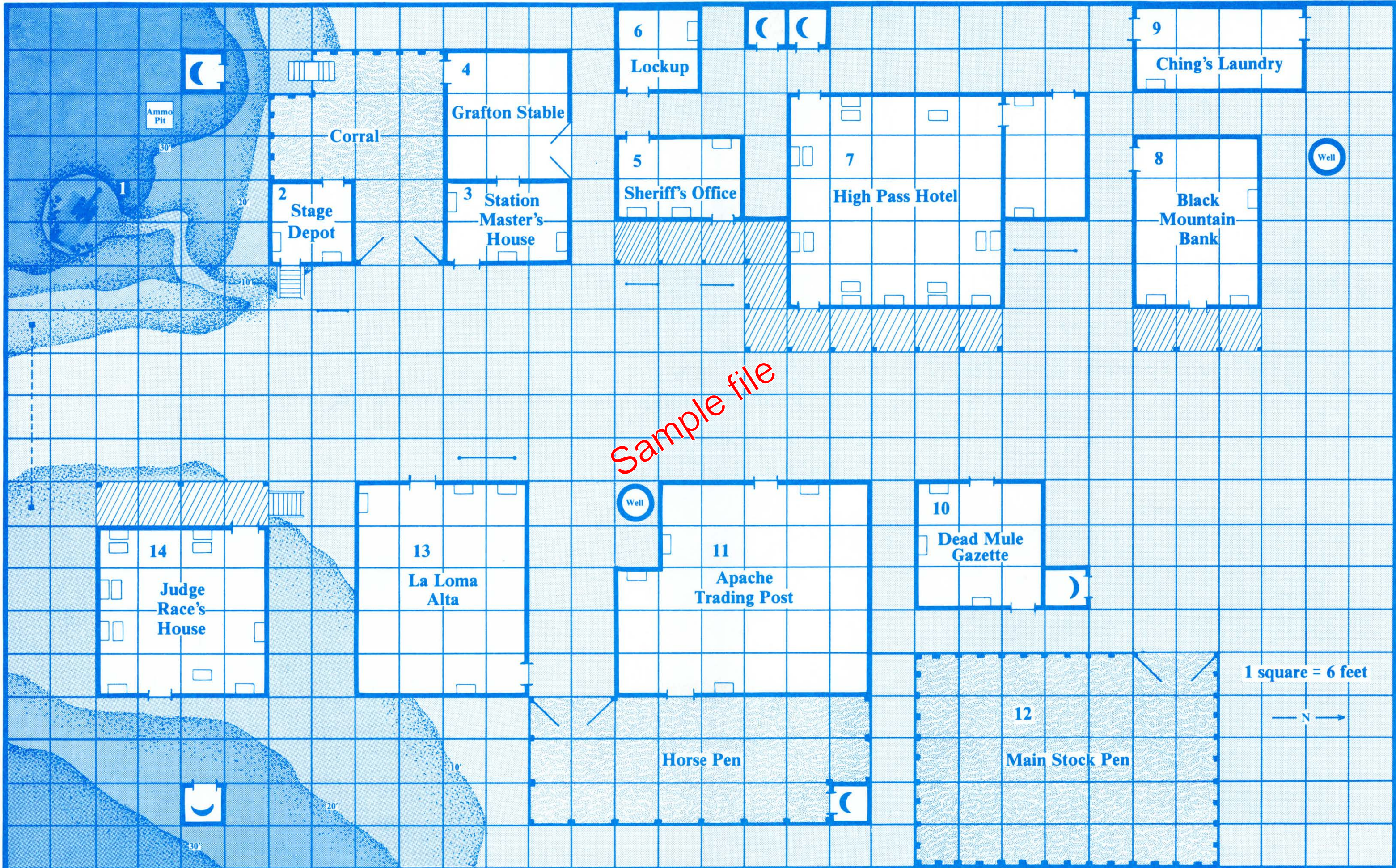


TOWN OF DEAD MULE



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WARNING! OF THE CITIZENS AND MINERS COMMITTEE

To all HORSE THIEVES, CARD SHARPS, CLAIM JUMPERS,
BUNCO ARTISTS, BANDITOS, AND RENEGADES

The C. & M.C. of the town of Dead Mule,
vigilant in the preservation of peace, property, and good order
earnestly warn all Felons, Vagrants, and disorderly Drunkards
that their wild and lawless ways

WILL NO LONGER BE TOLERATED!

The C. & M.C. advises all Felons to leave town
immediately and permanently and save their necks!
All Felons who refuse to obey this order **WILL BE HANGED!**

For the Committee
JAS. GRAFTON
JACK WESLEY

P. L. Price, Printer

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A dead man's cryptic treasure map may lead to a fortune in Spanish gold — or to quick death. Can you elude Indians, claim jumpers, bandits, and vigilantes and find the lost gold of Mendoza?

Lost Conquistador Mine was originally used as a tournament module at the GEN CON® XIII Game Convention. The module contains town and wilderness scenarios that can be combined to create a series of exciting adventures.

For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.

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Wild West Module BH 2

LOST CONQUISTADOR MINE

by David Cook and Tom Moldvay



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BOOT HILL™
Adventure Module BH2
The Lost Conquistador Mine

FOREWARD

This module is a playing aid to the BOOT HILL™ Game rules. The material given in this module is for the referee. If you plan to be a player, stop reading now. Allow your referee to read this module and conduct you in an adventure through it.

Before playing this module, the referee should read the module completely once or twice and become familiar with the new rules and scenarios presented in the module. The referee should also note the sections of the module. These sections include the **INTRODUCTION, REFEREE'S INFORMATION, ADDITIONAL RULES**, various keys and scenarios, a listing of NPCs, and a glossary. The glossary lists definitions of the obscure or unusual terms used in the module. After reading the module and becoming familiar with the contents, the referee will be ready to conduct the adventure.

INTRODUCTION

Gold! For thousands of years men have dug for it, lied for it, cheated for it, fought for it, and killed for it. The gold bug, gold fever, gold lust, the golden touch; all words created to describe its effects on men.

Spanish soldiers and explorers, the Conquistadors, searched the American Southwest relentlessly during the 16th Century, seeking gold. The Indians told their Spanish masters stories of unlimited treasures—the Seven Cities of Cibola, the Gran Quivira, the Laguna de Oro, the Peak of Gold, and the Seven Hills of the Aijados. The Conquistadors never found them.

Though the tales of endless wealth were false, the Spaniards did find gold in the American Southwest. And now in 1868, stories of their mines, found and lost many times over, are still told. Names like the San Saba Mine, Espantosa Lake, La Mina Perdida, and Rattlesnake Cave dot the Southwest. The Lost Conquistador Mine is one of these.

The story of the Lost Conquistador Mine is usually told like this:

In May of 1548, a small expedition of 20 soldiers, 2 monks, a Lipan Apache interpreter, some peons, and 10 mules left Mexico for a trip north. Led by Manuel de Carlos, they were searching for the famed Seven Cities of Cibola that Coronado failed to find. The men with him were veterans of Coronado's expedition, convinced that they would find what he had missed. Little is known of their journey or where exactly they had gone. Some years later, only one man returned, Juan Felipe Sebastien y Mendoza. Of what happened or what was found, he would not say. He died within a year. However, before he died, he prepared a map to a site which he claimed would yield 10 jackloads of gold per week.

Many men tried unsuccessfully to find the site Mendoza had found. Finally, in 1716, one of his descendants returned to Mexico. Shortly after his arrival he led a group into New Mexico. Thereafter, every year he would lead a small mule train back to the settled lands, carrying unusually pure gold. Men who tried to follow him never returned. Whether they met death by accident or at the hands of the Navajos or Apaches, or were slain by Mendoza was unknown. And so it went for many years.

One year, Mendoza did not return from New Mexico. Indian activity had been increasing and rumors of Mendoza's death were finally

confirmed when a group of Apache came to San Fernando to trade mules for goods. The mules were Mendoza's. After questioning, the Apache were put to the death. One told of finding one mule, alone and by itself, in the Rio Grande valley of New Mexico. The bodies of many dead whites were nearby.

For over 100 years the mine's location remained unknown. Attempts to find it had been made and all had failed. Then, ten years ago, an immigrant clockmaker known as Dutch Jack arrived in Dead Mule. He brought the body of his Apache wife and a handful of gold nuggets. Shortly after, he disappeared back into the mountains. Every few months he returns to Dead Mule with a few more nuggets and buys a few more supplies. A morose recluse, for ten years he has slipped by those who would follow him and disappeared into the wild.

The town of Dead Mule itself well befits its name. On the edge of the Rio Grande valley in the territory of New Mexico, it is as barren as the land around it. Once it had hopes of being a thriving mining community, but those hopes played out along with the mines. Now only its usefulness as a stage way station, outlaw hideout and prospecting jump-off point keep the town alive. Drifters of all types pass through along with those who have legitimate business—cavalrymen, ex-Confederate soldiers, bounty hunters, outlaws, prospectors, Indian scouts, Chinese, Texans bound for Santa Fe, and others. Through it all, the Indian raids, the gun battles, the knife fights, and lynchings, Dead Mule slowly decays.

REFEREE'S INFORMATION

BACKGROUND

The Lost Conquistador Mine is a combination of a town and a wilderness adventure. The first half of the module takes place in the town of Dead Mule. The second half covers the overland journey to find Dutch Jack's mine. The number of player characters involved in the adventure should be between four and eight. If there are only a few player characters, the referee may wish to increase the party size by adding some non-player characters (NPCs). These may be taken from the list given at the back of the module. However, since gold is involved, the loyalty of these NPCs should be kept very secret from the players. The referee should try to keep the players mildly suspicious of the NPCs.

If many of the player characters are skilled gunfighters, the referee should increase the number of people encountered or the Base Speed and Base Accuracy of the people encountered. The wilds of the Southwest should be a deadly place for lone travellers and small groups.

The town of Dead Mule is located in the Southwest. Although the town may be anywhere in this area, it is recommended that it be located in the Territory of New Mexico, somewhere near the current Arizona border or the edge of the Rio Grande valley. The encounters, especially the ones with Indians, have been designed for this area. Other possible locations for Dead Mule include southern Utah or Nevada, Arizona, or possibly even Colorado.

The date of the adventure is 1868. This places the action a few years after the Civil War. There will still be tension between ex-Confederates and Union supporters and between ex-Confederates and blacks. Also during this time, the Apache Indians of the suggested area were active, raiding settlers and fighting with the Army.

Since the events in the module occur in 1868, the player characters' choice of weapons is limited. The following weapons are available: hunting knife (KN), single-shot derringer (D1), cap and ball revolver

(CBR6), shotgun (SG2), scattergun (SCG2), Civil War repeating rifle (CWR7), Civil War repeating carbine (CWC7), buffalo rifle (BR), and Army rifle (AR). Repeating rifles (R6,R9,R15) are also available, at *triple* the price listed in the BOOT HILL rulebook. Other weapons will not be available to the player characters, nor can they buy dynamite. Certain non-player characters, NPCs, will have weapons not available to player characters. It is assumed that these NPCs have just arrived from the East, where these weapons have only recently become available. In all cases where a weapon is given, the number after the weapon's abbreviation is the ammunition capacity. For example, a double-barreled shotgun would be SG2, while a six-shot revolver would be CBR6. If no number is given, the weapon is single-shot. The optional misfire rule is used for all weapons.

An important part of this adventure revolves around the search for the lost gold mine of Mendoza. Lost gold mines and buried treasures (from conquistadors and outlaws) are an important part of the history of the Southwest. Often the same treasure will be located by different storytellers in six or seven different locations, as many locations as there are storytellers! The same treasure might be gold ore in one story, gold bars in another, silver coins in a third, or religious relics in a fourth. The story might tell the location of a lost mine or of the buried stores of bullion. Treasures have been reported hidden or located in gopher holes, post holes, cannon barrels, caves, lakes, lost mines, or buried in the ruins of a Spanish mission. If the referee wishes, he or she may create two or three other versions of the story given in the **INTRODUCTION**, changing details in each. If the player characters should then ask around for more information, they would learn several conflicting tales about the Lost Conquistador Mine.

There is also a special type of sign language that was sometimes used on treasure maps. These symbols were supposed to have specific meanings, although one person's sign might mean something different from another's. If the referee wishes to include other lost mines and buried treasures in his or her campaign, a glossary of symbols and terms is provided at the end of the module. By using these and doing a little research, the referee may create interesting and exciting adventures for the players.

GENERAL NOTES

The Maps. Printed on the inside cover of the module folder is the map of Dead Mule. When player characters are in the town, the referee should place the town map on the table where the players can see it. The counters provided with the BOOT HILL rules may be used to show the locations of player characters and NPCs.

The module also contains a map of the area to the west of Dead Mule. This map is marked with a grid of hexagons (hexes) for movement. Each hex represents five miles. The complete map should be used by the referee. It identifies the major landmarks and terrain features and has numbers on it for other encounters. After some of the landmarks are two numbers separated by a slash mark. The first number is the range (in hexes) for sighting the landmark with the naked eye. The second number is the range (in hexes) at which the landmark can be seen with a telescope. For the use of telescopes, see the **ADDITIONAL RULES**. The descriptions for the numbered encounters may be found in the text of the module. These encounters are not always with people or creatures. Some of the numbered locations merely note smaller landmarks or special information useful to the players (such as a clue leading to the mine).

When the player characters travel into the area around Dead Mule, the referee should give the players their copy of the special wilderness map. This map does not show the entire area, only the major landmarks, known settlements and terrain features the player characters would know about or be able to see from Dead Mule. As player

characters move through the wilderness, they will be able to see new areas and mark them on their map.

As a result of a town encounter, the player characters may obtain Dutch Jack's treasure map. The map is hand-made, and is marked with common treasure map symbols, drawings, and German phrases, all leading the reader to the Lost Conquistador Mine. Unless one of the players is fortunate enough to speak German, the meaning of the map will have to be guessed at through the symbols and drawings, as the characters will not be able to have the map translated. Translations of the German phrases are given in the referee's description of each landmark.

Encounter Keys

The adventure material in this module is divided into six sections: the town key, the town scenarios, the wilderness key, the wilderness scenarios, the mine key and the NPC lists. Each key has a separate map. The key describes the numbered locations on the map, telling what or who is found there, what the place looks like, and what the player characters could do there. The numbered encounter areas do not necessarily mean the players will meet a creature or person, they simply give information about the area. Furthermore, each entry in the town key gives information for both day and night situations. A saloon on the town key would tell what the building looks like, who would be found there during the day (and how they might react to strangers, etc.), and who would be found there at night. An encounter description on the wilderness key might describe a deserted cattle pen and the signs there leading to the mine.

Using the Scenarios

The scenarios give the referee information for setting up particular events. This information includes who is involved (along with their statistics), what they are doing, how they are doing it and why. There is no particular time or order for using the scenarios, except that the town scenarios are used in the town and wilderness ones in the wilderness. Before a session of play begins, the referee can pick what scenarios he or she wishes to use and then work them into the game as needed. The scenarios may also be used to liven things up if the game starts to get dull. The scenarios last anywhere from 15 minutes to an hour, so a session of play might consist of two or three scenarios. In this way, the module may be used for several sessions of play.

In handling events in certain scenarios or encounters, the referee will need to use six-sided dice. A six-sided die is abbreviated as d6. The number of dice needed is written before the abbreviation (a roll of five six-sided dice is 5d6).

Non-Player Characters

Printed in the back of the module is a listing of non-player characters (NPCs). This list is divided into Citizens of Dead Mule, Lawmen, Gunfighters and Outlaws, and Miscellaneous Characters. The NPCs are numbered in the list, and when they appear in a key, the numbers of their entries in the NPC List are given in parenthesis after their names. The entries in the NPC List include the important statistics of the NPC, the weapons he or she commonly uses, and a short description of the person. Entries 26-31 in the Miscellaneous Characters List are not specific individuals. They are typical *types* of characters and the referee can use them as needed.

Abbreviations used for statistics in the NPC List are: Base Speed **BS** (includes Bravery and weapon speed modifiers for each weapon carried), Basic Accuracy **BAC** (includes Bravery and experience modifiers), Bravery **BRV** (percentage score), and Strength **STR** (ability score).

Certain NPCs appear only in a single scenario. These special NPCs are fully detailed in the scenario description and are not listed in the NPC List.

Animals will also have statistics. These are explained under **ADDITIONAL RULES**.

THE TOWN AND CITIZENS OF DEAD MULE

There are several individuals and groups of importance in Dead Mule. These groups may or may not have an effect on the player characters. They definitely affect the attitudes and behavior of the residents of Dead Mule.

The sheriff of Dead Mule, Ernest Johnson, is sheriff in name only. While he doesn't actually help local outlaws or gunmen, he will not willingly go after them either. An ex-Confederate captain, he sympathizes with many of the "unfortunate Rebels" who have taken to the hills. Likewise, he values his own life and will not take action against outlaws or gunmen in town, so long as they do not create much trouble. He does not lack courage when it is needed and is noted as a local Indian fighter. He simply prefers a quiet life and staying alive. More information on Sheriff Johnson may be found in the town key and the NPC List.

Since the local sheriff doesn't always administer the law, some of the rowdier and more hot-headed citizens of the town have formed a vigilante group. Known as the Citizens' and Miners' Committee, this group uses "frontier justice." Common crimes the Committee will act upon include claim jumping, murder of a white citizen, theft, horse-stealing, and just being "undesirable." If the Committee believes that the Sheriff is too slow in bringing a guilty person to justice, the Committee will punish the "criminal" without trial, usually by hanging. The Committee is prejudiced and demands quick "justice," particularly when the accused criminal is a Chinese, drifter, or Indian. The members of the Committee are known to each other and are generally known to the others in the town. Specific rules for vigilante groups are given under **ADDITIONAL RULES**.



The third group that spends any time in town are outlaws and gunmen. They most often come into town for supplies, gambling and drink. The surrounding area is used by many of them as a gathering place or hideout, since the hills are rough and dangerous. They normally do not create much trouble in the town. So long as they are quiet, they are tolerated by the sheriff and the Committee (whose members make a profit selling them goods and drink). Such men are quick to take offense and any of them might become dangerous at a moment's notice. If one of them should kill a drifter or stranger, it would most likely be called self-defense.

The fourth group never normally comes into town. These are the Indians of the area. The best known tribe is the Chiracahua Apache. They will sometimes raid the town, drive off horses and cattle, attack stages, and burn settlements. For many years the Army and the Volunteers of the Territory have been trying to crush them and acts of savage cruelty have been committed by both sides. Most of the townspeople hold to the opinion of the Territorial Governor and the general in charge of the Army—that the war will only end when the Apache are exterminated and that any means to do this is justifiable. The Apaches' hatred for the whites is just as intense.

Besides the Chiracahua, there are two other Indian tribes that in the area, the Mescalero Apache and the Navajo. By 1868 both are settled on reservations and can be considered peaceful. At times small groups will be found away from the reservation but they do not create trouble. However, few settlers are willing to distinguish between peaceful and hostile Indians.

The Wilderness

The land around Dead Mule is arid and rough. The town itself sets in the saddle of a low pass. Mountains rise to the west and a thumb of mountainous hills juts to the east at Dead Mule. The countryside is broken with many gullies and ravines. Twisted sandstone rocks rise from the slopes and peaks of hills. There is one road and a few trails through the area. The mountains and hills (except for those on the edge of the desert) are covered with pinon and normal pines. The plains and desert are covered with scrub brush (granjeno, huajilla, agave, sacaguista) and cacti. Trees grow only near ample water. Water is found at springs or streams otherwise many of the dry washes fill up with runoff from the infrequent rains. The terrain effects on movement may be found in **ADDITIONAL RULES**.

ADDITIONAL RULES

Morale. Morale refers to the loyalty and willingness of an NPC to fight in a dangerous situation or stay around when things get tough. The referee should check morale for NPCs whenever they are faced with a life-threatening or otherwise dangerous situation. The referee should check whenever the NPC is involved in a gunfight, unless there is no reasonable hope of escape for that character. Other situations include when the NPC is committing a crime, joining a posse, hunting a dangerous animal, or getting into a saloon fight.

Morale is based on the character's Bravery score. When a situation arises where morale should be checked, the referee should roll percentile dice. If the die roll is less than or equal to the NPC's Bravery, the NPC will stay and fight (or do whatever else seems the most sensible action). An NPC who fails a morale roll may refuse to fight, flee, surrender, or do whatever else seems safest.

Certain special situations in **The Lost Conquistador Mine** will affect the morale of NPC's in the module. These are listed as additions or subtractions to the die roll.

Situation: NPC is....	Modifier
Avenging death of a friend	-10
On same side as known outlaw, gunfighter, or vigilante	-10
Defending personal property	-5
Drunk	-5
With companions (up to 4)	-5 each
Facing a weird or supernatural event	+20
Unarmed	+20
Facing a dangerous animal	+10
Fighting a known outlaw or gunfighter	+10
Outnumbered	+5
Wounded	+5