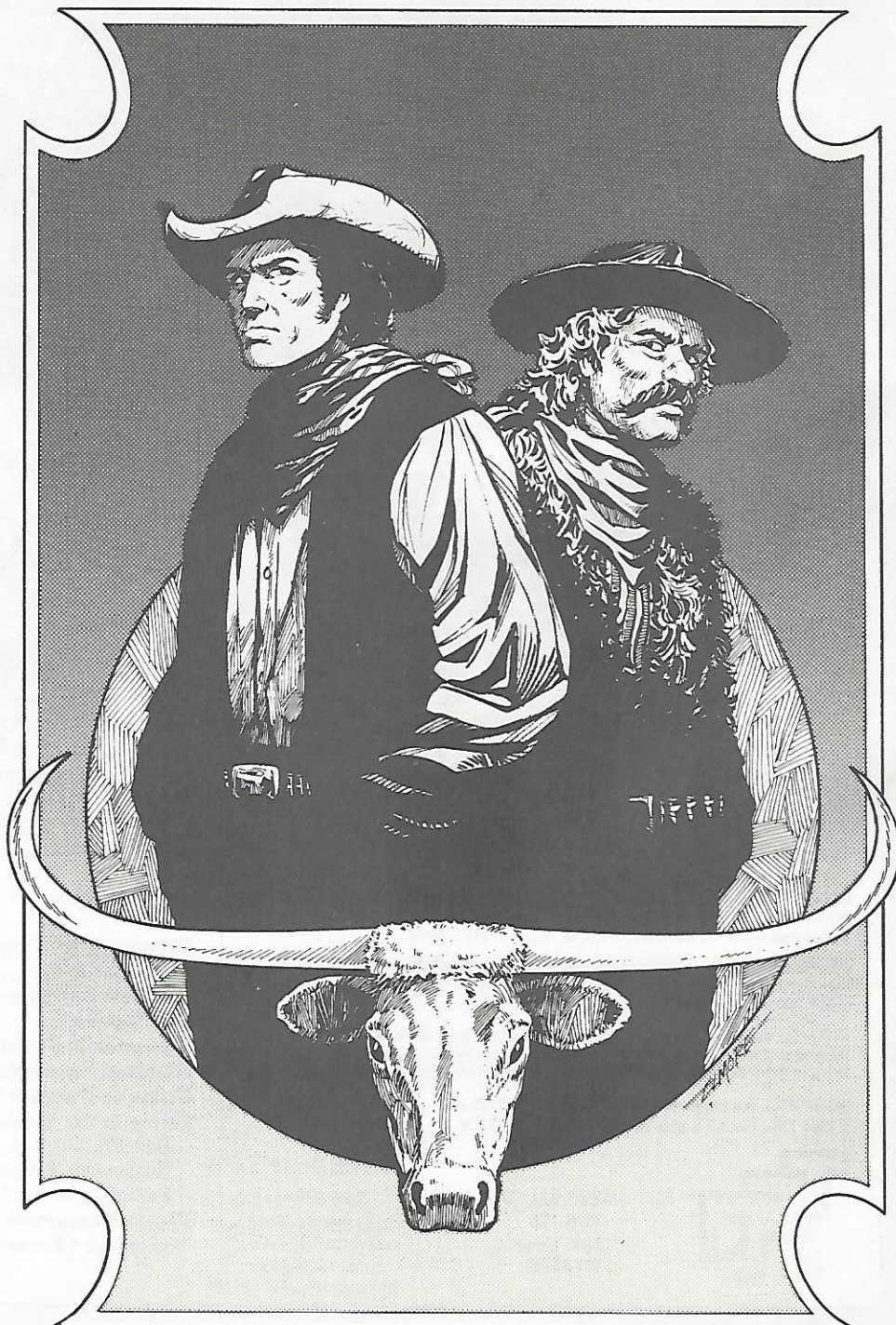
INTRODUCTION

The date is September 2, 1875. The place is Grant County, Oregon. In the East, the Civil War has ended, and Reconstruction is in full swing. In Grant County, some returned veterans are stirring up trouble that could start a new war: not a war between the North and the South, but between cattle ranchers and sheepherders. The ranchers are led by Gordon McCloskey. The sheepherders are led by Elias Woolschmidt. The Promise City Herald reports the hostilities with the headline, "McCloskey-Woolschmidt Range War Begins!"

Of the many grudges in the West, few were more bitter and violent than those held by cattle ranchers against sheepherders. The ranchers claimed that sheep ruined grazing land, drank too much water, carried disease, and smelled bad.

The sheepherders were usually immigrants who had left their homelands for a promise of a better life. They felt that they had as much right as the ranchers to use the open range, and they were not going to give up without a fight.

Hostilities surround the county seat of Promise City, Oregon, like a thunderstorm



ready to start a stampede. When they take sides, the people in the area support one of three groups: ranchers, sheepherders, or townspeople and farmers.

Although the ranchers are few, they own large stretches of land, have a lot of money, and have a lot of influence outside Grant County. A few telegrams could bring help from fellow ranchers in Idaho, Montana, and Wyoming. If firepower is the main factor, the ranchers are a good bet to come out on top.

The sheepherders are mostly Basques and Alpine Germans who have been lured to the American West by the promise of free land and great prosperity. Continued hostility from ranchers kept the sheepherders moving west until a sympathetic land agent finally helped them get a land grant from the government in a place not far from Promise City. They have come a long way and intend to stay in one place, whatever the cost.

The farmers and townspeople of Promise City are happy with the life they have. Their goal is to keep things peaceful and make sure town business and politics run smoothly. Enough time has passed since the first group of settlers arrived for a couple of the founding families to influence the business, land, politics, and social order of the area. These powerful families in particular are concerned with keeping the peace.

This is an adventure for three to eight players. Events take place in the town of Promise City, Oregon and on the open lands around it. The scenarios provide the major action and should be played after taking into account the results of any actions leading up to each incident. The time between the scenarios can be taken up by events supplied by the players or referee. The players do not have to work as a single party: in fact, Player Characters (PCs) may even side with opposing groups of Non-Player Characters (NPCs).

MODULE GUIDELINES

Dice Abbreviations

This module uses the two ten-sided dice included with the **BOOT HILL**® game. In general, die rolls are referred to by their number range rather than the die type (1-5, 2-20, and 1-100 rather than d10/2, 2d10, d%).

Maps

The inside of the module cover is the Streets of Promise City, Oregon map. The building descriptions for this map are found in the Guide to Promise City. The area inside the dashed line near the middle of the map is the

same as the area shown on the city map included in the **BOOT HILL**® game. The names and functions of some buildings have been changed, but their size and shape remain the same.

The Wilderness Outside Promise City, Oregon map at the center of the booklet corresponds to the wilderness area of the game map. To more closely simulate Grant County, Oregon, move the wilderness side of the **BOOT HILL**® game map so the "**BOOT HILL**" logo is upside down at the upper left corner. The dot marked "Promise City" is to the left of the dot marked "Fort Griffin".

When features on the module map differ from those on the game map, use the module map. The rivers and roads are the same, but Fort Griffin is an abandoned outpost. Since this module takes place in timber country, the game map symbols are changed. Green vegetation symbols represent scrub and grassland where Douglas firs have been cut down or never grew. Blank hexes represent forest except on farms, settlements, and ranches, where the trees have been cut down.

In this module, each hex is one-half mile across, a side of a hex is one-quarter mile, and each hex represents 100 acres. One square mile is about six and one-half hexes. The area descriptions for this map are found in the Guide to the Wilderness.

On the back of the Wilderness Outside Promise City, Oregon map is a Promise City Layout Map. Like the Streets of Promise City, Oregon map, the area inside the dashed line near the middle of the map is the same as the area shown on the city map in the **BOOT HILL**® game. Blocks within the dashed line are labeled A through H. Blocks outside this area are also lettered A through H, which means that each outside block is arranged the same as all or part of the block in the center that bears the same letter. The blocks on the **BOOT HILL** game city map are repeated so the same building drawings may be used for various businesses or residences.

Weather

Weather may have an effect on some events in this module. Roll percentile dice three times for Sky, Wind, and Temperature at noon and midnight each day.

* Roll d% for Rain if the Sky result is 51 (Overcast) to 90 (Heavy Overcast).

** If the Sky result is Thunderhead, the Rain condition is automatically Storm.

*** If the Rain condition is Storm, the Wind condition is automatically Very Strong. It is

helpful to roll for weather several days in advance so changes from one condition to another can be described as play progresses. Fahrenheit temperatures listed are for autumn in northeastern Oregon.

Weapons

All weapons except the repeating shotgun (6SG) listed on page 6 of the **BOOT HILL**® rule book are available.

SOLITARY NON-PLAYER CHARACTER (NPC) REACTIONS

Some NPC reactions are given in keys or scenarios, but on many occasions reactions are needed and none are given. In these cases, roll 2d10 to obtain a number between 2 and 20. Add any appropriate modifiers from the NPC Reaction Modifiers Table. Use the result indicated by the adjusted number on the NPC Reaction Table.

NPC REACTION MODIFIERS TABLE

Modified

Dice Roll	Reaction
3 or less	Deadly. NPC attacks if provoked at all.
3-4	Hostile. NPC attacks if player makes any move toward weapon.
5-6	Insulting. NPC tries to pick a fight.
7-8	Suspicious. NPC watches character.
9-10	Doubtful. NPC watches character.
11-13	Undecided. NPC is friendly and does not watch character.
14-15	Friendly. NPC is cordial.
16-17	Helpful. NPC will aid character.
18-19	Cooperative. NPC will join character.
20 or more	Loyal. NPC will risk life for character.

If a reaction roll does not make sense, it should be modified or re-rolled. Use your judgment if there is any doubt.

GROUP NPC REACTIONS

A community has common interests and concerns. Citizens react as a body to events which threaten their safety. Whenever one of the situations listed on the Group NPC Reaction Modifiers Table takes place, use the tables below to find the attitudes of groups of NPCs. Roll 2d10 to obtain a number between 2 and 20. Add any appropriate modifiers from the Group NPC Reaction Modifiers Table. Use the result indicated by the adjusted number on the Group NPC Reaction Table.

In these tables, the "group" refers to the members of any one side in this conflict: ranchers, sheepherders, or townspeople. "Leader" refers to any major figure in the group: lawman, deputy, ranch owner, or grange leader. It may even be possible for a PC to become a leader. In general, however, this table is used to determine the reactions of the townspeople at large and groups without PCs.

Percentile Dice Roll	Weather Conditions		Temperature	Rain
	Sky	Wind		
01-20	Clear	Calm	Warm (70 F.)	None
21-40	Partly Cloudy	Mild	Hot (80 F.)	Mist
41-50	Lt. Overcast	Strong	Cold (50 F.)	None
51-70	Overcast*	Breezy	Cool (60 F.)	Rain
71-90	Hvy Overcast*	Breezy	Cool (55 F.)	Drizzle
91-00	Thunderhead**	Very Strong	Cold (40 F.)	Storm***

GROUP NPC REACTION MODIFIERS TABLE

Situation	Modifier
Killing of criminal	+1
Killing of murderer	+2
Killing of lawman or leader	-5
Killing of group member	-4
Action taken to stop unrest	+3
Open brawling	-1
Open gunfighting	-3
Vandalism	-1
Harm done to livestock or crops	-3

GROUP NPC REACTION TABLE

Modified Dice Roll	Result
2 or less	The citizens are up in arms. Vigilante groups form. Undesirables get tarred and feathered, run out of town, or even lynched. If leaders fail to act, they lose their positions and be treated as undesirables.*
3-4	The people demand action and volunteer to help keep order. People offer to form posses and serve as deputies.*
5-6	The people are filed, ask for help, and begin arming themselves.
7-8	The people are annoyed, but do not think anything will get done.
9-13	The people are not concerned. They pay more attention to weather, crops, and business.
14-15	People favor the issue, but take no action.
16-17	People back the issue strongly and support the people involved.
18-19	Group support for the issue is strong. People whom groups favor become local celebrities.
20 or more	Group support is very strong. People who receive community support become local heroes.

* = A roll of four or less also results in formation of a Citizens' Watch to patrol the streets and keep them peaceful. If the Citizens' Watch is formed, strangers must register their lodgings with the marshal's office. Known troublemakers are subject to a fine of \$50.00 and two weeks in jail if caught carrying a weapon in town. Anyone not a lawman or member of the Committee who is caught firing a gun in town will be arrested, fined \$100.00, and sentenced to four weeks in jail.

BACKGROUND

This module recreates two dangerous weeks in the history of Promise City, Oregon in 1875. Major events are scenarios which may be played in sequence. You do not have to follow this sequence of events, but it will make the

module easier to use. The events can be spaced a number of days apart so that they occupy more than two weeks' time.

The main event in the module is the feud between the ranchers and the sheepherders. The townspeople are caught in the middle. The scenarios have been written as though the players will take sides with the townspeople rather than the ranchers or sheepherders, but players can take any side—the faction they choose may differ from player to player. The Recruitment scenario requires PCs to decide what faction to join.

If any PCs join either the ranchers or the sheepherders, they have the option of playing the encounters on their chosen side. They must decide to take actions which can affect other PCs. They may also change sides. The Behind Enemy Lines and Final Conflict scenarios are included to test the loyalty of the PCs. These scenarios also provide chances for all the PCs to end up on the same side.

If none of the PCs stay in the middle, substitute NPCs for their parts in the scenarios. If NPCs are removed from play for any reason, continue the scenario either without them or with a substitute.

To help keep track of NPC motives, here is a guide to the behind-the-scenes action in the adventure:

The McCash Farm is the only land available for the sheepherders to expand their grazing area. They want to buy it.

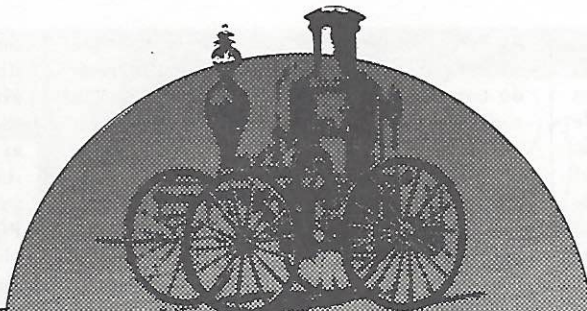
McCloskey wants the farm so the sheepherders will not get it.

McCloskey has been talking to Thomas Saunders, Doctor Lund, and several other businessmen and landowners about a deal to place all unclaimed land in the County under holdings to prevent further Donation Claims. The scheme involves bribing or blackmailing Barney Giles, the land agent, to file phony claims and bills of sale. There are problems with the deal: Saunders is old and ill, and the return of McCloskey's rowdy son, Israel, is stirring up some trouble that is hard for Gordon to keep under cover.

Recently, Barney Giles has sent a telegram to Sam Angel, a travelling evangelist, asking for help in exposing the unclaimed land scheme.

The ranchers have found out about the telegram by bribing the telegraph operator, Jeremy Rodgers. They plan to murder Sam Angel and Barney Giles, and to make Brown Beaver look responsible. Brown Beaver is to be hanged, as though he has been lynched by "citizens outraged by the poisoning." His body is to be dropped in the river so that it cannot be found easily.





SCENARIOS

THE BLACK-INKED LETTER

One of the PCs receives a letter. If the players do not use the prerolled characters, determine which PC is related to Albert McCash or change Albert's name to suit the circumstances. The letter is addressed and written in black ink, a sign of mourning. It reads as follows:

It is not necessary to play out this scenario since it is provided to tell the PCs why they should go to Oregon. In a campaign, the trip itself can be a series of random encounters on the way to the town. The railroad does not run to Promise City, so the PCs will have to ride horseback, travel by ship to Portland, or take a stagecoach. If the PCs travel by ship around

the horn of South America, the voyage should last 3 months. If that occurs, the date on the black-inked letter should be changed. Whether by stagecoach, on horseback, or on foot, the PCs should arrive in Promise City on Monday, September 2, 1875.

WELCOME TO PROMISE CITY

The PCs arrive in Promise City at mid-morning on Monday, September 2, 1875. Waiting at the stagecoach stop in front of the Columbia Hotel (L41) is Albert McCash, an uncle of one of the PCs. Also at the stagecoach stop is Israel McCloskey. (If the players choose to use the PCs provided with this module, three of them have a chance of recognizing Israel McCloskey. Roll dice to see which PC—Robert McCash, Alvin Berkeley, or Thomas Krieger—recognizes him. Whoever recognizes Israel knows that he was arrested by their patrol for looting during the war.)

Albert helps the PCs check in at the Columbia. The clerk assigns rooms according to the PCs' requests, then tells them that dinner is included with the room and is served at 5:00 p.m. Baths are available from 7:00 a.m. to 8:00 p.m. After the PCs check in, Albert suggests lunch in the hotel dining room.

Albert (called "Allie" by his friends) describes the land around town and the farm one of the PCs has inherited. It is a farm 15 miles from town along the Southwest Road, where the hills begin to rise towards the south plateau. The sheepherders occupy land south and west of the farm. The ranchers own the plateau grasslands that start twenty miles out of town. Forested hills occupy much of the land surrounding Promise City, and support a thriving lumber industry.

The 640 acre farm includes a house, a barn, and several sheds. Allie sketches a map of the farm on a sheet of paper (see Allie's Map of the McCash Farm on the back of the module cover).

Allie tells one of the PCs, "There are a few papers for you to sign and register with the county. We should also visit the bank. Why don't you and I take care of that? Your friends can take a look around town."

The PCs may split up at this time if they wish. (If the characters rode into town they should stable their horses. Allie suggests

August 10, 1875
11 Jefferson Street
Promise City, Oregon

Dear Nephew,

I have both good and bad news for you. Your grandfather's brother, William McCash, passed on last week. He died in his sleep of old age. He remained a clever old fox to the last. You are his only living relative who has not married. According to his last will and testament, you inherit his farm. He owned 640 acres of wheat fields, apple orchards, and Douglas fir trees.

In case you don't know already, your great-uncle made a fortune prospecting gold in California during the '50s. He moved to Promise City in '52 and bought the farm with what he said was the last of his gold. The family thinks differently. If he had any gold left, the secret to its hiding place is now buried with him.

To claim the land you must arrive here by the end of September. I figure you should be able to arrive here the first week of the month. I'll be at the stagecoach stop in front of the Columbia Hotel each day that week. Hope to see you soon. I'm sorry I had to write to tell you such sad news.

Your Uncle,
Albert McCash.

P.S. The sheepherders and cattle ranchers outside town have been feuding lately. I suggest you bring some protection, companions, or both.

Bar H Stables at 41 Umatilla Street.)

Allie directs McCash's heir to the First National Bank (L48). In the bank, Allie gives the PC the contents of William McCash's safe deposit box: some photographs, \$50 in cash, and a sack holding one and one-half ounces of gold flakes. The gold is worth \$7.50. The photographs have captions written on the backs to identify scenes and faces: *William McCash digging a new well, Albert McCash ten days old, Sheepherder Gordon McCloskey with his sheepdog and flock, William standing in new storage shed, First wheat crop trampled by McCloskey sheep, Thomas Saunders awarding blue ribbon to Mom's apple pie.*

Allie directs the PC to the law office of George Coyle (J46) to sign the papers for transfer of the land. Coyle is friendly, shakes hands, and welcomes the PC to Promise City.

Allie then leads the PC to the Claims Office (U44) to register the deed with the county. The land agent, Barney Giles, is friendly, shakes hands, and welcomes the PC to Promise City. Giles offers to buy the farm for \$320, sight unseen. Allie suggests that a single wheat and apple harvest from the farm is worth more than \$320. Allie winks his eye as he suggests that Giles must already have a customer that will pay much more or Giles would not have wanted the farm sight unseen.

Meanwhile, the PC and his uncle are being followed at a distance. An observant PC will spot the follower and recognize him as one of the people at the stagecoach stop when the party arrived. The follower is Israel McCloskey. (If prerolled PCs from the module are used, Israel has recognized one of the PCs as a member of the patrol which arrested him for looting during the war.) He acts as if he is on business of his own but follows the PCs around town until dusk, trying to find out what they're doing in Promise City.

After visiting the land office, Allie will head to the Bar H Stables (U41) to check with the stablemaster, suggesting that the PC "see the town, and don't forget to mention my name when you introduce yourself. By the way, my stablemaster wants to quit soon. If one of your friends is interested, tell them the job pays \$35 a month."

The PCs' actions are left up to them. Roll for encounters and handle any meetings between the party and townspeople.

SHEPHERDERS' BID

One morning, the PCs find a handwritten message outside their door. It states, "I would enjoy the opportunity to meet with you and your friends to discuss a business proposition. I will be at the Vizcaya Wool and Clothing store today at noon if you are interested. The store is located at 35 Lewis Street and is run by Mrs. Euskara, a friend of mine. I hope we can do business. Sincerely, Elias Wooschmidt."

At five minutes to noon, Elias Wooschmidt ties his horse to the hitching post outside the Vizcaya Wool and Clothing store. He looks

up and down the length of Lewis Street before entering the store. If the PCs are not there or do not arrive in 15 minutes, Elias leaves the store and rides to the sheepherder settlement.

If the PCs are at the store on time, Wooschmidt will offer to buy the McCash farm for \$480. He claims that the farm is needed by the sheepherders so they can expand their grazing land. He offers \$500 if the PCs do not take his first offer of \$480. If a bargain cannot be made, he prepares to leave.

Whether a bargain is made or not, the meeting ends. When it does, a masked horseman trots past the Vizcaya store riding south. The horseman tosses a message tied to a rock through the front window of the store. Wooschmidt is slightly cut by flying glass. The horseman then gallops south on Lewis Street to Southwest Road. (The horseman is Israel McCloskey, but he will not remove his mask until he is on McCloskey land.)

PCs can pursue the masked rider or read the message tied to the rock. The message reads: "Go away Sheeppers! We don't want your smelly carcasses in this county. You have been warned!"

If the horseman is stopped alive inside the town, Marshal Rice gladly locks him in the Jail at 48 Umatilla Street. If the horseman is stopped alive outside the town, Sheriff Peterson locks him inside the jail of the Grant County Court House at 31 Lewis Street. Vandalism is punished by one night in jail and a fine equal to the cost of repair. To stop the horseman, PCs will have to pull him from his horse or shoot him.

RAID ON THE RANCHERS' CLUB

One afternoon, the PCs are visited by Arlen McGee, doorkeeper at the Ranchers' Club. He tells the PCs, "You are invited to dine with Gordon McCloskey this evening at the Ranchers' Club. The club is located at 26 Osborne Street. Mr. McCloskey has a private suite on the second floor. He mentioned he had some business to discuss with you. Dinner is at 6 p.m. sharp. Mr. McCloskey doesn't like to be kept waiting."

If the PCs decide to meet with McCloskey, they should arrive at the Ranchers' Club between 5:30 and 6:30 p.m. Otherwise they are not admitted. If the PCs arrive before 6:30 p.m. they are taken to a private dining suite on the second floor of the club. Gordon McCloskey waits for them behind a banquet table stacked with food and drink. He introduces himself and invites the PCs to sit down and eat. Whether the PCs decide to join him or not, McCloskey sends the waitresses out and helps himself to the food. He offers the PCs \$640 for the McCash Farm, claiming he wants the farm to expand his grazing land. He gives the PCs 24 hours to accept his generous offer. Whether the PCs strike a bargain or not, they are welcome to eat a banquet dinner that should last until 7 p.m. They are free to leave at any time.

The PCs will recognize McCloskey if they

looked at the photograph one of them inherited. If any of them mention the photograph, McCloskey will stop eating and ask to see it. If they hand the photograph to him he will glance at it and then offer to buy it for \$1. Whether the PCs sell the photograph or not, McCloskey will strike a match and attempt to burn it. If the PCs attempt to prevent him from burning the photograph, he will shout for assistance from downstairs.

At 6:45 p.m., Elias Wooschmidt and eight of his fellow sheepherders take concealed positions near the Ranchers' Club. (See the Raid on the Ranchers' Club Diagram inside the module cover.) Their faces are masked.

Inside the Ranchers' Club, Israel McCloskey, Mike Farrigan, Bob Hyde, Jas Hyde, Everleigh Condon, and Willard Perkins are playing poker in the main lounge. Arlen McGee is seated just inside the door, talking to Josh Simmons, who has dropped by for a visit. Turkey Feather, Josh's handyman, is outside the front door waiting for Josh. Two waitresses serve the men at the card table. One bartender is on duty, and one cook is in the kitchen. Three of the resident waitresses are on the third floor. The middle floor is occupied by Gordon McCloskey and possibly the PCs.

At 6:50 p.m., two one-gallon casks filled with kerosene are thrown through the eastern windows of the gambling room, smashing as they hit the floor. Two burning torches fly through the broken windows. The kerosene ignites on the gambling room floor. People run toward the front door in panic. Arlen McGee arrives at the door first and is shot at as he exits. A third cask of kerosene is thrown through the front door after Turkey Feather enters to rescue Josh Simmons. First floor occupants are forced to flee out the back door of the building. PCs will have to find their own way out of the building. After setting the Ranchers' Club afire and firing the first warning shots, the sheepherders will ride away.

If the PCs are in town but not at the Ranchers' Club, they hear the first shots, followed by sounds of a few people running and shouting. If they investigate, they arrive at the Ranchers' Club just in time to see the raiders mount their horses to flee. Witnesses report that there were seven to nine of them, and that they were masked.

The entire front of the first floor is in flames. Three women are looking out of windows on the third floor. The ranchers are emerging from the back of the building with the bartender, cook, and two waitresses. Persons on the second or third floor may escape by jumping out a window or by using the stairs on the west side of the building. Townspeople begin organizing a bucket brigade from the well beside the building.

Bix Revson, a teamster who owns a pump wagon, seeks out a rancher and asks him how much he's willing to pay for use of the pump. The rancher draws his gun and says, "Six bullets." Revson then collects a number of men to get the wagon. It takes five minutes to set up



the wagon. Once in use it will put out the fire in 30 minutes, but the building will be destroyed.

Just as the pump wagon arrives, the outside stairway to the second and third floors collapses in flames. This traps anyone on the second or third floors. It is possible to climb the side of the building to the second or third floor. Anyone can be rescued safely by lowering them on a rope. There is a 30% chance per story that a character will lose grip and fall. Subtract a PC's strength rating from the roll (for example, a PC whose strength is 10 would have a 20% chance to fall per story). Victims may also be caught in a blanket or tarp. (If PCs fail to rescue the women, NPCs will.)

The fleeing riders will attempt to escape to the north, then circle around town to return to the Shepherd's Settlement. Going southeast through town gives PCs who want to pursue the raiders a chance to cut them off. The riders try to fight their way past a party if cornered.

BATTLE OF GRANGE STREET

Sometime between the PCs' arrival in Promise City and Friday morning, Allie McCash gives the party an invitation to attend the Social Night at the Promise City Grange Hall (G26). The event begins at 8:00 p.m. Friday and lasts about three hours. Al wants to introduce the PCs to some of the residents and farmers. One of the people there is Tana Euskara, the widow of a Basque shepherd who died in a conflict with ranchers in Wyoming Territory a few years ago.

Mrs. Euskara is a small woman who appears both beautiful and very capable of looking out for herself. She will become interested in one of the male PCs and tell him that if he will not ask her for a dance, she will ask him. She speaks English quite well; her accent sounds halfway between Spanish and French. By the end of the evening, she is spending most of her time with the chosen PC, and wants to

see him again "after a decent interval."

Those who enter the Grange Hall are asked to check their weapons at the door. At 8:30 p.m. three ranchers, Joel McCloskey, Jas Hyde, and Hob Farrigan, are denied entry. They see Rick Wooschmidt speaking with Angie Farrigan. As they are pushed from the hall they shout, "Stay away from her, you low-down sheepster. We don't want her to smell like a wooly locust!" Tana Euskara will turn to her companion and whisper, "If they knew the truth about those two kids they would probably hang him. They've been courting each other secretly for a year but both of them are afraid to tell their parents. If someone could get those two in front of a preacher the marriage would probably stop the troubles. Don't tell anyone this, especially not the Farrigans or the Wooschmidts."

The dance breaks up shortly after 11:00 p.m. If the PCs are still present, each of them has attracted a companion. The female NPCs

ask to be escorted to their homes north of Territory Road. Tana Euskara wants to be escorted to 35 Lewis Street. The three ranchers follow the PCs from the hall and attack at the first opportunity. They try to subdue the PCs and make off with the girls. The girls do not want to be escorted home by the ranchers. If the PCs do not give up the girls, the ranchers draw guns and threaten to shoot. If any shots are fired, the ranchers flee in the general direction of the Ranchers' Club, ducking in and out among the buildings fronting Grange Street. The PCs may do what they wish. If a shouting match or brawl occurs, Marshal Rice shows up and demands an explanation.

RECRUITMENT

One morning, McCash's heir finds a handwritten message outside his or her door: *If you are interested in being paid \$20 a week, come to your barn immediately.* The note is not signed and the handwriting does not match anyone's the PCs have seen.

If PCs go to the barn they will first see cattle and horse hoofprints. Three saddled horses are tied outside the barn, a steer bellows inside, and a man with a rifle (BR) appears in the doorway. If the PCs are hiding, he does not see them. If he sees the PCs, he beckons them inside. If they do not enter the barn within five minutes after being beckoned or if they have a lawman with them, the man begins shooting. If the PCs enter the barn, they discover two more men, armed with buffalo rifles, guarding six steers. If the PCs enter peacefully, one of the men says, "These here cattle is from the McCloskey Ranch. If'n you want, they can be yours. All you got to do is let us use your barn. Do ya want to help or not?" If the PCs refuse to help the men, the rustlers reach for their guns; if they agree to help the men, the speaker continues, "We was hired by the sheepherders for \$20 a week to rustle cattle from the ranchers. This here barn is a fine place to change brands. We sell the cattle outside the county for \$50 a head and split the money with the sheepherders. We're gonna rustle a few more tonight. If ya wanta help us get back at them ranchers, be here at 10 o'clock." The three rustlers then leave the barn and go to mount their horses. Unless they are stopped they ride south toward the McCloskey Ranch.

The PCs have many choices at this point. If they agree to help the rustlers they receive \$20 each when the rustlers show up with 6 more steers at 10 p.m. If they subdue the rustlers they can do what they want with the cattle. If they report the rustlers to the sheriff, he asks if they wish to be deputized, and if they become deputies, they receive \$15 a week: their first duty is to arrest the rustlers. If the PCs return the cattle to McCloskey, he offers them \$25 a week to become hired guns. Sheepherders deny having any part in the cattle rustling.

SOME OLD-TIME RELIGION

Ever since the PCs have been in Promise City,

a young man has been passing out tracts advertising a revival gathering called "Sam Angel's Evangelical Extravaganza" taking place at the Comique Variety Hall one night this week at 8 p.m. On the day before the event, posters appear on walls and fences around town. (See the back of the module cover.)

If the PCs are working as sheriff's deputies and are not assigned to do anything else, they receive orders to attend the extravaganza: Sheriff Peterson fears trouble and wants to help Town Marshal Rice with crowd control. If the PCs are working as hired guns for Gordon McCloskey they will be busy outside town (see Behind Enemy Lines scenario). If the PCs are working as cattle thieves, they are on the road to the McCash Farm or are waiting at the barn for the rustlers.

At 8:00 p.m. the stage of the Comique Variety Hall is almost bare. A wooden pulpit, painted to look like marble, stands at the audience's right; four chairs sit beside it. A large crowd has turned out for the revival. A few minutes past the hour, Angel's nieces enter from the rear of the hall, leading the gathering in a song as they go to the stage. The girls finish the song and sit; Sam Angel enters, stopping to shake hands with several people in the congregation. Sam preaches a fiery sermon declaring hatred and strife are the work of Satan; he advises all in the room to be charitable towards their brethren. Hymns and testimonials from members of the congregation follow the sermon.

From time to time, Ancilla Angel refills a water cup from a pitcher kept at the side of the stage, out of sight of the spectators. At 10 p.m., she asks Jacob Whitterby, the stagehand, to refill the pitcher. A different man returns with the water and Ancilla pours a cup for herself, taking a few sips before returning to her seat. At a point where Sam's preaching mentions violence striking down the innocent, Ancilla begins coughing and sinks to the stage trembling. Sam breaks off his sermon and goes to the choking girl. At this time, a shot is fired through one of the hall windows. (See Some Old-Time Religion Diagram inside module cover. The building has a back stage entrance not shown on the town map included with the BOOT HILL® game. If necessary, pencil it in for players' reference.)

Several spectators are cut by glass fragments. The bullet strikes Sam Angel in the chest as he kneels over the fallen Ancilla. He drops face down on the stage. The sound of a horse beginning to gallop east, away from the building, comes through the broken window. Someone shouts for the marshal and the doctor.

PCs may pursue the rider or stay at the hall to ask questions. Doctor Lund says, "I suspect Ancilla has been poisoned. Sam Angel is dead." Jacob Whitterby lies in the backstage area, bound with rawhide straps and unconscious. When revived, he claims to have been hit from behind. A welt runs across the back of his scalp. A broken bottle labeled "Brown Bea-

ver's Inspirational Tonic" lies nearby. While gathering the pieces, Jacob stumbles and gets a piece of glass in his hand. Within minutes, he collapses and shows the same symptoms as Ancilla Angel. Doctor Lund collects the water pitcher and the bottle pieces to give to Vern Smith, the assayer, for study. The two poisoned victims are taken to Doctor Lund's Office (J45). Ancilla has a 50% chance of recovering, Jacob Whitterby a 90% chance.

The fleeing rider goes east to Pine Street, turns right, gallops south to Southwest Road, turns right, and speeds out of town toward the farms and ranches. He is Bernie Roper, a hand on the McCloskey Ranch. His gun was fired recently. Once he gets within a mile of the McCloskey property, he has a 60% chance to lose any pursuit since he knows this land very well. He would rather die than be captured.

If the PCs are not already sheriff's deputies, Town Marshal Rice asks if they want to be deputized. If they accept, their first assignment is to find Brown Beaver and bring him in for questioning. The deputy marshal job pays \$17 per week. Even if the PCs are not deputized, they may search for Brown Beaver.

Brown Beaver's horse and wagon are inside the vacant barn at 51 Grange Street. All of his property is on the wagon, but a few bottles of the tonic seem to have been spilled in a scuffle. Five sets of footprints and three sets of horse hoofprints lead down Grange Street to River Run Road. The body of Bernard Giles hangs by its neck from a rope attached to the bridge railing. A second loop of rope has been tied around the railing, but the hanging end has been cut. A note stuffed in Giles' shirt pocket says, "Sheepherders beware! You are treading on Indian Land! Sell out or be burned out!"

If the PCs search downstream during daylight, they find the body of Brown Beaver. A hanging rope is still tied around his neck.

If the PCs search Sam Angel's room at the Columbia Hotel, a they find a telegram from Bernard Giles to Sam Angel. It reads, in part:

Found that ranchers planning to grab unclaimed land around here, want me to help. Bribes, now threats. Will play along for now until I get evidence. Sneak a message for me—Promise City to Portland. Can't afford to trust anyone in town.

If the PCs check with Vern Smith the following day, he tells them that the water pitcher and the bottle of elixir contained cyanide.

BEHIND ENEMY LINES

If the PCs signed on as hired guns for Gordon McCloskey during the Recruitment scenario, they are ordered to ride into sheepherder territory at night. They have orders not to shoot any sheep or herders. By galloping at the flocks and shooting into the air, the PCs will scatter the sheep across the countryside, which will enrage the sheepherders. One or two sheepherders are on duty but are unlikely (10% chance) to shoot at the raiders, unless the raiders attack them.

If, on the other hand, the PCs have joined the rustlers, they will be expected to ride onto McCloskey, Farrigan, or Hyde land on three different nights. They have orders not to shoot any cattle or ranchers. They are supposed to frighten the cattle in order to start a stampede that will scatter the animals. This will enrage the ranchers. By the third night the ranchers will be patrolling their borders, shooting trespassers on sight.

ALLIANCE BY MARRIAGE

The PCs may try to end the conflict between the Farrigan family and the Woolschmidt family by helping to arrange the secret wedding of Angie Farrigan and Rick Woolschmidt. First of all, Angie and Rick must be escorted or smuggled away together from their homes without their families finding out. Secondly, Reverend Johnson, Van Dixon, or Arthur Hanley must be present ("Reverend" Paul Goodley may be contacted to perform the wedding ceremony but will back out at the last moment. He will perform the ceremony if forced, but it is obvious he does not know what he is doing. This is one way to find out that Goodley is not a real clergyman.) Mayor Van Dixon can marry the couple as Justice of the Peace. Judge Arthur Hanley could also perform the ceremony but is only in town one week per month. Thirdly, there must be two witnesses to sign the marriage certificate. PCs may serve as witnesses. The NPC officiating at the ceremony may not be a witness. Finally, the newly married couple must show their certificate of marriage to each of their families.

Roll percentile dice the moment both families are shown the certificate of marriage. On a roll of 01-25, the hostilities between the Farrigans and Woolschmidts will cease: a huge reception is held immediately at the Grange Hall (G26)—both beef and mutton will be served. On a roll of 26-50, both families disown their newlywed children. Rick and Angie flee to the PCs for aid. On a roll of 51-75, the Farrigans are outraged: ranch hands from the Farrigan ranch try to lynch Rick Woolschmidt as soon as they can find him. Rick flees to the PCs for protection. On a roll of 76-00, the ranchers and sheepherders are outraged: each group rides to the other's buildings, intent on burning them.

TRUCE BY BLACKMAIL

The PCs can try to end the conflict between the sheepherders and the McCloskeys by forcing a truce. In order to do so they must meet with Gordon McCloskey in private and have the photograph one of them inherited, which is captioned, "Shepherd Gordon McCloskey with his sheep dog and flock." It is obvious from the old photograph that Gordon McCloskey was a shepherd himself years before his sons were born. McCloskey will want to destroy the photograph. If the PCs threaten to show the photograph to McCloskey's sons unless McCloskey calls off the conflict, he tells

the PCs his sons will kill them. If the PCs threaten to show the photograph to the sheepherders unless McCloskey calls off the conflict, McCloskey vows to have the PCs killed. If the PCs threaten to show the photograph to anyone else unless McCloskey calls off the conflict, McCloskey tells his sons to stop fighting. If Gordon McCloskey tells his sons to stop, his family no longer joins the conflict against the sheepherders. If the PCs show the photograph to anyone besides Gordon McCloskey, his sons, or another rancher, that person urges that McCloskey be threatened with exposure to stop the conflict.

NEWFANGLED INVENTION

If the PCs can persuade any rancher to buy newly-invented barbed wire and build fences along his property lines, the conflict between that rancher and the sheepherders ceases. If the sheepherders or farmers put up barbed wire fences before the ranchers do, the ranchers cut the wire. If the sheepherders or farmers repair their cut wire, the ranchers cut it again, remove the fenceposts, and burn the fence in a bonfire. If anyone builds a fence around his property and does not install gates where the fence crosses public roads, the sheriff and his deputies have the legal right to cut the fence.

FINAL CONFLICT

If the Alliance by Marriage scenario is successful, the Farrigans and Woolschmidts do not participate in this scenario. If the Truce by Blackmail scenario has worked, the McCloskeys do not participate in this scenario. If the Newfangled Invention scenario has worked, any rancher whose fences are no cut is not in this scenario. To determine exactly who participates in the Final Conflict and what side they join, see the Faction column on the Non-player Character List.

One morning nearly everyone in or near Promise City senses big trouble brewing. The telegraph operator, Jeremy Rodgers, has told Sheriff Peterson that the ranchers have called in outside reinforcements (these reinforcements will not arrive in time to participate). At 9:00 a.m. word reaches town and the McCash Farm that battle lines are forming on Southwest Road at the boundary between the Hyde Ranch and the sheepherders' land. In town, an emergency meeting is called at the intersection of Lewis and Fulton Streets. The sheriff calls for volunteers to go to the battle site—not to fight, but to keep a truce so that the trouble can be settled without bloodshed. If the PCs are deputies of the sheriff, they are ordered to go.

The plan calls for as many volunteers as possible, heavily armed, to approach the battle site under a white flag of truce and try to prevent a battle or stop it if shooting has begun. The idea is supported from the crowd first by the Coyle brothers, who say that they are "... particularly interested since our land is

right next to the sheepherders'." At that point, Thomas Coyle is speaking to the PCs (if present) in an effort to gain their interest.

A number of other citizens speak out at once but the sheriff quiets them down saying, "Are there any other people here from the area? What do you have to say?" This is a direct effort to draw a response from the PCs. If one of them speaks up, Thomas Coyle proposes that a PC be appointed spokesman for the townspeople and the farmers, a suggestion the crowd approves if the PC has not caused trouble since arriving. If no PCs speak up, the sheriff asks for someone to act as spokesman, and the crowd acts undecided until all of the PCs have definitely accepted or refused the leadership. To determine the total number of townspeople who go to enforce a truce, add 50 to a 2-20 die roll. The result, plus the PCs if they decide to join, is the total strength of the townspeople/farmer faction.

The two sides are arranged on flat barren land, facing each other in long parallel lines spaced 300 feet apart. The sheepherders have 58 armed men and women (possibly less the Woolschmidts). If the PCs are working as cattle rustlers they are expected to side with the sheepherders. Tana Euskara, Lazarus Berman, Tanya Berman, and the three cattle rustlers will bring the sheepherders' total to 64 combatants.

The ranchers' forces number 24 (possibly less the McCloskeys and the Farrigans). If the PCs are working as hired guns for a rancher. The ranchers employ an additional 33 temporary ranch hands. Twenty-three townspeople also side with the ranchers, which brings the ranchers' total to 80.

Both sides are armed with rifles and revolvers. The sheepherders have an advantage in being closer to their settlement and can easily send people back for supplies.

Both sides want to fight but neither has fired a shot. It is up to the PCs to make sure that their faction wins, whether it is the ranchers, the sheepherders, or the townspeople/farmers. If the PCs attempt to seek peace, there is a 10% chance per five minutes of time spent plus an additional 10% each five minutes afterwards that someone on one of the two sides opens fire. Combat then proceeds according to standard rules.

The PCs may defuse the situation by announcing that are selling their farm to ranchers, townspeople, or farmers. The PCs may also prevent combat by arresting or bringing in for questioning any rancher or sheepherder. If the PCs announce they are going to sell their farm or if they take a rancher or sheepherder into custody, both lines of armed fighters ride away. This prevents a bloody shootout. If the PCs decide to propose another plan, perhaps a con or bluff of some sort, use referee's discretion. Actively encourage creative proposals.

The results of victory for various factions are as follows:

The ranchers win in two ways. First, if half the sheepherders are killed in the Final Conflict before half the ranchers are killed, the sheepherders retreat. The sheepherders, defeated, sell their flocks and take up conventional farming. Second, if the PCs announce they are selling their farm to ranchers, townspeople, or farmers, the sheepherders give up. Since they now have no chance to get more grazing land, they retreat to their settlement, pack up, and move out of Grant County. The ranchers are satisfied. The sheep herds are destroyed or moved, and the sheepherders' land is sold.

The sheepherders win in two ways. First, if half the ranchers are killed in the Final Conflict before half the sheepherders are killed, the ranchers retreat. The ranchers, defeated, ride away to their ranches and never bother the sheepherders again. Second, if a rancher is taken into custody by the PCs, the rest of the ranchers ride into town following their arrested comrade. In town, there is a 25% chance per day that a named NPC rancher in custody will confess to one of the murders. If the rancher in custody is an unnamed ranch hand, the chance of confessing rises to 50%. If the rancher in custody is wounded, the chance of confessing rises to 75%. The ranchers are called into court to answer for various crimes. there is a 10% chance per rancher of being convicted of a crime and fined or put behind bars. The

sheepherders submit to the will of the townspeople and keep their lands and herds in peace. If, on the other hand, a rancher does not confess within three days, he will be released for lack of evidence. This will increase tension on both sides of the quarrel: ranchers will be angry that one of their comrades has been brought into jail "unfairly," while sheepherders will claim that "the law let him go scot free, just because he's a rancher." Return to the Final Conflict scenario: all those in the rancher and sheepherder factions who survived the scenario the first time will be present this time. When the law officers come to restore the peace, the ranchers give them no time to speak or act, but fire on them at once; sheepherders then fire on the ranchers, and the battle continues until one side wipes out the other. Unlike the first time through the scenario, there will be no chance to preserve the peace.

The townspeople and farmers win in two ways. first, if all sheepherders and ranchers are killed in the Final Conflict, the range war ends and no more hostilities occur. Second, if a sheepherder is taken into custody by the PCs, the remaining sheepherders ride into town following their arrested comrade. In town, there is a 50% chance per day that the sheepherder in custody will confess to a crime. If the sheepherder is wounded the chance rises to 75%. The sheepherders are called into court to answer for various crimes. There is a 20%

chance per sheepherder of being convicted and fined or imprisoned. If, on the other hand, a sheepherder does not confess within three days, he will be released for lack of evidence. This will increase tension on both sides of the quarrel; sheepherders will be angry that one of their comrades has been brought into jail "unfairly," while ranchers will claim that "the law let him go scot free, just because he's a sheepherder." Return to the Final Conflict scenario: all those in the rancher and sheepherder factions who survived the scenario the first time will be present this time. When the law officers come to restore the peace, the ranchers give them no time to speak or to act, but fire on them at once; sheepherders then fire on the ranchers, and the battle continues until one side wipes out the other. Unlike the first time through the scenario, there will be no chance to preserve the peace.

If both ranchers and sheepherders are taken into custody by the PCs, the daily chance that a rancher confesses should be rolled before the daily chance that a sheepherder confesses. If the rancher confesses to a crime, the chance for the sheepherder confessing should not be rolled. If the PCs can present evidence that either side has committed a crime, the chances of confession rise to 90% and conviction to 50%.

You may design your own scenarios to continue play in Promise City, Oregon.



RANDOM ENCOUNTERS

During the day and evening, 2-20 +20 people are out on the streets unless other circumstances (bad weather, a gunfight, etc.) interfere, in which case only 20 people will be scattered throughout the streets of the town. At night (8:00 p.m. to 7:00 a.m.) this number is 1-10. These people are going about their business but can be witnesses to events such as fights. All characters have a chance of being spotted unless they take care not to be seen. PCs will also have random encounters. Roll 1d10 for every fifteen minutes of game time when PCs are in the open. Random encounters occur on a result of 1-3 during the day, 1 at night. If an encounter takes place, roll 1d10 again and use the results from the table below.

Dice Roll Random Encounter

1-2	Day or Night. No Encounter
3-4	Day. A townsman passes by and politely greets the character. Night. No Encounter
5	Day. A townsman engaged in some business (making a delivery, carrying packages from shopping, etc.). No greeting exchanged. Night. Someone (lumberjack, cowhand, etc.) on the way between saloons. No greeting exchanged.
6	Day. A temperance worker, Joseph Weemsby, stands at the side of the street, handing out anti-drinking pamphlets. He hands some to the PCs and invites them to a meeting at the Second Church of Promise City on the next Saturday. A companion, Lavinia Grimm, holds out a hat with coins in it and requests a donation. Night. A drunken lumberjack weaves down the street, wearing a saloon girl's hat and singing loudly about "drinking all night and working all day". When he sees anyone, he goes up to them and asks, "How d'ye like m'new hat?" If told that it looks nice, he will be very friendly, slap the person on the back and say, "Yer' okay. R'you a lumumberjack?" Answering "yes" results in the man trying to beg a drink. If you answer "no" he says, "Aw, too bad," and weaves on. Anything but

a compliment brings the response, "I ast a civil question. Zat any way t'act?" The drunk lumberjack then starts brawling with one of the PCs in the street.

7 Day. A clean, well-groomed young man approaches and shouts to all in the area, "Prepare yourselves! Be ready for the Angel of the Lord!" He is speaking about Sam Angel's Evangelical Extravaganza.

Night. A girl who works at the Long Branch Saloon (PCs recognize her if they have been there) asks the PCs to protect her from the man following her. She has bruises below her ear and on her shoulders. She is Karen McBride, and the man following her is Johnny Lomacks, a jealous and violent man. If the PCs help her, she will attach herself to the male PC who first suggests protecting her. Johnny will then become a sworn enemy of the PCs.

8 Day. Marshal Rice or one of his deputies (referee's choice) passes by. The NPCs response depends on whether the lawman and the PCs have met before. If it is a first meeting, the lawman comments that he has not seen them before, ask if they are staying or passing through, and introduces himself. His first reaction is polite and friendly (unless, of course, the PCs make trouble as soon as they arrive), especially after he learns that they own farmland. Later meetings will bring greetings or stares, depending on the PCs' conduct.

Night. Lawman on night rounds. The lawman will only greet the PCs if they have met previously.

9 Day. A tall, dark-skinned man asks the PCs if they want free tickets to a medicine show featuring "Brown Beaver's wondrously invigorating tonics and elixirs." The man looks part Indian. He dresses in fringed buckskin and a feathered top hat. His face is craggy, as though it were on a totem pole. This is Brown Beaver, who runs a travelling medicine show. He is well known to the people in the area, since he knows all the

news from other towns, and since his elixirs are about 50% alcohol. He has a long-standing feud with Sam Angel, and usually avoids him, but Brown Beaver got to town before he realized Sam was coming. His most famous concoction is "Brown Beaver's Inspirational Elixir."

Night. A very drunk young man staggers toward the PCs. He is Rick Fleagor, who fancies himself a gunfighter. He has never faced anything tougher than bottles and tin cans. If a female character is with the party, he "falls in love" with her and challenges the other PCs to a gunfight if, in his words, they "try to keep me away from my woman." He will continue to push for a gunfight, even drawing and firing on the PCs. If he encounters a female PC alone, he will tell her that he loves her and that she'll have to kill him to get rid of him. If a female PC is not with the party, he simply challenges one of the men to a gunfight. If Rick is killed, Marshal Rice will remark that "He was born looking for trouble," and dismiss the incident, apologizing for any problems caused by "the young fool."

10 Day or Night. An old, dirty man with long, tangled grey hair and beard, wearing a tattered Confederate uniform, runs up the party. (Townspersons call him "Robert E. Lee.") He has a wild expression on his face, and his breath smells of stale whiskey. He claims to be looking for his runaway slaves. If a Black character is with the party, the old man tries to slap him around. If no Blacks are in the party, he accuses them of aiding escaped slaves. This old bum has been around Promise City for the last five years. He is almost always drunk, and cannot even remember his name. He has also forgotten that the Civil War took place and believes himself to be in the Confederate States of America. He continues to annoy the party unless tied down, taken to the jail, offered booze, or given money to buy a drink.



GUIDE TO PROMISE CITY

The Promise City of RANGE WAR! is in Grant County, northeastern Oregon. The center of the Street Map (surrounded by the dashed line) is identical to the town map in the **BOOT HILL®** game. You can use the game map to represent all of Promise City, Oregon, including those parts outside the bounds of the original map. However, if there are features on the module map which do not appear on the game map, use the module map for reference. Street names have been changed as follows:

Building locations are given by street addresses numbered west and north from the West Fork of Day Creek. Street addresses are assigned to buildings according to the street the front door faces. The address "48 Lewis Street" is denoted on the map and in the description as "L48."

Townpeople generally refer to buildings by name or street address, depending on circumstances. People recognized as strangers are usually given addresses (20 Lewis Street)

rather than names (First National Bank). There are two unaddressed areas in Promise City: Trail Park and Lone Fir Cemetery on Memorial Road.

CHURCH STREET

C26. Carpentry Shop Storage Shed. This shed belongs to Mel Hunt, who has his workshop at 25 Umatilla Street.

C33. Residence: Bernard Giles. Bernard Giles, known as "Barney," lives in this large, well-kept frame house built by his earnings from prospecting in California and Oregon. He is the county land agent, works at the Land Claim Office (U44), and is engaged to the Reverend Judd's daughter Martha.

C36. Fly's Photo Studio. This unused shed is the former studio of Roger Fly, owner of Fly's Boarding House (U35). The shed contains junk Roger accumulated in the time since he closed it down, including his old camera, worth about \$25.00.

C37. Residence: Lucas Wong Family. Lucas Wong lives here with his wife, Anna, and their two children, Alice and Nathan. The children help their parents at Wong's Laundry (O46) after school. Lucas was born in America and came to Oregon in 1858 to invest his birthright.

C45. Residence: Austin Tandy Family. Austin Tandy and his young bride, Nina, live in this small, single-story frame house. Austin is a clerk at Slade's Hardware (O43). Nina stays home caring for their infant daughter, Alice.

C47. Residence: Randolph Bauer Family. This half of the two-story clapboard building at the corner of Church and Day is the home of Randolph Bauer and his wife, Jessie. Randolph Bauer is in charge of Bauer's Union Market (U33). The other half of this building opens on Day Street. It is the warehouse (D16) for Bauer's Union Market.

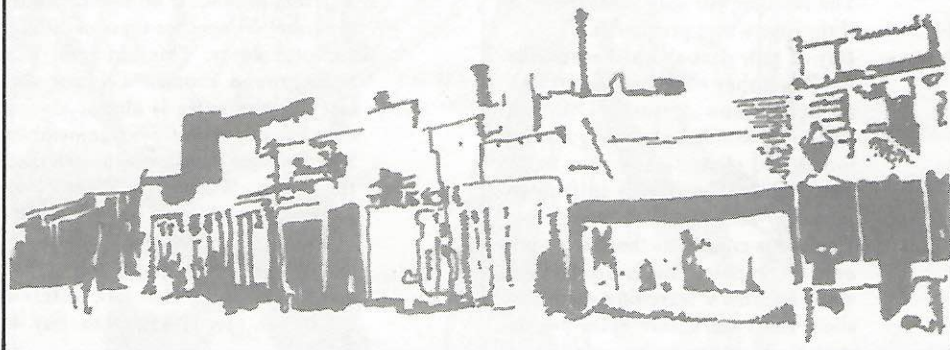
C51. Residence: Wilf Tandy. This frame house is the property of Allie McCash. It is the house for the manager of the Bar H Stables (U41), currently Wilf Tandy. Wilf Tandy wants to retire to his son's farm outside Portland. The \$35-a-week job will be offered by Allie to one of the PCs other than Robert McCash.

C54. Residence: Erastus Bidwell Family. Erastus Bidwell lives here with his wife, Harriet, and their five children: William, 16;

BOOT HILL® Map	Promise City, Oregon Map	Street Number
Allen Street	Jefferson Street	40 North
Fremont Street	Umatilla Street	30 North
Front Street	Osborne Street	50 North
Main Street	Lewis Street	40 West
Sierra Street	Pine Street	30 West
South Street	Day Street	50 West

Note also that some of the building names and functions are changed.

BOOT HILL® Map	Promise City, Oregon Map	Street Address
Trail Dust Saloon	Trail's End Saloon	48 Jefferson (J8)
El Dorado County Courthouse	Grant County Courthouse	31 Lewis (L31)
Alambra Saloon	Vizcaya Wool & Clothing	35 Lewis (L35)
Lone Star Dance Hall & Saloon	Promise City Town Hall	38 Lewis (L38)
Rio Grande Hotel & Cafe	Columbia Hotel	41 Lewis (L41)
Peacock's Saloon	Promise City Public Library	44 Lewis (L44)
Papago Cash Store	Umtilla Cash Store	31 Umatilla (U31)



Louisa, 14; Clara, 7; George, 5; and Ben, 3. Erastus is the town's "excavator": he digs wells and graves. Although his gravedigging is by contract with the undertaker, William Welles, Erastus can be hired for other jobs.

C55. Residence: George Adair. George Adair inherited this one-story house from his parents. He is the day cook at the Great Western Cafe (U47).

C56. Residence: John Austin Family. John Austin is an assistant to Stan Barton at the Cooper's Shop (L39). He recently married Lucy Willis. He does not have the ambition to leave his current position, but he might seriously consider an offer of ranch work.

C57. Residence: Vacant. This house is the property of the First Church. Reverend Judd has been offering its use, free of charge, to any travelers who are sick or injured and have no place to recover. Doctor Lund stops in once a day if anyone is here. The building has become the unofficial town hospital.

C61. First Church Parsonage. The Reverend Judd lives here with his wife and two unmarried daughters. The family arrived in the area last year. Judd's wife, Margaret, is a sister of Thomas Saunders. They have three children who live in Promise City: Harriet, Martha, and Sarah. Harriet is married to Erastus Bidwell. Martha is engaged to Bernard Giles. The Reverend conducts business from a consulting office in the front of the house. He knows the situation in Promise City but ordinarily preaches reasonableness and peace in the ways people deal with each other.

C65. First Church of Promise City. The First Church is one of has a larger and wealthier congregation than the other church in town. Members of the important families attend services here. Donations are more than adequate. Reverend Samuel Judd and his family live in the First Church Parsonage (C61).

DAY STREET

D14. Residence: Kevin Korden. This is the home of Kevin Korden, owner of the Indian Head Saloon (D52). Outwardly, the house is a plain fieldstone house, but the interior, like his saloon, is decorated with Indian artifacts.

D16. Bauer's Union Market Warehouse. The half of this building that faces Day Street is the warehouse for Bauer's Union Market (U33). Goods that are too large for the shop storeroom are kept here to await customer pickup. Bauer keeps all the financial records, inventory lists, and duplicate orders in an office in the southeast corner of the building. There is a large safe here where he stores the small valuables in his stock at night, preferring to have them handy rather than in the small shop safe. He keeps a loaded revolver (SAR6) in the top right desk drawer.

D41. Residence: Maurice Hoover Family. This large house near the park is the home of Maurice Hoover, owner of Hoover's Wholesale Liquor & Saloon (D46). The basement of the house contains a huge safe in which Hoover keeps his collection of rare liqueurs (he also

has an extensive wine cellar). In addition to his land holdings, Hoover inherited a considerable amount of money, some of which goes to support Jacques Heard, his wine steward and chef. Hoover is a widower. His daughter, Adelinde, has no occupation and seems to be waiting for some young man to take her to a more rugged and adventurous life than she finds in her father's home.

D45. Residence: Ron Austin. This simple building is the bachelor quarters of Ron Austin, the County Attorney. His office is at 33 Lewis Street.

D46. Hoover's Wholesale Liquor & Saloon. This establishment is known as a cheap place to get drinks when you're down and out. Johnny Lomacks and Freddie Waite come here when they are on a streak of bad luck. "Robert E. Lee" hangs out here often because usually nobody is willing to pay the price of a drink at any of the other saloons for him. Unlike most of his patrons, owner Maurice Hoover is rather well off, owning several tracts of forest land leased to the Saunders Company. He keeps his business largely to maintain connections with liquor dealers further east, since he is a collector of fine wines and rare liqueurs. Hoover's home is at 41 Day Street.

D47. Pine Star Mining Company. This building is the town office of the Pine Star Mining Company, which operates the Pine Star Mine. Operation of the mine is steady, and usually one or two jobs are open. The company is owned by Arthur Taylor, a close friend of the Saunders', who lives at 45 Fulton Street.

D48. Feed & Grain Store. Warren Whitman, a member of the town council, is the owner and operator of the Feed and Grain Store. Whitman's customers are mostly townspeople and farmers. The ranchers prefer to rely on their own resources. Whitman lives at 31 Jefferson Street.

D49. Residence: James MacRess Family. MacRess, publisher of the Promise City Herald, lives here with his family. His wife, Alice, helps out with the newspaper operation at 54 Day Street.

D50. Condon's Bank. Condon's Bank is run by Everleigh Condon, who established it with the backing of outside money shortly before the arrival of the ranchers. The people of Promise City suspected Condon to be an agent of the ranchers when he set up the bank. It is no secret that he is deeply involved with all of the ranchers' affairs and that much of his bank's business comes from them. During business hours, Beauregard, Condon's basset hound, reclines on a mat beside his master's desk. Condon lives at 50 Memorial Road. The bank does not loan money to people associated with herding sheep.

D52. Indian Head Saloon. A twelve-foot totem pole stands outside the Indian Head Saloon. On its top is a carving of Tuimeia, a brave Indian warrior killed during the Cayuse War of 1847. The bartender, Kevin Korden, has decorated the saloon with Indian artifacts. The

saloon is strictly a drinking establishment with no house gambling, though there is usually a poker game or two going on. The Indian weapons (bows, arrows, and lances) in Kevin's collection are fastened firmly to the wall behind the bar, out of customer reach. A revolver (SAR6) is kept behind the bar. Korden lives at 14 Day Street.

D54. Newspaper Office of the Promise City Herald. The only city newspaper is published by James MacRess three times a week: Tuesday, Thursday and Saturday. Circulation is over a thousand copies. MacRess also prints posters, handbills, and signs to order. The Editorial opinion of the *Herald* is basically law-and-order, usually in support of Marshal Rice and the Saunders family. MacRess occasionally takes stands against the town fathers on issues he considers important to the citizens. Personally he dislikes the ranchers but tries to be impartial toward them.

D55. Second Church Parsonage. The "Reverend" Paul Goodley, leader of both the Second Church of Promise City and the Oregon Temperance League, lives in this house with his five assistants: Elma Hoosier, Joseph Weemsby, Lavinia Grimm, Michael Lalage and Anna Marcus. The basement of the house contains a printing press used to publish anti-drinking tracts. Part of the time, the press is used to print counterfeit money. Goodley is not a real clergyman. He is a con man who, along with his helpers, has been using the League as a front and laundering the bogus bills by mixing them with donations to the church. Goodley plans to make a large substitution and leave town soon.

D58. Second Church of Promise City. This nondenominational church is under the leadership of "Reverend" Paul Goodley. Goodley preaches temperance, and has only about two dozen followers. The small congregation holds meetings every Saturday. Goodley and five of his followers live in the Second Church Parsonage (D55).

FULTON STREET

F40. Fulton Park: Saunders Family Manor. Fulton Park is a manor house. Members of three generations of the Saunders family live here. The current residents are Thomas Saunders and his wife, Phoebe Austin Saunders. Their daughter, India Saunders Simpson, a widow, lives here with her children, Wesley, Elizabeth, James, and Ann. The Saunders' son, Marion, and his wife, Paula, also live here. Elizabeth Saunders Lund, recently divorced from her husband, Doctor Abraham Lund, is a niece of the Saunders. She lives here with her children James, Anne, and William (known as "Billy"). The Saunders' unmarried nephew, William (known as "Uncle Bill"), lives at Fulton Park, too.

The family employs two servants, Andrew and Alice Van Buren, who live in servants' quarters on the premises.

The first Saunders home was a log cabin built on Thomas Saunders' donation land

claim. He invested in land, and when John Adams filed the plat for the first six blocks of Promise City, the Saunders' backing supported the action. Although the family does not hold public office now, their influence is backed by their money and the force of tradition. Even the ranchers do not like to cross the family. The Saunders, and Thomas in particular, are always consulted on matters of importance.

Thomas Saunders has been offered investment concessions by the ranchers which would make it very profitable for him to support their position. Because of this, he does not want to take any action against them. By the same token, Gordon McCloskey and his friends do not want to anger Saunders and lose out on his money, which would give them virtual control of county policies and politics.

F41. Residence: Thomas Rice Family. This is the home of Marshal Thomas Rice and his wife, Nancy, a daughter of Thomas Saunders. They are frequent guests at Fulton Park (F40). Tom and Nancy are expecting their third child very soon. (The child, Mattie, is born on September 11, 1872, nine days after the beginning of this adventure. It is a big event, and there is a public celebration at Fulton Park.) The Rice children are Clara, 8, and Martha, 4. A warning buzzer, connected between the house and the marshal's office (U48) by means of the telegraph wires, can be set off from the office in case of emergency.

F45. Residence: Arthur Taylor Family. The Taylors came west with a lot of money to invest: Arthur Taylor is the president of the First National Bank (L48), the owner of the Pine Star Mining Company (D47), and a prominent man in local politics. He lives in this stern frame house with his wife, Althea, and their daughter, Marie. Marie works as librarian at the Promise City Public Library (L43).

F47. Residence: Vern Smith. This is the stately home of the local assayer, Vern Smith. He works at the Assay Office (O35).

F51. Residence: Willard Perkins. Perkins and his wife, Alma, live in this large white house. It is one of the older houses in town. It has a porch with columns and a fenced garden in the rear. Perkins works as a lawyer and has an office at 33 Jefferson Street.

F52. Residence: Melvin Hunt Family. Melvin Hunt, known as "Mel," lives here with his wife, the former Sarah Saunders. They have three children: Willis, John, and Lydia. Willis has just started working at the Carpentry Shop (U25) with his father and already shows a good deal of skill.

F54. Residence: Delbert Peterson Family. The County Sheriff, Delbert Peterson, lives in this two-story brick house with his wife, Dorothy. The sheriff keeps two loaded revolvers (SAR6) and two repeating rifles (12R) in a locked case. The lock is identical to the lock on the gun case in his office (L47) and he keeps his key on a string around his neck. Dorothy Peterson, Danny Williams, Michael Powers, Richard Rivers, and Town Marshal Rice have copies of this key.

F55. Residence: John Saunders Family. John Saunders, tobacconist, lives here with his three sons, Henry, Francis, and Amor. John is a widower and shows no interest in remarrying. He and his son Henry work at the Cigar Store (U36). Francis works at the Carpenter Shop (U25). Amor attends school.

F57. Residence: Doctor Abraham Lund. Doctor Lund has lived in this house since he and his wife, Elizabeth Saunders Lund, separated four years ago. The split has not put Doctor Lund on bad terms with the Saunders family; he is still a partner in a number of the family's investments. His office is at 45 Jefferson Street.

F58. Residence: John Adams Family. In 1844, Adams filed a plat in the territorial capital for the central blocks of Promise City, becoming the founder of the town. Adams is an honest and fair man who helps whenever needed. He lives in this house with his wife, Mary.

GRANGE STREET

G17. Residence: Rick Fleagor. Fleagor, a would-be gunfighter, lives with Jerry Welles in this unkempt clapboard house. The two men work at odd jobs, occasionally doing small tasks at lumber camps, mines, or ranches. If hostilities start, they sign on as extra guns for the ranchers.

G26. Grange Hall. The Grange, a farmers' union also called the Patrons of Husbandry, meets here on the second and fourth Fridays of each month. The first Friday of each month is a Social Night of dancing and food. Only Grange members, or those invited by members, may attend Grange events.

G43. Residence: Bix Revson. This frame house is the residence of Bix Revson, teamster for hire. He owns the only pump wagon in town. Whenever there is a fire, he negotiates with the property owner for a fee to use his wagon to douse the fire (usually \$2 or more). People do not like this practice, but tolerate it because the town lacks a public fire brigade.

G45. Wagon Storage Shed. This building has been converted into a wagon shed where Bix Revson keeps his wagons. The pump wagon contains 150 gallons of water.

G51. Abandoned Barn. This old barn was claimed by the county for nonpayment of taxes. It can be bought through Bernard Giles for \$100, but the cost of repairing the building is not worth it. Brown Beaver stores his medicine wagon and horse here.

G57. Residence: Job Best Family. Best lives with his wife, Martha, in this house, which he built himself from rough-hewn timbers. Their son, Branch, works in the logging camp. Job Best is a timber cruiser: he estimates the amount and value in lumber that can be taken from a stand of trees.

JEFFERSON STREET

J11. Residence: Albert McCash. This large

fieldstone house is the home of Albert "Allie" McCash, Robert McCash's uncle. Albert is a widower; his three married daughters live in the area. The house is undergoing major repairs, so Albert cannot give the PCs lodging. He is staying with Wilf Tandy at 51 Church Street.

J21. Residence: Van Dixon. This is the home of the town mayor, Dixon. He works at the Town Hall (L38).

J22. Residence: Jonas Whitterby Family. Jonas Whitterby is a business broker who has connections all over the country. He has made a lot of money in land speculations and was responsible for bringing ranching into the area. A cousin of the McCloskeys, he would profit from helping the ranchers expand their holdings. He runs his business from an office in this one-story frame house. He and Alicia, his wife, have three children who all take after their parents. Junior is a bellboy at the Columbia Hotel (L41). Mary works in the Columbia Hotel kitchen. Jacob is a stagehand at the Comique Variety Hall (L32). Jacob has been scolded by the sheriff for gambling and other "scandalous behavior" with the more shady performers who have played the Hall.

J24. Residence: Preston Goodman Family. Preston Goodman, a bartender at the Palace Saloon (U32), lives here with his wife, Elaine, and their son, Ernest, who is the guard at the First National Bank of Promise City (L48).

J25. Residence: Phineas Parr Family. This is the home of Phineas Parr and his wife, Lucinda. Phineas is the owner of the Columbia Hotel (L41). The Parrs have a two-year-old daughter, Rosamond.

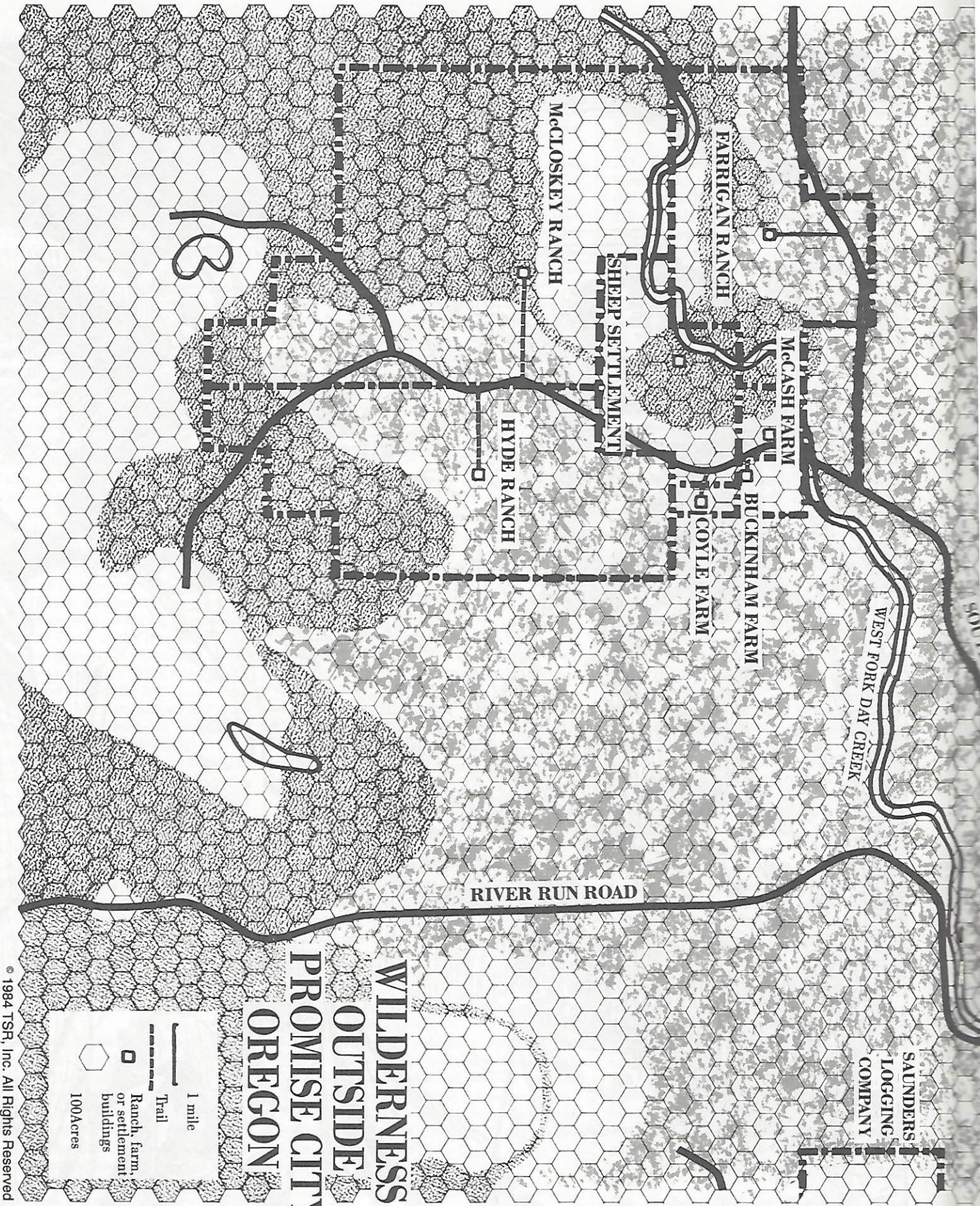
J31. Residence: Warren Whitman Family. This two-story frame house is the home of Feed & Grain Store (D48) owner and senior town councilman, Warren Whitman. His family consists of his wife, Wanda, their two sons, Walter and Warner, and a dog named Wilson. Wilson is an ill-tempered dog who tries to attack any character who wears a uniform or badge.

J32. Silver Dollar Saloon. This saloon was started by a retired miner, and once catered to miners. In more recent times, mining has fallen off and the Silver Dollar has become a popular place among loggers, who have a friendly rivalry going with the miners. There is a 15% chance that both groups are in town on any night. They hold arm-wrestling and whiskey-drinking contests. Visitors are invited to join in. The Silver Dollar is owned by Fred Hansen. Roland Masters is the bartender. Both men live in homes north of Territory Road.

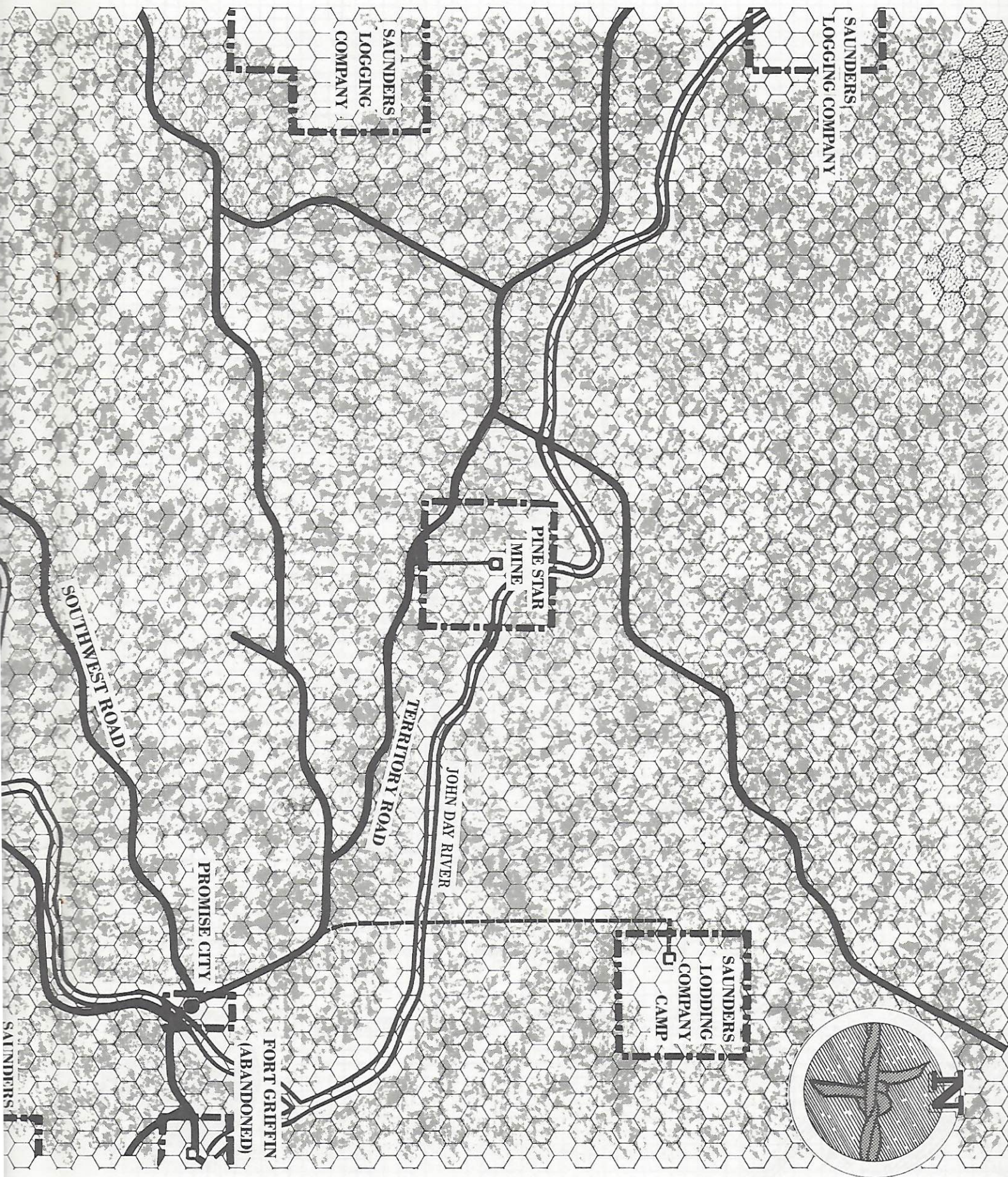
J33. Lawyer's Office: Willard Perkins. Perkins is the more prosperous of the town's two lawyers. He handles legal affairs for wealthier townspeople and for ranchers, and is well paid by both groups. He will not do business with sheepherders. Perkins lives at 51 Fulton Street.

J34. Hudson's Bakery. This is one of the wealthier businesses in Promise City. It sup-

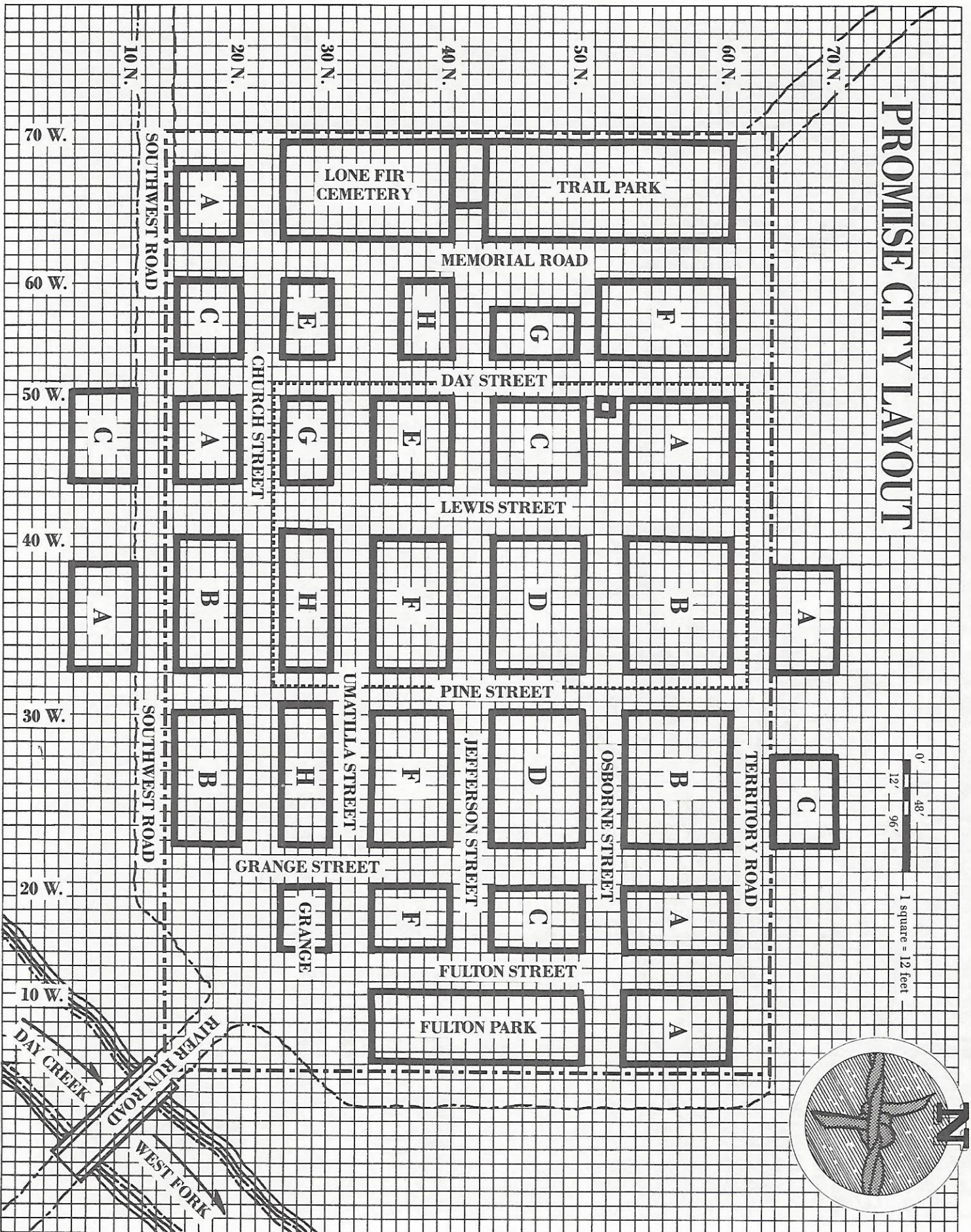




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PROMISE CITY LAYOUT



plies all the baked goods for restaurants and hotels in town. Hudson's is a family business run by Richard and Shirley Hudson, who live in the back of their bakery.

J35. Lacey's General Store. "Promise City's Finest Merchandise" is the sign over Jim Lacey's General Store. The ranchers buy at Lacey's almost exclusively, so he is firmly in support of their interests. Prices to sheepherders are doubled. Lacey and his wife live at 27 Osborne Street.

J44. Billiard Hall. Chib Reuter manages the business in this small building. Chib is a crack shot, and often works in cahoots with Freddie Waite, another pool hustler. When new faces are in the Billiard Hall, Chib and Freddie will act as if they don't know each other and play for fairly high stakes. Freddie deliberately plays a very poor game. After this "loss" Freddie unsuccessfully tries to get Chib to play again, then makes the rounds of the strangers in the hall, offering a big bet for a game.

If a PC decides to take Freddie's offer, run the game by rolling percentile dice for each shot. A roll equal to or less than triple the sum of a character's speed modifier plus throwing accuracy modifier indicates a successful shot. For example, a character with a speed of +6 and a throwing accuracy of +10 will have a 48% chance of pocketing a ball.

Both Chib and Freddie live in homes south of the Southwest Road.

J45. Doctor's Office: Abraham Lund. This is the office of Doctor Abraham Lund, who trained in the East, and came west with good financial support to make his fortune in Oregon. His office hours are from 9:00 a.m. to 6:00 p.m. He also has a consulting room at his home (F57). He visits the unofficial town "hospital" (C57) when needed. Doctor Lund is wealthy enough so that he cannot be bribed to keep quiet about treating gunshot wounds, but he helps people involved in causes with which he sympathizes.

J46. Lawyer's Office: George Coyle. Lawyer Willard Perkins is wealthier, but Lawyer George Coyle is starting to take some of his business away. Coyle is more sympathetic to the interests of landholders and is willing to act in the interests of the poorer farmers. Whenever his clients are unable to meet his fees, he allows them to pay in produce. His education is home-grown, but he's sharp, and shows potential for being a better attorney than Perkins in time. Coyle lives on his brother Tom's farm southwest of town. He rides to his office each morning.

J47. Promise City Hotel & Cafe. The Promise City Hotel and Cafe was the first hotel in town. The building shows its age but is well-kept. Franklin Daly took over the hotel a couple years ago and runs it with the help of his wife, Elanor. Despite its small size it is the preferred hotel and is often full. The Dalys live at 51 Jefferson Street.

J48. Trail's End Saloon. (Trail Dust Saloon on the **BOOT HILL**® game map.) This saloon is the oldest in Promise City, and it looks it. A

dingy gray building, it marks the end of one branch of the Barlow Trail from Missouri. The bartender, Tim Tyson, a loud man who has a hearty thirst, lives in a room at the back of the saloon.

J51. Residence: Franklin Daly Family. The home of the Promise City Hotel and Cafe (J47) owner, Franklin Daly, and his wife, Elanor, is a modest single-story frame house, neat and well-kept. A small garden lies in the back of the house. Elanor helps her husband run the Promise City Hotel.

J55. Residence: Danny Williams. Deputy Sheriff Danny Williams lives in this small house, which he shares with his colleague, Michael Powers. They usually work opposite shifts, so there is a good chance of finding someone at home.

LEWIS STREET

L15. Vacant Building. This building, an old workshop, is boarded up and vacant. A loose board covers a back window. "Robert E. Lee" crawls in here to sleep.

L17. Residence: Jeremy Rodgers Family. This is the home of the Western Union Telegraph (L37) operator, Jeremy, and his wife, Alice. They have two children: Jeremy Jr., 8, and Frederica, 7.

L31. Grant County Courthouse. (El Dorado County Courthouse on the **BOOT HILL**® game map.) This building is the site of the Grant County Circuit Court, where Judge Arthur Hanley presides once every fourth week. There is a 25% chance of Judge Hanley's being in town any given week. This chance is increased by 25% every week the judge is not in town. Prisoners are kept in the county jail inside this building until the judge holds court. Here also is the office of William Steiger, county manager and tax assessor. William Steiger lives north of Territory Road.

L32. Comique Variety Hall & Saloon. The Hall has seen better days, but it has the only large stage in Promise City. As a result, it is used for travelling acts about once a month. Wandering evangelists also book it three or four times a year. One annual event is Sam Angel's Evangelical Extravaganza, a revival show which reaches Promise City in September. The hall will be rented by Sam Angel the day he arrives in town. A sign on the front door informs persons who want to rent the hall to inquire at the Palace Saloon. The charge is \$35.00 a night. The building has a stage door in the rear.

L33. County Attorney's Office. Ron Austin, brother to the Cooper's assistant, is the Grant County Attorney. Austin is an idealistic self-taught lawyer, sympathetic to many unpopular causes, but he does his duty when it is required. He is openly sympathetic to the sheepherders, and will aid them by any method. Austin lives at 45 Day Street.

L34. Pierre's Gun Shop & Hardware. Pierre Lebel is the owner and gunsmith of this shop. He is reluctant to sell weapons to strangers unless a townsman vouches for them.

He tries to be polite when he refuses a sale. Lebel keeps his goods behind the counter, within his reach but not the customers'. The gun counter is six feet long and four feet high. It is possible for a character to run around or jump over the counter, but Pierre will probably have a weapon ready unless someone else prevents him from doing so. Pierre lives in a room at the back of the shop.

L35. Vizcaya Wool and Clothing. (Designated on the **BOOT HILL**® game map as Alhambra Saloon.) This store is run by Tana Euskara, a Basque widow whose husband once lead the sheepherders. Tana sells woolen blankets, sheepskin clothing, and other products made by the sheepherders. She also sells lamb and mutton to hotels and cafes. Mrs. Euskara is the unofficial representative of the sheepherders' interests in town. She lives in a room in the back of the shop, where she keeps a shotgun (2SG) and a revolver (FDR6) for protection.

L36. Jeweler & Watch Maker. Al Vickers runs this shop where he sells both his own and manufactured products. He also handles some Indian works, but keeps most of these for a private collection that decorates his workshop in the back of the store. He has also taken a number of pieces on speculation which were made by the Basque sheepherders. These have sold well to travellers passing through town, but cost the business he had from the ranchers. For a time Vickers relied on the peaceful climate in Promise City to continue. Since Israel McCloskey's return, with gossip about his wartime arrest spreading through town, Vickers has begun keeping a loaded revolver (SAR6) on the premises. Vickers lives in a room at the back of his shop.

L37. Telegraph Office. Jeremy Rodgers is the Western Union Telegraph agent for Promise City. He came west when the company opened offices in Oregon. Rodgers chose this post when he married Alice Whitman, the daughter of the Feed & Grain Store owner. The Rodgers live at 17 Lewis Street. He is bound by company regulations to handle all wire traffic impartially and confidentially, but also to use his discretion in informing the law if suspicious items come in. Because of the information that passes through his office, Jeremy is the best authority on events outside Promise City and on details of most business requiring long-distance communication.

L38. Promise City Town Hall. (Designated on the **BOOT HILL**® game map as Lone Star Dance Hall & Saloon.) This building contains the offices of the mayor, treasurer, and other city officials. Peddlers and exhibitors must register here and get a \$1 permit before they do any business in town. PCs won't know this unless they ask someone in town. The town council meets here two or three times a month as necessary. The council has one member for every twenty-five adult residents; these members serve two-year terms. Vacancies are filled by appointments voted on by the other members until the next public elections. Other city officials serve four-year terms, but are subject

to recall by the council. The current mayor is Van Dixon, who succeeded Doctor Lund in the last election. Mayor Dixon lives at 21 Jefferson Street.

L39. Barton's Cooperage. The sign above the door of this worn building reads "Barton's Cooperage," and below that, in smaller letters, "Stan Barton, Owner. John Austin, Assistant." Barton's largest customer is Hanford's Brewery (P18). Barton lives in a home north of Territory Road. Austin lives at 56 Church Street.

L41. Columbia Hotel. The Columbia quickly surpassed the Promise City Hotel both in comfort and reputation. The owner of the Columbia, Phineas Parr, lives at 25 Jefferson Street. Henry Phillips, the head desk clerk, lives in a room at the hotel.

L42. Gay Lady Variety Hall. The Gay Lady Variety Hall was once a rowdy place. Two years ago, its owner was killed in a bar fight. The place was auctioned. Hanson Dorcas bought it. Dorcas, a gambler, was on the run from a number of his marks and decided to settle down for a few years and let things cool off. He remodeled the place in the style of the best San Francisco halls, brought in gambling equipment, and reopened the Gay Lady as a clean and orderly place.

The Gay Lady Variety Hall is host to some of Dorcas' cronies. Steve Ridley, known to his friends as "Fastpass," is a card mechanic who deals Faro and 21 at the back table. Bartender Joe Trent, former army marksman, is a trick shooter whose favorite stunt is to lay an empty whiskey bottle on its side and blow out the bottom by putting a bullet through the neck. He has never been seen to miss. Lucy Robbins is the hostess and roulette croupier. She supervises the bar girls, Rosa Romero, Luz Sanchez, and Teresita Iglesias. The girls all carry two-shot derringers where no gentleman can politely disarm them. The bartender keeps a shotgun (1SG) and a fast-draw revolver (FDR6) within his reach. Ridley and Dorcas also carry derringers (2D).

The girls live in rooms that open to a balcony overlooking the main floor. All the employees have a key to the back rooms where Dorcas, Ridley and Trent live.

L43. Long Branch Saloon. This is the largest saloon in Promise City. George March is the owner. Roger Kelsey is the bartender. Karen McBride is a waitress. While the saloon is open (noon to midnight), Johnny Lomacks and Ralph Hawken can be found here at the poker table 30% of the time (see also the listing for the Trail's End Saloon at 48 Jefferson Street). They will invite strangers to join their game. Both are fast-handed dealers. Observant PCs who have gambling experience may (50% chance) notice that they hold a deck with a "mechanic's grip" which allows easier trick dealing.

Johnny and Ralph will allow one PC to win, then accuse him of cheating. The accused PC will probably claim innocence, but whether he does or not, the cheats demand he be searched. Roger Kelsey, who is in on the

scheme, assists. The frisking turns up some gimmicked cards matching those in the deck, which have been planted on the PC during the card game, if use of the mechanic's grip was unnoticed. Lomacks and Hawken then demand the PC's winnings at gunpoint, and Kelsey backs up this demand with the threat of arrest.

If the grip was noticed, determine from the PC's actions if they are observant enough during the game to spot the attempt to plant the cards. If their opponents show knowledge of gambling techniques, Johnny and Ralph "run out of money" and move on to the Trail's End Saloon.

George March and Roger Kelsey each have a room on the floor above the bar. Johnny Lomacks and Ralph Hawken live at 53 Territory Road. Karen McBride lives in a small house south of Southwest Road.

L44. Promise City Public Library. (Designated on the **BOOT HILL®** game map as Peacock's Saloon.) The founding families of Promise City hope to make the town a cultural center. They have started a Public Library. The largest part of the backing came from Arthur Taylor. His young daughter, Marie, is the librarian. Books are available for a one-week loan. Overdue fines are one cent a week.

L45. Barber Shop & Baths. Curly Thomas is the barber. A shave and haircut costs 25 cents. A bath costs 75 cents. Thomas spends a lot of time at Cook's General Store (L46), across the street. At these times, he hangs a sign on his door that reads "If you want a haircut, you can find me at Cook's"; his signature is underneath. Thomas lives at 17 Pine Street.

L46. Cook's General Store. Jack Cook's General Store is the largest in town. He usually has the best prices on basic items, but seldom has the specialties carried by Kelly's (O31), Pierre's (L34), or Slade's (O43). Jack himself would rather sit around and shoot the breeze with his cronies, Harry Moore, Curly Thomas, and John Adams, so he leaves most of the duties to his son, Alferd. Jack and Alferd live in a home south of Southwest Road.

L47. County Sheriff's Office. This is the headquarters of Sheriff Peterson and his deputies. The sheriff's deputies are Michael Powers, Richard Rivers, and Danny Williams. The sheriff's deputies must tend the county jail at the courthouse (L31), where prisoners are held for trial or transfer to the state prison. Rivers lives at 32 Pine Street. Powers and Williams live at 55 Jefferson Street. Sheriff Peterson lives at 54 Fulton Street.

L48. First National Bank of Promise City. The First National Bank is under the direction of Arthur Taylor. The board of directors includes Thomas Saunders, Doctor Lund, and several other prominent men of the area. Ernest Goodman, a tall, imposing young man, is a uniformed, armed (FDR6) guard on duty whenever the bank is open.

Bank clerks include Al Myers and Darrell Mott. The accountant, John Pickley, keeps a loaded revolver (FDR6) in his desk drawer.

Taylor lives at 45 Fulton Street. Goodman

lives in a house north of Territory Road. Myers and Mott live at the Great Western Boarding House (U47). Pickley lives at 23 Umatilla Street.

L51. Wainwright. Transportation supplies and maintenance in Promise City are furnished by John Loudon, who works closely with Gerald Vernor (L52), most of whose work includes leather fittings. Available services include wheel repair, rebuilding, and refinishing. The time required for service depends on how big the job is. Loudon lives in a room in the back of his shop.

L52. Harness Shop & Boot Maker. Fine leather goods, including harnesses, saddles, belts, holsters, and traveling bags, are sold here by Gerald Vernor. Even with the help of his two assistants, Vernor sometimes has trouble keeping ahead of his orders. Special work takes from 2-6 (1-5+1) days. Vernor lives in a house south of Southwest Road.

L54. Wells Fargo Office. Agency staff for Wells Fargo is Jason Weaver, Al Holden, and Harry Moore. Moore tends the stable. Weaver and Holden take care of the office, dispatching, and security. A locked gun cabinet stands in the back office, which holds three repeating rifles (6R) and six revolvers (DAR6) and (1-10) x 10 rounds of ammunition per gun. Each of the three men has a key to the cabinet. In addition, Weaver and Holden know the combination of the safe, where valuable shipments, office records, and timetables are kept. The safe is a double door unit, five and one-half feet high and five feet wide. The safe will contain \$100 to \$1000, determined randomly, on any given day. On rare occasions when there isn't enough room for something in the agency safe, storage is handled at the First National Bank. Weaver and Holden live in the office. Moore lives in the loft above the stable next door (L56).

L55. Undertaker. William Welles is the town mortician. Like many of his profession, he seems to be completely sympathetic to almost anyone about almost anything. Welles acts the part of a respectable citizen, and gives this impression to strangers until he is bribed to do something illegal. Welles lives north of Territory Road.

L56. Wells Fargo Barn & Corral. This livery is for stabling company animals. There are 6-15 (d10+5) horses here, plus parts for repairing wagons and harnesses. Harry Moore is the stablemaster. His favorite pastime is telling trail stories to youngsters who hang around the barn. In return, the kids are allowed to do odd jobs for Harry, which is how he gets most of his work done. The children are all fond of Harry, who is a sort of grandfather to them. They tell him all the things that happen around town, and Harry is probably the best-informed man in Promise City.

Anything kids in town see gets back to Harry eventually. There is a 40% chance that a child sees something happening outdoors or in public places during the day unless the people involved take care not to be observed. Harry is willing to trade gossip with anyone who is

friendly and offers to buy him a drink. The marshal or one of his deputies makes a point of stopping by for a snort once a week or so. If the PCs get acquainted with Harry, give them information from time to time they might not otherwise get. Harry Moore lives in the loft above the stable.

L57. Lumber Company. Marion Saunders runs the lumber yard and is also the local contractor. He has a crew of two yard hands and four builders, and hires temporary workers whenever he has a construction job. He takes on five or six regulars if available, then hires whoever happens to be around. He has work for someone 40% of the time. For groups, roll once for each character in the group, then announce the number of successful rolls as the number of jobs open. These jobs last for 1-5 days and pay \$2.00 per day. Saunders lives at Fulton Park (F40). The two yard hands and four builders live in homes north of Territory Road.

L58. Schoolhouse. There are enough children in Promise City for two teachers. The assistant is Miss Mary Schneider, an ambitious teacher liked by the school children. Her superior is Susan Mueller, a tyrant who has bargained her way into her job so aggressively that the Town Council is afraid to take action against her for any reason. The school children are also afraid of her. Mueller carries a two-shot derringer (2D) in her purse at all times. Schneider lives at the Great Western Boarding House (U47). Mueller lives alone in her own home (O25).

MEMORIAL ROAD

M22. Residence: David Brundage. This building is the home of David Brundage, the Promise City stonecutter. One of his specialties is carving tombstones in his workshop (M26), which is the reason his business is located here, across from the Lone Fir Cemetery.

M24. Stonecutter's Display Room. David Brundage, the town stonecutter, uses this building to display his work and store uncut stone.

M26. Stonecutter's Workshop. During the day, David Brundage, the town stonecutter, can be found here chipping and polishing stone-work. He lives at 22 Memorial Road and maintains a display room at 24 Memorial Road.

M50. Residence: Everleigh Condon Family. The owner of Condon's Bank (D50) lives in this three-story house overlooking Memorial Park. He and his wife, Amphelisia, fled the South to avoid war. They employ a maid named Florida Campbell. Mrs. Condon is often seen shopping about town with Florida carrying an armload of packages. In the early morning and early evening, Condon walks his basset hound, Beauregard, to and from the bank. Condon loves Beauregard almost more than money or his wife. He can be cunning and ruthless in business dealings. Almost everyone in town dislikes Mrs. Condon.

M54. Residence: "Skipper" Witney. "Skipper" Witney is the caretaker of Memorial Park. He was a navigator on a merchant

ship in his younger days. Witney putters around the park all the time, and tells colorful and entertaining stories about his days as a world traveller.

M56. Storage Shed. Jean Lever uses this small structure, attached to the rest of the Hudson's Bay Post buildings (T51, T55, T57), to store his trapping supplies.

OSBORNE STREET

O21. Residence: Lazarus Berman Family. This is the new home of the Bermans. Lazarus Berman is a tall man who has thick salt-and-pepper hair, a goatee, and a wild look in his eyes. He is quite friendly. Folks say that both he and his lovely dark-haired wife, Tanya, are political refugees from Austria or Eastern Europe. Neither of them says anything about their former home. Lazarus carries a German military revolver (SAR6) "out of habit." A family of talented musicians, the Bermans have one of the two pianos in Promise City (The other is in Fulton Park F40). Their daughter, Elena, is already a striking young woman though she is only 13. The Bermans own and manage Berman's Mercantile (O44).

O25. Residence: Susan Mueller. This small wood house, painted a bright blue, is the home of senior schoolmistress Susan Mueller. She seldom receives visitors, and is not friendly to callers. She works at the schoolhouse (L58).

O26. Promise City Ranchers' Club. This private club is built and maintained by the ranchers. Next to Fulton Park, it's the most elegant building in town. The ground floor has a dining room, gambling room, library lounge/smoking room, kitchen, and bar. Two cooks, two bartenders, one doorman, and five waitresses have rooms on the third floor. The middle floor has suites for meetings. The waitresses also work as maids and gambling room attendants. The doorman, Arlen McGee, makes sure that non-members enter only as guests of members or by written invitation.

O27. Residence: James Lacey Family. Jim Lacey and his wife, Madge, live in this one-story wood house opposite the Ranchers' Club, where Jim is a frequent guest. The Laceys own and operate Lacey's General Store (J35).

O31. Kelly's Dry Goods & Tailor Shop. Chris Kelly sells cloth, makes repairs, alterations, and tailors clothes. Although there is usually not much demand for his services in a town this size, Kelly caters to the richer people in town. He carries a supply of newer fabrics and designs from the East. As a result, he sometimes fits customers from as far away as Portland. His main interest is in serving the townspeople. Kelly lives in a room at the back of his shop.

O35. Assay Office. Mining is not too important in Promise City, but the Assay Office does some business testing soil samples (a fairly new process) and making chemical tests for medical and legal reasons. The Assayer, Vern Smith, also mixes paints, varnishes, and elixirs he sells to the general stores, the barber, and the doctor. A small area at a counter near the door is

the only place where customers can do business. The rest of the building is workspace and storage. Smith lives at 47 Fulton Street, where he has another workshop and more supplies. He keeps 10:00 a.m. to noon free for consultations, and can be found in his office, usually reading chemical and pharmaceutical journals, which he exchanges with Doctor Lund.

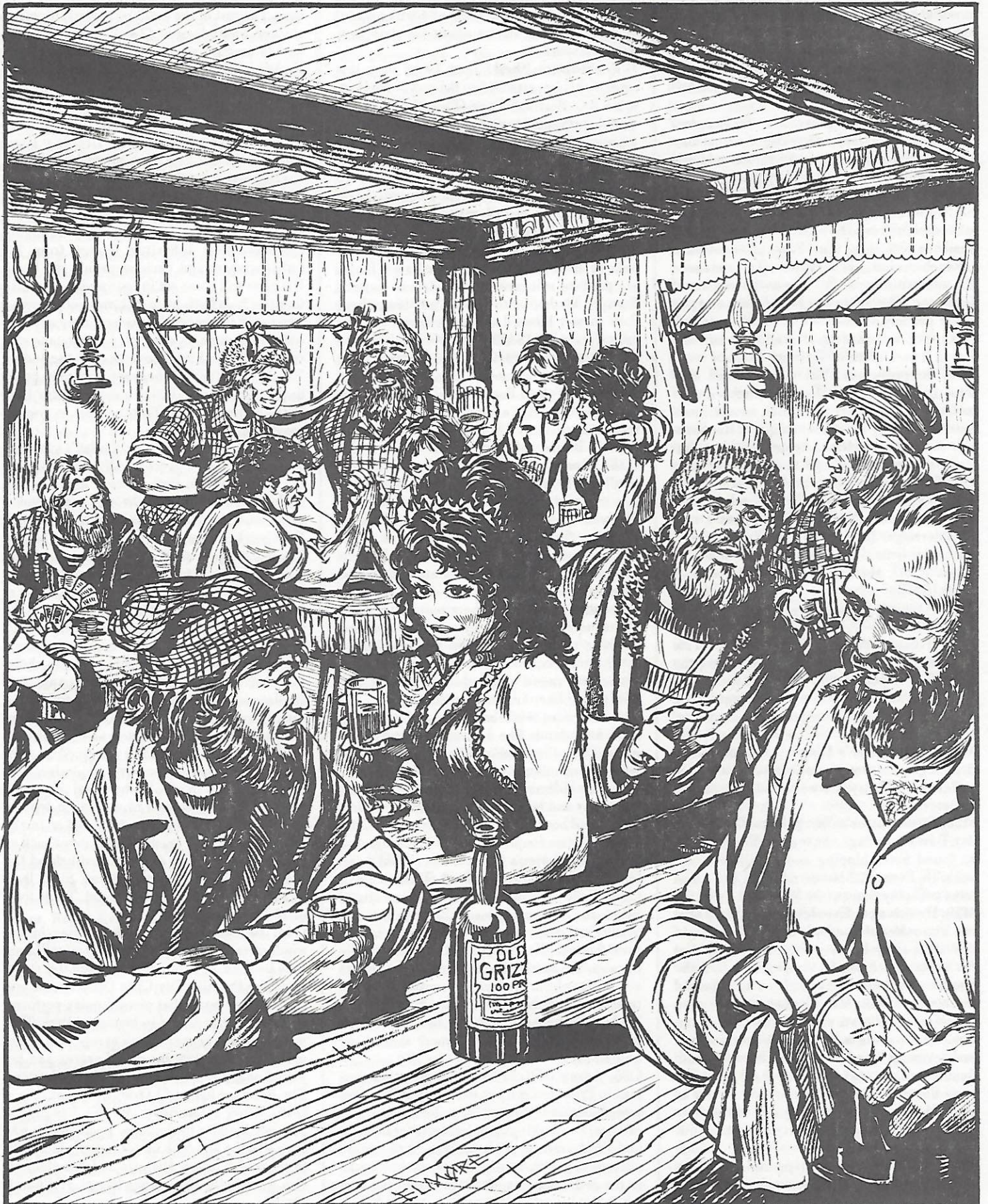
O36. Drover's Hotel. The Drover's Hotel caters to the ranchers. Josh Simmons, a former cowboy who recently retired when he fell off a horse during a drive and was trampled by cattle, owns the hotel. His right arm and left leg were badly broken and he hobbles around on crutches. Josh inherited money from his father's estate and decided to buy the hotel. His casts will come off in four weeks, but until then he is helped by a tall, muscular Indian who never says more than two or three words at a time, although he appears to understand everything said to him. Simmons calls the Indian "Turkey Feather." Whenever Simmons needs to get somewhere, Turkey Feather helps him. Both Simmons and Turkey Feather live in rooms within the hotel.

O37. O'Reilley's Cafe. O'Reilley's gets a lot of business from loggers who live at the boarding house at 46 Pine Street, which Kevin O'Reilley runs. Meals at the cafe are included with board fee. The cafe also serves the public. Each workday a wagon leaves the cafe for the logging camp at 6:30 a.m., returning at 6:30 p.m. O'Reilley's food isn't fancy, but it is a hearty meal for a good price. O'Reilley lives at his boarding house (P46).

O43. Slade's Hardware. Howard Slade runs his store more as an afterthought than anything else, since most of his business is wholesale orders for the mining company, and similar concerns. His store has a small customer area and a service window. Customers give their orders at the window and Slade or his clerk, Austin Tandy, get the wares. Slade sells tools, nails, ammunition, and explosives. He has a half-dozen double-barreled shotguns (2SG), and 1-5 revolvers of any given type in stock. Explosives are kept in a locker in the back room, and the least valuable items such as axe and tool handles are in a shed behind the shop. Barbed wire can be ordered. Slade lives in a house north of Territory Road. Tandy lives at 45 Church Street.

O44. Berman's Mercantile. A sign in the window states, "Shepherders Welcome!" Lazarus Berman, in addition to running this store, leads the Promise City Civic Orchestra, a seventeen piece band that gives Sunday performances at the bandstand in Memorial Park. This is an ordinary general store, except that it has musical instruments for sale. Lazarus and his wife, Anna, give music lessons in a back room. The Bermans live at 21 Osborne Street.

O46. Wong's Laundry. Wong's Laundry is the only laundry in the area. Lucas Wong was once wealthy and took up his father's old trade to regain his losses. His wife and two children also work here. The Wongs live at 37 Church Street.



PINE STREET

P16. Hanford's Brewery. Grant Whiskey and Oregonian Beer are made here by Willis Hanford. The yard is enclosed by a stockade fence six feet high; its gate opens onto Pine. Barrels fill the yard and a hand-powered winch sits in the loading area to lift barrels onto carts. The brewery is operated by Hanford, but owned by Doctor Lund. Hanford lives next door (P18).

P17. Residence: Curly Thomas. This is the home of the town barber, Curly Thomas. Thomas' shop is at 45 Lewis Street.

P18. Residence: Willis Hanford. The operator of Hanford's Brewery (P16), Willis Hanford, lives in this house.

P32. Residence: Richard Rivers Family. County Sheriff Deputy Richard Rivers lives here with his wife, Catherine, and their two young children. Catherine is the daughter of Cyrus Tait, the agent for the Northern Pacific Railroad. She runs a candy shop in the small building attached to the house (U26). Rivers works at the County Sheriff's Office (L47).

P38. Residence: Ron Hammerclaw. This is the two-story home of blacksmith Ron Hammerclaw and his son, Basil. Ron works at the town Blacksmith Shop (U45).

P42. Saunders Logging Company Office. The headquarters of the Saunders Logging Company is in this large building. The company is managed by William Saunders. The Saunders Logging Company runs all of the logging operations in northern Grant County and is the main source of the Saunders' family wealth. Wesley Simpson works here as a clerk. William and Wesley live at Fulton Park (F40).

P43. Barker's Photographic Studio. This photographic studio is attached to Barker's house next door (P45). Avery Barker uses the newest photographic equipment brought in from the East. Portraits are 50 cents, sepia prints are 75 cents, and stereoscope prints are \$1. The studio has three cameras and an assortment of props. The darkroom in the back contains photographic supplies: chemicals, plates, and paper. A sign in the window of the front door reads, "Portraits anytime. If I'm not in, knock at the house." It bears the signature and photograph of Avery Barker.

P45. Residence: Avery Barker Family. Barker operates the photo studio next door (P43). He lives here with his wife, Marge, and son, Weston, who helps out in the business. Barker does most of the photo developing for the newspaper and helps at times with the picture taking. He is on call 24 hours a day, and takes a lot of pictures of everyday life in Promise City in hopes that his photos will become part of a historical record.

P46. Logging Company Boarding House. The Saunders Logging Company (P42) owns this house, managed by Kevin O'Reilly and his wife, Ena. Kevin was a camp cook until an accident forced him to quit. He was offered this position. Later, he opened his own cafe (O37). Meals at the cafe are included in the rent at the

boarding house. Twelve loggers and the O'Reil-
leys live here.

P48. Northern Pacific Railroad Office. The railroads are coming to the Northwest. Although construction is years off, several different companies already compete for the rail concession to Promise City. Three companies have sent agents to town to begin early work and survey land purchase prospects. The Northern Pacific Railroad, chartered in 1864, is the first one to open an office. Cyrus Tait, the Northern Pacific agent, has settled in town. He will be the stationmaster if the line gets built. Tait lives at 22 Umatilla Street.

P51. Drover's Livery. This livery is owned by the Ranchers' Club, not the Drover's Hotel. Larry Vintor is the stablemaster. Horses are boarded free for patrons of the Drover's Hotel or Ranchers' Club. Others may have their animals fed, groomed, and boarded for one dollar per day, a price meant to discourage extra business. Vintor lives at in a room at the Ranchers' Club.

P52. Burned-out Store. A fire destroyed this building two weeks before the PCs arrived. The owners refused to pay Bix Revson for the use of his pump.

P54. Burned-out Store. This building was lost in the fire which destroyed the building next door (P52).

P56. Barn Converted into House. This converted barn is the home of three Promise City deputy marshals: Artemus Hickey, John Grotz, and Ed Sellers. Grotz and Sellers can be found here during the day. Hickey can be found here at night. All three men report to the Marshal's Office (U48).

P57. Residence: Dan Gajewski. This log cabin is a twin to the Log Jam Saloon across the street (P58). It is the home of bartender Dan Gajewski. Dan generally only comes home to sleep and spends the rest of his time at his business.

P58. Log Jam Saloon. Every group has its favorite saloon, and with loggers it's the Log Jam, run by former lumberjack, Dan Gajewski. The saloon is built entirely of roughhewn logs. The bar is a single huge pine trunk, sawn in half lengthwise and supported on long posts. The tables are made from cross-sections of large trunks, and the chairs are roughhewn as well. Two crossed pairs of loggers' axes hang on the wall on either side of the mirror behind the bar. Dan wears a knife on his belt, and keeps a double-barrelled scatter gun (SCG) behind the bar. Two boxes of shells lie beside the gun. One box contains 25 regular rounds and the other 25 rounds of blanks. Gajewski lives across street (P57).

The Log Jam's fame is its Great Northwest Arm Wrestling Championship. The Fall contest takes place in October and the spring championship is held in April. Practise bouts take place regularly, starting a month before the title matches. Visitors are invited to compete.

TERRITORY ROAD

T15. Residence: Jack Paley. This small building is the home of Jack Paley, second foreman for the lumber camp. He is not home very often, and there is little more than a bed, table, lamp, chair, and stove in the house. George Underwood, the senior foreman, also uses the house when he's in town. During the winter, Paley takes up permanent residence here, while Underwood stays in Portland with relatives.

T51. Hudson's Bay Company Office. Jean LeVer took over and runs this office under the Company name, though not under its authority. Jean closes shop for several weeks during the spring and fall trapping seasons, and makes frequent trips into the Blue Mountains between those times. He sells both raw pelts and finished furs, and prospects in the meantime. Jean is a friendly man but dangerous when crossed. He has been known to carry a grudge for a very long time. He lives at 57 Territory Road.

T53. Residence: Johnny Lomacks & Ralph Hawken. This broken-down building is the home of Johnny Lomacks and Ralph Hawken. These two rascals spend most of their time drinking and gambling at the Long Branch (L43) or the Trail's End (J48). The rest of the time they do odd jobs to earn money for drinking and gambling. Right now, Israel McCloskey pays them to report the doings in town. The two men are quick-tempered, quarrelsome, unwashed, and unshaven. They are careful to commit crimes only when they probably won't get caught. The living quarters are as messy as the tenants. If one man or the other gets in trouble, Lomacks goes to his girlfriend, Karen McBride, and Hawken takes off for the woods.

T55. Storage & Workshop. This building contains a storage and workshop area for Jean LeVer's goods, mainly pelts, furs, and Indian-made blankets. The marshal and his deputies check the place on their rounds at night. Jean LeVer lives at 57 Territory Road.

T57. Residence: Jean LeVer Family. LeVer lives here with his wife, Tasunshun, a Chehalis Indian whom LeVer met on a trading trip. Her name means "place of beauty." The LeVers have two young children, Andre and Elaine. Tasunshun is known as "Tess." She accompanies her husband on all his trips into the woods, works his pelts, and does community work in town.

UMATILLA STREET

U12. Residence: Herman Wendt Family. The Wendts need such a large house for their large family. Wendt's wife is the former Mary Ellen Saunders, daughter of Thomas Saunders. They have four children, the oldest of whom is ten years old. Wendt is a landowner and the chairman of the Promise City Town Council. He works at the Promise City Town Hall (L38). This converted storefront with backyard was all Tom and Jane Warren could afford when they came to Promise City. They fixed up the old stable fence, planted a crop garden, and

prepared a flower bed. The Warrens run the Promise City Post Office (U34).

U22. Residence: Cyrus Tait Family. The Northern Pacific Railroad Agent, Cyrus Tait, lives here with his wife, Elsie. They have a daughter, Catherine, who is married to one of the sheriff's deputies, Richard Rivers. Tait works at the Northern Pacific Railroad Office (P48).

U23. Residence: John Pickley. Pickley is an accountant at the First National Bank (L48). He cannot afford living quarters larger than this.

U24. Residence: Fritz Holzmänn. Holzmänn, a former carpenter, is now a woodcarver. He has a small income from his art. The storefront is his workshop and storeroom. It is cluttered with carvings of all kinds. His favorite pieces are toys, which he sometimes gives to children in exchange for chores. On the wall is a brightly polished revolver (SAR6). The late summer and fall are Fritz's busy seasons, when he begins carving Christmas items. Holzmänn's living quarters consist of a single room with a bed, table, and stove. There is a pile of wood stock in back of the building.

U25. Carpentry Shop. The town carpenter is Mel Hunt, a relative of the Saunders'. This building is his workshop. He lives at 52 Fulton Street with his wife and children. Francis Saunders works in the shop and lives with his father, John Saunders (F55). A small shed behind the Carpentry Shop (C26) is used for wood storage.

U26. Confectionary. This candy shop is run by Catherine Rivers, the wife of the deputy sheriff Richard Rivers. The shop is attached to their home (P32), and is open from noon to 4:00 p.m. Various sweets are available at prices ranging from five-a-penny to \$2 a box.

U29. Residence: Arnie Baker Family. Baker and his wife, Ruth, live in this small frame house. The house is in need of some repair. Their son, Whit, works on the McCloskey Ranch. Arnie runs the Umatilla Cash Store (U31).

U31. Umatilla Cash Store. (Papago Cash Store on the **BOOT HILL**® game map.) The store gets its name from the fact that it extends no credit and was once a trading post with the Umatilla Indians. Arnie Baker runs the store and lives directly across the street (U29).

U32. Palace Saloon. The Palace Saloon is managed by Preston Goodman, the bartender. Goodman convinced Van Dixon and William Saunders to back him in a venture to open a "genteel" establishment. The palace is a clean, well-run place. Card playing is confined to whist. It is considered respectable for townswomen to come to the Palace. The second floor consists of a dining balcony. A back stairway leads to the third floor rooms of Phillipe Lacoste, the chef, and Albert Maybridge, the steward. Preston Goodman lives at 24 Jefferson Street.

U33. Bauer's Union Market. The Union Market is the first chain of catalog stores in Oregon. The home office is in Portland. A freight wagon comes through every month to drop off orders. The Union Market Stores take

orders for everything from one nail to a whole house. They also supply livestock, carriages, and luxury items from the East Coast and Europe. The rich families in town give a lot of business to the agent, Randolph Bauer, who lives at 47 Church Street. The front of the store has a reading table with catalogs and a counter where orders are taken. The back room is storage area where merchandise is picked up. Bauer has a small safe for small, valuable items, but transfers these each night to the safe in his home.

U34. Post Office. Tom Warren is the Promise City Postmaster. His wife, Jane, takes care of the office while he makes deliveries between 9:00 a.m. and noon. Warren's assistant is Hansford Ritter, who makes the circuit of the local farms, ranches, and settlements twice a week. Warren and his wife live at 21 Umatilla Street, Ritter in a house south of Southwest Road.

U35. Fly's Boarding House. Roger Fly runs this boarding house, which caters to the workers of the Pine Star Mining Company, a business owned by Arthur Taylor. At one time, Fly had a photo studio behind his house (C36), but that closed down shortly after Avery Barker opened his studio. Fly has no real interest in local affairs and does not get involved in anything that does not affect his business. Fly lives in a room of his boarding house.

U36. Cigar Store. John Saunders is the resident tobacconist. He sells cigars, tobacco, pipes, pouches, and similar goods. John has three sons: Henry, who also works in the store; Francis, who works for Mel Hunt (U25); and Amor, who is still in school. John's father is Thomas Saunders. John and his three sons live at 55 Fulton Street.

U39. Residence: David Richards Family. This house, protruding into Lewis street, is the home of eccentric David Richards. Richards is the author of dime Western novels and penny dreadfuls. A portly, bearded man with a sharp and somewhat surly wit, he often strolls through the streets of Promise City, keenly observing all he sees. His wife, Dee, has several cats which she sometimes walks on leashes. A stuffed cougar that she affectionately refers to as "Cyclone" stands in their parlor.

U41. Bar H Stables and Corral. This is the property of Robert McCash's uncle, Allie McCash. Horses can be boarded and fed for 35 cents per day. The manager of the stable, Wilf Tandy (Austin Tandy's grandfather), wants to retire to his son's farm near Portland. Allie will make an offer to one of the PCs other than his nephew to take the job, which pays \$35 a month.

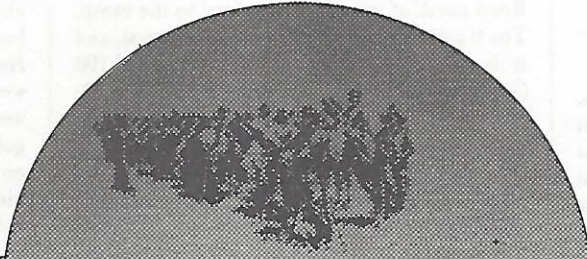
U44. Claim Office. The Grant County Land Office is the official agency for deed registry and land grant applications. The county is quite large (around 460 square miles) and offers available land at low prices. No donation claims (free land to encourage settlement) are left. Bernard Giles is the agent. Giles has made a number of careful land buys himself. He looks forward to an early, prosperous retirement on the earnings from his speculations.

Giles carries a loaded gun (SAR6) with him at all times. He lives at 33 Church Street.

U45. Blacksmith. The building, a large, single-story, wooden shed, contains the forge and anvil of the town blacksmith, Ron Hammerclaw. Horseshoeing costs 25 cents per hoof. Utensils and tools of almost any type can be made or repaired for 25 cents per hour of labor plus materials. Hammerclaw's son Basil is learning the family business. Hammerclaw employs a journeyman assistant, Smith Smeal, who lives at the Great Western Boarding House (U47). Hammerclaw and his son live at 38 Pine Street.

U47. Great Western Boarding House & Cafe. The Great Western is the home and business of the Vogels: Albert, Margaret, and their daughter, Mary. The rooms rent for somewhat more than average, \$8 per week, but all meals, linens, laundry, and one bath per week are included. The Vogels ask that all their boarders either hold jobs or pay two weeks' rent in advance. Currently, the tenants include Smith Smeal, Ron Hammerclaw's journeyman assistant; the tellers at the First National Bank, Al Myers and Darrell Mott; and Mary Schneider, the assistant schoolmistress.

U48. Promise City Marshal's Office. This office is the headquarters for City Marshal Tom Rice and his deputies, Artemus Hickey, John Goltz, and Ed Sellers. Deputy Hickey works the day shift and the other two are on night watch. The office includes a cell for prisoners being held for short periods or awaiting trial. A telegraph key on the desk, by means of the telegraph wires strung through town, can be used to sound a warning buzzer at the marshal's home. Marshal Rice lives at 41 Fulton Street. Hickey, Grotz, and Sellers all live in a barn converted to a house at 56 Pine Street.



GUIDE TO THE WILDERNESS



RANCHES

McCloskey Ranch

This is the largest of the Grant County ranches. It covers 26 square miles. The ranch house is at the end of a road which leads to Southwest Road. The McCloskey Ranch is the closest to the sheepherders' land, immediately to its north. McCloskey wants to force Wooschmidt and his people out of the area, but he has to keep things quiet for a while.

The population at the McCloskey Ranch consists of Gordon, a widower; his sons, Israel, Joel and Ben, the foremen; cousin Dave Platman, known as "Old Dave," the caretaker for the yard and outbuildings; and Howard Dobbs, a servant. There is also a bunkhouse for the hands—Whit Baker, Roy Vigby, Eldon and Ethan McLean, Bernie Roper, Henry Alter, and fifteen temporary men. One or two of the men usually leave or are hired each month, so at the end of a year's time, a fairly new crew has formed.

Farrigan Ranch

The Farrigan family owns this 11 square mile ranch, which lies across the river from the sheepherders' land. The stream is fordable at several points, and there have been some bad feelings between Mike Farrigan and the sheepherders over straying animals belonging to both parties. Cattle and sheep found on the wrong sides of Day Creek have been shot.

Mike Farrigan's family includes his wife, Jennie, and their children, Hob, Russ, and Angie. Ranch foreman is Al Hancock, and the ranch employs a crew of ten resident ranch hands.

SETTLEMENTS & CAMPS

Sheepherder Settlement

The sheepherder settlement is on a five and one half square mile stretch of land south of the farm deeded to Robert McCash. A collection of sod houses sit around a fieldstone chapel on the bank of the west fork of Day Creek. The current population is 95: 38 men, 25 women, and 32 children under 14.

Elias Wooschmidt is the leader of the camp. Swiss by birth, he emigrated to the United States in 1858 with some countrymen and a collection of livestock. With them on the ship were the Basque herders. The two groups stayed together after arriving in the States.

The group migrated west from their first settlement in Missouri, driven by poor weather, poor land, poverty, and hostility from ranchers. Now they are fairly prosperous and want to expand their holdings. The settlement is surrounded by farms and ranches. The sheepherders want to buy the McCash farm, a move Gordon McCloskey, a cattle rancher, will go to great lengths to prevent.

Saunders Company Logging Camp

The Saunders Company Logging Camp is about twelve miles due north of Promise City. A narrow track leads from a bend in Territory

Road north of town, across a ford to the camp. The track winds through dense pine forest, and it is not possible to see more than 55-100 (5d10+50) feet ahead, nor to see more than 11-20 (1d10+10) feet into the forest on either side. The camp consists of what the local Indians call "skookums": temporary buildings put up only for shelter.

Seventy-six to 95 (75 + 1-20) loggers are at the camp at any time. They work ten hours a day, six days a week. They spend time off gambling, drinking, sleeping, telling stories, and practicing loggers' sports (axe throwing, log rolling, and the fast climb). About once a month, a camp contest takes place. The winners are taken to town for a tour of all the saloons.

Loggers always use axes and knives on the job. Guns are kept in the camp, usually 2SGs and 6Rs. Off the job, they carry knives, and 10% of the time have their axes with them. In fights, the axes do the same damage as tomahawks, but strike twice instead of once on each attack because they are double-edged and can be used on the backswing. They can also be used as thrown weapons. Since axe-throwing is a popular sport among the lumberjacks, they can stick one in a target by rolling a value equal to or less than the number needed to hit, using the statistics for a tomahawk to determine range.

Pine Star Mine

This mine is operated by the Pine Star Mining Company, owned by Arthur Taylor. The miners live in shanties and tents outside the mine entrance. Once every five or six months, they uncover a major vein of ore and a call goes out for extra hands. This happens on any given day in the adventure on a roll of 5 or less on d%. Any characters hired are employed on a week-to-week basis for \$15 per week. If this happens, the number of idlers in town drops. In particular, Johnny Lomacks and Ralph Hawken will take jobs in the hopes of pocketing some gold. This removes them from play for one week. Only one ore strike can occur during this adventure. If one takes place, it is unnecessary to make any further checks.

FARMS

McCash Farm

The farm inherited by Robert McCash from his great-uncle is about 640 acres between the Southwest Road and Day Creek, some 15 miles from town. The farm has not been used for several months and is shabby now.

The house and barn contain no furniture. One of the sheds has shallow metal pans for panning gold, a well-used pickaxe, and a kitchen knife. Careful examination of the old kitchen will cause a loose floorboard to creak. Removing the floorboard will reveal a space containing a 10 ounce sack of gold flakes worth \$50 and a tattered handwritten note. The note states, "Four-footed cattle facing north drink well. If ewes are thirsty, ewes will too."

A wooden bucket hangs from a rope winch

above the stone well. Carved on the outside bottom of the bucket are the words, "Smoke House." Checking the mud in the bottom of the well turns up a fifth of an ounce of gold flakes, worth \$1. A clay jar containing 50 ounces of gold is embedded in the inside wall of the well on the north side, four feet below the top. This hiding place is found by the first person to enter the well looking for gold. The jar is cracked and sprinkles a dollar's worth of gold dust into the water each time the well is disturbed or a bucket is raised. The fifty ounces of gold are worth \$250. After \$250 worth of gold (250 buckets of mud of the embedded clay jar) is removed, no more gold flakes will be found. The water level is six feet below the top of the well. The well is twenty feet deep and the mud on the floor of the well is two feet deep. This makes the water 12 feet deep.

The floor of the smoke house is built of stone and mortar four inches thick. A pickaxe breaking through the center of the floor will uncover a clay jar that contains fifty ounces of gold flakes worth \$250.

Coyle Farm

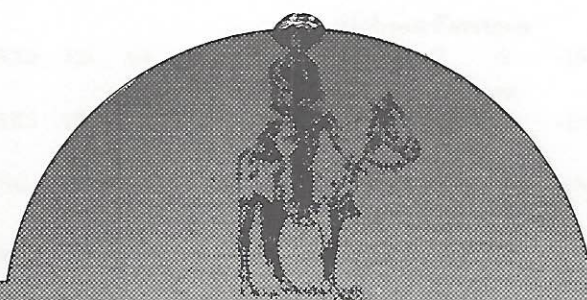
Tom Coyle, from Kentucky, is a bachelor farmer on this Donation Claim of 320 acres southwest of town. His brother, George Coyle, the lawyer, lives on the farm and has an office in town (J46). Coyle has several friends among the sheepherders, whose land is just across the road from his farm.

Buckinham Farm

Josiah Buckinham settled on this farm with his wife, Esther, and their four children: Elijah, Beth, Judith, and Samuel. Josiah is highly regarded as a farmer. The farm is quite prosperous.

CREDITS

DESIGN - Phillip Taterczynski
EDITING - Michael Williams and Merle Rasmussen
COVER ART - Larry Elmore
INTERIOR ART - Larry Elmore
GRAPHIC DESIGN - Ruth Hoyer



PLAYER CHARACTERS

The following list supplies the player characters of this module. Included are prerolled statistics and brief personal histories. **KEY:** SPD= Speed Ability. GAC= Gun Accuracy Ability. TAC= Throwing Accuracy Ability. BRV= Bravery Speed and Accuracy Modifiers. EXP= Experience Accuracy Modifier. ST= Strength Ability. WPN= Weapon most likely to be used. BS= Basic Speed with the weapon listed in the WPN column. BA= Basic Accuracy with the weapon listed in the WPN column. GR= Gambler Rating. AG= Age.

Robert McCash

SPD	+9	BRV	+3/+10
GAC	+18	EXP	+10
TAC	+15	ST	15
GR	—	AG	28
WPN	BS	BA	
CWR	7	88	
DAR6	17	88	
KN	17	85	

Robert McCash grew up in Kentucky and joined the Union Army in 1862. He spent most of the war patrolling rail supply lines and saw little combat. In July of 1865 he was assigned to help keep order among returning Union troops while they were in former Confederate territory. During this time he helped stop several incidents of looting and disorderly conduct. He later served in the Reconstruction occupation forces and was discharged in late 1871.

Alvin Berkeley

SPD	+15	BRV	+3/+10
GAC	+5	EXP	+10
TAC	+10	ST	16
GR	—	AG	30
WPN	BS	BA	
CWC	13	75	
FDR6	28	75	
KN	23	80	

Alvin Berkeley, from Southport, Wisconsin, served in the Wisconsin Regiment from 1861 to 1865, then was assigned to the patrol duty where he met Robert McCash. They served together in the occupation forces until their discharge. Because of his war experiences, Alvin Berkeley dislikes violence and seldom joins a fight. However, he is a fierce enemy when angered.

Thomas Krieger

SPD	+6	BRV	+5/+15
GAC	+15	EXP	+10
TAC	+5	ST	19
GR	—	AG	27
WPN	BS	BA	
CWC	13	75	
FDR6	28	75	
KN	23	80	

Thomas was to enter West Point, but the War started and he enlisted instead. He became known for recklessness when, armed with two revolvers, he attacked a rifle emplacement manned by six Confederate soldiers. He killed the enemy troopers, but received no medal because the emplacement was not an important objective. Thomas followed with similar actions on several occasions, and was wounded three times. He was in Reconstruction service with McCash and Berkeley, and owes his survival to those two, who managed to keep him out of deadly encounters at least four times.



Art Hibbing

SPD	+6	BRV	+3/+10
GAC	+18	EXP	+10
TAC	+5	ST	16
GR	—	AG	29
WPN	BS	BA	
CWC	4	88	
FDR6	19	88	
KN	14	75	

Art Hibbing was drafted in April of 1863, just in time to see action in the Battle of Gettysburg. He and Thomas Krieger served in the same unit, and the two got together after Thomas' discharge. Art is a cynical man and has a very morbid sense of humor.

Annie Hatcher

SPD	+21	BRV	+3/+10*
GAC	+15	EXP	+10
TAC	+15	ST	13
GR	—	AG	25
WPN	BS	BA	
CWR	19	85	
KN	27	85	

Annie Hatcher, from Tennessee, is a cousin of Robert McCash. Her father was killed on the front porch of their home in October, 1863, trying to keep a Confederate patrol from taking his family's food and lodging. Annie and her brothers shot the soldiers, killing four and wounding the other two. The house was overrun in November of that year following the Battle of Chattanooga. Annie, the only survivor, fled to the woods where she lived off the land and whatever she could get from soldiers (from both sides) unlucky enough to cross her gun-sights. She was a scavenger and sniper until the end of the war. Her experiences at such a young age have made her reactions fast and deadly. She has lost some of the fierceness her experience gave her, but is still deadly with weapons. She does not go about armed, but she always has her rifle handy when she travels alone or in hostile areas.

Marcus O. Sullivan

SPD	+6	BRV	+1/+3
GAC	+10	EXP	+10
TAC	+15	ST	15
GR	—	AG	38
WPN	BS	BA	
CWR	2	88	
FDR6	17	88	
KN	12	93	

Marcus is a former army chaplain from Robert McCash's unit. When one of his services was attacked by enemy troops, Marcus led a charge, killing five Confederates. His conscience later led him to leave the ministry, and he spent the rest of the war as part of the regular force. He deals easily with others once they get a little acquainted.

* This is Marcus' bravery under normal circumstances. Under pressure, his bravery may be modified by a roll of 1-10: 1-5 = no change; 6-8 = Marcus becomes "Fearless"; 9-0 = he is "Foolhardy".

NONPLAYER CHARACTER LIST

The following list supplies the nonplayer characters of this module. It includes the prerolled statistics of Promise City and wilderness residents. If extra characters are needed, use the Miscellaneous Character Chart on p. 18 of the **BOOT HILL®** rule book.

Players can select a character from this list. (This can help if there are more than five players.) However, don't let players use characters who already have a major role. Let them develop the personality of a less important character. If players choose one of the NPCs, the referee should use the ability tables on



page 5 of the **BOOT HILL®** rule book to modify the character's scores. Choose which, if any, abilities should be changed. Reroll low scores (remember that with the modifiers the lowest a player can roll is a 26). Abilities that are already high enough should be left as they are.

The final column in the NPC statistics shows the faction ("F") with which each character is allied: C= Cattle ranchers. S= Sheepherders. N= Neutral. This faction wants law and order. Most members are townspeople or farmers. ?= Unknown or not aligned with any faction.

George Adair

SPD	GAC	TAC	BRV	EXP	ST	WPN	BSP	BAC	GRAG	F
+20	+15	+10	-4/-6	-5	15	FDR5	26	54	45	28 ?
						KN	13	60		

John Adams

0	-9	-3	-2/-3	-10	10	—	—	—	—	62 ?
---	----	----	-------	-----	----	---	---	---	---	------

Mary Adams

-2	-9	-9	0/0	-10	9	—	—	—	—	54 ?
----	----	----	-----	-----	---	---	---	---	---	------

Henry Alter

+4	+2	+7	+1/+3	-10	14	SAR5	13	45	—	20 C
----	----	----	-------	-----	----	------	----	----	---	------

Sam Angel

-5	-6	-6	0/0	-10	8	—	—	—	—	56 N
----	----	----	-----	-----	---	---	---	---	---	------

Ancilla Angel

+9	0	+18	+3/+10	-10	10	—	—	—	—	15 N
----	---	-----	--------	-----	----	---	---	---	---	------

Jacinth Angel

+6	0	+2	+2/+6	-10	13	—	—	—	—	18 N
----	---	----	-------	-----	----	---	---	---	---	------

Sara Angel

+9	0	+7	+1/+3	-10	14	—	—	—	—	21 N
----	---	----	-------	-----	----	---	---	---	---	------

John Austin

+9	-3	+5	-2/-3	-10	13	—	—	—	—	40 C
----	----	----	-------	-----	----	---	---	---	---	------

Lucy Austin

0	-3	-3	+1/+3	-10	11	—	—	—	—	23 C
---	----	----	-------	-----	----	---	---	---	---	------

Ron Austin

+2	+5	-3	+3/+10	-5	19	SAR6	13	60	9	28 C
----	----	----	--------	----	----	------	----	----	---	------

Arnie Baker

+4	+2	+7	0/0	0	17	SAR6	12	52	10	48 ?
----	----	----	-----	---	----	------	----	----	----	------

Ruth Baker

0	+2	+2	+1/+3	+2	12	SAR6	9	57	—	44 ?
---	----	----	-------	----	----	------	---	----	---	------

Whit Baker

+6	+10	+2	+2/+6	+2	12	FDR6	18	68	10	24 C
----	-----	----	-------	----	----	------	----	----	----	------

Avery Barker

+21	+7	+2	+2/+6	+2	13	FDR5	33	65	40	45 ?
-----	----	----	-------	----	----	------	----	----	----	------

Marge Barker

-2	-6	-9	-2/-3	-10	13	—	—	—	—	38 ?
----	----	----	-------	-----	----	---	---	---	---	------

Weston Barker

+12	-6	+15	+2/+6	0	13	KN	19	71	—	16 ?
-----	----	-----	-------	---	----	----	----	----	---	------

Stan Barton

+12	+15	+2	+2/+6	0	13	FDR5	24	71	32	50 ?
-----	-----	----	-------	---	----	------	----	----	----	------

Jessie Bauer

+2	0	0	+1/+3	-10	11	—	—	—	—	21 ?
----	---	---	-------	-----	----	---	---	---	---	------

Randolph Bauer

+6	0	0	+4/+15	0	17	SAR6	18	65	12	30 ?
----	---	---	--------	---	----	------	----	----	----	------

Brown Beaver

+6	+7	+5	+4/+15	+10	13	FDR6	20	82	20	54 ?
----	----	----	--------	-----	----	------	----	----	----	------

Lazarus Berman

+20	+20	+10	+4/+15	+10	15	FDR6	34	95	75	45 S
-----	-----	-----	--------	-----	----	------	----	----	----	------

Tanya Berman

+4	+10	+2	+4/+15	0	13	FDR6	18	64	75	43 S
----	-----	----	--------	---	----	------	----	----	----	------

Branch Best

+2	+2	+2	+2/+6	-10	14	AXE	4	48	—	16 ?
----	----	----	-------	-----	----	-----	---	----	---	------

Job Best

+9	-3	+10	0/0	-5	15	AXE	9	55	—	42 ?
----	----	-----	-----	----	----	-----	---	----	---	------

Martha Best

+6	-6	+2	+2/+6	-10	12	—	—	—	—	34 ?
----	----	----	-------	-----	----	---	---	---	---	------

Erastus Bidwell

+6	+2	+5	+3/+10	-5	12	KN	14	60	20	38 C
----	----	----	--------	----	----	----	----	----	----	------

Harriet Bidwell

+2	+5	-6	-2/-3	-5	10	—	—	—	—	35 C
----	----	----	-------	----	----	---	---	---	---	------

Louisa Bidwell

+2	+2	-9	0/0	-10	18	—	—	—	20	14 C
----	----	----	-----	-----	----	---	---	---	----	------

William Bidwell
+2 +2 +2 +2/+6 +6 18 SAR6 12 64 20 31 C

David Brundage
+2 +2 -3 +5/+15 0 13 SAR5 15 67 28 44 ?

Elijah Buckinham
+4 0 0 +1/+3 -10 11 2SG 0 43 — 16 ?

Beth Buckinham
0 -3 +7 +1/+3 -5 15 DAR6 6 45 — 19 ?

Esther Buckinham
+4 +2 0 +3/+10 0 12 2SG 2 62 — 40 ?

Josiah Buckinham
+4 +2 +5 +3/+10 0 14 2SG 2 58 — 44 ?

Judith Buckinham
+9 +2 0 +2/+6 -10 12 — — — 22 ?

Samuel Buckinham
0 +2 0 +2/+6 0 13 2SG -5 58 — 20 ?

Dave Butschli
+12 -3 -9 +3/+10 0 13 SAR5 23 57 4 24 C

Florida Cambell
+2 -6 0 +1/+3 -10 11 — — — 39 ?

Cattle Rustler
+12 +18 +10 +3/+10 +10 14 BR 5 88 — 35 S

Cattle Rustler
+12 +10 +15 +3/+10 +2 17 BR 5 72 — 33 S

Cattle Rustler
+9 +6 +15 +4/+15 +2 13 BR 2 73 — 31 S

Amfelisia Condon
-5 -6 -6 0/0 -10 8 — — — 56 C

Everleigh Condon
0 +2 0 +3/+10 0 14 SAR6 11 62 15 55 C

Alferd Cook
+6 +7 +10 +2/+6 +6 12 SAR6 16 65 10 37 ?

Jack Cook
+2 +5 +7 +2/+6 +6 12 SAR6 12 67 — 62 ?

George Coyle
+2 +6 +7 +1/+3 0 17 SAR6 11 53 22 32 N
2SG 13 78

Thomas Coyle
+15 +10 +5 +2/+6 0 11 SAR6 12 50 15 27 ?
2SG 3 68
KN 12 64

Elanor Daly
+4 -3 06 0/0 -5 11 — — — 21 ?

Franklin Daly
-2 +5 -6 +1/+3 +2 18 DAR5 4 60 — 34 ?

Van Dixon
+2 +2 0 +2/+6 +2 13 2D 9 60 28 51 ?

Howard Dobbs
+9 0 0 -2/-3 -10 9 — — — 23 C

Hanson Dorcas
+15 +7 +18 +3/+10 0 +13 FDR6 28 67 73 35 ?

Rod Eastly
-5 0 +5 0/0 0 12 SAR6 3 50 — 64 C

Tana Euskara
+4 +7 +5 +2/+6 +2 17 2SG 3 68 — 34 S

Angie Farrigan
+12 -3 0 0/0 -10 9 — — — 44 22 N

Hobson Farrigan
+12 +7 +5 +1/+3 +2 9 FDR5 23 62 20 26 C

Jennie Farrigan
+2 0 -6 +1/+3 +2 13 SAR6 11 55 — 45 C

Mike Farrigan
+2 +2 +10 +1/+3 +5 17 DAR6 8 60 45 48 C

Russ Farrigan
+4 0 0 +2/+6 -10 15 SAR6 14 46 12 19 C

Turkey Feather
0 0 +20 +4/+15 0 20 KN 9 85 — 30 ?

Rick Fleagor
+2 +2 +2 +1/+3 0 12 SAR6 11 55 — 22 C

Roger Fly
+2 0 -6 0/0 -5 13 DAR6 7 45 — 25 N

Dan Gajewski
+4 +7 +2 +3/+10 +2 15 SCG 7 69 12 43 ?
KN 12 64

Barney Giles
+12 +18 +10 +3/+10 +10 14 SAR6 23 88 34 35 N
KN 20 80
BR 5 88

Paul Goodley
0 +2 +7 +1/+3 0 13 KN 6 60 — 43 ?

Elaine Goodman
+4 -3 +2 0/0 -10 12 — — — 28 ?

Ernest Goodman
+9 +2 -3 +1/+3 -10 12 2SG 5 45 — 19 ?

Preston Goodman
0 +2 0 +3/+10 -5 17 1SG -2 57 — 34 ?

George Grimes
+9 +10 +2 +3/+10 +2 15 15R 7 72 15 31 C

Lavinia Grimm
+4 0 -6 +2/+6 +2 15 SAR6 14 58 66 28 ?

John Grotz
+15 +5 -9 +2/+6 +8 15 FDR6 27 69 30 29 N

Ron Hammerclaw
+4 +7 +7 0/0 -10 17 SAR6 12 47 — 45 ?

Al Hancock
+2 +7 -3 +5/+15 +8 14 SAR6 15 80 26 42 C

Willis Hanford
+2 +5 0 +1/+3 0 17 SAR6 11 58 25 33 ?

Arthur Hanley
+12 +5 +2 +1/+3 0 15 SAR6 21 58 — 48 ?

Fred Hansen
+6 +2 +7 0/0 -10 15 DAR5 11 42 — 38 ?

Ralph Hawken
+20 +10 +18 +4/+15 +6 16 SAR6 32 81 23 24 ?
2D 29 81

Jacque Heard
+2 0 +5 +3/+10 -10 18 2SG 0 50 5 36 ?

Artemus Hickey
+18 +2 -3 +2/+3 +6 12 FDR6 30 61 48 30 N

Al Holden
+20 +2 +7 +3/+10 +6 19 2D 28 68 31 32 ?

Fritz Holzmamm
0 +7 +7 +1/+3 0 13 SAR6 9 60 — 61 ?
KN 9 60

Elma Hoosier
 0 +5 -3 0/0 -5 15 SAR6 8 50 45 31 ?
Adeline Hoover
 0 -3 -9 -2/-3 -10 11 — — — 6 43 ?
Maurice Hoover
 +4 +5 -6 +2/+6 +2 11 SAR6 14 63 15 50 ?
Richard Hudson
 +12 +7 +5 +2/+6 +2 15 2SG 9 65 25 49 ?
 FDR5 24 81
Shirley Hudson
 +4 +2 -6 +1/+3 +2 14 2SG 0 57 — 44 ?
Melvin Hunt
 +4 +7 +5 +2/+6 0 16 SAR6 14 63 — 45 N
Sarah Hunt
 -2 -6 -3 -2/-3 -10 9 — — — — 42 N
Willis Hunt
 +9 -3 +7 0/0 0 12 KN 14 57 16 13 N
Bob Hyde
 +2 0 -9 0/0 -10 12 DAR6 7 40 — 26 C
Jasper Hyde
 +4 +7 +2 +3/+10 +2 15 SAR6 15 69 13 45 C
 SCG 7 69
 KN 12 64
Pandora Hyde
 +6 +5 +5 +2/+6 -10 14 6R 1 51 — 42 C
Teresita Iglesias
 +18 +7 +10 0/0 0 14 2D 23 57 44 19 ?
Margaret Judd
 +2 0 -6 0/0 -5 13 — — — — 35 N
Martha Judd
 +12 0 0 +3/+10 0 12 — — — — 18 21 N
Samuel Judd
 0 -6 +2 -2/-3 -10 12 — — — — 33 N
Sarah Judd
 +6 0 +2 +2/+6 0 17 — — — — 5 18 N
Chris Kelly
 +15 +5 +2 +2/+6 +2 15 FDR6 27 63 19 29 N
Roger Kelsey
 +6 +2 0 +3/+10 -10 15 SAR5 17 52 18 24 ?
Kevin Korden
 +15 +2 +20 +3/+10 +2 16 KN 22 82 — 32 ?
Jim Lacey
 +9 +7 +2 +3/+10 -5 14 FDR5 22 62 17 23 C
Madge Lacey
 +2 +2 +5 +3/+10 -10 14 — — — — 22 C
Phillipe Lacoste
 +12 +5 +10 +4/+15 +2 18 DAR6 21 72 18 33 ?
Michael Lalage
 0 0 -3 +2/+6 -5 12 SAR6 10 51 56 32 ?
Pierre Lebel
 +21 +18 0 +4/+15 +8 16 FDR6 35 91 43 34 ?
“Robert E. Lee”
 -5 -6 -3 0/0 0 11 — — — — 76 ?
Jean LeVer
 +12 +10 +15 +3/+10 +2 17 FDR6 37 72 50 35 ?
 KN 32 77
 BR 5 72

Tess LeVer
 +9 +6 +15 +4/+15 +2 13 KN 18 88 15 33 ?
 FDR6 23 73
 BR 2 73
Johnny Lomacks
 +20 +10 +5 0/0 0 12 FDR5 30 60 37 23 C
 KN 29 89
John Loudon
 +4 +2 +7 0/0 -10 14 6C -1 42 — 32 ?
Lumberjack
 0 +2 +15 +3/+10 -5 19 AXE 8 70 — 31 ?
Lumberjack
 +6 +2 +10 +2/+6 -5 16 AXE 13 61 55 34 ?
Lumberjack
 0 0 +10 +5/+15 0 19 AXE 10 75 — 33 ?
Lumberjack
 +2 +7 +5 +3/+10 0 17 AXE 10 65 — 25 ?
Lumberjack
 +6 +2 +5 +3/+10 0 12 AXE 14 65 45 26 ?
Lumberjack
 0 -3 +10 +3/+10 0 17 AXE 8 70 — 24 ?
Lumberjack
 +9 +2 +15 +2/+6 -5 20 AXE 16 66 10 28 ?
Lumberjack
 +9 +7 +15 +3/+10 0 17 AXE 17 75 9 35 ?
Lumberjack
 +4 +2 +18 +1/+3 0 16 AXE 9 71 6 21 ?
Lumberjack
 +19 -3 +15 +4/+15 -10 15 AXE 28 70 2 18 ?
Lumberjack
 +2 +7 +20 +3/+10 +2 17 AXE 10 82 9 39 ?
Lumberjack
 +2 +2 +18 +2/+6 +2 17 AXE 9 76 7 41 ?
Abraham Lund
 +6 +2 +5 +3/+10 0 17 SAR6 17 62 — 32 N
Elizabeth Lund
 +2 0 -3 +1/+3 -10 12 — — — — 28 N
Alice MacRess
 0 -6 -3 +3/+10 -10 13 — — — — 29 N
James MacRess
 -2 0 -6 +4/+15 -10 13 SAR6 10 55 — 30 N
George March
 +2 +2 -6 +2/+6 +2 9 SAR6 12 60 25 53 ?
Anna Marcus
 +2 +5 +10 +4/+15 -10 17 SAR6 14 60 — 29 ?
Roland Masters
 +6 +7 +10 +2/+6 0 15 FDR6 18 63 — 26 ?
Albert Maybridge
 -2 -6 -3 0/0 -10 14 — — — — 46 ?
Karen McBride
 -2 0 +7 +2/+6 -10 15 — — — — 30 ?
Albert McCash
 0 -6 +2 -2/-3 -10 12 — — — — 23 ?
Ben McCloskey
 +4 +2 -3 -2/-3 0 12 FDR6 12 49 46 22 C
Gordon McCloskey
 +6 +7 +10 +3/+10 +2 17 SAR6 17 69 25 49 C

Israel McCloskey
+15 +10 +7 +3/+10 +8 14 FDR6 28 78 43 27 C
CWC -5 50
KN 23 75

Joel McCloskey
+4 +10 +7 +2/+6 0 16 FDR6 16 66 12 25 C

Arlen McGee
+12 +2 +2 +3/+10 +6 15 FDR6 25 68 10 28 C
15R 10 68
KN 29 89

Eldon McLean
+21 +20 +10 +2/+6 +10 +14 FDR6 33 86 70 29 C
2SG 28 86

Ethan McLean
+21 +20 +10 +2/+6 +10 14 FDR6 33 86 70 29 C
2SG 28 86

Harry Moore
0 +5 +5 0/0 -5 14 SAR6 8 50 — 66 ?

Darrell Mott
+12 +2 +7 +2/+6 -5 17 SAR5 22 53 25 26 ?

Susan Mueller
+2 +5 +2 +3/+10 0 14 2D 10 65 33 30 ?

Al Myers
+9 +2 0 +2/+6 0 10 SAR5 19 58 — 25 ?

Ena O'Reilley
+9 +10 0 +4/+15 +10 17 2SG 8 85 14 39 ?

Kevin O'Reilley
-2 -6 -9 +2/+6 -5 11 1D 5 45 — 42 ?

Phil Overton
+6 -9 +5 +2/+6 -10 15 SAR5 16 37 38 24 ?

Jack Paley
+2 +18 +10 +3/+10 +10 12 LBR 5 88 — 40 ?
AXE 10 80
KN 10 80

Lucinda Parr
-5 -3 +5 0/0 -10 17 — — — 23 ?

Phineas Parr
+6 +2 0 +3/+10 +2 13 SAR6 17 64 — 48 ?

Alma Perkins
+6 0 0 +1/+3 -10 11 — — — 50 ?

Willard Perkins
+6 +7 +5 +4/+15 +2 14 FDR6 20 74 — 52 C

Delbert Peterson
+21 +2 +5 +2/+6 0 14 FDR6 33 58 39 41 N

Dorothy Peterson
+6 -3 +2 +5/+15 0 13 SAR6 19 62 — 47 N

Henry Phillips
+9 +5 +7 +1/+3 0 16 SAR6 18 58 5 23 ?

John Pickley
+4 -6 -9 -4/-6 -10 11 DAR6 5 26 3 26 ?

Dave Platman
+4 +2 +2 +5/+15 +6 19 SAR6 17 73 8 28 C

Michael Powers
0 +5 -6 +1/+3 +2 14 SAR6 9 60 14 43 N

Chib Reuter
+20 +10 0 +2/+6 +2 14 FDR5 32 68 42 29 ?

Bix Revson
+4 +2 +5 +1/+3 -10 11 — — — 23 ?

Nancy Rice
0 +2 0 +1/+3 -10 13 — — — 27 N

Thomas Rice
+2 +18 +2 +3/+10 +6 16 FDR6 15 84 15 34 N

David Richards
+2 +10 +2 +2/+6 0 18 2SG -1 66 11 35 ?

Dee Richards
+4 -6 +2 0/0 -10 13 2SG -1 44 — 35 ?

Steve Ridley
+15 +20 +9 +2/+6 +2 12 2D 22 78 78 39 ?

Hanford Ritter
0 -3 -6 +2/+6 -10 12 DAR5 7 43 — 35 ?

Catherine Rivers
0 +5 -6 +1/+3 -10 14 DAR6 6 51 29 31 ?

Richard Rivers
+4 +18 +15 +2/+6 +8 17 SAR6 14 82 32 28 N

Lucy Robbins
0 +2 0 -4/-6 -5 9 2D 1 41 82 30 ?

Alice Rodgers
-5 -6 -9 -2/-3 -5 11 — — — 23 ?

Jeremy Rodgers
+12 +5 0 -2/-3 +2 12 FDR6 70 55 14 24 ?

Rosa Romero
+4 +5 +7 0/0 0 13 2D 9 55 40 18 ?

Bernie Roper
+6 -9 +5 +2/+6 -10 15 SAR5 16 37 36 25 C

Luz Sanchez
+4 +2 +20 0/0 0 13 2D 9 52 66 18 ?

Ann Saunders
0 -3 -6 0/0 -10 12 — — — 40 N

Henry Saunders
+6 -6 +5 +3/+10 -5 13 KN 14 60 — 17 N

Francis Saunders
+9 0 +18 +3/+10 0 15 KN 17 28 — 15 N

John Saunders
+6 +5 +5 +3/+10 +2 17 FDR6 19 67 20 41 N

Marion Saunders
+4 +7 0 +1/+3 -5 18 CBR 5 55 2 26 N

Paula Saunders
0 -6 -3 0/0 -10 11 — — — 25 N

Phoebe Saunders
+2 +10 0 +3/+10 +10 16 9C 0 80 — 56 N

Thomas Saunders
+4 -6 0 0/0 -10 11 — — — 30 N

William Saunders
+2 -6 -9 +1/+3 -10 13 SAR6 11 43 — 41 N

Hans Schmidt
+9 +7 +2 +4/+15 +6 16 6R 6 72 — 45 S

Inge Schmidt
+4 0 +7 +3/+10 +2 14 6R 2 60 — 46 S

Regine Schmidt
+12 +2 +7 +3/+10 0 14 6R 10 62 — 19 S

Mary Schneider
+9 +2 +5 +2/+6 -5 13 1D 16 53 13 19 ?

Ed Sellers
+15 +15 +2 +3/+10 +2 16 FDR6 28 77 31 34 N

Josh Simmons
 -5 -9 -9 0/0 0 10 — — — — 45 ?
Elizabeth Simpson
 +9 -3 +2 +5/+15 -5 13 — — — — 18 N
Ann Simpson
 +6 +2 0 -2/-3 -10 12 — — — — 14 N
India Simpson
 -2 -6 -6 -2/-3 -10 12 — — — — 40 N
James Simpson
 +2 0 -3 0/0 -10 11 — — — — 15 N
Wesley Simpson
 +9 0 +7 +1/+3 -10 15 SAR6 18 53 — 21 N
Howard Slade
 +2 +15 -3 +2/+6 +6 14 2SG -1 77 — 43 ?
Smith Smeal
 +6 0 +5 +2/+6 0 13 SCG 8 56 — 34 ?
Vern Smith
 +4 0 +10 +1/+3 -5 15 SAR5 13 48 — 26 ?
William Steiger
 +2 +10 -3 +2/+6 -5 16 SAR5 12 61 — 31 N
Cyrus Tait
 +9 +2 +2 +2/+6 +2 13 FDR5 21 60 41 26 ?
Elsie Tait
 +2 +2 0 +1/+3 -5 14 — — — — 52 ?
Austin Tandy
 +6 -3 +2 +2/+6 -10 12 2D 13 43 15 20 ?
Nina Tandy
 0 -3 +2 +3/+10 0 12 — — — — 10 17 ?
Wilf Tandy
 0 +5 +15 +1/+3 +6 16 — — — — 51 ?
Arthur Taylor
 -5 -6 -9 +3/+10 0 10 SAR5 6 54 — 47 ?
Marie Taylor
 +6 -2 0 +1/+3 -10 13 — — — — 18 ?
Althea Taylor
 +6 +7 +5 +1/+3 -10 13 — — — — 29 45 ?
Curly Thomas
 +9 +7 +5 +2/+6 +2 16 2SG 6 65 20 64 ?
Tim Tyson
 +4 -6 +5 +1/+3 -5 15 2SG 0 42 — 32 ?
George Underwood
 +2 +7 +10 +3/+10 +2 16 AXE 10 72 55 50 ?
Alice Van Buren
 0 +2 0 +1/+3 0 14 — — — — 50 ?
Andrew Van Buren
 0 0 +5 +1/+3 0 15 — — — — 54 ?
Gerald Vernor
 +12 +10 +7 +2/+6 +2 14 12C 9 68 — 36 ?
Al Vickers
 +4 +7 +7 0/0 -10 17 SAR6 12 47 — 45 N
Roy Vigby
 +4 +5 +2 +4/+15 +2 13 SAR6 16 72 — 33 C
Larry Vinton
 +15 +7 +10 +4/+15 -5 15 — — — — 22 C
Albert Vogel
 +4 +2 +5 +1/+3 +2 16 FDR6 15 57 — 48 ?

Margaret Vogel
 +19 -9 -9 0/0 -5 15 — — — — 37 ?
Mary Vogel
 +4 +18 +5 +4/+15 -5 12 — — — — 21 ?
Freddie Waite
 +20 +18 +15 +3/+10 +10 14 FDR6 33 88 36 25 ?
Jane Warren
 +6 -6 +2 0/0 -10 11 — — — — 20 ?
Tom Warren
 +4 -9 0 +1/+3 -10 12 SAR5 13 34 — 23 ?
Jason Weaver
 +2 +2 -9 +1/+3 -10 19 — — — — 19 ?
Joseph Weemsby
 +4 +7 -3 +2/+6 +8 18 SAR6 14 71 75 35 ?
Jerry Welles
 +6 +2 0 +4/+15 -10 15 FDR6 20 57 — 20 C
William Welles
 +6 +5 +7 +1/+3 0 16 SAR6 15 58 — 45 ?
Herman Wendt
 +2 0 +2 0/0 +2 14 SAR6 10 52 — 39 N
Mary Wendt
 0 -9 -6 -2/-3 -10 12 — — — — 31 N
Wanda Whitman
 +4 -6 0 0/0 -10 11 — — — — 30 N
Warren Whitman
 -2 +5 -3 +3/+10 +2 16 SAR5 9 67 34 40 N
Alicia Whitterby
 +4 0 -3 +2/+6 -10 13 SAR5 14 46 40 36 C
Jacob Whitterby
 +2 -3 +5 +3/+10 -10 13 KN 17 55 — 15 C
Jonas Whitterby
 +4 +10 +5 +1/+3 +8 13 SAR5 13 71 37 40 C
Junior Whitterby
 +6 0 +7 +3/+10 -5 13 DAR5 14 55 — 17 C
Mary Whitterby
 +9 -6 +10 +3/+10 -10 12 KN 17 60 — 15 C
Danny Williams
 +12 +5 +7 +2/+6 -10 16 DAR6 19 51 — 22 ?
Red Willis
 +6 +5 -9 +2/+6 0 12 FDR5 18 61 38 35 C
Skipper Witney
 +2 +2 -3 +2/+6 -5 14 DAR6 9 53 10 52 ?
Alice Wong
 +15 0 +7 +1/+3 -10 13 — — — — 14 ?
Anna Wong
 0 -3 +5 +1/+3 -10 11 — — — — 30 ?
Lucas Wong
 +4 +15 +2 +3/+10 +10 12 SAR6 15 85 30 40 ?
Nathan Wong
 +12 0 +18 +2/+6 -10 14 KN 19 64 — 16 ?
Elias Wooschmidt
 +6 +15 +2 +4/+15 +10 17 SAR6 18 90 — 51 S
Greta Wooschmidt
 +2 +5 +2 +3/+10 +2 14 2SG 2 67 — 45 S
Rick Wooschmidt
 +4 +2 +5 +1/+3 +2 16 FDR6 15 57 — 23 N

Wheat Field

North

Barn

Tool
Shed



Well

House

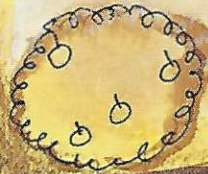
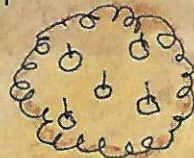
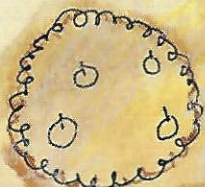
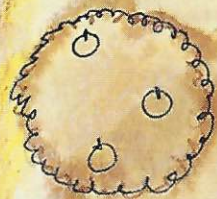
Southwest
Road

Out
House

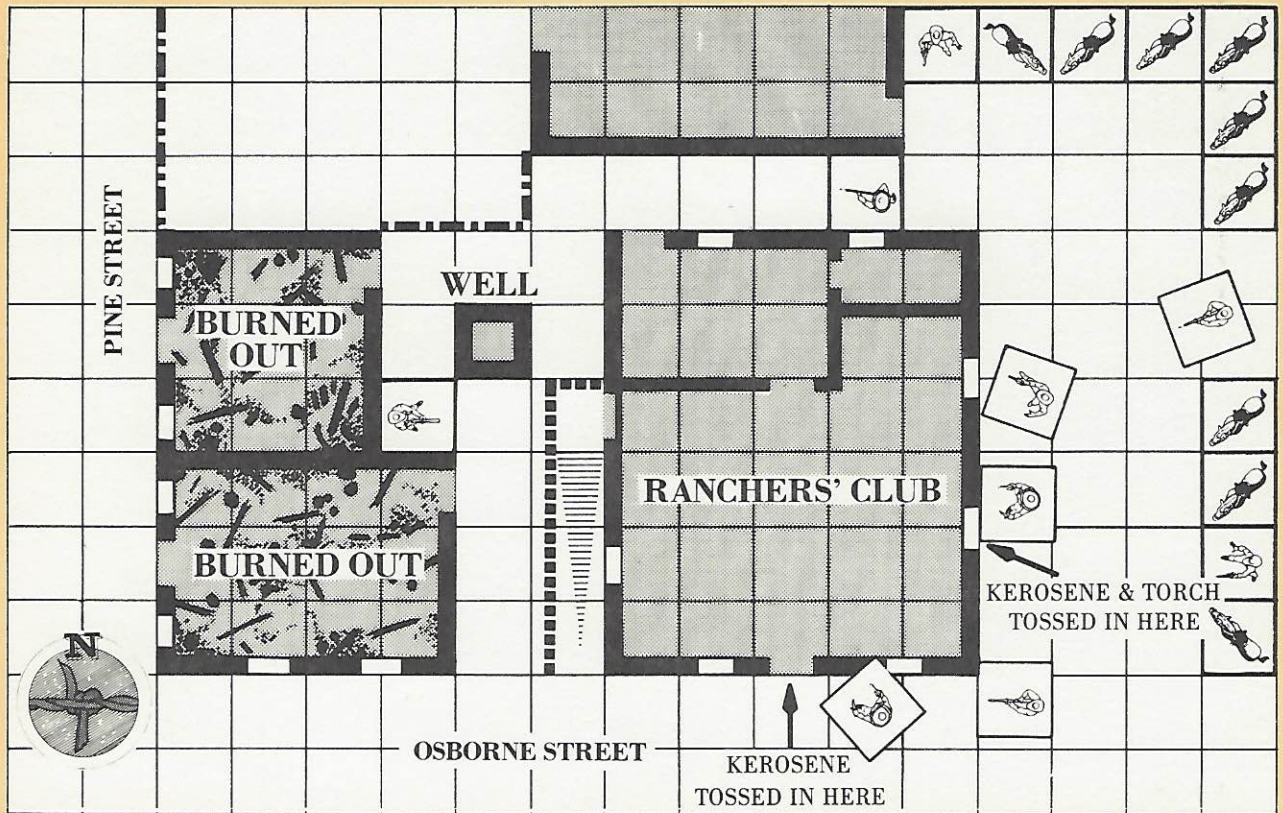
Smoke
House

Apple Orchard

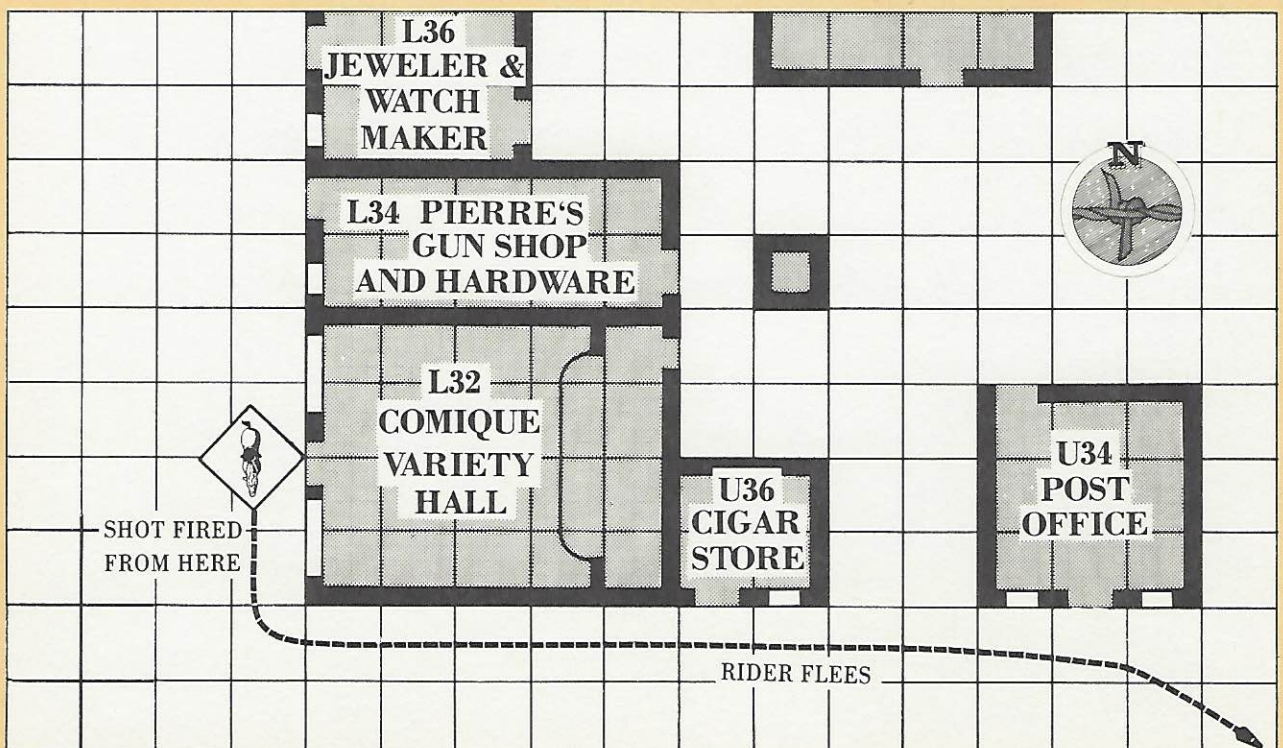
McCASH FARM



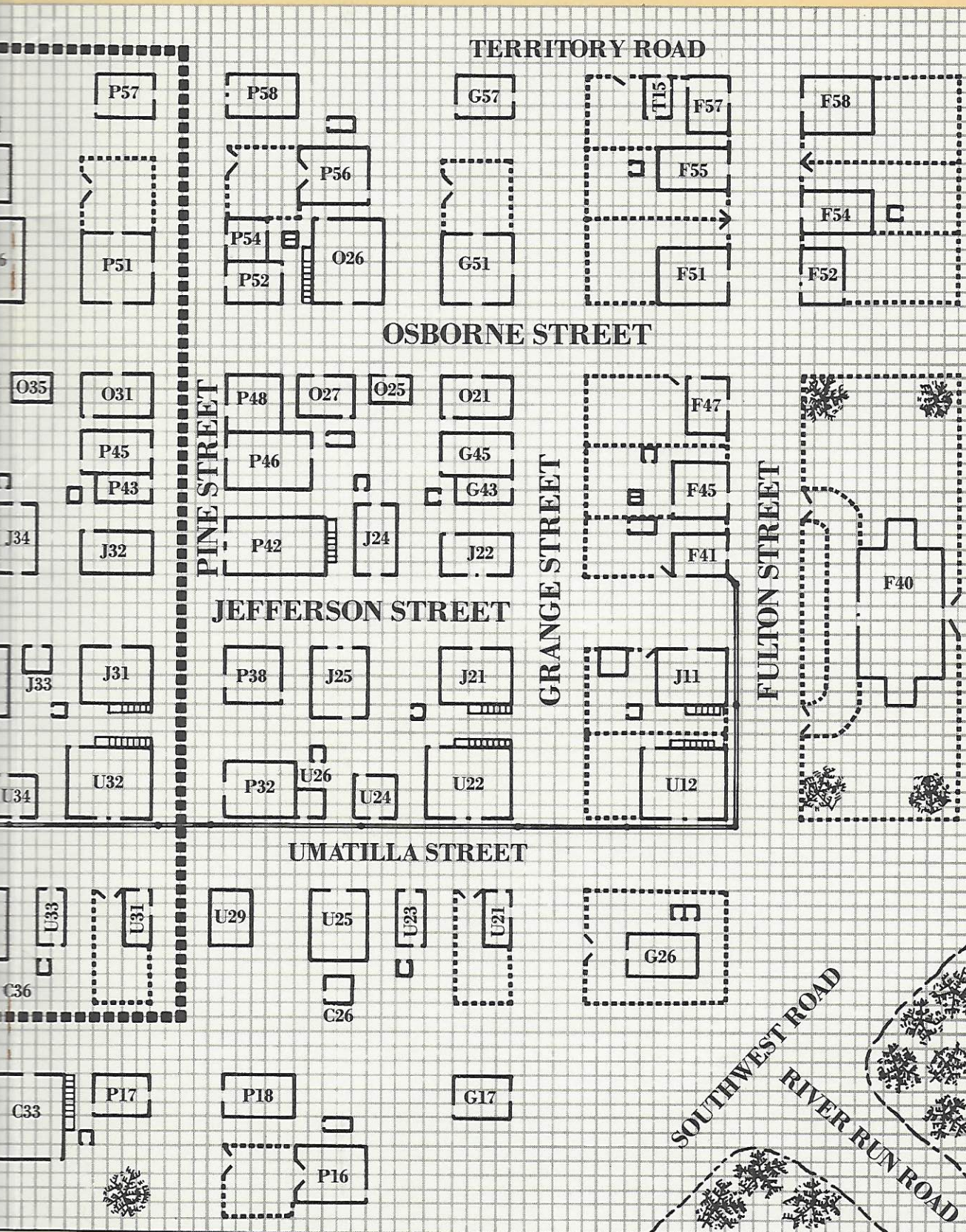
RAID AT THE RANCHERS' CLUB DIAGRAM



SOME REAL OLD-TIME RELIGION DIAGRAM



ISE CITY, OREGON



0' 6' 18' 30' 60'



Douglas fir



Building



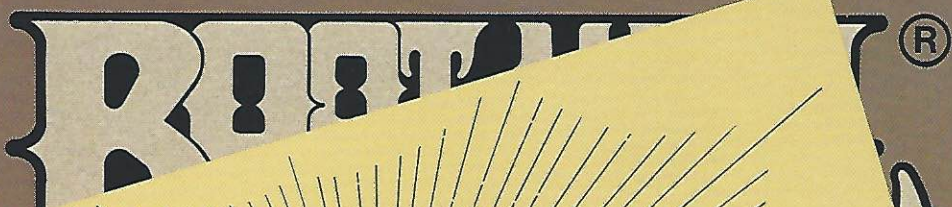
Single Door



Double Door



Road Edge



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SEPTEMBER 2, 1875

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VOL. I NO. 42

PROMISE CITY, OREGON
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TSR (UK) Ltd.
The Mill, Rathmore Road
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United Kingdom

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