

Sheriff Roy Slade

Crooked to the bone, runs this town

This is your town, and what you say goes. Well, really you run this town for **Lulu Kingsbury**, the real power in town. Lulu owns most of the town and has her finger in every pie to be found. But she usually operates through intermediaries when she needs stuff done: it's hard to be a female robber baron in the 19th century.

That's why she keeps you around. You do her dirty work, arrest or evict people that annoy her, and you get a cut of her illegal profits. Somehow, she always seems to know if something is happening in town. Does she have some spies and stool-pigeons reporting to her that you don't know about? Either way, you have free reign of this town, and throw your weight around in traditional corrupt sheriff ways: you get free drinks at Bedelia's **Lucky Saloon**, you extort local business owners and generally get whatever you want from this town. It's a good life.

Until some no-good outlaw called the **Black Hood Bandit** starts making trouble in your territory, that is. That means you have to do some real work, and risk your own hide in doing so. If anyone is going to be robbing the townsfolk of **Providence Junction**, it's gonna be you. Other criminals muscling in on your turf can't be allowed, so you gotta bring this Bandit to justice. Or as close to justice as he (or she?) is likely to get in this town, anyway, which likely means stringing him (her?) up then coercing Justice Sprague to forge some documents condemning the guy to execution. Again.

This Black Hood Bandit is wanted for killing a sheriff a few counties over, and for a series of robberies and holdups moving steadily in the direction of **Providence Junction**. A visitor to town named **Delilah Allen** told you a story about how this character loves a good game of cards, and boasts constantly about his skill. Will never turn down a challenge to a game, or so Miss Allen says. Thinking about that gave you an idea: you'd pressure **Bedelia Derrick** to host a poker tournament in her saloon. Then the Bandit would come running, trying to prove his expertise, and you'd catch him in the act. Then Miss Lulu would stop pestering you, and you could get back to living an easy life of corruption.

Bedelia went along with the plan, no problem, as she knew otherwise she might find that a horse had kicked over a lantern and burnt down her tavern. Now you just got to figure out which one of these guys is the Bandit, and otherwise try to keep things under control around here.

Mostly, you're playing in the poker tournament to try to find the Black Hood Bandit. But that prize money is also awfully tempting: if you could win the tournament, then that prize money might mean that you could leave Providence Junction, get away from Miss Lulu and buy

a farm somewhere. Settle down as an honest rancher, like you used to be.

There's supposedly another outlaw in the area, too: the **Fox Valley Killer**. But Lulu has told you loud and clear to lay off the Fox Valley Killer. Don't chase him, don't arrest him if you catch him or interfere with his acts in any way. You don't understand why Lulu would be working with this outlaw, but it don't concern you none. Still, the bounty on the Killer would be a nice boost to your income, especially if you don't win the big pot in the poker tournament.