

The Curse of Cortez

By Keith Polster
(Adventure by Far Flung Gamers)



A One-Round Wild West Tournament for the BOOT HILL or AD&D game.

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This scenario comprises 25 pages. It is a standard RPGA Network tournament. A four-hour time-block has been set aside for this event. The actual playing time will be about three to three and a half-hours, depending on how soon your team of players is seated and how soon you must turn in your voting sheets. It takes roughly 20 to 30 minutes for the players to summarize their characters for each other and to complete the scoring sheets.

Before beginning play, make sure you are familiar with the characters and the scenario. Standard Network voting procedures will be used, so make sure to read through the scoring packet directions. It is a good idea to have each player put a name tag in front of him or her with the character name at the top and the real name at the bottom. This makes it easier for everyone to tell who is playing which character, and it simplifies filling out the voting forms.

GM Information

The Boot Hill game is a fun but very deadly role-playing game, and a bullet can drop a PC quicker than a man can spit chew tobacco. With the help of Steve Null we have included a few helpful hints and pointers that will help you aid the PCs in staying alive.

If you are not familiar with the Boot Hill game, use the AD&D game statistics instead.

The A-Team Option: This game snuffs out player characters faster than you can roll them up. Take your average Zeke, put a gun in his hand, and he will hit you fifty+% of the time. Look at the wound chart and you will see that 15% of the hits are fatal, and 50% are serious. This means that every time a Zeke shoots at you, there is about a 5% chance (with a 7 luck) that you will end up six feet under, and a 25% chance that you will get a serious wound! These are not very good odds for tournament play. So, to keep the PCs alive, we have two choices.

- 1) Cut down on the number of gun battles, or;
- 2) Roll behind the screen and fudge the numbers.

I do not like the first choice, because most people who play this game like lots of action with flying lead, zinging ricochets, and smoking guns. Reducing the number of gunfights would certainly cut down on the fun, and we do not want to do that.

The second choice, or what I like to call the A-Team Option, is better suited to tournament play. It boils down to fudging the rolls so that none of the player characters (or NPCs crucial to the plot) die until the last encounter of the round. Sure it is not realistic, but that should not stop you in a fantasy role playing game.

Set up this in any way you feel comfortable (such as rolling the dice behind a screen and turning fatal wounds into serious wounds, serious wounds into light ones, and light wounds into near misses). Just try to keep these people in play until the last encounter of the round. In the last encounter always play it as it rolls.

Of course, if the players insist on having their PCs do stupid things for example. ("I don't care if'n there's 27 of 'em and I only got this one bullet, they killed my brother Billy Bob, and they're gonna pay for it!"), Then let them deal with the consequences.

Note: The bad guys always get hit as rolled by the players unless specifically noted otherwise in an encounter.

Wounds (and the care of): Another way to keep these puppies alive is by speeding up the effects of first aid. Use the following guidelines:

- 1) Give the characters +1 on strength for every wound bound by anyone with a medicine skill. They do not require a medicine roll.
- 2) Give the characters an additional +1 for every bullet removed by a doctor, or wound sewn up, upon a successful Medicine/Vet roll.

	Humans	Animals
Light Wounds	Medicine +6 to roll(12)	Vet +4 (17)
Serious Wounds	Medicine +0* (6)	

Any damage remaining will heal at the regular rates.

*If anyone with a doctoring skill rolls a 18-20 while trying to heal a person's serious wound, he has failed so miserably that the wound is actually worse than before. Roll d3 for additional damage . . . "Gee, that chest wound has turned into a spurting chest wound . . ."

This adventure takes place in or near the town of Promise City in Texas, near Mexico. The river at the south marks the Texas-Mexican border (a fictional equivalent of the actual Rio Grande River). The PCs will start in the town of Brewster, waiting for a stage coach to take them to Promise City.

The Civil War has been over for about six months, and everyone is eager to make a new living. This town is becoming the New St. Louis of Texas, with a banking trade and all sorts of business enterprises to serve the entire county.

Read the introduction, stopping to have the PCs introduce themselves.

Player Introduction

The Civil War has been over for six months, and life has been slowly returning to normal. You find yourselves in the town of Brewster, on the border of Oklahoma. You have suitcases packed and are waiting for the coach that will take you to Promise City in the middle of the great state of Texas.

You are all here for different reasons. You fought for what you figured was right, and that is all that counts. The war is over and you're trying to put your lives back together--for better or worse.

You find yourselves on a bench at the Wells Fargo Office. The stage coach manager approaches, and in a gruff voice hollers out: "The next stage to Promise City leaves in one hour. Pay at the ticket window. With your sites set, you realize that if your going to spend three days on the road, you might want to introduce yourselves and find just who is who.

At this point, let the PCs talk about themselves and go into their backgrounds and why they're heading for Promise City.

Frank Thompson Wells Fargo Agent

Str	Coo	Obs	Sta	Luc	Bra	Gre
-----	-----	-----	-----	-----	-----	-----

9	9	12	7	5	11	8
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 Telegraph 13

Frank: AL NG; AC 8; MV 12; HD 1 (F1); hps 8; THACO 20; AT 1; D 1d6 (six-shooter); S M (5'8" tall); ML 12

Frank is a crotchety man in his late 50's, he been working for the Wells Fargo Office since before the war, he feels his job is thankless and boring. The positive thing is he does his job and he does it well.

Bucky Baker Stage Driver

Str	Coo	Obs	Sta	Luc	Bra	Gre
-----	-----	-----	-----	-----	-----	-----

16	15	9	5	5	13	7
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Teamster 14, pistol 1

Bucky: AL NG; AC 10; MV 12; HD 3 (F3); hps 16; THACO 17; AT 1; D 1d6 (six-shooter); S M (5'9" tall); ML 12

Bucky has been working for the Well Fargo Office since it started in 1852, and will drive till he dies--or maybe even die while driving. He is cranky, tough as nails, and as agile as a jack rabbit. He does not care for Yankees and will let them know it.

With introductions out of way you suddenly hear the clanking an creaking as a large stage coach pulled by four roan horses stops directly in front of the office. A cranky old man dressed mostly in buckskins jumps from the seat with the vigor of a twenty-year-old. "Hey! All aboard for Promise City. Charlie, who is riding shotgun? Billy is sickly again!"

With the wave of his hand he motions and screams. "Put your bags on top, I am not nobody's slave, the war's done over. While we're at it Charlie, what in blazes am I taking on this trip?

The station manager brings out a big chest and with the help of the old driver throws it underneath the seat. "Just the usual," the manager says. "The mail, some documents for the Cartwheel Ranch. Did you say Billy was sick again?" Then he turns toward you. "Without someone riding shotgun, we'll just have to delay the stage again. Looks like I should refund your money and try to get someone by tomorrow morning. Maybe even two days from now. Now, if someone would take on the job--well that would be free passage."

Let the PCs decide who will ride shotgun next to old Bucky. When they decide to begin the adventure, pull out the sketch of the stage coach and have the players place their PCs inside or up on top.

With everything set for the long journey to Promise City, your stage coach's driver shouts out "Giddy up yaw gaul darn mules!" The coach shudders forward. Your journey to the big city in Texas has begun.

The stage coach journey will take three days, with a one-hour lay over at each stop. This will consist of a chance to clean up in the horse's trough, a meal of beans and biscuits, and maybe a quick game of cards.

Station Stop #1

The first day's journey is one you will never forget--from the time you left you have done nothing but eat dust, and Oklahoma dust does not taste very good.

The dust is one thing, but the rocking and creaking of the coach have left you tired and cranky.

At this point have each PC make a Strength roll, straight up--those not making it will be just plain sick (motion sickness) and unable to do anything. (For AD&D players, that means -6 on all combat rolls.)

The journey seems endless, when suddenly the coach comes to a stop and the voice of Bucky rings out. "Flapjack station, one hour stop--everybody out!"

As the dust clears, you find yourselves in front of a one-room bunk house, with a small stable containing six horses.

The crotchety old driver heads to the horse trough, submerges his head, and then in one hair-flicking, hat-plopping motion heads for the station house door. You stand around tired, dusty, your limbs aching from the rough ride, and more than a little hungry.

When the PCs get off the stage coach and decide to enter the building, read the following:

Entering through the door, your nostrils pick up on a very tasty odor. A toothless middle-aged man looks up, and smiling crazily hollers, "Beans and biscuits, the best in Texas it is--and that is a fact. Come on in pardners, pull up a seat, and lets put something on them bones.

The meal goes rather pleasantly, and before you know you know it Bucky has the new team hitched up, and again you're ready to go.

"Okay ya bunch of bums, miles to go before the next stop. Let's get the lead out. Again, you pick yourselves up and head for the stagecoach."

Unexpected Stop #2

Leaving the station far behind, you again get used to the bumping and jumping of Wells Fargo's finest.

The night wanes on, and you're not sure--but somewhere above the noise it sounds like Bucky is trying to sing something.

Abruptly, the coach comes to a sudden stop.

"All of you on top of the coach--put your hands up now! This is a hold up." A loud gun blast follows. "Don't move a muscle you old coot, or you're dog meat. You people in the coach, begin throwing out your weapons--one at a time. Jim, put your sights on the windows. Bob, cover the other door. Watch the old codger--if something happens, fill him full of buckshot."

At this point, ask the PCs what they plan on doing. Give them a minute or two, then continue.

"You in the coach, are ya deaf? Throw out your weapons, put your hands on your heads, and get out I'll count to 5, then the old guy's history. Five! Four! Three! Two!"

If no one comes out, the old guy takes a bullet, followed by whichever PCs are riding shotgun. Roll location and damage. When they start to emerge from the coach, continue:

"Okay ladies, it's about time."

As each of you leaves through the door, you come face to face with a masked gunman putting a bead on your every move.

"Now, old man, very carefully throw down, the strong box." At the last command, you see two well-dressed men step out of the darkness.

"Good evening, and welcome to the great state of Texas, the name's, Cole--and this here is my brother John. We are the Younger Gang. Now if everyone does what I say, we will be on our way and you will be alive and only missing a strong box."

The arrogant outlaw walks over as the box drops and calmly shoots the lock off. "Hmm, only mail. Well, it looks like you're not so lucky. Start emptying your pockets--now!"

If the PCs decide to let it go, he takes only their money and then collects their guns, leaving the guns a mile down the road. If any of the PCs state they fought for the South, he leaves them be. They already lost most of their stuff, no need to take it all.

If gun play occurs, it will be a big shoot out. Make it a point not to kill any of the PCs this early in the tournament. Feel free to wound them, however. If the fight goes against the Youngers, they make a break for it.

If the PCs took the peaceful approach and gave in to the bandits, read the following. Otherwise, let the lead start flying.

"Thank you for being so helpful, and thanks for the business transactions. To show you I am not such a bad sport, I will leave your cutters a mile down the road. No need to rush, in fact I urge you to take your time." With everything said and done he bids you a fine farewell, and the brothers ride off into the sunset.

Younger Gang

Bob Younger Bandit--\$500 reward

Str	Coo	Obs	Sta	Luc	Wpn	Ski	FD
10	18	11	7	7	CBR	2	15
					2SG	1	

Cole Younger Bandit--\$1,000 reward

Str	Coo	Obs	Sta	Luc	Wpn	Ski	FD
20	19	18	14	6	CBR	3	16

Jim Younger Bandit--\$1,000 reward

Str	Coo	Obs	Sta	Luc	Wpn	Ski	FD
11	18	13	7	7	CBR	2	14
					CWC	1	

John Younger Bandit--\$1,000 reward

Str	Coo	Obs	Sta	Luc	Wpn	Ski	FD
10	16	14	4	1	CBR	3	18

Bob Younger: AL NE; AC 7; MV 12; HD 3 (F3); hps 24; THACO 17; AT 1; D 1d6 (six-shooter) or 1d8 (rifle); S M (5'8" tall); ML 15

Cole Younger: AL NE; AC 6; MV 12; HD 6 (F6); hps 45; THACO 14; AT 1; D 1d8 (shotgun); S M (6' 2" tall); ML 15

Jim Younger: AL NE; AC 7; MV 12; HD 4 (F4); hps 32; THACO 16; AT 1; D 1d6 (six-shooter) or 1d8 (rifle); S M (5'11" tall); ML 15

John Younger: AL NE; AC 9; MV 12; HD 3 (F3); hps 30; THACO 17; AT 1; D 1d8 (rifle); S M (6' tall); ML 15

When the characters journey down the road, the guns are where he stated. If the PCs somehow capture the Younger gang, well, now they have to take them into Promise City to a warm cozy jail cell. Any mortal or serious wounds suffered by the gang at the end of the battle revert to serious. They are historical NPCs, and no one gets to kill them.

If Bucky would happen to bite the big one, the PC with the teamsters' skill must take over as the new driver.

Last Stop #3

Your encounter with the bandits over, you gather your weapons and again get on the coach set for Promise City. The ride becomes as before, bumpy and very uncomfortable.

The moon shines brightly overhead, casting eerie shadows on yourselves and the moving coach. The hours pass quickly, and it's not until you're near the next stage house that you feel the wagon begin to slow.

If Bucky is alive they will hear the following:

"This is not right I tell ya. That is the Brewster Stage out of Promise City. Where's Charlie? He is always waiting for me out front with a lantern, and look how the stage is still parked by the stables.

"I tell ya I ain't had this felling since '64 when those Yankees ambushed me near Mississippi. This here is strange, creepily strange."

If Bucky is dead:

You round the bend and feel the coach slow down as someone up top exclaims that the coach house is directly up ahead. Everything is dark, and an empty coach is parked in front. The area looks empty and abandoned, no light and no smoke coming from the chimney. You faintly hear the neighing of horses from one of the dark buildings.

The PCs should send someone in, or venture in as a group to check out the buildings.

GM Note: This is the scary part, and you're the only one who knows what happened. The earlier stage arrived a day ago, full of passengers and tired after running into the outlaws. The driver unhitched the tired horses. The shot gunner and passengers entered the building. They had to help one of the passengers, a young woman. She became very upset during the rough ride escaping the bandits.

Carnage is all the PCs will find. Once inside, the woman became severely sick and stepped outside for some fresh air. Under the full moon, the changes occurred, and the young woman transformed into a curse

from the past--inflicted with the process called lycanthropy. The legend talks of the werewolf, but in fact this curse can take on many forms: tiger, boar, hyena, and even cats. In her case she transformed into a werefox--fast, strong, and very mean, with sharp claws and able to drain every drop of blood from a soul. The first victim was the poor coach driver, as he parked the stage and changed horses. The second victim was the shot gunner as he exited the outhouse. When everyone outside was dead, the creature moved inside--and as the lights went out everyone soon met a grizzly death.

The PCs will find nothing but dead bodies, until they check the root cellar, where they find a frightened woman covered in blood. She remembers darkness, screams, and gun shots.

As each area is checked out read the following description:

The Barn

You see bales of hay, oats, other grains, and harnesses. The only thing that catches your eye is the form of someone leaning against a building support.

He is a man in his early 30s. His eyes are open, his mouth wide open, his complexion is pale. The front of his jacket and shirt have blood stains around the collar. The wounds are coming from bite marks around his neck. The body is cold to the touch.

If Bucky is alive, he can identify this person as Chandler Wells, stage driver from Promise City.

The Stables

As you enter the stable area, you see the horses are all in their stalls, with four more in the corral.

Outhouse

The body of a man, in his early 20s, eyes open, and blood stains around the collar of his cloths, is seated inside. The only wounds are found on his neck. The body is cold to the touch.

Bucky can identify this victim as Billy Glass, stage guard.

Coach House

The main building is dark, and an eerie feeling seems to settle over you as you gather near the coach. It seems rather odd no one is around. Because of the darkness, you cannot see anything through the windows.

When they open the door read the following:

The door opens with a long creaking noise. The smell of death is in the air, and the hair on the back of your necks begins to rise.

When or if they get a light, read the following:

The sight that greets your eyes is one of sheer horror! You look into a room full of corpses, five total. The chairs are over turned, the table smashed, food flung to the four walls. The bodies of the victims lay helter skelter around the room, eyes open, blood stains around their necks.

The room also has a weird musky smell. Your attention is drawn to a grating noise coming from somewhere in the room.

If no one searches the room, or if Bucky is alive he will exclaim the following: " Hmm sumptin doesn't add up. The coach is always full, someone's missing."

If anyone with a doctor skill (or AD&D game healing proficiency) checks the wounds, they can tell they are some type of bite or puncture wounds. The other wounds are slashing cuts. Most of the victims died because their necks were broken.

The Root Cellar

Searching throughout the room you finally find the source of the scratching noise, it comes from a trap door in the wooden floor. The door pulls back, and you stare into pitch black darkness. A wooden ladder is propped up against the bottom of the door jamb.

If they want to investigate further, the PCs will have no other choice but to climb down the ladder and using a lantern poke around in the cellar. How they do this is up to them.

Frightened Passenger

The floor is well-trodden dirt, and you have to duck while moving around. The noise comes from somewhere in the darkness. Your lantern slowly comes to a very ghastly site. In the dim light you see a woman in her mid-twenties, cloths torn and covered in blood. The woman stares at you, eyes open, and mouth frozen in what seems utter horror.

She whispers, "Help me. Please Help me. Stop the coyotes. They're rabid."

When they get her upstairs and get her cleaned up she will tell them what she knows—which is little. She is bruised and bloody, her hands and face covered with scratches.

"I have been hiding in the cellar since the day before yesterday. We arrived at the station just before nightfall. I remember sitting at the table getting reading to eat. I heard a scream, the lights went out, there was much shooting. Someone yelled that coyotes had broken through the door--rabid ones.

"I felt myself being pushed, one of the gentlemen trying to protect me and keep me away from the beasts. When I work up, I found myself in the root cellar. I stayed there. I was so frightened. I didn't know if the coyotes had left. But then I heard you walking around upstairs. Please don't leave me here alone."

The PCs can learn that she is Miss Penelope Smith, an accomplished actor and singer who has traveled all the way from New Orleans to sing at the Gay Lady Saloon in Promise City. Her performances are legendary, and she leaves the men spellbound by her singing and dancing. The critics praise her poetry, and given time she is certain she will become a true legend of the stage.

They educated her in Boston, by money her father saved as a trapper and buffalo hunter. When an agent booked her at the Gay Lady, she decided it would be a good time to look up her father. She has periodic blackouts, which she thinks is a family trait. She intends to ask her father about them--and she has no intention of telling the PCs about them.

What is actually happening is she is the victim of circumstance. She is the direct descendent of a Spanish soldier who watched the murder of the Aztec Chief Montezuma II during the 15th century. The Spanish

Conquistadors promised them freedom for a room full of gold. They rewarded the Aztecs with a horrible death. As he burned, the chief called out to Huitzilopochtli (weet-see-loh-pothc'-tlee), the god of war to curse those who had betrayed him. They answered his prayers, and all those present were cursed with the animal sickness, lycanthropy. This does not mean your common werewolf, but all types of animals. This process will not take effect until they introduce the victim to an animal fur of some type. In sweet Penelope's case it was not until she contacted a fox coat, sent to her by her father. This coat belonged to her mother. Contacting the skin, the curse took effect, and she started having the blackouts.

When she turns into a were-creature, she attacks with sharp claws and piercing teeth and lighting speed. If she scores a direct score of 20, she has struck the victim's neck, and will cause a mortal wound X2. The only way to escape this attack is with a luck roll (or a successful saving throw vs. paralyzation for the AD&D game). A blessed bullet can kill the creature.

She also can be destroyed if the fox coat is found and is coated with salt, thus curing the hide and destroying the creature. The only other way to keep the creature in check is by wearing or crushing the flowers of monkshood. This is the common name for about 100 species of perennial herbaceous plants also known as wolves bane.

When they finally get ready to move on, they will have no other problems leaving the last station and arriving in Promise City. If they travel at night, the PC driving the coach must make a check at 1/4 skill to keep the coach on the road. It should be common sense that they should spend the night and wait until morning. If Bucky is alive they will spend a night in the cabin, whether they like it or not.

During the Night

You spend a night in the cabin, which becomes very unnerving to say the least. It seems that alone in this cabin you hear every sound inside and out. The night passes slow, and when the sun begins to rise, apparently you have slept very little--if at all.

If anyone looks outside during the night, tell them they see red eyes moving about in the distance.

Anyone who decides to hitch the horses will find it difficult and must make their riding skill to calm the animals. If anyone makes either a tracking or observation skill, they will notice animal tracks all around the cabin. The tracks might be large coyote tracks.

When they are ready to continue to Promise City, read the following:

They hitch the team of horses, the coach readied, and it's time to finally to set off toward Promise City. The stage again creaks into motion, and your bumpy ride continues to your destiny in the West. You travel for several more hours when you hear someone shout out. "Hey! it is a town, a big town, it's Promise City!"

The coach lumbers into the town, and people watch as you make your way to the Wells Fargo Office. You're here, and now it is time to get a good shave and maybe even a drink or two.

If the PCs had captured the Younger Gang, the marshal, and two deputies will meet them. The PCs will receive a party at the Gay Lady Saloon, and be presented with a key to the city. Because of the large sum of money due them, it will take two to three weeks for the money to arrive by stage. Of course during this time the weird stuff takes place.

GM Information: Welcome to Promise City 1866--a fictional town in central Texas in El Dorado County. The county has only recently come under a more controlled law, with a town marshal and a county deputy sheriff. The local townspeople are happy, but the town still has a long way to go for complete law and order.

The PCs will experience a few planned encounters and the chance to explore on their own if they veer off track. If you need to keep the PCs in line, maybe a visit from the local sheriff will calm them down and put them onto the right track.

If the PCs begin talking about the strange things they have seen, the NPCs will be uncomfortable and tend to stay out of their way. If they approach either the doctor, marshal, preacher, or Indian scout with their weird claims of the violence they witnessed--things will start to mesh.

The PCs can role play their hearts out, but they have to investigate what is actually going on in El Dorado County to get anywhere in the adventure.

GUIDE TO PROMISE CITY 1866

The following identifies all of the structures and places of interest in Promise City, along with a couple of encounters. The PCs will begin at the Wells Fargo Office, #62, which is where their stage will stop. Use the following encounter there, then consult the other numbered businesses based on where the PCs travel.

Well, you have finally arrived in Promise City. And after zigzagging your way through the streets and around the townspeople you come to

a stop in front of a one story building displaying the name of the Wells Fargo Promise City Station. A man greets you, introducing himself as Coolie Fagan. "We got a wire from Brewester saying you would be late, who rode shotgun? By the way did you encounter the Brewester stage on the way here? They claim it never arrived."

At this point the PCs with the help of Bucky can elaborate on what happened on their trip here. If they tell them they found the stage and have a surviving passenger, Bucky will continue:

"Yeah Coolie, we found the Brewester stage, at the first stop. Looks like the Indians are on the war path again, though the little lady who survived thought it might be coyotes. To me it looked like the work of that old rascal Geronimo and his Apache band. They are up to murdering and stealing again. They killed everyone except the little lady. We got her in the coach. Coolie, ya lamebrain, go get the doctor before too much of this information seeps out of your ears."

When Collie leaves, Kris Wagner, the station manager, will greet the group.

"Heard you had a little trouble on the way. Well, this is not New York City, and danger seems to leap out at you when you least expect it. For helping us out, I'll put you up at The Great Western Boarding House. I have reserved two rooms that we pay through the week.

"Speaking for myself and the Wells Fargo Company, I'd like to extend a huge Thank You. Oh and where's the man who rode as shotgun? I've got nine dollars and a complete ticket refund of five dollars for his help in getting the stage to Promise City. Thanks again good citizens. I will make sure that the little lady gets checked over by the doc really good. If anyone has any questions, I will send them over to the boarding house. Well, you gents have a good time in town, see you later."

If they begin mentioning anything about the strange things that they saw, Mr. Wagner will make it clear that the good people of Promise City do not need trouble, and they might be making it by spreading horrible rumors.



When the PCs are adventuring, give them a brief description of the building and only go into detail if the PCs venture inside. Whether or not an individual will be present depends upon the time of day and the individual's connection with the building. Merchants will almost invariably be in their shops between 8 a.m. and noon and between 1 p.m. and 7 p.m. every day of the week except Sunday and Wednesday. On Wednesday, merchants will be in their shop between 8am and noon only. The shops close early on Wednesday so the good people of Promise City can attend Wednesday Afternoon Bible Circle.

All good citizens will be home in bed between 10 p.m. and 6 a.m.—and even those celebrating in the saloons will be in bed by 2 a.m.

Professionals (doctors, lawyers, officers, the parson, the priest, bankers, reporters, photographers, the schoolmarm and the undertaker) will keep almost the same hours as merchants. Hired hands, miners, and others engaged in manual labor will be on the job from about 7 a.m. until 7 p.m. Entertainers will usually be in from 2 a.m. or so until around noon and will work from about 4 p.m. until 2 a.m. Bartenders and bouncers will work from 10 a.m. until 2 a.m. (with a dinner break between 4 p.m. and 6 p.m.). Homemakers will be home 80% of the time during the day.

Some merchants, most professionals and practically all miners and hired hands will spend their evenings (between 7 p.m. and midnight) in a saloon or cafe. Hard core card players or drinkers will stay on until 2 a.m. when the bars officially close. Gamblers keep hours similar to entertainers (but are more flexible). In some cases, exceptions to these hours have been noted in the resulting guide.

1. GREAT WESTERN BOARDING HOUSE & CAFE

This three-story clapboard structure is owned and operated by Bill Watkins, with assistance from his wife Peg, and their son, Kirby. There are 14 rooms, one of which is occupied by Bill and his wife. An adjoining room is occupied by Kirby. One or two rooms will be empty at any given time. They rent only by the week (for \$8, including breakfast and supper cooked by Peg). Dave Melany, John Hagen, Dooley Wilson, Derrick Avery, Jason Snaveley, Joe Reiser, Colin Hunter, Newton Gilly, Dick Lester, Chandler Wells and Jenny Campbell are regular boarders. Non-boarders can get breakfast for five¢ and lunch for a dime. Supper is served to boarders only.

2. WELLER'S BLACKSMITHING

This one-story wood-sided shed is both home and business to the town blacksmith, Henry Weller. Weller makes most of his money shoeing horses at 30¢ a shoe or \$1.00 a horse. He will smith other items (broken farm implements, etc.) For \$2 to \$10 per job, depending on the amount of work required (assume a wage of 20¢ an hour for large jobs plus the cost of materials).

3. THE BAR "H" STABLES

Dick Lockmeyer is the proprietor of this two-story, wood-sided stable. The first story contains stalls and a partitioned living area for Dick. The second story consists of a hay loft kept full of fodder. Dick will feed and stable any horse for 50¢ a day. He owns 25% shares in the place. Burton Lumley (who bankrolled the building of the stable) owns a 75% share in it.

4. THE SMITH HOUSE

This comfortable two-story, whitewashed clapboard structure is the home of Eric Lee Smith and his wife, Milissa. During the day, the Smiths will be found at the Promise City Hotel & Cafe (14)

5. FLY'S BOARDING HOUSE

Roger Fly and his wife, Janet, own operate this two-story, wood-frame boarding house. They live downstairs and rent the six upstairs rooms for \$9 per week (including breakfast and supper cooked by Mrs. Fly). Edsel Trask, Menam Sanders, Roy Ryer, and Coolie Fagen are regular borders. There will always be at least one (sometimes, two) rooms available, but only to respectable looking people. (No Cowboys Allowed.)

6. FLY'S PHOTO STUDIO

Roger Fly operates a photo studio in his spare time out of this wood and adobe shed. Fly charges 50¢ for portrait photos, 50¢ for tinting and 25¢ for frames.

7. BAUER'S UNION MARKET

Lemeuel Bauer and his mail-order bride, Elsie, operate this grocery store. Bauer keeps a cap and ball revolver

under the counter. The Bauers live in the back of the building. Bauer's inventory includes: bacon (7¢ per pound), beans (10¢ per pound), dried beans (15¢ per pound), coffee (30¢ per pound), lard (7¢ per pound), oatmeal (3¢ per pound), rice (5¢ per pound), tomatoes (8¢ per 3-pound can), soap (15¢ per cake for regular soap and 25¢ for hard-milled, French Soap).

8. PAPAGO CASH STORE

Ike Sherman and his wife, Jesse, operate this General Store which is part of a chain headquartered in Denver. In addition to the two-story wood frame store, there is an attached corral where the Shermans keep travelers' horses penned (feeding is extra) for 25¢ a day. Ike keeps a cap and ball revolver by the cash box. The Shermans live upstairs in a modest three-room apartment. The Papago's prices are the lowest in town. The store's inventory includes: rope (3¢ a foot for light rope and 4¢ for heavy), wood stove (\$10), metal water bucket (75 cents), coffee pot (75 cents), frying pans (15 cents), splitting axe or maul (50 cents), paint (5¢ a pound in power form), hunting knives (\$1 with sheathes), walking sticks (20 cents), bandannas (5 cents), women's boots (\$2.75 a pair), blue jeans (\$1 a pair), union suit (\$1), trade blankets (\$1), Sherman's corral is used by the Douglas Gang as a night rendezvous.

9. TOWN JAIL

This windowless brick annex is attached directly to the office of the town marshal (10). It has an iron-barred door specially made in Denver. The floor has two-foot thick oak planks laid over a brick and clay foundation.

10. PROMISE CITY MARSHAL'S OFFICE

This one-story brick structure is the office of the temporary marshal, Bret Hollister, who also sleeps here. There are two double barreled shotguns, a single barreled shotgun, a scatter gun, a seven-shot repeating Civil War rifle and a seven-shot repeating Civil War carbine chained into a gun rack by the door. The key to the padlock on the chain is in the middle drawer of Hollister's desk along with a single action revolver. Outside the door to the office is a posting board with several dozen (mostly out of date) wanted posters tacked to it (see special encounter).

11. COUNTY CLAIMS OFFICE

This one-story brick building houses a branch office of the County Recorder (whose office is in Tombstone). Dennis Winston, Deputy County Recorder, holds office hours there from 9-6 (with an hour off for lunch between noon and 1 o'clock) six days a week (closing only on Sunday).

Winston will charge a \$2 filing fee to record a claim to any unclaimed land in eastern half of Eldorado County. For an additional \$10 fee, he will make an official survey of the claim (which will help protect it from claim jumpers). Winston and his wife, Sherry, live in building (5).

12. TOWN HALL CIRCUIT COURTHOUSE

The pride of the community, this two-story brick and timber building, is designed not only to house the office of the mayor, but the chambers of the city council which will double as a court room whenever the circuit judge is in town.

13. CIRCUIT JUDGE'S OFFICE

This one-story brick building is the office of Circuit Judge Nathan "Hanging Nat" Isby who is in town one week out of every three to conduct trials. When in town Isby stays at the Drovers hotel, (64). During the two weeks in three that Isby is elsewhere in the county, his office is closed.

14. PROMISE CITY HOTEL & CAFE

Eric Lee Smith and his wife, Milissa, own and operate this two-story clapboard restaurant and hotel. The first floor contains the kitchen and dining area. The second floor has six small rooms which rent for 60¢ a night, payable in advance. Breakfast at the cafe sells for a nickel. Lunch is available for 10-15¢, and dinner costs 15-40¢. The Smiths live in building (4).

15. OFFICE OF DOCTOR JOHN GUSTASON

This two-story, whitewashed frame building is the office of Doctor John Gustason, a German immigrant and the town's only regular doctor (and dentist). "Painless" is helped by his wife, Beth. The Eatons live upstairs. His fees are as follows; tooth or bullet removed = 50 cents; leeching = 25 cents; bullet hole or laceration patched or stitched = 50 cents; burns treated = \$2; bone set and splinted = \$1; amputation of limb = \$6; treatment of "fever" (cholera, dysentery, malaria, smallpox, typhus, typhoid fever, spotted fever, yellow fever) = \$3; treatment of consumption or grippe = \$1; buckshot removed = \$2; tetanus, rabies, gangrene or social diseases treated = \$2; false teeth made = \$10; tooth filled = \$2.

(The good doctor has seen some very strange things, and is worth checking out.)

16. PROMISE CITY COOPER SHOP

"Coyote Kay" Kaufman lives in and operates her cooper's shop out of this one-story wood-sided building. She keeps a buffalo rifle beside her bed (in a curtained alcove in the back of the shop). Coyote Kay will make a wooden bathtub or a 50-gallon barrel for \$1.50 and smaller items (30 gallon barrels, 20 gallon lard tubs, etc.) for a \$1.

17. TELEGRAPH OFFICE

The offices of Western Union are found in this one-story brick building. Telegrapher and agent Dave Melany is on duty in the offices from 8-5 (with an hour off for lunch between noon and 1 p.m.) six days a week (closed Sunday). He boards at the Great western boarding house and cafe (1). It costs a penny a word to send a telegram anywhere serviced by Western Union.

18. THE ALHAMBRA SALOON

This single-story brick building houses Steve Lord's small saloon and lunch counter. Lord acts as his own bartender and bouncer and lives in a room at the back of the building. He has a cap and ball revolver under the bar in case of trouble. The Alhambra is a favored noontime watering spot for local merchants who come for the free lunch. The saloon closes at 9 each evening (except Saturday when it stays open until midnight).

19. COMIQUE VARIETY HALL & SALOON

This one-story stone building has a 20-foot ceiling and is the most solid building in Promise City. Alfred Brower and Pierre Jaquet own a 45% share in the place, and Warren Watson (the piano player at the Comique) owns the remaining 10%. Brower tends bar and keeps order with a cap and ball revolver that he keeps under the bar. Watson plays piano, doubles on the bar, and cleans up. Famous Denver showgirl, Flossie McKenna, sings twice nightly (at 7 & 9) and Brower sometimes books other singing, dancing, and variety acts for one-night stands. The three men live in back in a small room with three beds.

20. BOYD'S CIGAR STORE

Alton Boyd rents this one-story brick building from co-owners' Alfred Brower and Pierre Jaquet and runs a cigar notions store out of it. Items include; Cigars (1,2, or 5 cents), pipe tobacco (25¢ for domestic and \$1 for imported in 12 oz. tins), French chocolates (limited quantity, \$4 a box), pipes 75¢ to \$5), cut plug (20¢ per pound), cigarettes (pack of 10 for 5 cents). Boyd keeps a cap and ball six-shot revolver under the counter. He lives in a room in back of the store.

21. PIERRE'S GUNSHOP & HARDWARE

This single-story brick and stone building houses the gunshop of Pierre Jaquet. Besides selling guns and hardware, Jaquet runs a gun smithing operation here. His average repair fee is \$2. Regluing cost \$1. Customizing (making special pistol grips or fitting special sights, for example) costs \$5 to \$15. Intricate work like inlaying stocks costs \$20 and up (plus materials if some unusual substances like sliver or pearl inlaid are required). Jaquet's workshop is in the back of the store.

His friend and partner, Al Brower, will usually be found working there during the day when Jaquet is tending the

shop. Over the counter items available at Pierre's include: Shotguns (\$10 for a single-shot 16 gauge up to \$50 for a barreled Greener 12 gauge), Civil War type repeating rifles (\$40 to \$60, depending on the model), a variety of older or lower quality repeating rifle (\$15 to \$40), Remington Single-shot Derringers (\$5 to \$8), a large number of fewer popular used handguns for \$6 to \$10 and several varieties of deluxe hand guns for \$25 and up.

Ammunition at Pierre's runs from 90¢ per 100 rounds (for small caliber and shotgun ammunition) to \$1.60 per 100 rounds (for .45 calibers).

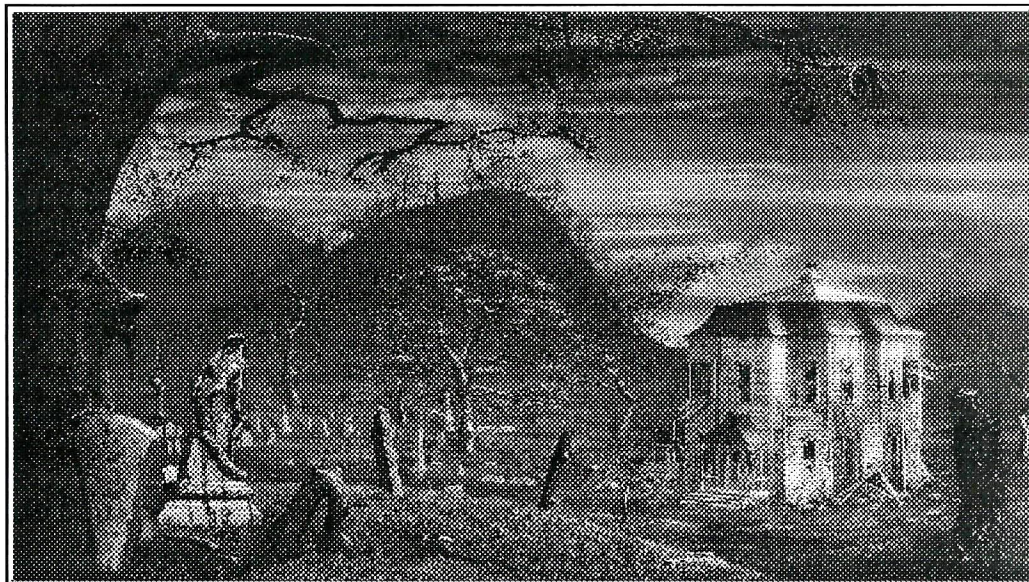
Most accessories range in cost from 35¢ for a belt and holster (unadorned) to \$1.50 for heavy duty cartridge belts. Rifle sheaths are available for \$1 and up. Fancy tooling will double these prices. Pierre keeps a six-shot barreled cap and ball revolver under the counter in case of trouble.

22. HAMMER JEWELER & WATCHMAKER

Dick Hammer runs a jewelry and watch shop out of this on-story brick building. He lives in back (sleeping on a cot in his workshop).

Hammer keeps a cap and ball six-shot revolver under the counter. He keeps some rings and necklaces on hand, three dozen loose stones, small amounts of gold and silver, and two dozen or so finished watches. Most of his watches are produced by commission. Hammers' watches sell for \$2-\$5 on average.

However, he has silver watches for \$7 and 14-karat gold ones for \$12-\$15. Plain gold bands sell for \$2. Diamond rings sel. for \$100 to \$250 (depending on the size of the diamond). Other items offered include: Cameos (\$1), locketts (\$1.50), watch fobs (\$1 to \$4), woman's jeweled combs (\$20) or tortoise shell combs (\$2), slivered necklaces (\$10).



23. LONE STAR DANCE HALL & SALOON

Maggie Whipple and her brother, Tom, are co-owners of the Lone Star which occupies all of this two-story brick building. Maggie and Tom each have a room upstairs. A third room is occupied by the Whipples' cousin, Teddy, who deals at the Lone Star.

The other two upstairs rooms are occupied by Alexis Downy and Susie Forman, Maggie's saloon girls. Jeff Mills, a friend of the Whipples from Chicago, lives in a small room behind the bar downstairs. He acts as bouncer and part-time bartender for the Lone Star. Tom tends bar when Jeff is occupied. Maggie devotes her time to entertaining the customers and dealing poker.

There is a cap and ball five-shot revolver kept under the bar and Maggie keeps a single shot derringer in the cash box in her room. There is \$1,500 in the cash box for use in paying off the occasional big winner. In addition to house games, professional gamblers' Job Kane and Tony Lucky each run their own high stakes poker game at the Lone Star by special arrangement with Maggie.

The house takes a 20% cut of their winnings and gives the two men protection (backing their play with guns, if necessary). The Lone Star has a reputation for less than honest games, but few complain.

24. US POST OFFICE

The Post Office is a one-story wood sided shack which serves as office and home to Postal Clerk Eddie Palmer. Since Eddie keeps a lot of cash on hand for cashing money orders, he has an old (and unreliable) cap and ball revolver by the cash box. There will be a couple of hundred dollars of cash in the cash box at all times. The Texas Rangers will begin an immediate pursuit of anyone trying to rob the Post Office. It costs a penny to mail a letter and 2¢ to purchase a postal money order.

25. THE PALACE SALOON

This three-story wood and brick structure is the fanciest saloon in town (or anywhere else in Eldorado County). Gambler Evan Adair owns the Palace. He and his current girlfriend, Kitty Trent, one of his saloon girls, live upstairs in an apartment on the third floor. The Palace is open from 9 a.m. until 1 a.m. Adair has two bartenders, Dave Carleen and "Deacon" Prosper McCoy, who take turns at the bar and act as bouncers. Carleen lives in a second floor room. McCoy and his wife, Bonnie, live in another apartment on the third floor.

There are six crib girls living on the saloon's second and third floors: Ann "Abilene Annie" Lambert, Leslie Hutton, Louise Vogel, Fannie Mitchum, Marnie Keppler and Jame "Little Britches" Borg. The Palace features faro dealt by Bob Shull, poker dealt by Nick Karp, and roulette (run by one of Adair's girls or by James Adams, who also doubles as a poker dealer). Karp and Adams room on the second floor. Skull, a close friend of Adair, lives on the second floor. Adair has a second floor office at the Palace.

The safe in that office usually contains \$3,000-5,000 for use in covering the house's bets (all bets are table stakes). There is a double-barrelled shotgun under the bar, and all of the gamblers (and Adair) are always armed. A unique feature of the Palace is the wall-sized mirror behind the bar. Unruly or disreputable characters will not be allowed in the Palace and everyone will be asked to check their guns at the bar when they enter.

26. LACY'S GENERAL STORE

Judge Lacey owns and operates his store out of this single-story, clapboard structure. Lacy keeps a Civil War repeating rifle under the counter. He lives in a partitioned area in the back of the store. Lacy's prices are slightly higher than those at the Papago cash store (8) and his selection is much larger. He also stocks a line of lurid pocket size penny novels (with titles like Buffalo Bill and the Indian Princess and The Galloping Ghost Riders of Rimrock Canyon.) For old folks, Lacey carries two dozen hardbound books for 75¢ each.

27. MITCHELL BERG, ATTORNEY

The office of Mitch Berg is a single-story timber and adobe clapboard structure which also serves as his home. He charges 25¢ for a consultation. He will draw up a deed, will, or other legal document for \$2 and charges a sliding fee for representing a client in a civil case (usually amounting to 10% of any awards of cash or property gained or saved for the client).

Fees for defending clients in criminal cases include: minor offense (spitting indoors, drunk and disorderly, petty theft [under \$10]) = \$3; assault, resisting arrest = \$5; grand theft (robbing a bank or stage, stealing a horse or robbing a white man of more than \$10) = \$8; murder, rape or arson = \$12. Robbing a Negro, Mexican, or Chinese will always be considered petty theft, regardless of the amount. Bergs' fee will be double if the client is accused of a particularly atrocious crime (one which raises the ire of the townspeople, like shooting the parson). If the crime is really lowdown (killing the schoolmarm, for example), Berg will refuse to take the case at any price.

28. THE CONDON HOUSE

This two-story clapboard house is the home of the Condon brothers, Frank and Morgan. The Condons are co-owners of Condon's bank (40) and much of the rest of the town. There is a wall-safe hidden behind a painting in the downstairs study. The brothers keep their deeds and several thousand dollars cash in the safe. Their other moveable property is kept in the vault at the bank.

The Condons retain Mona Taylor to cook and keep house for them and give Mona and her husband, Scott, rent free occupancy in a room upstairs in exchange. They retain Danby Jones part time as a handyman for both the house and the bank.

29. THE TRAIL DUST SALOON

Dudley Yeats and his wife, Pamela, own and operate the Trail Dust out of this one-story timber and adobe structure. They take turns tending bar and Pamela cooks for the lunchtime clientele. Lunch of red beans and rice or chili cost 5¢. Dudley keeps a cap and ball five-shot revolver under the bar. The Trail Dust is not very successful, and Yeats and his wife have had to give up their house and move into the saloon's backroom.

30. HOOVER'S WHOLESALE LIQUOR & SALOON

Niles Hoover runs a bar and package store out of this two-story wood-sided building. He is helped by Harry Rote, bartender and minor partner in the establishment (to the tune of 20%). Rote keeps his cap and ball 6 shot revolver under the bar. Hoover's is a favorite gathering place for the local prospectors since Hoover and Rote are both partial to hair-brained schemes and will often throw in with an interesting proposition.

Hoover and Rote live upstairs. The charge \$2 a bottle for the "house whiskey," "\$3 a bottle for "genuine Kentucky bourbon" and \$5 a bottle for real imported Scotch whiskey. He has champagne available at \$6 a bottle and California wines for 75 cents. Beer sells for 80¢ per 24-bottle case (plus a 10 cent deposit on the bottles).

31. MASON'S FEED & GRAIN STORE

Randall Mason's store is a one-story timber and adobe structure. Mason keeps an old single-shot Army rifle in their back living quarters for protection which he shares with his wife, Helga. Mason carries a variety of see grains (including oats, corn, alfalfa and barley) for \$1 per 40 pound bag. He also carries special feed for most domestic animals at \$1.20 per 40 pound bag.

32. HAMILTON FISK LAW OFFICE

Hamilton Fisk's office and residence is a one-story brick building. Fisk can either be found here or gambling at The Long Branch Saloon (35) most of the time, however. A note on the door of the office will give his whereabouts if he is not present. Fisk's fees are similar to those of Mitch Berg (27). Unlike Berg, Fisk will take on any case, no matter how unpopular it makes him.

33. THE TEXAS BILLIARD HALL

Rufus Davis owns and operates this business out of this two-story brick building. Davis keeps a five-shot cap and ball revolver handy in his waste band and carries a knife inside his shirt. He lives upstairs with Anita Famirez. A game of pool at The Texas costs a nickel. Davis sells cold beer for 5¢ a bottle.

34. RIO GRANDE HOTEL & CAFE

Peter Lovelace owns and operates the Rio Grande out of this two-story brick building. He is helped by Trish Christen (who works as cook and waitress). She and her father,

Jonah, have rooms behind the cafe. Jonah cleans up and acts as handyman for Lovelace. There is a cap and ball six-shot revolver under the breakfast counter. Meals cost between 5-15 cents. The place is no longer used as a hotel, and Lovelace lives in the empty rooms upstairs.

35. THE LONG BRANCH SALOON

The Long Branch competes with the Palace Saloon (25) for unbridled luxury. Among its features are all-brass bar fixtures and a crystal chandelier imported from San Francisco. The first floor of this three-story brick contains the bar and gaming tables. Crib girls Hildy Jackson, Rita Lopez, Nancy Meyers and Katherine Neal live on the third floor (a partial floor overlooking the bar). Also employed at the saloon are piano player handyman Dooley Wilson and bartender Ray Singer. Singer keeps a sawed-off barreled shotgun under the bar. Wilson boards at the Great Western (1). Singer and his wife, Lila, live in a room on the second floor. The saloon is a favorite of Hamilton Fisk, and local gamblers, Edsel Trask, Conrad Booth, Norman Wilkie and Paget Flashman also frequently gamble there and the place has a reputation for high-stakes games that are less than honest. The Long Branch requires customers to check their guns at the bar.

36. JOHNSON'S BARBER SHOP & BATHS

This two-story brick building houses the first bathtub in Eldorado County. The owner Bif Johnson is the town's only barber and turns a tidy profit. Johnson employs Alfredo Garcia as a part-time water carrier for the bath. Garcia lives in a room out back in regards for his employment. Johnson and his wife, Asa, lives upstairs. His business is rented from Morgan Condon. A haircut and a shave costs 25¢ (either alone costs 15 cents). Eau de Lilac (The ladies love it!) is 10¢ extra. Baths cost 50¢ (75¢ for fresh water).

37. SLADE'S SHED

Sam Slade stores explosives (including dynamite, blasting caps, primer cord, black powder and nitroglycerin) in this one-story wood-sided shed. There are on average about three dozen cases of dynamite in the shed, enough to destroy buildings 30, 31, 38, 39, 37, 36, 35, 34, 33, 32, 56, 57, 58, and possibly, 40 if they accidentally detonate. Slade's explosives are priced as follows: dynamite = \$50 for a 18-stick case or \$4 per individual stick; blasting caps = \$20 per packet (18 in a packet) or \$1.50 each individually; primer cord = 50¢ a foot; black powder = \$2 per 12 pound keg; nitro = \$40 per 12-bottle case (sold only by the case). Virtually all of the small miners and ranchers in the area purchase their explosives from Slade.

38. SLADE'S HARDWARE

Sam Slade's hardware store is a one-story wood-sided structure. In addition to the normal run of nails and hand tools, customers can buy guns and explosives at Slade's.

Slade keeps a cap and ball six-shot revolver by the cash register. He also carries a knife in his belt. He lives in the back of his store. His prices include: hatchet = 40 cents; splitting axe = 50 cents; auger bit = 10 cents; file = 15 cents; hammer = 40 cents; saw = 45 cents; shovel = 80 cents; brace = \$2; lantern = 50 cents; padlock = 40 cents; monkey wrench = 25 cents; axe handle = 25 cents; nails = \$1.50 per keg; screws = 2 cent per dozen; coffee pot = 75 cents; sauce pan = 60 cents; tin cup = 5 cents; wooden water bucket = 20 cents; potbellied stove = \$10.

39. DEPUTY SHERIFF'S OFFICE

County Deputy Sheriff Colin Hunter operates out of this one-story brick building. There are two Civil War repeating rifles (seven-shot), a scatter gun and a double barreled shot gun chained into a gunrack against one wall. The key to the rack is kept on Hunter's person. Hunter boards at The Great Western (1) and can usually be found there or drinking coffee and chatting with a waitress at The Rio Grande Hotel & Cafe (34). Hunter lets the town marshal run things in Promise City, confining his own activities to events outside the town.

40. CONDON'S BANK

Frank and Morgan Condon own and run this bank. The one-story structure is built of double-walled brick and stone. The windows are covered by iron bars. The brothers each have a desk in the bank. There is a walk-in vault -safe against one wall and there are two service windows in a wooden partition dividing the front and rear of the bank (where the vault is). Scott Taylor is the Head Teller and book keeper. Bruce Macwell is a junior teller. The Condon brothers live in building (28).

Taylor and his wife, Ginger, live in The Great Western (1). Danby Jones takes care of maintenance at the bank and the Condon's home. Each teller has a 6-shot cap and ball revolver close at hand and both the Condons keep the same type of piece in their desks. The vault holds \$12,000 in bills and coins (about \$200 of which will be in each teller's drawer during the day).

41. THE GAY LADY VARIETY HALL & SALOON

Burton Lumley owns and operates this establishment out of a two-story wood-frame building. Though not as popular as The Palace (25) or The Long Branch (35), Lumley's entertainment, newly imported from New Orleans, has become a favorite of the locals. Attractions include piano player, Pepe Diderot and singer, Madge Duprey. Duprey also works the customers along with two other New Orleans belle dames, Julia Barbeau and Rigi LeFarge. Pepe and the girls live on the second floor along with Jim Corbet, Lumley's bouncer.

The bartender, John Haagen, keeps a sawed-off, double-barreled shotgun under the bar. Hagen boards at the Great Western (1). Lumley lives in building 69. He sometimes deals faro at the Gay Lady, but usually leaves

the gaming to Herbert Loomis and Cisco Halston, with whom he has a deal to provide protection and a table for 20% of the take. Loomis specializes in faro. Halston is a poker player. Unlike most of the town's saloons, the Gay Lady can boast that most of its games are clean. Lumley feels that cheating is bad for business and discourages it except when absolutely necessary. They now have a new stage actress coming to town to help boost the profits of this up and coming establishment.

42. PEACOCK'S SALOON

Darla Peacock and Michael George are co-owners of this one-story drinking establishment. Michael acts as bartender and Darla deals faro at a small table in the back of this three room bar. Michael keeps a six-shot cap and ball revolver and a single-barrelled shotgun under the bar. He and Darla live in the back room.

43. COOK'S GENERAL STORE

This two-story brick and timber store carries all manner of food and equipment, including a variety of prospectors' tools. It is very popular as an outfitter's. Zebadiah Cook owns and operates the establishment. He keeps a five-shot cap and ball revolver by the cash register. Cook and his wife, Helen, live upstairs.

Helen sometimes helps Cook out at the store. Cook's prices are a good deal higher than those of the Papago Cash Store (8) and somewhat higher than those of the Lacey's General Store (26), but he has a wide selection of merchandise. Besides the usual general store merchandise, Cook carries exotic items like field glasses (\$5), guitars (\$7) and smaller safes (\$40 to \$90). He even has an upright piano for sale for \$100.

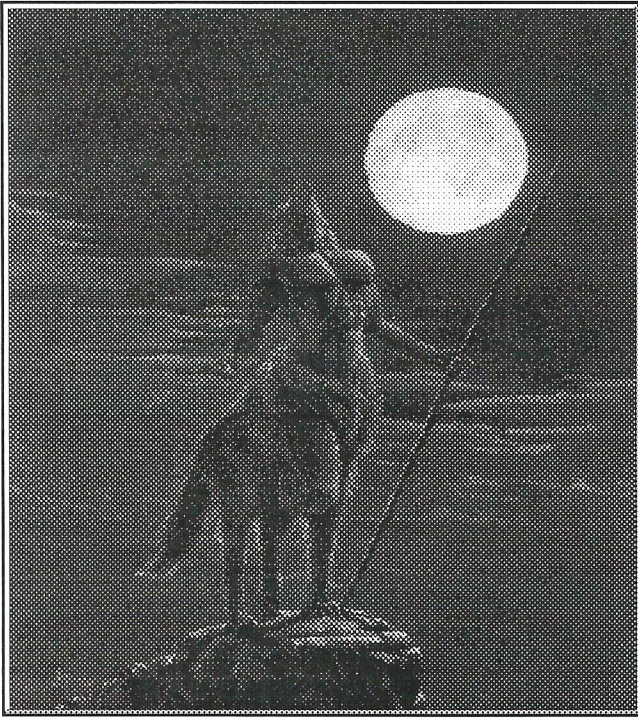
44. FIRST NATIONAL BANK OF PROMISE CITY

Paul Stevens owns the First National Bank, a two-story, brick and stone building which features steel window shutters and the latest vaults from Diebold Company in Canton, Ohio (guaranteed robbery-proof). Stevens manages with the assistance of his head teller, Derrick Avery. Stevens and Avery are assisted by teller Jason Snavelly. Stevens' wife, Mina, does the cleaning, and Chandler Well handles all the maintenance problems.

Stevens and his wife and daughters, Jackie and Agatha, live in an apartment upstairs. Snavelly, Avery and Wells board at The Great Western (1). The vault contains about \$600 in coins and bills (about \$300 of which will be in the tellers drawers during the day).

45. HUDSON'S BAKERY

Don Hudson and his wife, Nellie, run their bakery out of this one-story wood-frame building. They are helped by their son, Langdon. The Hudsons live in an apartment in the back of the building. Fresh bread is 4¢ a loaf. Cakes and pies are 10-12¢ each.



46. O'REILLY'S CAFE

Walter O'Reilly's one-story wood-frame cafe reputedly serves the best breakfast in Promise City. O'Reilly's specialties are beef stew and fried eggs with coffee and toast for a nickel. O'Reilly sleeps in his kitchen in the back of the cafe.

47. COOK'S SHED

Zebadiah Cook stores farm implements and other oversized merchandise in this one-story wood-sided shed.

48. COUNTY ASSAY OFFICE

This one-story wood-sided building is the office of Deputy County Assayer, Joe Reiser. Reiser will determine the composition, weight and worth of any ore-bearing rocks or dust for a fee of \$3 per sample and will certify the sample's worth for an additional \$5.

Generally, only certified samples can be used as money. Uncertified nuggets and dust can be sold to mining company purchasing agent, but will have to be assayed at the time of the sale.

No ore samples are kept in the office overnight, but Reiser keeps a six-shot cap and ball revolver handy during the workday to discourage anyone from trying to rob him of samples under analysis.

At any given time, he will have \$300-\$700 worth of gold and silver nuggets and dust under analysis. Reiser boards at The Great Western (1). His office hours are 9 a.m. to 6 p.m. (with an hour off between noon and 1 p.m. for lunch), Monday through Friday.

49. THE SILVER DOLLAR SALOON

Haywood Smith owns and operates the Silver Dollar out of this one-story brick building. Smith tends bar and cleans up. He keeps a sawed-off, double barreled shotgun under the bar for protection. His wife, Alice, puts out the lunch spread each day--which is the Silver Dollar's main draw (all you can eat for a nickel). Smith's hours are 10 a.m. to 9 p.m. Monday through Saturday. They live in back.

50. BARKER'S PHOTOGRAPHIC STUDIO

Stanley Barker operates the town's only full-scale photo studio out of this one-story clapboard building. He and his wife, Helen, live next door in building 51. Barker charges 75¢ for a framed portrait photo and 30¢ extra for tinting.

51. THE BARKER HOUSE

Stanley and Helen Barker live in this one-story clapboard house. Barkers' photo studio is next door at 50.

52. KELLY'S DRY GOODS & TAILOR

Kevin Kelly and his wife, Mary, own and operate their store and tailor shop out of this two-story, clapboard building. There is a five-shot cap and ball revolver by the cash register, but the Kellys have never needed it since most of their business is in clothing (especially tailoring) and they don't keep large amounts of cash on hand.

The following items are representative of their stock: plow shoes (\$1.50 per pair), boots (\$3 to \$5 a pair for Wellingtons or Western boots and \$10 to \$40 for highly tooled or silver-inlaid Mexican boots) shirts (cotton work shirts for 50 cents, flannel for \$1 and linen dress shirt at \$2), suits (\$5 to \$10), long johns (\$1.50), hats (\$1 to \$5 depending on style), women's shoes (\$2 to \$3 a pair), women's suits (\$5 to \$15), skirts (\$2 for muslin, \$3 for cotton and \$10 for silk), women's blouses (50¢ to \$1.50), women's hats (\$1 to \$3). The Kellys live upstairs.

53. THE INDIAN HEAD SALOON

The Indian Head occupies a one-story clapboard house. Barker's photo studio is next door at 50. He pays Porter Norris to run the place and tend bar. "Mad Dog Mike" Moore is paid by Condon to deal faro and spell Morris on the bar. Both Morris and Moore stay in the back room. There is a barreled shotgun under the bar in case of trouble.

54. THE PROMISE CITY HERALD

The town's only newspaper is owned and operated by Parker Baxter, assisted by Josiah Young, his typesetter. Baxter owns the one-story, brick building out of which The Herald is published. He also owns a duplex which is shared by the Baxter and Young families. Young and his wife, Angela, have a son, Mark, who delivers The Herald all over town. Cover price is 5¢ per copy, and the paper appears weekly (with special editions as needed). Advertising rates are \$10 per quarter page, \$15 per half

page and \$25 per full page. Classified ads out for \$1 per column inch. Baxter will do printing for anyone, regardless of faction, at a cost of \$6 per hundred for handbills and \$20 per hundred for broadsheets (sheets four times the size of handbills).

55. THE CHURCH OF GOD

This one-story clapboard building is easily as tall as a two-story building and has a bell-tower over the door that is equal to a four-story building in height. The Reverend Anson Haggler runs the church, and almost all of the Godfearing people in town attend services at 10 o'clock every Sunday. The truly pious attend Sunday School at 9 o'clock. Choir practice is Sunday evenings at 7 p.m. On Wednesday afternoon at 3, there is Bible Circle Meeting, and most stores (but not county, territorial, town or federal offices) close so that the proprietors can attend. Haggler leads the Bible Meeting. His wife, Stella, leads the choir and teaches the Sunday School. Few of the miners, cowboys, or prospectors attend any of these functions. None of the crib girls, gamblers, or property owners and few of the large ranchers attend services. Haggler and his wife have a small house next to the church. (This encounter is the most important to the PCs.)

56. WONG'S LAUNDRY

Charlie Wong operates his laundry out of a one-story brick building. Wong keeps no firearms on the premises, but he carries a throwing knife inside his shirt. He is assisted by his wife, Li, and his son, Harry. The Wongs live in an apartment in back of the building. Charlie charges 5¢ a pound for laundry and 5¢ extra for folding and pressing.

57. BERMAN'S MERCANTILE

Carl Berman, assisted by his wife, Edith, operates this general store out of a two-story brick building. A wooden partition keeps Berman's separate from Wainright's (58), which occupies half of the building. Berman keeps a cap and ball revolver under the counter the dry good counter. The Bermans live upstairs in a two-room apartment.

58. WAINRIGHT'S

Don Wainright and his wife, Sandra, run this hardware store and music shop out of half of a two-story brick building they share with Berman's Mercantile.

The two stores are separated by a wood partition. Wainright has a 5-shot cap and ball revolver by the cash register. He and his wife live upstairs in a two-room apartment.

Wainright's prices are 5-10% higher than Slade's (38). In addition to these items, Wainright carries the following musical instruments and accessories: accordions (\$5), concertinas (\$2 to \$4), fiddles (\$4 to \$8), harmonicas (25 cents), banjos (\$7 to \$10), guitars (\$5 to \$8), a piano (\$90), music boxes (\$5 to \$40), sheet music (2¢ a pack).

59. LESTER'S FUNERAL PARLOR

This one-story brick building houses the workshop of undertaker Dick Lester. Lester charges \$20 to bury a customer in a plain pine box. He purchases these coffins from Cassidy Lumber, next door to his shop, for \$4 each. Fancier coffins can be had for \$7 to \$30, and Lester will special order a silk-lined, ebony coffin with a music box inside for \$50. However, this item must be shipped over from Brewster and will take at least six (maybe eight) days to arrive.

Lester also acts as Deputy County Coroner for Eldorado County and gets 50¢ from the county for each death certificate he signs and \$2 for each autopsy he performs. Only Judge Isby can order an autopsy. Lester boards at The Great Western (1). He pays Roy Ryer to dig graves for him when Ryer is not busy at Cassidy lumber (60). (Minor Encounter)

60. CASSIDY LUMBER

Neal Cassidy owns and operates this lumberyard with the help of two hired hands, Neman Sanders and Roy Ryer. The operation consists of a one-story wood-sided office and equipment shed, and a 30 x 40 foot yard surrounded by a six-foot sided fence. Most of Cassidy's business is provided by the miners and mining companies that require heavy timbers to shore up their mines, but Cassidy also carries finished lumber in all the standard sizes. Prices run about 50¢ per cubic foot. Cassidy lives in building 68. Sanders and Ryer board at Fly's Boarding House (5). Cassidy is employing Juan Toluca to help construct the new courthouse. In addition to Toluca and his regulars, Cassidy employs two "day workers" until the courthouse is finished. The work pays \$1.50 per day, and the crew is chosen outside the lumberyard each morning at 7 a.m.

61. FRY'S HARNESS SHOP & BOOTMAKER

Duncan Fry's shop is a one-story wood-frame building. Fry carries all types of harnesses and boots and will custom-make any leather item desired. Sample prices include, bridle=70 cents; saddle bags=\$3 (pair); plow harness=\$20; buggy harness(one-horse)=\$10; buggy harness (two horse)=\$20; carriage harness=\$30; wagon harness+ \$25; stock saddle=\$12; Texas saddle=\$10; western saddle=\$8; side saddle=\$7; Mexican saddle=\$40. Prices for customizing items are 20¢ per hour plus the cost of material (minimum charge of \$2 per item). Frye keeps a cap and ball revolver in a drawer of his workbench. He lives in building (77).

62. WELLS FARGO OFFICE

This one-story frame building is the home of the local office of Wells Fargo, run by Kris Wagner. Wagner is assisted by a clerk, Coolie Fagen. Office hours are 7 a.m. to 7 p.m. Monday through Saturday. The Wells Fargo Barn (65), houses a stagecoach, fodder, and eight horses owned by the company.

The stage makes a daily run to Stetson City on weekdays, leaving at 8 a.m. and arriving back in Promise City at 6 p.m. A weekend run is made every other weekend to the county seat in Brewster, leaving on Friday and returning on Sunday. Wells Fargo employs two drivers and two guards who alternate trips. The drivers are Chuck Nevers and Chandler Wells, Newton Gilly and Billy Glass are the guards. When not making a run, the drivers and guards act as stable hands or office help for the company. Sometimes, a guard or driver will be sent to Brewster to make a special run and will be out of town for one or two weeks. Usually Chandler Wells takes on these assignments. In such cases, Wells Fargo will hire a temporary employee at \$3 per day until the regular employee returns.

A round-trip fare aboard the Brewster Stage costs \$5. One-way costs \$3. Goods can be shipped for \$1 per pound (40 pound maximum). The US Mail always travels via Wells Fargo. Kris Wagner lives with wife, Emma, and their two sons, Luke and Jacob, in a four room apartment attached to the back of the building.

63. COMMUNITY SCHOOLHOUSE

Jenny Campbell, the local schoolmarm, rules this one-story clapboard schoolhouse with an iron hand. The Civic Association built the schoolhouse and hired Miss Campbell in an effort to "civilize" the town somewhat so that "decent folks" would move there. So far, they have been disappointed in this hope. Miss Campbell has 31 students of all ages. She boards at The Great Western (1).

64. THE DROVER'S HOTEL

Austin Blake owns and operates the hotel out of this three-story clapboard building. He is assisted by his wife, Vera. They live on the first floor and rent 16 rooms on the second and third floors for 50¢ a night. Mrs. Blake runs a kitchen and small restaurant downstairs, serving breakfast (for 5 to 10 cents), lunch (for 10-15¢ and supper for 10-25 cents). The Drover does not take on boarders and rooms cannot be rented by the week. Blake keeps a five-shot cap and ball revolver in his bedroom in case of trouble.

65. WELLS FARGO BARN

This one-story wood-sided structure is used to shelter a team of eight coach horses, and the stagecoach used on the Brewster run. The building is equal to a two-story building in height, and has a loft packed with dry fodder. See 62 for details of the local Wells Fargo operation.

66. MUNICIPAL STORAGE SHED

This one-story wood-sided shed was graciously built by Kris Wagner and donated to the Promise City Civic Association for the town's new fire pump (imported from St. Louis and manned by the Promise City Volunteer Fire Company). The pump wagon has enough hoses to reach from Pine Creek all the way to The Church of God (55).

67. THE DROVER'S LIVERY

This one-story wood-sided building is equal to a two-story building in height and consists of the main stable plus a loft loaded with fodder. Drover's Livery is owned by Austin Blake and operated by Danby Jones (who is also a handyman for the Condons part time). Jones lives in a spare room inside the stable. He will shelter and feed horses at the Drover Livery for 50¢ a day (25 cents, if they are guests at the Drover Hotel). Danby also has three fair horses and three poor horses for rent for 75¢ per day. The area between the hotel and livery is a park for two buggies and a carriage, horses included. Jones keeps a seven-shot Civil War Type Repeating Carbine on two pegs in the wall by the Front Street entrance.

68. THE CASSIDY HOUSE

Neal Cassidy, owner of Cassidy Lumber (60), owns and lives in this two-story frame house.

69. THE LUMLEY HOUSE

Burton Lumley, owner of The Gay Lady (41), owns and lives in this two-story frame house.

70. THE WAGNER HOUSE

This is the residence of the Wagner Family.

Encounters

The PCs will only have these special encounters if they begin to investigate the city or the matter of the slain people at the stage house. For example, they might go to the doctors' office and ask about rabid coyotes, or visit the marshal's office to see who has been killed lately. If the PCs don't investigate on their own, have them hear word of more killings--attributed to rabid coyotes--the first night of their stay. That should prompt them to poke around.

The Church of God

This one-story clapboard building is easily as tall as a two-story building and has a bell-tower over the door that is equal to a four-story building in height. As you approach the structure, an older man in his midyears greets you. He identifies himself as the Reverend Anson Haggler. "Welcome my friends to the Christian Church of Promise City. How may I help you?"

He will listen intently, and if the PCs begin to speak of what happened to the people in the stage house, or their experiences, he will become angry.

"Stop speaking please! What you talk of is a demon, that the evil Spanish brought over during the 15th Century.

"Our God looks after his own sheep, and the wolves you hint of exist only in the writings of the Franciscan priests who used to populate this area. We built our church on the ruins of an old mission. If you wish to see these records follow me. I promise you nothing."

Without saying another word the preacher takes you to a stairwell near the back of the church.

It leads into the darkness underneath the church. He looks at you and coldly states, "Here is a lantern. When you are done looking, please put the lantern by the door and leave. You can't miss the vault. It is the only opening with a large oaken door with a sun carved on it." He walks away, his steps echoing as he leaves you in the empty church.

The information provided will put most of the pieces together for the PCs, and if anything put them on the right track.

These hints will only be in the records they find in the old Spanish vault. The papers are very old and fragile, and they must make a strength check in order to handle the papers without destroying them.

Unknown to most of the people in Promise City the church building sits on the site of one of the oldest buildings in the territory. The basement of this building was that of an original Spanish mission build in the early 1600s.

The legends state it was under the direction of Franciscan priests and became one of over 40 missions founded along the Rio Grande.

What no one knows is that they built the Spanish missions on the site of an old Aztec temple. This temple was used for sacrificing captives to a host of gods.

The Franciscans built the new structure over the old site to blot out the old faith and the horrors that took place there. Unfortunately, the Franciscans didn't know that a secret room remained next to the old Spanish vault.

During the War with Texas, they raised the old mission and they built the present building upon the old foundation. The old records are still intact in a stone vault deep in the basement.

The preacher knows about them, but does not care much for the Spanish descendants of the era. Most everyone one who was Spanish moved on after Texas won its independence. The preacher has looked at those old records, but has dismissed them as tales, folklore.

With the good preacher's directions, you slowly descend the stairs and find yourselves in an old mesa-type cellar. The walls are not very tall, making you stoop as you walk down a narrow hallway. The darkness combined with the lantern light overshadow the carving of a shining sun on a large oaken door.

The PCs must make a Strength check to open the door. When this, happens read the following:

With a loud creak, the door springs open, and you are engulfed in musty, stale air. Your lantern shines upon many rows of scrolls and hardbound books. It looks as though this small room contains all the history of this area.

Searching for **one hour** reveals that the church was built over the ruins of a Spanish mission.

Two hours: That the mission was built over the top of an Aztec temple where sacrifices were made to various gods. This also reveals the diary handout.

Three hours: That Texas held direct descendants of Spanish soldiers who watched the murder of the Aztec Chief Montezuma II during the 15th century. The Spanish Conquistadors promised them freedom for a room full of gold. They rewarded the Aztecs with a horrible death. As the chief burned, he chief called out to Huitzilopochtli (weet-see-loh-pothc'-tlee), the god of war to curse those who had betrayed him. His prayers were supposedly answered, as all those Spanish soldiers present were cursed with the animal sickness, lycanthropy.

Four hours: The curse was said to last generations and that it was keyed when the descendant touched an animal fur.

Five hours: Lycanthropes can be destroyed by blessed bullets. The creatures also can be destroyed if the fur they touched and which inspired the transformation can be found and coated with salt, thus curing the hide.

Six hours: The only way to keep a lycanthrope in check is by wearing or crushing the flowers of monkshood. This is the common name for about 100 species of perennial herbaceous plants also known as wolves bane.

The Graveyard

The graveyard sits directly behind the church, surrounded by a stone fence with a large wrought iron gate. What catches your eye is the assortment of yellow and purple flower veining throughout the back of this cemetery.

You can also see the difference in cultures with fancy stones of saints marking the graves, and the newer ones being made out of solid hardwood. They are a lot less fancier. They date from the tombstones in back at least 100 years ago or earlier. This section of the graveyard is overgrown with weeds and uncared for like the front graves are. It seems that time and the church have forgotten these lost souls.

If the PCs check out this area, they will notice that the graves at the front are from the last 50 yrs, but all those at the back are from the late 1500s and 1600s. The writing on the tombstones is in Spanish and has the pretty flowers veining throughout them. PCs who can read Spanish can see that some of the people buried here did not live long—dying in their twenties. One stone even makes a mention of the young man buried here dying to the “fangs of an ancient and most unfortunate curse.” Other stones list individuals’ professions, including a Franciscan priest who “died honorably trying to stop the fangs and claws of the unrighteous.”

The Doctor's Office

This two-story, whitewashed frame building is the office of Doctor John Gustason, the town's only regular doctor.

The office seems rather quiet, and as you walk to the door, a very attractive woman greets you.

“I am Beth Gustason, How can I help you?”

She'll make pleasant small talk with the characters, telling them about Promise City and the various places they might want to visit. If they ask to see the doctor, however, read the following:

“I am really sorry, but John's not here, right now. He is at the Long Branch, pouring himself into a bottle.

“Your best bet is to go down there and try to get him sobered up. I'm just about at my wit's end. All he does is get drunk and rant and rave about horrible animal attacks.

“I have to get back to my sewing, if you find him please bring him back here, I will put on a pot of coffee.”

The Long Branch Saloon

With the directions from Beth Gustason, you can find the Long Branch Saloon. The place is very impressive—with large brass bar, and a crystal chandelier set in the center of the ceiling over the large barroom floor. As you enter, the bartender greets you.

“Howdy gents, name your poison or enjoy a drink or two. The name's Singer and I serve the finest whiskey and the coldest beer in town. What will it be?”

If the PCs ask for Doc, Singer replies:

“He is the drunk over in the corner. I hope you do not have an emergency. He is a sad one, has not been the same for quite sometime now. Keeps ranting about all kinds of gibberish.”

The doctor has been like this since he tried to help a lone trapper who changed into a wolf while he was trying to remove a bullet. The doc thinks he is going insane.

As you approach the doctor, he looks up at you and in a drunken slur asks, “What do you want ya bunch of drifters? Hey, why don't you buy me a drink before I throw up on your boots?” With a sudden lurch the good doctor leans forward and falls to floor, dead drunk.

At this point the PCs should take the good doctor back to his home, where an angry wife will be waiting. She will guide the PCs to the back room, and then deliver her husband to a very cold bath. It will take about two hours to get him into a somewhat stable shape.

You are able to help the doctor home, and with the help of his wife dump him into a large tub of waiting water. As the good doctor slides into the tub, he lets out a blood chilling scream, **BethHHHHHHHHHHHHHHH! That water is cold.”**

“You're right! You no-good lush--here have some nice cups of hot coffee.”

“AHHHHHHHHHHHHHHHHH!” With the blissful spat taking place, you go to the front room and wait patiently. After a few hours the doors open and a calm man enters the room. He looks at you and shakily extends his hand.

"Sorry about my state, my name's John Gustason. I am the town doctor. Beth said you helped me home from the saloon. How can I help you?"

The doctor has a thick German accent and has been in the west since the beginning of the Civil War. He lived in Berlin before moving to the United States. He will wait for the PCs to tell him what they know and then speaking.

As you finish your story, the good doctor puts his head in his hands and breathes a huge sigh of relief. "I thought I was going crazy. I could only think of the old stories my father told me, and I thought I would go insane. About a month ago I had a buffalo hunter come to me with a bad gunshot wound. I removed the bullet, but the wound was mortal, and I knew he would die soon. As I stood over him, the wound began to heal at a very fast rate.

"He then began to grow hair all over his body, and his face began to change. I backed into the corner. Thought that I would surely die. The creature looked at me, let out a blood-chilling scream and then jumped out the window. This creature was just like my father described--it was a werewolf, a man-wolf. It is not good--my father told me all about them."

If the PCs ask for information on werewolves and lycanthropes, the doctor reveals (according to his father):

"The werewolf is a human who has been so unfortunate as to have been bitten or cursed with the disease lycanthropy.

"Those killed by a werewolf are merely dead, those who are bitten and live are doomed to a life of madness and death. They transform from normal human to wolf form during the three nights of the full moon each month. Once the transformation is complete, they appear to be a very large wolf.

"The bad thing is once we kill the creature, it turns into a vampire. Those blood suckers of the night prey on the living and drain the body of all the blood."

The doctor gives them a bag. "I've put together this defense for werewolves--a mallet and six wooden stakes. Would you like them?"

"They should be used against these creatures--it is your only hope. Have you been to the cemetery? The back graves have wolvesbane planted on them. This also keeps the creatures at bay."

The Marshal's Office

Perhaps they brought in the stage and bandits, or come here to talk about the encounter at the last stage stop, and are present when the stage clerk brings back the marshal.

"I'm Marshal Bret Hollister, and these are my deputies--Harry and Jeffery. I understand that you helped the Wells Fargo and brought in the stage. While you're staying in town, you must surrender your weapons at my office strangers. It is the law in Promise City. You can pick them up whenever you decide to leave town."

This is one of the local laws in town and no amount of pleading will stop the marshal from doing his job. The law is the law, and without guns no one gets hurt. This infers in no way that the PCs cannot hide small guns, knives etc.

Bret Hollister--Marshal

Str	Coo	Obs	Sta	Luc	Bra	Bre
12	16	14	13	8	18	6

Leadership 16, tactics 14, pistol 2, rifle 3
Weapon/ 2CBRs

Harry Johnstone--Deputy

Str	Coo	Obs	Sta	Luc	Bra	Bre
14	10	8	5	4	13	6

Cow handling 11, roping 12, pistol 1
Weapon/ CBR

Jeffery Hammerson--Deputy

Str	Coo	Obs	Sta	Luc	Bra	Bre
11	9	12	13	5	10	10

Law 11, public speaking 12, pistol 1
Weapon/ CBR

Bret Hollister: AL NG; AC 7; MV 12; HD 5 (F5); hps 34; THACO 15; AT 1; D 1d6 (pistol); S M (6'); ML 15

Harry Johnstone: AL NG; AC 9; MV 12; HD 4 (F4); hps 24; THACO 16; AT 1; D 1d6; S M (5'6"); ML 15

Jeffery Hammerson: AL NG; AC 8; MV 12; HD 3 (F3); hps 24; THACO 17; AT 1; D 1d6 (pistol); S M (6'3"); ML 15

The three men escort your group to a one-story brick structure that is his temporary office. As the marshal opens the door, he motions you to put your weapons over on a shelf.

If the PCs brought in the bandits, the deputy marshals will be locking them up and taking care of the reward paper work. They will pay all rewards within two weeks.

When you have all your weapons put away, the marshal turns and begins speaking in a low voice. "I would like to thank you for your cooperation. We have been having some problems lately, some unsolved murders. We do not have a clue. Did any of you see anything unusual on your way into town? There has been some strange thing going on, and I do not know what to think. We usually have crime, but this is pure strangeness, senseless slaughter.

"About a month ago I found the remains of some settlers. Every one of them had their throats ripped out. I have never seen Indian attacks this savage. The attacks have increased since then, and the judge is over a week late. I tell ya, it's times like this a person can only pray and go to church on Sundays. Well, we have to get back to work, and if you need anything else the door is always open."

Unless the PCs have something else to discuss, they will be free to check out the rest of the town.

The Undertaker

This encounter will only take place only if the PCs look into who has died in the area lately and how they died. The encounter is mainly informative.

Your questions take you to a one-story brick building that houses the workshop of the local undertaker. As you approach the building, you can hear the echoing of a hammer on wood coming from the back. When you round the corner, you see an elderly man working on a small wooden coffin.

He glances up. "The name's Richard Lester. My friends call me Dick. I charge \$20 to bury you in a plain pine box. A fancier box will cost you \$30. I can also special order a silk-lined,

ebony coffin with a music box inside for \$50. However, I have to have it shipped over from Brewster and will take at least six days to arrive. The problem is a body don't fair much during that time. But I can put them up in the ice house and then thaw them out when the coffin arrives. I also act as Deputy County Coroner for Eldorado. I have seen it all--shot, stabbed, run over. Hey, I even had a guy that went through the grist mill. So is this business or pleasure?"

If the PCs go into detail on what has happened, he will simply stand there and listen. When they are done, he will reply as follows:

"Yup, seen it all, and I remember lots of bad stuff. The marshal said it was Injuns. I have looked at lots of stiffs, and I'll tell ya it was probably a grizzly. The only thing I cannot figure out is what the hell is a bear doing in Texas?"

He seems to wander a bit and then suddenly looks you over. "Hey, you look like a size eight!"

With the skill of a clock maker he begins running a measuring stick up and down your body. "Nope. Looks like you're a nine! Well, anyway they completely ripped their throats out and it looked as though they had eaten the rest of them. That is about all I can tell ya. The Doc might know more, but I think he's a little loose up in the head. He said it was a wolf. That is as good as saying that now we have bears and wolves in Texas. Well, I gotta gets going--got to get old Bob ready for his relatives." He walks away into the back of his store, muttering to himself as he leaves.

The Gay Lady Saloon

"Evening Strangers. I'm Madge Duprey. Welcome to the Gay Lady Variety Hall and Saloon.

"We have something special coming this week. A new actress and singer has just arrived in town from New Orleans. She had a bit of trouble on the way in so she will not be appearing until tomorrow night. So what can, I do for you strangers?"

At this point the woman will seat the PCs at one of the many tables near the bar. If anyone mentions that they were the people who brought in the stagecoach and Miss Penelope Tyson, she becomes very exited and the following happens.

"You are the people who saved Miss Penelope, why I declare. John! Go and get Burt--these are the people who saved the stage and brought in our dear Miss Penelope. You just wait right here and I'll be back with a bottle of our best."

The woman leaves you alone and walks to the back of the bar. In a short while they greet you with a tray of glasses and a bottle of Red Eye.

"When Burt gets here I'll introduce you to him. He is grateful--you saved him a lot of money. If you need anything else, you just call old Madge and I'll fix you right up."

The PCs can talk between themselves and decide what they plan on doing. When they are ready, Burton Lumley will enter the saloon and talk to the PCs.

Your attention is suddenly drawn to the swing doors as a gentleman comes running into the saloon and looks in your direction. "Are you the ones who brought in my dear Penelope? You do not realize what that means to me. John, their money's no good here--get them whatever they want. It's on me. So where are ya from Pardners?"

The PCs can chat with him. If they tell him who they are and what happened on the journey here, continue with the following:

"Well that's fine, but I'd like to show you some Promise City hospitality. The drinks are on me, tonight and tomorrow night. We may not be as popular as The Long Branch, but we have newly imported entertainment all the way from New Orleans. Our piano player, Pepe, knows all the greatest songs. The best is yet to come. Starting tomorrow night, Penelope Tyson, singer and dancer, will grace our stage. Now that is how I repay a favor. Enjoy yourselves, and if you need to freshen up, I have reserved two rooms for you upstairs. Enjoy everything on the house." With everything said the owner leaves you to eat, drink, and be merry.

The PCs can spend the rest of the evening drinking and cavorting with the dance hall girls. The hours will pass until the big dancing and singing show. Just before you read this part, ask each PCs what they been doing concerning drinking alcohol beverages.

Drinking too much? Average --1 drink per hour, straight up Strength check to avoid becoming intoxicated; Moderate 2-3 drinks per hour, 1/2 Strength check; Heavy 5-6 drinks per hour, 1/4 Strength check. Anyone failing this check is means their Coordination skills are halved (all AD&D combat rolls suffer a -4 penalty).

The hours seem to whiz by when you suddenly hear the loud voice of Burton Lumley. "Men and women, for your entertainment we have our very own Madge Duprey, accompanied by Pepe Diderout on the Piano. She will sing, for your pleasure, 'I'm Tired' made famous by the great German singer Lilly Von Stupp.

With the elegance and poise of an angle, Madge takes the stage and begins singing.

"I'm tired, tired of being alone, tired of playing the game, I always coming and going and going and coming. I'm tired, tired of singing alone, tired of being alone, lets face it I'm kaput."

The piano begins playing the melody, but it is interrupted by a high-pitched scream from somewhere outside. Several gun shots follow it. The music stops, and everyone turns and looks toward the saloon doors.

At this point it will be up to the PCs on who does what and where they go. If the PCs stay inside, the music eventually starts again. A few patrons filter outside to see what is going on. If necessary, add a few more gunshots and screams to get them to go outside.

Out on the Streets

You rush outside in time to see a figure stumbling toward you. The figure falls forward into the street. As you approach, you see it's one of the deputies who escorted you earlier--Jeffery Hammerson. He looks up at you with terror in his eyes and tries to speak. He points from where he came, then crumples, eyes wide. In the dim light you see his throat has been ripped open. Somewhere in the distance you hear the horses in the stables whinnying and snorting.

The Stables of Fremont Street

If the PCs follow the clue and head to the stables, continue with the following encounter:

Arriving on the corner of Main and Fremont Streets you see something in the moonlight that sets the hair on the back of your necks on edge. As you look into the distance, some sort of creature lets out a long howl. As quickly as you gazes upon it, it is gone.

As you gather your wits, you hear someone come up from behind you--Marshal Bret Hollister. "That cr-cr-creature," he sputters, "Is that what killed my deputy? It didn't look like any Indian to me. Tell you what. Would you boys are interested in a job? You can carry your guns--though I'm not certain they'll do you any good. Looks like my deputy emptied his entire gun. Didn't seem to do nothing to the beast."

If the PCs accept the job of hunting down the creature, the marshal will swear them in and return their guns. He tells them to get a good night sleep and get started investigating the first thing in the morning.

He wants them to visit the Standing Bear Indian Reservation. Though he's confident now that the Indians had nothing to do with the attack, he hopes they can shed some light on the incident. The Indians know a lot more about the local creatures than the townsfolk do.

If they continue their investigation in the evening, they can find tracks of the creature--a wolf or coyote perhaps. They're unusually large. However, they don't find the creature.

Standing Bear Indian Reservation

If the PCs don't go to the reservation, a young Indian brave approaches them. The chief of the Apache tribe has sent him and wants the PCs to meet with the medicine man.

The chief is the great Geronimo of the Chiricahua Apaches. He has learned of the PCs' bravery against the ones the tribe they call the Youngers. Further, he has recently witnessed some strange events on the open prairie, and has consulted his medicine man, Walks with Limp.

The shaman saw a vision of a group of white warriors who will kill the beast that lives during the full moon. The shaman is certain that the only way the Indians and white men will be safe is if the creature is killed.

The Indians have lost warriors, women, children, and cattle to the creature.

The shaman knows that this is a curse caused by the Spanish warriors that came in the great ships a long time ago. They offended the gods, and the gods sent this curse to teach the Spanish a lesson. These cursed creatures can only be killed by sacred moon metal.

If the PCs go to the reservation, continue with the following:

You travel for several miles until you reach a hill that looks down into a small desert valley. You see well more than three dozen canvas-sided wickiups with a large one in the center.

A young brave approaches you. "This is Standing Bear Reservation. Hurry. Geronimo waits for you."

The Indian begins shouting as he enters the camp. The doors to these crude shelters open, and the entire camp greets you as you ride in. As you look about, the men stand proudly, women giggle, and children hide as move toward the largest structure.

A large man meets you. He has a pearl-handled pistol and knife strapped at his sides. "I am Geronimo, chief of the Chiricahua Apache, and you are the great white warriors, seen in the shaman's vision. My medicine man waits for us in my home. Leave your weapons here."

The crowd parts, and you're able to follow the great chief to the main building in this camp. As you enter, you see an elderly man dressed in furs. He's throwing something on the fire, as smoke lingers in the room. The chief bids you to sit and wait while the shaman prays. While this is taking place, the chief prepares a pipe and begins passing it to you.

"You must prepare yourselves to enter the spirit world. What you will learn must be understood to overcome your enemy."

The silence is broken as the Indian shaman begins speaking in his native tongue. As he continues speaking, Geronimo translates.

"He says that this is the Curse of Cortez, the killer of many Indians. A Spaniard killed a great chief in shame, and the dying curse caused the Spaniard's descendants to change into the man-wolf. The curse is passed through the blood line and will not rest while the cursed ones live on. The curse manifests itself during the three days of the whole moon. You can only kill the creature with sacred metal from the moon."

Geronimo stares into your eyes. "Since your coming, the shaman has also had visions that another one of the cursed creatures has traveled from far away to join the pack. You only have one moon left to kill the creatures--for then they will be inactive till the next three moons. Seek the prairie. The beast dwells there, our divinations claim."

The chief stands up and goes to the back of the room. He brings you a finely crafted wooden bow and six silver-tipped arrows. "I give you these, and hope you can use them quickly. Many of our people have tried to kill this beast, but all have failed. You are great warriors. You go now! Both our peoples depend on you."

If the PCs are smart, they will realize that arrows might work, but having bullets made would be better. It will be up to them on how they deal with the creature next.

Bullets could be blessed by either the shaman at the reservation, who will also dip them in silver, or--after a donation is made to the church--by the pastor in Promise City.

If the PCs ask the chief or the shaman if they suspect where the creature is, either will reply:

"We know not for certain that he is the one, but he is most strange. He lives on the prairie, they call him the Wild Hunter. They say he has horns on his head and leads a pack of wild dogs. We avoid the mad one. He cuts the hair from our heads and sells it to the Spanish."

The Mule Skinner

This is the final encounter. The "Wild Hunter" is Ben Flores, and he travels the prairie in his wagon, hunting buffalo and collecting Indian scalps, the latter of which he sells for bounties in Mexico.

The PCs can be lead here by one of three ways--looking for the Wild Hunter, venturing to the prairie like the Indians suggested, or returning to Promise City by cutting across the prairie.

If they take this route during the daylight hours, the man cannot change into his wolf form.

If the PCs accuse him of being a werewolf, he attacks them--to protect himself and his daughter.

If they come upon this area at night, the encounter will be more difficult, as the skinner can change into his wolf form. In human or wolf form, he can be killed only by blessed bullets or the arrows given the PCs by the Indians.

If the PCs do not have the arrows or bullets, Ben will let them think they killed him. But he will regenerate and come back to life several hours later.

Other options could include venturing into Ben's home, discovering the wolf fur, and destroying it by burning or by pouring salt on it.

If he is not dealt with, he will return to town tonight to take his revenge.

Daytime Encounter With Ben

Your path takes you across someone's homestead--a makeshift sod home in a remote section of the prairie.

As you come closer, you see a rustic looking man skinning some type of hide near the back of a weather-beaten shed. He looks in your direction as you approach, and stops what he is doing, putting down the pelt and picking up a rifle. He begins walking toward you and stops about a hundred yards away.

"How can I help ya strangers?"

If the PCs state they are here to question him about unusual killings or about rabid animals, he grumbles and says he knows nothing about what goes on around Promise City. He prefers to be alone.

If the PCs persist and push the matter, such as insisting that he come with them into town for questioning or inferring that he might be behind the attacks, he visibly bristles. Read the following:

"Strangers, dying is easy. Now living--that takes some power. Have you come to die? Because I'm certainly not going anywhere with you. Penelope--put your sights on one of these, jackals, if they move wrong fill them full of lead."

You see a slim attractive woman pointing a shot gun in your direction. She looks very familiar--the woman you pulled out from the cellar under the stage house. She looks much more confident now, however.

"I got them covered Pa, and he is as good as dead. These are the men who rescued me from the stage house. I'd sure hate to kill 'em. But, if I must. You know," she says loudly for your benefit. "I do not suppose it would mean much, but this isn't our fault. We can only live our lives the best we can."

Ben Flores--Trapper and Mule Skinner

Str Coo Obs Sta Luc Bra Bre
11/50 13 14 7 6 14 8

Rifle 16, survival 9

	Range (yards)			Reload		Wound	
Rifle	Short	Long	Extreme	Rate	Speed	Modifier	
	30	200	600	1	v.slow	+1	
	Range (yards)			Reload		Wound	
Hatchet	Short	Long	Extreme	Rate	Speed	Modifier	
	2	4	8	NA	ave.	-1	

Penelope Tyson--Entertainer

Str Coo Obs Sta Luc Bra Bre
6/30 10/18 9 15 8 4/15 11

Bartending 14, gambling 11, thespian 15

	Range (yards)			Reload		Wound	
Shotgun	Short	Long	Extreme	Rate	Speed	Modifier	
	10	40	110	2	slow	0	

Ben Flores: AL N; AC 6; MV 12; HD 6 (F6); hps 65; THACO 15; AT 1; D 1d10 (rifle) or 1d6 (hatchet); SA killed only blessed bullets or arrows, regenerates 1 hp per round; S M (6'); ML 18

Penelope Tyson: AL N; AC 7; MV 12; HD 4 (F4); hps 35; THACO 16; AT 1; D 1d8 (shotgun); S M (5'3"); SA killed only blessed bullets or arrows, regenerates 1 hp per round; ML 15

Evening Encounter

You approach the crudely built sod home at night, the moon shining brightly overhead. As you close within a hundred yards, you hear a bloodcurdling howl that sets the hair up on the backs of your necks. In the moonlight you see two creatures standing erect and howling at the moon.

The creatures suddenly stop and begin sniffing the air and then look in your direction, growling and stalking toward you.

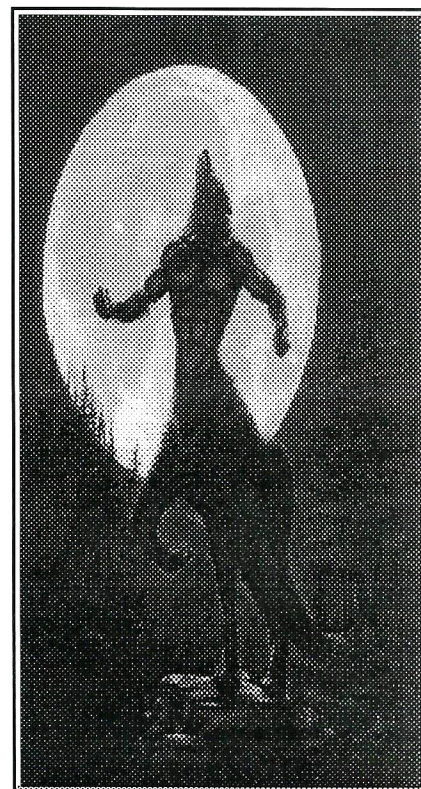
Use the statistics for Ben and Penelope above, plus take into account the following:

Werewolf	Wound Severity	Attack Chance	Wound Severity
3 attacks	-5	+5	+2

Werefox	Wound Severity	Attack Chance	Wound Severity
3 attacks	-3	+3	+1

Werewolf--in this form Ben Flores is a very dangerous creature and should be avoided at all costs. To the whites this creature is mere folklore. The only way to stop the creature is by burning the pelt or with any type of blessed projectile. The creature in wolf form can use a weapon, but is more deadly with its sharp claws and razor teeth. If shot with normal bullets, the malign wolf-creature regenerates.

Werefox--When Penelope turns into a giant fox, she attacks with sharp claws and piercing teeth and lighting speed. If she scores a direct score of 20, she has struck the victim's neck, and will cause a mortal wound X2. The only way to escape this attack is with a luck roll (or saving throw vs. paralysis for the AD&D game). The creature can only be killed by a blessed bullet or arrow. They can also destroy the creature if the skin is found and either coated with salt, thus curing the hide and destroying the creature, or burned.



Ben Flores, werewolf: AL N; AC 2; MV 18; HD 9; hps 65; THACO 12; AT 3; D 1d6/1-6/1-8; SD killed only blessed bullets or arrows, regenerates 1 hp per round; S M (6'); ML 18

Penelope Tyson, werefox: AL N; AC 4; MV 18; HD 6; hps 35; THACO 14; AT 3; D 1d6/1-6/1-10; S M (5'3"); SD killed only blessed bullets or arrows, regenerates 1 hp per round; ML 15

Epilogue

Your battle with these demons over, the smell of blood mixed with black powder hangs in the air. The bodies of an old trapper and a beautiful woman are dead on the ground. As you take a deep breath, you hear a forlorn howl. A coyote, perhaps.