

# Golden Frontiers

## Claim Jumpers Campaign Scenario

GAT212-A

Chris Champagne

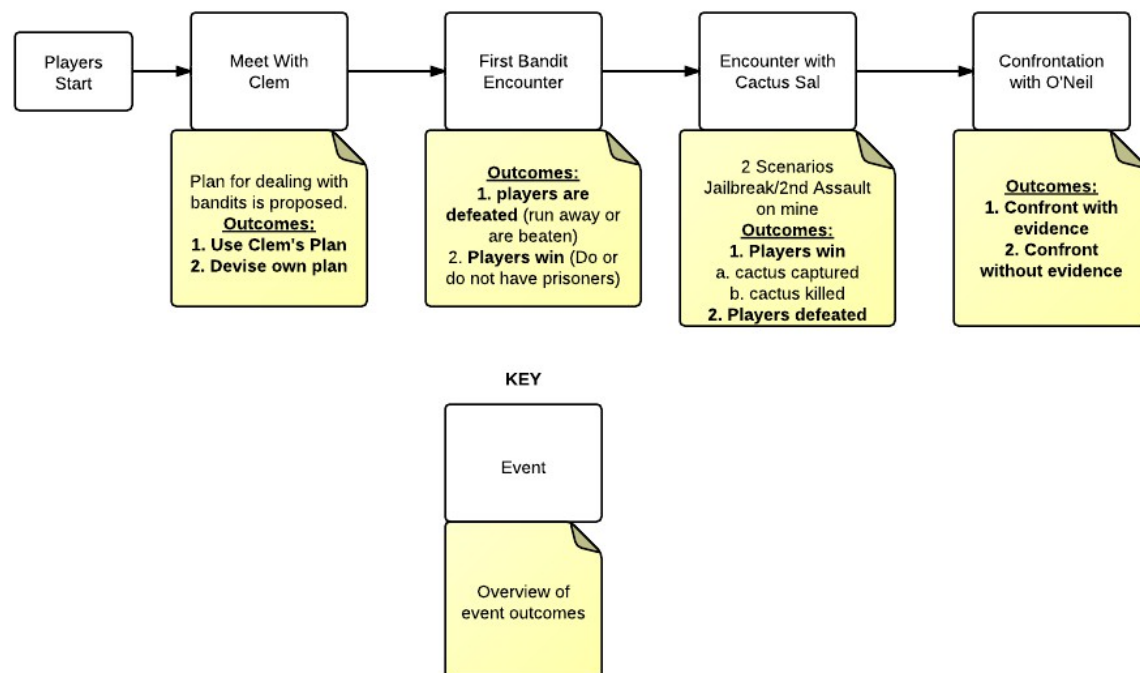
## Overarching Story

*Claim Jumpers* is a story about a miner in the town of Golden Frontiers. The miners name is 'Five Card' Clem. Clem has taken a bank loan from Conner O'Neil, the bank owner, so that he could purchase a claim and mine it for gold. Clem proved to be exceptionally lucky one day as he was working at his mine. Clem found a large deposit of gold and excitedly went back to town. Clem had a night on the town and got a group of miners together so that the gold could be mined fast. However, the next day Clem went to work at the mine with his new group of workers only to be attacked by bandits. These bandits chased off Clem and his workers and trashed the mine. Little does Clem know that Conner has actually hired the bandits to sabotage the mine so that Clem will fail to pay back his loan. If this happens Conner will become the rightful owner of the mine, and all of the gold inside. Unable to mine due to bandits, Clem picked up the nickname 'Five Card' through playing poker to make payments on his bank loan. In desperate need, Clem has contacted relatives to come help him clear the bandits away from his mine.

### Main Characters:

- Clem's Relatives. These are represented by the group of players.
- Villain – Conner O'Neil.
- Bandit Leader – Cactus Sal.
- Victim – 'Five Card' Clem.

## Flow of the Scenario



**Plot Points :**

1. Meeting with Clem.
2. First encounter with bandits.
3. Encounter with Cactus Sal.
4. Confrontation with Conner O'Neil.

## Meeting with Clem

*Stepping through the double doors to the Gold Nugget Gambling Hall and Hotel you are greeted with quite a sight. The size of the hall makes the open room seem all the more cavernous. The bar lays on the left side of the gambling hall. The right side of the hall has a slightly elevated floor where showgirls are performing for the patrons. Connecting the two sides is a large expanse of floor filled with circular tables where all manner of activities, gambling, drinking, leering, and talking are all taking place. Serving girls walk around the floor getting drinks for the crowd; they seem to gravitate towards the gambling tables where someone has amassed too much money to keep it to themselves.*

*Near the back of the room you see a table empty all but one seat. A half empty glass sits in front of a man who looks aged beyond his years by hard work. Its been three whole years since you last saw Clem. Three years since he packed his bags, said by to the family, and then headed out west to strike it rich digging for gold. The man looks up and gazes at you for a second. A smile crosses his face as his eyes open wider and he raises his hand high in the air, gesturing for everyone to join him.*

The man described is indeed Clem. He is 27 years old but hard work has pushed his body to look more like 40. If the players do not start heading for Clem, then he quickly hops out of his chair and strides over to the players. Either way Clem greets them with something akin to the following:

*“By God I wasn't sure if you would show up!” Clem says excitedly. “How has the easy life back east been treating you? How is the rest of the family?” Clem is obviously happy to see some of the family again.*

Clem is obviously happy to see everyone. He was well liked in the family and left to strike it rich with everyone's blessings. While Clem is happy to catch up and talk for a while about how life has been going out west : working hard, gambling, drinking, visiting the Desert Flower (brothel next door), he is eager to talk about how to fix his bandit problem.

*“So, I have a plan for getting the drop on these bandits. I had just hired a group of fellas to help me at the mine last time the bandits showed up. We weren't ready for them and they chased us off the claim. Nobody was hurt, but if the bandits were so inclined they had the weaponry to do us harm. I'm thinking that if we go out to mine again the bandits will show up again. This time we can get the drop on them!! Bring our own weapons, attack them when they don't suspect a fight. So if we head out to the mine and have guns hidden on us, ready for action, they won't be able to react before we are on top of them. How does a sneak attack sound?”*

While this does not have to be the exact dialogue, it should be obvious that Clem feels a sneak attack on the bandits at the mine is the best solution. He has only encountered the bandits at the mine

and last time they showed up with weapons.

The conversation should end with Clem informing the players that they have some rooms upstairs in the hotel. Something like:

*“By the way, I wrangled a couple of rooms for upstairs for while you all are here. Don't worry about the cost, the mine has plenty of gold to cover it. Besides, I have been doing pretty decent at cards hear too, people have come to call me 'Five Card' I'm so good at the poker tables!” Clem says proudly. Pointing to a staircase not too far away from the table, “The rooms are right up those stairs. Feel free to make yourself comfortable, we don't need to head out to the mines until tomorrow.”*

## **First encounter with bandits**

The first encounter with the bandits should take place at Clem's mine. The group will arrive there with Clem.

“Well, here she is!” Clem gestures with his hands in a grand presentation. The gold mine lies before you. Rocks seal off the entrance to the mine; tools and equipment is scattered around the area. It looks as though lots of picking up and resetting work needs to be done. After everything is gathered somebody is going to have to clear the entrance to the mine of all those rocks. “Now I know she looks a little rough not, but beyond this scattered ground...” Clem starts to say with conviction “ Beyond these broken tools, beyond those rocks and boulders at that entrance lies a wealth of gold unlike anything anyone has ever seen!!” Clem finishes strong, then his shoulders start to sag. “Well, first we have to clean up this mess on the outside before we can get the rocks clear of the entrance. Hope nobody minds doing a little bit of honest work before the bandits show up.”

If any player suggests setting a watch or having someone keep a lookout for the bandits, then the players will spot the bandits before they make it to the mine. The party of bandits consist of three to five bandits based on the size of the group of players.

### **Read to the players if they placed a lookout:**

*You see a small band of bandits heading towards the mine. They seem to be traveling on foot and at a light pace. They do not seem to worried about the notion of heading towards the mine and none of them appear to even have any weapons ready. At their current speed you should have enough time to meet back with the others and devise a plan.*

### **If no lookout was placed:**

*From the west side of the claim hollering can be heard. “I thought we told you to stay off of this land Clem! This mine and all the gold in it now belongs to Cactus Sal!” A small group of bandits, pistols drawn, have come into the camp. The bandits aren't close enough to recognize, but are not far enough away that you are comfortable with them aiming a gun in your direction. “Now make like a smart man and git!” The bandits fire a few shots around Clem and your feet. “And take these varmints with ya!” The bandit yells, indicating the rest of your group.*

**If there is a girl (age 15 - 37) in the group (goes with the no lookout scenario):**

*“But you can leave the young lady if you like.”*

When this fight happens there are two results that may happen:

- Players are defeated.
  - Unless the players kill one of the bandits, the bandits have no intention of killing anybody. They will harm the players and force them to retreat to town. The bandits are not against killing someone who is being extremely troublesome.
- Players are victorious.
  - Players take prisoners
    - Players try to get info from the prisoner. All the prisoner knows is that Cactus Sal wants the mine but does not seem interested in gathering the gold.
    - Players can take the bandits back to jail and receive a small reward for their capture.
  - No prisoners are taken
    - Bandits have escaped
      - Bandits retreat. The bandits manage to escape the players. No clear trail is left.
    - Players execute the bandits
      - Bandits will now kill the players if they get the chance.

## Encounter with Cactus Sal

The encounter with Cactus Sal may vary based on what the players did in their first encounter with the bandits. There are a few factors that will go into how the encounter happens.

1. If the players jailed any of the bandits.
2. If the players killed any of the bandits.
3. If no bandits were jailed or killed.

The encounter can start off with Cactus either looking for the players or Cactus attempting to break his friends out of jail.

**If event 1 happened, then the players need to be moved to the jail area:**

*You see Sheriff Bishop walking your direction with a sense of urgency. “I can't thank you guys enough for bringing in those bandits. Unfortunately I need to take a little more of your time. If you could head down to the office with me so we could square some things away with the judge and get your reward sorted out that would be great.”*

**In either situation Cactus will greet the players with something like this:**

*You hear a voice crack out of the street. “Well if it isn't the low down snakes who made fools out of my boys.” Down the street more bandits are standing. The one speaking seems to have an air of authority around him, that must be Cactus Sal. “I'm going to make myself very clear this time. The mine belongs to me. Understood? If you don't like it, we can settle this here and now.” Sal steps*

*forward and swipes his coat back, revealing two revolvers positioned right below his hands.*

**If the players put any of the bandits in jail:**

*“Now we are going to let my boys out of jail and you are going to leave this town. There is nothing left for you here but suffering.”*

**If the players killed any of the bandits:**

*“In fact, whether you like it or not we are going to settle this. You are going to pay for taking my boys life (lives). I’ll watch the blood drain from your body!” Sal pulls the revolvers out of their holsters, ready to deliver.*

This fight can yield the same results as the last fight:

- Players are defeated.
  - Unless the players kill one of the bandits, the bandits have no intention of killing anybody. They will release their friends from jail **or** if nobody was jailed they will just beat the players and leave. This makes the bandits believe that they have thoroughly disheartened Clem.
- Players are victorious.
  - Players take prisoners
    - Players try to get info from the prisoner. All the prisoner knows is that Cactus Sal wants the mine but does not seem interested in gathering the gold.
    - Players can take the bandits back to jail and receive a small reward for their capture.
  - Cactus is a prisoner
    - Cactus will use the identity of his employer to secure his freedom. Unless Cactus and his gangs freedom is guaranteed, he will not divulge his employers name. However, Cactus will not go back on his word. He will give up the employers name if he is freed.
  - No prisoners are taken
    - **Cactus will not retreat from this encounter!!**
    - Players execute the bandits
      - If the players execute any bandits then they will go to jail. Sheriff Bishop will not allow the slaughter of the bandits. He will attempt to stop the players if they act like they may execute one of the bandits.
    - Cactus is executed
      - If Cactus is killed, there will be a note on his body from Conner. This note will make it clear that Cactus is not to take any gold from the mine. He is being hired to scare off Clem and that is all.

## **Confrontation with Conner O'Neil**

The players should eventually learn from Cactus that Conner O'Neil was hiring him to sabotage Clem's mine. Clem will want the players to help him confront Conner with the accusation. This ending to the campaign is widely up to the players and the GM. There are a few considerations to keep

in mind when deciding how this campaign ends:

1. If the Sheriff heard Cactus confession or saw the Note, then he will be willing to confront Conner with the players.
2. The players may always seek help from the sheriff if they can prove their case.
3. Conner **will** deny his involvement, even when confronted with evidence.
4. Conner does not want to go to jail, he will fight the players, Clem, or the sheriff to avoid going to jail.
5. Clem wants to get justice served.
6. If any player or Clem kills Conner in cold blood (not in self defense) then they will go to jail.

The following pages contain basic information about the characters in Golden Frontiers and maps for area's that are used in the campaign. These characters may be expanded by the GM to suit the needs of the experience that is being created. An example would be adding a wife and children to Stewart Hardy.

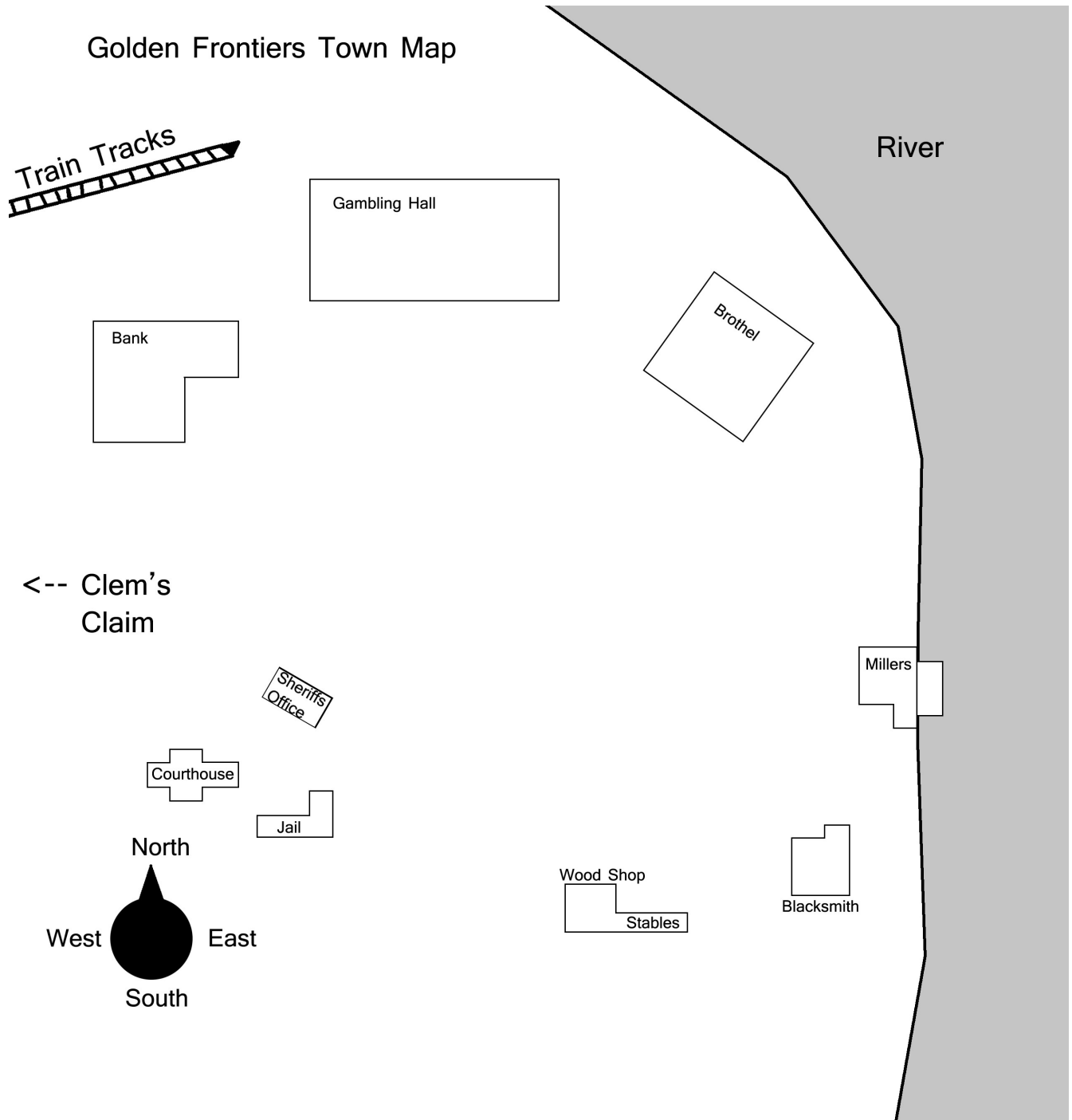
### Main NPC's in Golden Frontiers

<u>Name</u>	<u>SIRS</u>	<u>Profession</u>	<u>Personality Highlights</u>
Conner O'Neil	1d4 1d6 1d4 1d10	Bank Owner	<ul style="list-style-type: none"> <li>• Main Villain</li> <li>• Strongly Business Minded.</li> <li>• Likes others as long as they suit his needs.</li> </ul>
Mike Bishop	1d8 1d6 1d6 1d4	Sheriff	<ul style="list-style-type: none"> <li>• Overworked.</li> <li>• Genuinely Concerned about others.</li> <li>• Strict belief in justice system.</li> </ul>
Tony Butler	1d6 1d4 1d6 1d8	Deputy	<ul style="list-style-type: none"> <li>• Has time to talk to folks.</li> <li>• The public face of the office.</li> <li>• Not as strict as the sheriff, but still believes in right and wrong.</li> </ul>
Miss Susie	1d4 1d6 1d6 1d8	Brothel Owner	<ul style="list-style-type: none"> <li>• Still attractive.</li> <li>• Probably much prettier in her younger years.</li> <li>• Protective of her working girls.</li> </ul>
Stewart Hardy	1d8 1d4 1d6 1d8	Miller	<ul style="list-style-type: none"> <li>• Well liked.</li> <li>• Strong but not too bright.</li> <li>• Will talk to anybody for any reason.</li> <li>• Good friends with John Carpenter.</li> </ul>
John Carpenter	1d8 1d8 1d4 1d6	Wood Worker Stable Owner	<ul style="list-style-type: none"> <li>• Good friends with Stewart Hardy.</li> <li>• Hard working.</li> <li>• Likes to hear tales from outsiders.</li> </ul>
Lloyde Spencer	1d4 1d10 1d4 1d6	Judge	<ul style="list-style-type: none"> <li>• Has a small gambling addiction.</li> <li>• Very perceptive of peoples intent.</li> </ul>



Amber West	1d6 1d8 1d4 1d6	Gambling Hall Owner	<ul style="list-style-type: none"> <li>• Wealthy business owner.</li> <li>• Likes outsiders.</li> <li>• Knows most of the town gossip.</li> </ul>
Henry Smith	1d10 1d4 1d6 1d6	Metal Worker	<ul style="list-style-type: none"> <li>• Good friends with John and Stewart.</li> <li>• Cautious of outsiders.</li> <li>• Helps out at the Gambling Hall as a bartender.</li> </ul>
Cactus Sal	1d8 1d6 1d8 1d4	Bandit Leader	<ul style="list-style-type: none"> <li>• Has his own sense of justice and code of honor.</li> <li>• Will not shoot a man in the back.</li> <li>• A little brazen and dramatic.</li> </ul>
'Five Card' Clem	1d8 1d4 1d6 1d6	Relative, Mine Owner	<ul style="list-style-type: none"> <li>• Relative of the players.</li> <li>• Young but looks aged by hard work.</li> <li>• Living off of winning at gambling.</li> </ul>

Map of Golden Frontiers



Map of Clem's Mining Claim

