WHERE THE TRAIL ENDS

A Fastaval scenario by
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HANDOUTS

Presentation scenes

Distribute the scenes below to the players - you decide together which order to play them in.
(Online version: All scenes are in the separate Handouts file)

THE VETERAN

A gang you have been chasing are trying to ambush you in a saloon. They threaten the guests and staff to keep quiet, and position themselves around the saloon, ready for your arrival. You discover the ambush in time to make your own plan. A confrontation is inevitable, but you, of course, end up in control of the situation.
Tell what happens. What plan did the gang have? How do you discover it? What do you do? Do you end up shooting everyone, or do you solve it without drawing blood?

THE GAMBLER

You are somewhere deep down in Mexico, in a small town, which is the gathering point for outlaws and low-life from near and far. Most of you are currently gathered on the town square, killing time with a risky game. Between tequila bottles and half-smoked cigars two large glass jars are placed, with a rattle snake in each jar, and between the jars is a pile of gold coins. Two people put a hand in a jar, and whomever takes his hand out of his jar last has won the coins. You are of course playing along, and end up winning.
Tell what happens. How long do you sit there? Do you use dirty tricks to win? Do you get away with the money?

THE OUTLAW

A group of gunslingers are chasing you for a bounty. You end up somewhere on the prairie, where one of the gunslingers wounds your horse with a lucky rifle shot from afar. The horse can't carry you anymore, so you are hiding out, waiting for your pursuers to catch up with you, so you can steal one of their horses and get away.
Tell what happens. Do you shoot them all? Do you wait until dark and steal the horse?

THE BOUNTY HUNTER

You arrive at a small town to pick up a man and bring him to another town for a bounty. When you arrive, the townspeople are preparing to lynch the man. You succeed in getting out of town again with the prisoner.
Tell what happens. Do you convince them to leave him to you? Do your trick them? Do you shoot your way out of the situation?

Character Traits

Print these out, cut them out, and lay them on the table during the game.

You smoke cigarillos whenever you can get away with it. They smell foul and everybody else hates them, but you love the taste.

You are always hungry and make sure to always have food handy.

You dress like a dandy - colorful shirt, nice vest, shiny boots with silver tips, a pocket square in sticking out of your breast pocket. Everything must be perfect.

You can't read.

You have a pocket watch that plays a tune when it is opened. You always take it out just before a duel.

The handles of your revolvers are made from silver and ivory.

You have a deck of cards that you frequently take out to do tricks with to pass the time.

Among your belongings is a small chest with very personal items.

You never drink liquor.

You never cheat at card games and get furious if you are accused of it.

You drink often and you drink a lot.

You own nothing besides what you have brought with you on your horse.

Your boots have spurs that jingle when you walk.

You think Colt is a bad brand of guns, preferring Schofield.

One of your parents or grandparents is a Native American.

Your horse has saved your life several times. You are very fond of it and has given it a name.

Your left shoulder isn't what it used to be after what happened at Muddy Creek.

You have an obvious scar on your face.

You are from a wealthy background – your father owns a big railway company.

You switched sides during the Civil War.

Your family lost everything during the Civil War.

You had a child, but it died.

You have killed a family member.

There is a grave at the churchyard in Blackwood that you always visit before doing anything else when you enter the town.

You keep a large amount of valuables hidden in a secret place.

All-in!

A high-profile poker tournament is underway on a riverboat in Mississippi. Three of you are participating, and one of you has been hired to guard the prize, which amounts to 100,000 dollars. Two or three of you have agreed beforehand to steal the prize from the winner after the tournament. You have planned to strike just as the steamboat reaches a railway bridge where your partner Eli is waiting with horses and a rope ladder that can reach the upper deck.

As the tournament develops and cards fall, the three of you who are participating in the tournament end up at the final table. As the finals progress, your hands get better and better, and each one of you believes that you are sitting with the winning hand, and can lure the others into going all in. Obviously, there can be only one winner… what happens when the winning hand is revealed?

Start and finish

The scene starts at the finals table where the first hand has been dealt.
The scene ends when the money is gone – either brought into safety or stolen by one or more of you. All of you have probably also abandoned the river boat unless you manage to appear completely innocent throughout the whole shebang.

Roles in the scene

Three of you are playing in the tournament. One of you has been hired as protection. Two or three of you have agreed to steal the money – note that the one who has been hired as protection can absolutely be in on the plan!
You all carry firearms at the finals table, even though it is against the rules of the tournament.

Conflicts

One of you ends up as the winner of the tournament and would probably prefer to keep all the money, no matter what the plan used to be. Maybe the one hired as protection chooses to trick everyone and run off with the money alone. Maybe those who were in on the plan end up tricking each other (or at least try to). Somebody probably shoots at each other, and someone might try to frame the others for the job.

The Massacre at Blackwood

During the Civil War, a group of wounded Union (North) soldiers and one of their officers (one of you) arrive at the little town of Blackwood and pressures the city into making a field hospital. A few hours later, a large company of Confederate (South) soldiers enter the city and take it over without much of a fight – the Union soldiers are too wounded to offer resistance.
The infamous Colonel William "Bloody Bill" Anderson is in command of the Confederate soldiers. He orders them to beat up the Union officer while he interrogates him about Union forces in the area. After a while he orders one of his officers (one of you) to execute the prisoners one by one to make the Union officer spill the beans, while the Colonel takes care of other business elsewhere in the city.

Start and finish

The scene begins with Bloody Bill handing the interrogation over to his officer and leaving the scene. The scene ends with the Confederate troops riding off and leaving large parts of Blackwood in flames (as punishment for the locals having helped Union soldiers), and most of the Union soldiers executed (whether the officer talked or not).

Roles in the scene

One of you is the Confederate officer who is ordered to execute the Union soldiers. One of you is the Union officer who is forced to either watch while his men are butchered or betray the other troops in the area. One of you is among the wounded Union soldiers, at risk of being executed. The last one of you lives in the town of Blackwood.
Note: The Bounty Hunter can be a soldier or officer in this scene, even though it is not historically correct.

Conflicts

After the scene, the Union officer and the soldier blames the Confederate officer for causing the death of several of their comrades. There is also ample opportunity for the soldier to feel betrayed by his officer (whether that is fair or not). The one who lived in Blackwood has lost his home (perhaps also family and friends?) and blames the others.

Siege in Blackwood

Some years after your last meeting, Blackwood is plagued by the Calvera gang who normally stays south of the Mexican border, but has now moved northwards to get a bigger territory. The citizens of Blackwood all chip in to raise money, and are now looking for gunslingers to protect the city.
The four of you hear about the town's troubles and choose to take on the task, either together or individually. You arrive at the town more or less at the same time, with the Calvera gang closing in on the town.

Start and Finish
The scene starts when you meet at the outskirts of town and reluctantly realise that you have to work together. The Calvera gang is already approaching, there are many of them, and they are too close to the town for any of you to get away safely on your own. The scene ends with two of you running away, letting down the two others who are taken captive by the gang and tortured. They later manage to escape.
The scene consists of several parts – the game master will explain the individual parts to you.

Roles in the scene
You are all hired by the citizens of the town to protect them against the Calvera gang. Two of you will betray the others.

Conflicts
The two who are taken captive by the gang will blame the two others who ran away.

You killed my brother - meet him in Hell!

One of you had a brother. He was also a gunslinger, and good at it, until he met another one of who shot him. But what exactly happened?
In this scene we get two versions of the story – one told by a witness, the other told by the shooter. The two versions don't match entirely, and who knows what the truth is?
For the brother
Consider what you want to ask the witness. What kind of story do you really want to hear about your brother's death? The truth? Or a story that will make you seek revenge?

Start and Finish
The scene starts with the brother of the deceased and the witness sitting in a saloon in Blackwood. The witness starts his account.
As he's telling the story, the other main character of the story comments of the story, offering his version of events.
The scene ends when the brother of the deceased has heard enough – it is up to the player to decide when that happens.
Roles in the scene
One of you plays the main character whose brother was shot. Another plays the main character who shot the brother. The third player is the witness (an NPC).
Conflicts
After the scene, the one whose brother was shot feels a strong urge to avenge his brother. No matter how they felt about each other, no one else gets to shoot your family! The one who shot the brother knows that the other will probably want revenge.

Questions about the brother

* Was he your older or younger brother? How much older/younger than you?
* What was his name?
* When was the last time you saw him?
* Which one of you was your parents' favorite?
* How did your brother feel about you?
* What didn't you like about him?
* What do you miss about him?