

LOS DÍAS ÚLTIMOS

A Backstory Cards Setting Grid for use with your favorite RPG
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Mix Texan individuality and Mexican community, with a dash of existential crises and threats to their way of life, and you get the dying oil town of Rio Libre.

This small Texas-Mexico border town is a blend of English and Spanish contrasts, with strong communal bonds, rich culture, and strong individuality. In the past they've weathered everything from dust storms to economic shifts. The people endure, through faith, through stubbornness, and through inextinguishable hope.

PCs can be townspeople: ranchers, business owners, kids, parents. They can be outsiders, errant vacationers or tourists. Where they intersect with the trouble gives them a momentum and a vector for what they do next. Encourage a variety of roles, tied together by common purpose or experience (all the kids are teammates; business owners are Rotarians, etc).

INSPIRATIONS

Films like *Y Tu Mamá También* and *Amores Perros* become cornerstones for navigating what may be an unknown culture without steering into tropes of violence and drug-dealing (And *Twin Peaks* if you want to add some spookiness). Books such as *Burro Genius* and *Brown: The Last Discovery of America* dovetail nicely with Americana like *Brownsville* and *Goodbye to a River*.

INDIVIDUALS

- 1 Mayor, E.Q. Teller**
The Mayor carries himself with an unnatural amount of swagger, a bold man who claims to be the best parts of Texas and Mexico equally. He evades rumors of corruption with aphorisms about faithful perseverance, yet his town seems to have an oily shadow that grows as the sun sets.
- 2 Oil Company VP, Laurel Marcanos**
A born and raised local, high hopes were pinned on her when she got that college scholarship. She returns now not the clear heroine, but possible villainess, a corporate agent eager to advance the bottom line however necessary, even at the expense of the ideals she used to believe in.
- 3 Owner of the Car Dealership Randall S. Brandish**
Years ago, Randall was a somebody in town. Varsity quarterback. Arm like a cannon. High school god. But he's long out of high school, and too often Randall finds memories at the bottom of whisky bottles. Eager for that fame again, he is slowly losing himself to a mundane life.

GROUPS

- 1 Derleth Oil Industries**
No one suspected that beneath the town's dust and slow decay there sat a liquid gold mine waiting for exploitation. The oil company has long sat on the town's horizon, its derricks dotting the flat, brown landscape. Now their trucks and crews pierce the town's border, and they seem hungry.
- 2 Great Synergies, Inc.**
Rio Libre is a snapshot of forgotten America – the mom and pop stores along a mainstream, everyone happy, interconnected, and friendly. Now a new building sprouts up, promising jobs and money. The giant conglomerate asks only two things: close the mom and pop shops and don't ask too many questions.
- 3 The State Zoning Board**
To reach town, it was easy – go south, turn right at the old silo, drive until you see buildings. That was fine for years, until the Governor personally came to announce the new highway. It promises six lanes. It promises prosperity. Just knock down half the town and say yes.

PLACES

- 1 The "Parthenon" Football Stadium**
This cathedral used to come alive every Friday night. The cold steel seats shook from the cheers and applause. Local heroes became local legends. Now the field has faded, and glory along with it, as the team has fallen on hard times. As the team flounders, so does the town.
- 2 The Old Mill**
There was a time when Rio Libre was everything industrial America praised. The great Mill breathed fire and smoke day and night for years. The world has moved on, the great digital boom a death knell for the Mill. This derelict haven for dreams is either an eyesore or mausoleum.
- 3 Gary's Juke Joint and Sports Bar**
Out past okra fields, Gary's sits bathed in neon and road grime. Gary, the owner, has kept lights on and the beers cold for about as long as anyone can imagine. The bar has been everything from sanctuary to oasis but now creditors swarm and Gary's luck may be out.

EVENTS

- 1 The Great Fire**
Was it ten, twenty years ago? The blanket of hot summer air split by fire and smoke that swelled from simple accident to tragedy before it went out. Businesses ruined, dozens of buildings gutted, and somewhere in that mix of ash and ember, a dead body. A town's shameful secret.
- 2 The Accident & Aftermath**
Under the railroad bridge, two cars collided. Twisted metal and broken glass became sad confetti on what should be a night of celebration over hated football rivals. Celebrate? Tell that to the parents grieving lost children, and the shells of people living with the consequences of one too many drinks.
- 3 H.R. Bill Q-241**
A resolution started with good intentions has been bloated with riders and earmarks. Worst of all, it contains the provision that will turn friends against one another, as it calls for immigration reform with stiff penalties and business rezoning to reflect changes the legislature thinks will help the greater good.



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	INDIVIDUAL	GROUP	PLACE	EVENT
1	<i>Mayor E.Q. Tellerio</i>	<i>Derleth Oil Industries</i>	<i>The "Parthenon" Football Stadium</i>	<i>The Great Fire</i>
2	<i>Oil Company VP, Laurel Marcanos</i>	<i>Great Synergies, Inc.</i>	<i>The Old Mill</i>	<i>The Accident & Aftermath</i>
3	<i>Owner of the Car Dealership, Randall S. Brandish</i>	<i>The State Zoning Board</i>	<i>Gary's Juke Joint and Sports Bar</i>	<i>H.R. Bill Q-241</i>