

HM Ending Snippets

You have made your decision. Under the baleful shine of the full moon, a shot cracks through the night. You are faster on the draw and your adversary crumbles before you. Your aim was true and a bullet through the heart ends it quickly. With measured steps, you draw closer and watch as the spark of life flees from wide-open eyes until only the moon is reflected in them. You hope you did your friend justice and that this will be the end of it...

Elizabeth killed

You decided that the evidence pointed to Elizabeth Parker being the culprit. The deed is done and her blood was spilled to pay for her crimes.

[Optional, PC knows she's a vampire] As a vampire, she herself was surely no stranger to that.

[Optional, PC knows about her husbands] Elizabeth has been involved in the mysterious disappearances of men before, but now it seems she picked the one victim she should not have killed.

[Optional, PC knows about gambling debts] You found out the wealthy saloon owner also operated as a loan shark, and it seems Jack paid his final debt with his life.

In the week after Elizabeth's death, her saloon is thoroughly searched. A grisly discovery awaits under the floorboards of her bedroom: The cleaned skulls of her seven husbands are hidden away here. The rest of their corpses are never found.

Without Elizabeth, the town's only saloon has to close down and the miners and cowboys that came here to drink and gamble after a hard day's work don't come back. Only with the saloon owner gone do you realize how much the small community relied on the economical opportunities her business provided.

You stay in town, grieving your friend. For a while, it seems everything is back in order. But then, another victim turns up, gruesomely mutilated. The killer struck again. You will not be investigating this time though. Because the victim is you.

Agnes killed

You decided that the evidence pointed to Agnes Somerville being the culprit. The deed is done and her blood was spilled to pay for her crimes.

[Optional, PC knows about the dissection] You found out that she dissected the corpse of the victim of a shootout five years ago. The family of the killed man witnessed firsthand what she is willing to do 'for science' when the remains were returned to them.

[Optional, PC knows about Agnes' obsession with the supernatural] During your friendship, you quickly learned about her fascination, nay, obsession with the supernatural. But only now did you realize what lengths she will go to, to satisfy her thirst for knowledge.

A few days after Agnes' death, her apothecary is being cleaned out. Brains, eyes, hearts and other human remains conserved in formaldehyde turn up, as well as a collection of fangs that are identified as a coyote's, though you know them to have belonged to a vampire.

While shocking at first, these finds turn out to be inconclusive, however. The organs and their containers look very old and they were likely harvested even before Agnes' birth. You find documents detailing where the scientist purchased the jars and dug up the fangs. As you inspect the

teeth more closely, you indeed find traces of dirt on them, supporting the theory that she killed for neither of these possessions.

Worse is the fact that she was the town's only pharmacist and physician. There is now no one left to treat the sick and perform surgeries. As dubious as some of her skills seemed, folks now have to trek through the desert for hours to the next town to have their ails treated – and many do not make the journey.

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William killed

You decided that the evidence pointed to Reverend William Pierce being the culprit. The deed is done and his blood was spilled to pay for his crimes.

[Optional, PC knows about William's and Jack's shared evenings] You found out about Jack's and William's shared evenings. There was of course much reason for them to keep their relationship a secret. It seems the two were rather close – a lovers' spat, maybe?

[Optional, PC knows about their dispute] Jack and William had a serious fight the night Jack was killed, just a few hours before his corpse turned up. It is just far too suspicious.

William's funeral is an awkward affair. Sheriff Short reads a litany and the townsfolk quickly disperse afterwards, none wanting to stay for long. A mysterious stranger rides into town a few days later, asking if William is truly dead, but refusing to divulge why he is here. Rumors circulate about the visitor being an outlaw and belonging to a bandit gang, but he leaves without incident soon after.

In the weeks following William's death, you realize how many townsfolk were depending on his ear and counsel to alleviate their problems. The quiet priest kept to himself, but it seems that many people liked to visit him in secret and he was always happy to let them talk and provide guidance. Elizabeth is happy – these people drown their sorrows in her whiskey now, filling her coin purse.

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Lucas killed

You decided that the evidence pointed to Sheriff Lucas Short being the culprit. The deed is done and his blood was spilled to pay for his crimes.

[Optional, PC knows no one was allowed to see the corpse] The Sheriff kept the victim's remains locked away, which of itself was quite suspicious.

[Optional, PC knows about him being a vampire hunter] You found out Sheriff Short's secret: He is a vampire hunter of no small skill. He has been watching Jack for a while, and it seems he has finally found his moment to strike.

[Optional, PC knows about Jack's incidence with Betty] After Betty attacked him, Jack fled into the night, fearing for his life. He had almost made it back to the saloon when he ran into Sheriff Short. As he tried to tell the Sheriff what had happened, Short took the chance to bring him down, probably hoping to blame the deed on someone else.

You stay in town, grieving your friend. A funeral is held and Betty leaves her house again for the first time since the incident. It is a warm evening and you hear the coyotes sing their lonesome song, the sounds of the prairie mixing with William's funeral eulogy as Jack's friends gather to pay him their final respects.

The first true challenge to the community is a bandit attack some weeks later, the outlaws probably hoping to find an easy target. Someone unexpected steps in, though: William takes up his gun again for the first time since he took his oath and delivers cold and final justice, protecting his flock.

Peace has been restored, and the small community is haunted by a murderer no more. You stay for a while until the call of adventure beckons you to the road again.

Betty killed

You decided that the evidence pointed to Betty Henderson being the culprit. The deed is done and her blood was spilled to pay for her crimes.

[Optional, PC knows about Betty being a werewolf] You realized Betty has a secret: She is a werewolf, the full moon showing her for what she truly is. These creatures are known for their bloodthirst, their short temper – and being the mortal enemies of vampires.

[Optional, PC knows about their love affair] You found out about Jack's and Betty's love affair – love is a fervid emotion and many a crime has been committed in its name.

[Optional, PC knows about William's and Jack's shared evenings and Betty & Jack] Jack and William spent many late hours in each other's company. Betty might have had reason to be jealous, making this a crime of passion.

[Optional, PC knows about Betty's self-control issues] Betty has lost control of herself before, giving in to her volatile temper. Maybe it was only a matter of time until someone was hurt during one of her outbursts – or until someone had to die.

Betty left behind neither husband nor child, so her belongings are divided among the townsfolk. A chest turns up in her attic and everyone is disappointed when it holds no riches – none of monetary value, that is. There are letters, nearly five dozen of them, exchanged between lovers trying to overcome their differences and find a place at each other's side.

Jack and Betty had great plans; they had wanted to marry and move in together, all of which seems even more woeful now in light of the recent tragedy. You burn the letters before everyone has the chance to read the more intimate ones, deciding some secrets should belong to the dead lovers alone.

The town is now without a blacksmith, which proves very troublesome. Betty was a skilled craftswoman and she won't be easily replaced. Many goods she fashioned have to be bought from caravans now, for hefty prices at that. The cowboys who brought their horses to town to have them shoed stay away as well.

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