



1. WILDCAT DEN CAVE

As you descend into the gulley, you notice a peculiar-looking cave. A beam of light angles through the roof, illuminating the sandy floor. Now that is certainly worth investigating!

You carefully make your way down the slick incline into the cave. You gaze up into the angelic spotlight. What an excellent campsite this would make! You and your posse comb the area for anything suspicious. A noticeable Men's size 7 shoe print is found frequently. Someone was coming here often.

The footprints converge into the back corner of the cave. Hmm. You tuck your arm into a crack. Grasping a smooth surface, you reveal a clay jar. When you lift the lid, you see a fragment of paper. The scrap is ancient, brittle, and worn: parchment, likely made from animal skins rather than wood pulp. A small loop of faded ink and script can be seen, though the full word can't be identified.

This must be where Jeb found his Spanish treasure map! Although there aren't signs of a struggle here, perhaps someone killed Jeb with the intent of getting that map.



2. EZRA'S CAMP

You find the archaeologist's campsite in the mountains, surrounded by deciduous trees. The tent is ransacked, with papers, maps, digging tools, and small bone fragments scattered near a fire pit, which has only faint embers left. The campsite looks messy, with articles strewn out from the tent across the ground, as if someone had searched it in a hurry.

Based on the footprints you find, Jeb was certainly here: a small **MEN'S 7 SHOE SIZE** marks the ground everywhere. The archaeologist has been set up here for some time, as her refuse pile outside the camp is quite large.

You pick up a fragile bone fragment. Beyond its generic classification as a bone, it's unidentifiable to you. It has an odd brown coloration to it that makes it seem quite old. This must be one of them big lizard "deeno-saur" bones that Ezra was talking about.

Ezra had mentioned that **JEB WAS THE ONE WHO RANSACKED HER CAMP**, but why, and what would Jeb gain from doing so?



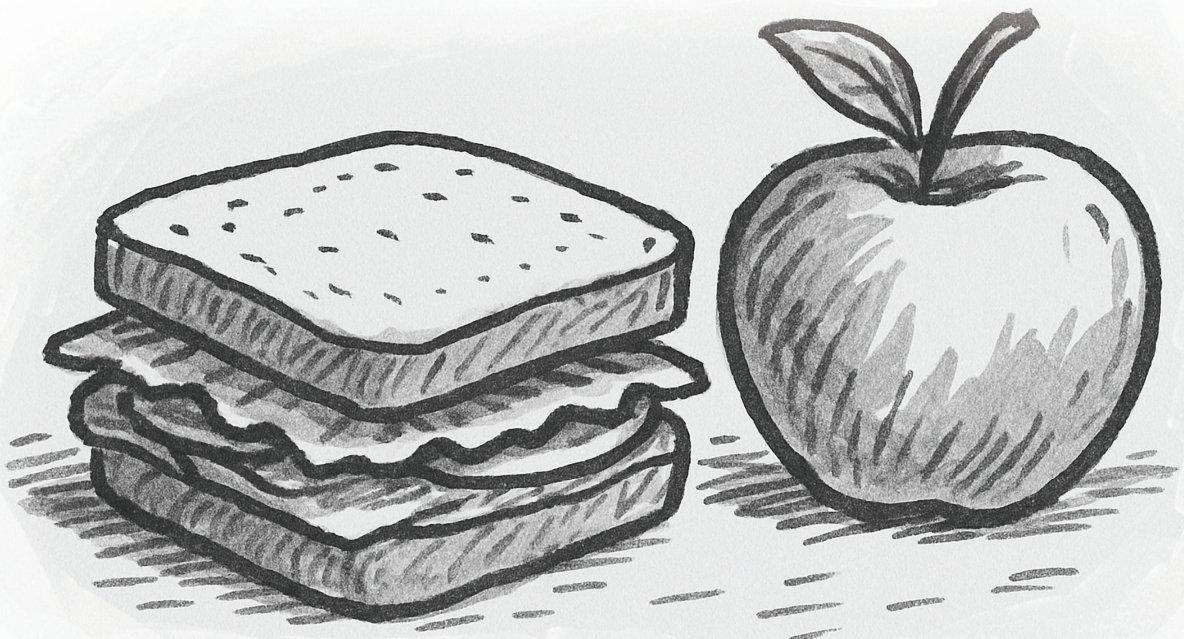
3. JEB'S MINE

You discover Jeb's mining location. Pickaxes, shovels, buckets, rope, lanterns, and other assorted gear litter the area. There's a hitching post he built for his horse. You tie your animals to it after dismounting.

The site has been wrecked by a landslide. An enormous pile of loose rock and debris covers the mouth of the mine. You can still see some support timbers poking through the rubble. It would take weeks to make the entrance accessible once more.

As you poke around, you notice dried drops of blood on the ground. Intrigued, you expand the search radius for other clues. Atop a ledge above, you spy a wooden contraption—a lever of some kind, perhaps used to push something heavy?

Your heart skips a beat when you notice something shiny: a gold coin amongst the debris! Undoubtedly, Jeb thought the whole treasure trove was here, but is it really? Has someone taken it, or is it still buried under tons of rubble?



4. LUNCH AT TRADER MARTY'S

Marty owns the most popular lunch stop on the edge of the Big South Fork wilderness. For those venturing into the wilds, this is the last taste of civilization. The trading booth is known as a fairly reliable information hub.

As you make small talk with Marty, you notice the other bounty hunters, especially Buck Cletus and his huge gang. Their boisterous noise ruins the peace of the forest. Their leader, Buck, is charming, yet sly as a snake. You have your suspicions about him, but picking him out as a suspect isn't logical.

If Buck had the treasure already, why go to the trouble of riding out with his men? Buck is too smart; he would have coerced Jeb into revealing the treasure's location rather than killing him. The whole operation would have been "hush-hush."

As you turn away, you huff. Still doesn't mean you have to like the guy!

Your mind churns as you consider the other bounty hunters. They have just as much chance at the treasure as you. What have they learned today? Do they know more or less?

Perhaps you should talk, share information, and see if you get anything in return. Or, perhaps, you'll just stay quiet and keep to yourself.



5. DOCTOR STRAUSS' OFFICE

You knock upon the clinic door. Dr. Strauss answers, seeming nervous. "What, has one of you taken ill?"

"No, Doc," you say, rolling your eyes and pointing. "We're here about the dead guy. Autopsy report?"

"Ah, yes, of course. Come in." You take in the small office, dominated by the exam table. The victim lays there, sheet covering his body.

"**JEB HAS TINY FEET,**" says the doctor, seemingly to herself. "I think I could wear his shoes; they're only a **SIZE 7!**"

Shuffling medical instruments on the counter, the doctor goes on, "Yes, this poor man suffered severe blunt trauma to the head, although I haven't determined the exact cause of death due to other injuries. Signs of dragging, cuts, bruises around the neck, and a wound in his hand that *could* have been caused by gunshot. I am no expert in cause-of-death examinations, however. I was only trained in the art of caring for those still alive!"

Before you leave, you notice that Dr. Strauss is **SWEATING PROFUSELY**. In addition, you notice a particular bottle in the doctor's recently-used assortment of items. The label reads "**ARSENIC.**"



6. JACQUE'S POND

Here, you find a long-term campsite. The campsite is messy. Jacques must have been here for some time. Glass bottles litter the ground in addition to other assorted trash. Jacques's campsite reflects his current physical state—disheveled. You're careful as you poke around; there are quite a few un-sprung animal traps nearby.

Seeing as Jacques must be a **FUR TRAPPER**, you expect to find prepared skins, but there isn't a single pelt in camp. Perhaps Jacques isn't a very good trapper? Or perhaps there's another reason as to why he hasn't caught anything all season.

There are two sets of footprints found in the nearby woods. One is **A SIZE 7 AND THE OTHER IS SIZE 11**. At the top of the beaver dam is an open trap, its mouth open and metal teeth flecked with blood.

There are no signs of struggle in the camp. The only hint of violence comes from the **BLOODY SPRING TRAP**.



7. SHERIFF GRIMSHAW'S JAIL

As you walk into the jail, Sheriff Grimshaw sits glumly at his desk. He seems agitated by his inability to participate in the investigation. As you poke around the jail, you notice it's simple, clean, and well-swept.

There are a few inmates in holding. Suspiciously whinny-like sounds emanate from the cells, but you brush it off.

You ask the sheriff a few questions, such as where he was the night before and what he was doing. He answers that he was minding the jail and that Jeb's boy, Pierre, as well as Buck Cletus, can vouch for his alibi. You press him, finding it odd that Pierre accuses his employer of foul play after revealing details about Jeb's treasure hunt.

Grimshaw shrugs and explains that yes, he certainly could use the money to pay off his **DEBT TO THE BUCK CLETUS GANG**, but the timing was coincidental. The sheriff shows you his empty safe, which houses some paperwork and a set of keys.

Feeling that you'll get no further information from the man, you leave the jail, noticing that the dull, scratched **REVOLVER** on his hip could use some maintenance.



8. OBSTACLE COURSE (COIN CHALLENGE)

At least one participant and their horse must complete all obstacles to earn a coin!

One coin per posse.

Coins may be used to “bribe” any suspect into revealing additional information. If you do not run across said suspect naturally during the day, you will be able to collect your tips before the investigation ends.



9.1 CORN HOLE (COIN CHALLENGE)

Make three perfect bullseyes on the cornhole board to earn a coin!

One coin per posse.

Coins may be used to “bribe” any suspect into revealing additional information. If you do not run across said suspect naturally during the day, you will be able to collect your tips before the investigation ends.



9.2 LASSO (COIN CHALLENGE)

Rope the target three times to earn a coin!

One coin per posse.

Coins may be used to “bribe” any suspect into revealing additional information. If you do not run across said suspect naturally during the day, you will be able to collect your tips before the investigation ends.