

Sample Plot #2

Introduction

This plot occurred a few sittings in. The players had yet to clearly align with any of the major actors, but they were very protective of their hometown. They were also increasingly suspicious of the Mayor.

The game picks up with the players returning from a confrontation with bandits (known colloquially as Ists) who were still hot on their trail. In previous games, they'd run off the local hoodlums but failed to capture or kill the Mayor's nephew. His flight ended with him being captured by Ists. When the players arrived, they managed to disrupt the bandit camp and steal a few important items on the way out.

During their time away, the town fell into an uproar when a very popular local man was framed for the murder of a messenger from St. Louis, and the patron city-state came looking for harsh justice against him. Kane sees a real opportunity to use the instability to make his move.

Unlike the previous plot, this one was written much more abstractly. I no longer needed to get the action moving with a script, but instead I just needed some plot points to keep the established momentum. I used brief wording, since I wanted to jog my memory without reading lengthy excerpts while the players sat bored. The structure was also very event-oriented so plot points could be reorganized based on what the players chose to do. For example, plot points are given both for what's occurring in town (in case they decided to get involved) and on their next job (in case they decided to just keep chasing the money, which meant aiding a man named Jack looking to buy an old mine on the other side of Ist territory).

1. *As they return to Cape.*
 - a. *They'll hear cries and howls behind them. If they slow down, the Ists will either find them or pass them up and kill people on the road ahead.*
2. *Upon reaching Cape.*
 - a. *Kane will want the book.*
 - b. *They'll learn that York has been arrested by the entourage from St. Louis.*
 - i. *They found the gun and scraps of the trade document in his possession.*
 - ii. *He's going to be tried. The Mayor will be allowed to speak on his behalf, but will likely not do so for fear of upsetting the people from St. Louis.*
 - iii. *York is very popular, so this turn of events is causing an uproar.*
 - c. *A group of Ists will come into town, making threats and demanding the return of their possessions and those that took them.*
 - d. *Old Man Maxwell will return. The nephew will return much more slowly.*
3. *At the trial.*
 - a. *People will be deeply upset.*
 - b. *If nothing is done, York will be executed. The business will be taken over by his wife who will eventually leave to seek her fortunes to the south.*
4. *If they stick around town.*
 - a. *Kane will attempt to remove the Mayor. His stated case will include such points as:*
 - i. *Nephew running wild.*
 - ii. *Wrath of St. Louis.*
 - iii. *Wrath of the Ists, brought on by his nephew.*
 - iv. *Book missing, possibly cooked.*
 - v. *Mishandled tax situation, with no attempt to push back.*
 - vi. *Death of York.*
5. *Upon leaving town, they will encounter the Ists again.*
 - a. *They will find a merchant caravan dead. Its passengers have been dismembered and hung from a tree, almost like a grotesque Christmas tree.*
 - b. *The Ists will be stalking the area, though they may not encounter them again. If they do, it will just be a patrol.*
6. *Upon arrival at the mine.*
 - a. *A trio will confront them for trespassing.*
 - b. *Jack will buy the mine from the trio. They'll laugh at him -- noting how little they've made off of it -- and happily start packing.*
 - c. *Jack will wait until the previous owners leave the next morning.*
7. *Down the mine.*
 - a. *Jack will head deep, repairing equipment as he goes.*
 - b. *He'll eventually find a vault door. Inside is a military station of some kind, laden with weapons and living quarters.*
 - c. *He'll secure the place and tell them to back out. He'll deploy two defense turrets and then leave.*