

**COYOTE CROSSING
TRIBAL CASINO
COYOTE CONFEDERATION**

Managed by Coyote

Security by Wolf (★never run from battle)

Hospitality by Bear (★healing, weather,
lightning)

APPROACH

No public roads lead through the Coyote Confederation. At each rail line on the border of the Confederation is a small train depot, stables, and trading post. Visitors can purchase train tickets there. They can even board their horses there for only 25¢, or \$1 per week. Horseless carriages can be stored securely for 10¢ per day.

The Tribal Casino is surrounded by a wall of sharpened wooden logs, so it appears more a fort from the outside.

THE CASINO GROUNDS

On the grounds inside the wall are several rows of railroad lines on the north side, one containing an idle luxury train. The casino is on the south side. (The Black River Rail line runs East-West at this portion).

If heading west, as the posse enters the facility, they may glimpse a gallows on the left, before the casino blocks the view. [Cognition (TN 5)]

Success – Gallows, though no gallows poles to hang the rope from.

1 Raise – a pit instead of a noose.

2 Raises – stubby tentacle?!

If headed eastward, they see a water tower and [Cognition (TN 5)]

Success – a sweat lodge

1 Raise – and a waterfall and baths toward the back.

2 Raises – suspended sluices running from the springs to the water tower and also to the casino building.

The train stops at the boardwalk.

The casino entrance is a set of double doors in the center.

At the far left is the Tribal Police Station. It has an office in the front and a few cell down the back hallway (with toilets!). There is a side door leading to The Gallows.

The casino feeds troublemakers to their pet Desert Thing, located below The Gallows. The Indians keep its tentacles pruned or sedated or maybe it is just happy and domesticated.

The sewer from the casino runs into the maw of the desert thing.

On the other end of the boardwalk, to the right of the casino, is **The Pawn Shop**. (There is also the casino exit between the pawn shop and casino entrance). The Pawn Shop is detailed further below.

CASINO EXTERIOR

The casino is a large 3 story building. There are a few balconies on the sides of the third floor the outside, some with a few people perched on them.

Above the barn door-sized entrance, is a sign that reads: "**Coyote Crossing Tribal Casino**" with an icon of a coyote carved in wood.

Posted Warning:

Violence will be met with Swift & Severe violence.

Cheating is a hanging offense.

By hanging, we mean fed to Sar Lacc.

This is not the United States.

This is not the Confederate States.

This is the Coyote Confederation.

Respect: our Lands,
our Laws,
and our Customs.

CASINO ENTRANCE

Two sets dual engraved wooden double doors permit entry into a large area with a high ceiling (12') and a sea of tables, machines, and gamblers. A cashier smiles at you

from a side counter. The sign above her reads "**CHIPS**"

Four burly and armed security guards are stationed just inside (but they don't challenge anyone not overly armed out or suspicious). An average Cognition roll (TN 5) will let the players notice there are quite a few crows watching from the rafters and random perches.

GROUND FLOOR

Poker \$1-\$10/hand

Draw 2 cards and take the highest for each NPC opponent's skill.

Roulette \$1-\$10/play

Blackjack \$1-\$10/play

Slot Machines \$1-\$5/play

Lucky 7's Slot Machines

Roll 3d8 & 1d20 for Reliability (19)

7-7-7 \$300:1 *Jackpot!*

7-7-X \$30:1 *Winner!*

Slot Machine Malfunctions

Minor: Malfunction. All bets voided.

Major: Machine Tipped, Lose Bet.

Catastrophic: Machine breaks and dumps coins equal to Jackpot.

Needs to be rebuilt with an incredible (TN11) tinkerin' roll.

If Reliability fails, roll 2d6:

2-5 Major 6-10 Minor

11-12 Catastrophic

THE LIFT

The Lift Malfunctions Reliability 19

If Reliability fails, roll 2d6:

2-5 Major 6-10 Minor

11-12 Catastrophic

Minor: Wrong Floor.

Major: Lift Stuck. Tinkerin' TN 5.

Catastrophic: Lift falls. Take
5+(1d6/level, to basement)

V.I.P. AREA (LEVEL 2)

Poker \$10-\$100+/hand

Draw 4 cards and take the highest
for each NPC opponent's skill.

Roulette \$10-\$100/play

Blackjack \$10-\$100/hand

Slot Machines \$10-\$100/play

High Roller Lucky 7's

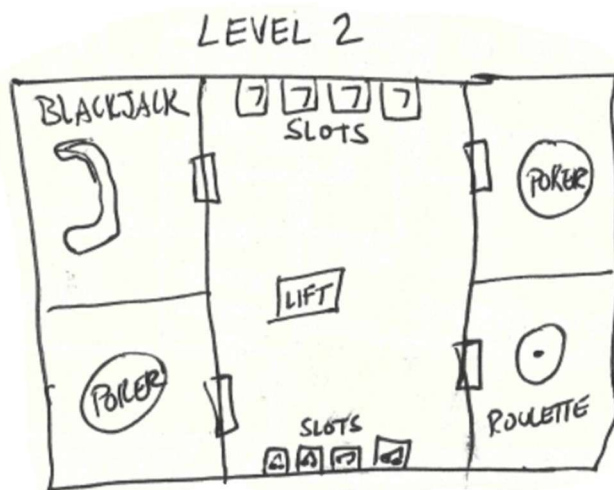
Roll 3d8 & 1d20 for Reliability (19)

7-7 \$3000:10 *Jackpot!*

7-7-X \$300:10 *Winner!*

High Roller Fruit Slots

Roll special slot machine dice.



HOTEL (LEVEL 3)

Indoor Outhouse.

Rooms: Luxury \$50 (3 rooms)

Simple \$10 (3 rooms)

Shared \$1 (1 room w/ 8 beds)



EXIT / GIFT SHOP

Exit Through the Gift Shop only.

Buckskin Shirt \$30

Wicker Basket \$20

Moccasins \$20

Blanket \$30

Ritual Drum \$80

Flute \$100

Ceremonial Mask \$150

Clay Peace Pipe \$20

Clay Pot \$100

Flint Knife \$10

Medicine Bundle \$100

Corn Bread \$1

Dream Catcher

EXTERIOR DETAILS

Pawn Shop & Loan Office

There is a Pawn Shop on site, in case anyone needs a few extra bucks. The pay usually 20-50% of an items value.

To actually Pawn with the intent to recover, terms are:

10% fee + 10% interest per day, accrues at dawn.

Failure to make at least a 10 percent payment on the debt results in forfeiture of item.

In the event that your loan is not secured by an item, you will be indentured to the Coyote Crossing Tribal Casino until the debt is worked off. Room and board will be deducted from earned income.

Some debtors are given other work, like janitor (see Freddy) or maybe even given a job or a quest under a *geas*.

SWEAT LODGE

COOL SPRINGS

Sacred Cool Springs & also routed to water tower used to fill trains.

BASEMENT

Items are made by indentured gamblers in the basement. Gamblers are paid 2% of item value. So \$2 for a mask. Room and board per day is

75 cents. (Some indentured do other tasks, janitorial or menial or labor).

MISC NOTES

Comp-ed stuff: Free buffet, baths, free room if VIP.

Stats for staff, high card from hand equal to their rank.

For random Stats of employes, draw cards equal to their rank and choose the best.

7 Chiefs (actual named leaders have full stats, use those)

6 Floor Boss













5 Pit Boss/Security Chiefs

4 Security/Management

3 Dealer

2 Greeter/Server

1 Rando

SLOT MACHINE DICE	
	PAYS 20 TO 1
	PAYS 16 TO 1
	PAYS 16 TO 1
	PAYS 12 TO 1
	PAYS 12 TO 1
	PAYS 8 TO 1
	PAYS 8 TO 1
	PAYS 4 TO 1
	PAYS 4 TO 1
	PAYS 2 TO 1
	PAYS 2 TO 1
	PAYS 2 TO 1

