

Three Days in Hell

Situation

In the town of Brownstone, Montana, the newly appointed local sheriff has just arrested a vicious killer and gang leader – James "Widowmaker" Elliot. It will be three days before Federal Marshals arrive to take Elliot away. It will be 2 days before the Widowmaker's gang rolls into town to set him free. Somehow, you're tangled up in this mess.

Antagonists

- James "Widowmaker" Elliot: Locked up in Brownstone's jail. Killer, gang leader, bad-guy.
- Leona Chase: James' girl. Sweltering, manipulative, deceitful.
- Zachary Hayes: Newly appointed Sheriff. Proud and hard, with a chip on his shoulder.
- Charlie Pierce: James' second in command. Ambitious, treacherous, vengeful.
- Bartholomew Elliot: Mayor and James' father. Compassionate, torn, fatherly.

A Part of the Situation

Choose one element from each list. Choices from List #1 must be unique among the protagonists.

LIST #1

1. Bartholomew's son or daughter
2. Deputy Sheriff
3. In love with Leona
4. In James' gang
5. Here to kill James
6. In love with Charlie

LIST #2

1. Fucking Leona
2. Fucking Charlie
3. Bartholomew is in your way
4. James owes you a fortune
5. You owe Charlie a fortune
6. Outlaw

Create Your Protagonist

1. Divide 13 points between your character's four Scores. No score above 5. Hand = physical prowess; Eye = senses & intellect; Guts = vigor & courage; Heart = social ability.
2. Create two Traits for your character. They should be in the form of similes.
3. Create a Past and Present role. Split 4 points between the two roles.
4. Detail your Devil and assign it a start value of 1, 2, or 3 (I highly recommend 3).
5. Take two poker chips to start with.

Things to Do

- **Request a Scene:** Aggressively push your character's story forward by requesting a scene that highlights something about him or her and leads to a conflict.
- **Tend to your Devil:** When in doubt of what to do, find a way to bring your character's Devil into the story or scene.
- **Play an Antagonist or other character:** If your character isn't in the current scene, ask for a non-player character to control.
- **Let your Part in the Situation guide you:** Strengthen or challenge a relationship, create a new relationship, or attack the relationship of another character.

Schedule

Total: 3 hours

| Elapsed Time | Description |
|--------------|----------------------|
| 0:00 to 0:05 | Introduction |
| 0:05 to 0:10 | Detail the situation |
| 0:10 to 0:25 | Create protagonists |
| 0:25 to 2:05 | Normal play |

| Elapsed Time | Description |
|--------------|---|
| 2:05 to 2:35 | Last Chance – may no longer delay The End |
| 2:35 to 2:50 | Epilogues as necessary |
| 2:50 to 3:00 | Discuss the session |

Three days in Hell!

Antagonists

JAMES "THE WIDOWMAKER" ELLIOT

Hand: 5 **Eye:** 3 **Guts:** 4 **Heart:** 3

Traits: Mean as a polecat, and deadly as a viper.

Then/Now: Used to be a rancher (1), but is now an outlaw (3).

Devil: Spiteful (3) – James never passes on an opportunity to hurt someone he doesn't like and he doesn't much like anyone!



SHERIFF ZACHARY HAYES

Hand: 3 **Eye:** 3 **Guts:** 4 **Heart:** 3

Traits: Stubborn as a mule, and big as a house.

Then/Now: Used to be a farmhand (3), but is now the sheriff (1).

Devil: Proudful (2) – Zachary was elevated from nothing to sheriff overnight. It's by the book, black and white for him. He's inexperienced, but not willing to let himself fail or be wrong.

LEONA CHASE

Hand: 2 **Eye:** 4 **Guts:** 3 **Heart:** 4

Traits: Hot as the Arizona sun, and wilder than a Texas tornado.

Then/Now: Used to be a spoiled, rich brat (2), but is now an outlaw's girl (2).

Devil: Manipulative (2) – She's never met a man she couldn't get to fold until James. She's willing to do anything to get what she wants and stepping on men along the way is a bonus.

CHARLIE PIERCE

Hand: 3 **Eye:** 3 **Guts:** 4 **Heart:** 3

Traits: Slicker than a greased pig, and faster than a jackrabbit.

Then/Now: Used to be a gambler (2), but is now an outlaw (2).

Devil: Ambition (2) – Charlie wants the world and he's ready to start with James' now leaderless gang. He never turns away when he sees an opening to expand his power or influence.

MAYOR BARTHOLOMEW ELLIOT

Hand: 2 **Eye:** 4 **Guts:** 3 **Heart:** 4

Traits: Pleasant as a peach, and sly as a fox.

Then/Now: Used to be a Circuit Judge (1), but is now the mayor (3).

Devil: Lech (1) – The pretty ones have always caught his eye. That's why he was disbarred.

Places, names, and ideas

The Bottoms Up Saloon; One-Eyed Jack's Tavern; Rocky Mountain General Store; the town church; Whitewater cemetery; the old quarry; John Washington; Anna Wyatt; Henry Thomas; Marjorie Evans; Lloyd Hardy; Lila Ashley; Wesley Suarez; Molly Anderson; Mario Ballesteros; Carlita Espinoza; Carlos Mencia; Carmen Quevos; Han Dian Nu; He Tiao Ning; buried, stolen money; love triangles; revenge; fighting for control of the gang.

Conflict Procedure

1. Decide on Goals and Opponents.
2. Deal out cards based on two Scores. Add 1 card if a Trait applies to the conflict.
3. Add cards equal to your Devil rating if you are acting in accordance with your Devil, or deduct the same number of cards if you are acting contrary to your Devil.
4. Inspect your hand. If a Then/Now role applies, discard and Draw new cards equal to its rating.
5. Spend poker chips, as necessary, and play your best poker hand of up to five cards.
6. The best poker hand wins. The player with the single highest card becomes the Narrator.
7. The Narrator describes the result & hands out Harm, which is applied by the receiving player.

DUST DEVILS REFERENCE

Earn Chips by...

| Action | Award |
|--------------------------|-------------------------------|
| Act Counter to a Trait | 1 chip |
| Act Counter to the Devil | 1 chip |
| Win Stakes in a Conflict | Chips equal to Stakes wagered |



Spend Chips to...

| Action | Cost |
|--------------------------------------|---|
| Gain 1 additional card in the Deal | 1 chip |
| Gain 1 additional card in the Draw | 1 chip |
| Fold and avoid conflict consequences | 1 chip + Stakes wagered |
| Bid to become the Narrator | Highest chip bid |
| Recover Score value from Harm by 1 | Current Score value +1 |
| Delay The End | Up to the Devil rating in chips per 0-rated Score |
| Harm any character * | 1 chip per point of Harm |
| Redeem any character's Score by 1 * | Current Score value +1 |

* Must be at *The End* to Harm or Redeem other characters' Scores.

Harm

| Harm | Poker Hands |
|------|----------------------------------|
| 5 | Five of a Kind Straight Flush |
| 4 | Four of a Kind Full House |
| 3 | Flush Straight |
| 2 | Three of a Kind Two Pair |
| 1 | One Pair High Card |

Out of Harm's Way

| Activity | Scores |
|---|-------------|
| Going back to the family farm | All |
| Taking a bath and smoking a cigar | All |
| Going under the knife, with a lot of whiskey | Hand, Eye |
| Drinking and carousing at the saloon | Guts, Heart |
| Splitting wood | Hand |
| Target practice on a row of tin cans | Eye |
| Carving your enemies' names into your bullets | Guts |
| Performing the Ghost Dance | Guts |
| Drinking coffee around the fire | Heart |

Hazard Draw Poker Hands

| Hazard Level | Examples | Dealer Draws |
|-------------------|---|--------------|
| Minor hassle | Crossing a river / A restless saloon crowd | 3 cards |
| Big challenge | Rounding up calves in a storm / A railroad-hired thug | 5 cards |
| Difficult problem | Cattle stampede at night / An armed posse | 7 cards |
| Biblical calamity | A Texas tornado / A Comanche army | 9 cards |

DUST DEVILS

AN OLD WEST STORY GAME

www.chimera.info/dustdevils

Name: _____

Hand ♠ ♠ ♠ ♠ ♠

Eye ♦ ♦ ♦ ♦ ♦

Guts ♣ ♣ ♣ ♣ ♣

Heart ♥ ♥ ♥ ♥ ♥

Trait: _____

Trait: _____

Used to be a _____ ()

Now is a _____ ()

Chips:

Devil: _____

Rating: 1 2 3



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Name: _____

Hand ♠ ♠ ♠ ♠ ♠

Eye ♦ ♦ ♦ ♦ ♦

Guts ♣ ♣ ♣ ♣ ♣

Heart ♥ ♥ ♥ ♥ ♥

Trait: _____

Trait: _____

Used to be a _____ ()

Now is a _____ ()

Chips:

Devil: _____

Rating: 1 2 3

