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Ya gotta eat sometime. Whether he's coming home from a long cattle drive or a Texas Ranger driftin' from town to town dispensing justice with his six guns, every hombre in the Weird West appreciates a good home cooked meal after days of jerky and dried nuts. Most people are too busy worrying more about the walkin' dead than eatin' healthy, and cholesterol is a word some high-faultin' types have probably just invented back East. With that in mind, the following is an adventure for *Deadlands* with a recipe for terror that might have your posse swear off steaks for a while after playing it. Take a vengeful Indian, mix in some good ol' American greed, add some judicious amounts of ghouls for spice, cook for one or two game sessions, and serve to the posse on a plate full of hot lead and cold-blooded murder.

## **The Story So Far**

When Raven busted into the Hunting Grounds, he brought with him the meanest bunch of Indians he could find. He called them the Last Sons. Most of the Last Sons never made it out of the spirit world, and those that did were marked; their hands were blackened by the spirit blood of the guardians they killed. One of the Indians with the blackest hands of them all was a Shawano named Angry Hawk. Angry Hawk's tribe had slowly wasted away due to some disease-infested blankets a sly trader had sold them during the winter of '53. When Raven approached him, he accepted his offer almost immediately. If it took unleashing Hell on Earth to get the white man back for everything he had done, so be it.

Once Raven and the remaining Sons returned from their vengeful quest, Angry Hawk quietly headed out West to watch what he had wrought. He's seen the carnage in the Great Maze, watched the War drag on like an old horse that just doesn't have enough sense to die, and laughed as the white men killed each other over the small pockets of ghost rock. But a man with a name like Angry Hawk isn't the kind to just sit back and watch the world go to Hell. He's returned from his exile with a devilish plan to turn the white man into the fiendish ghouls he sees them as.

## **The Best Way to Corrupt a Man Is Through His Stomach**

Carl Brody was hip-deep in cow wafers. He had sunk all of the money he made from robbing banks into his dream. He wanted to own his very own roadhouse and hotel. Sadly, his rooms were emptier than Custer's revolver at the end of Little Big Horn. Even though he had spent most of his life robbing banks and trains, Brody considered himself a God-fearing man. As such, he would not employ saloon gals at his inn. Most cowpokes coming off a long cattle drive want some companionship as well as a good steak, so they drove right on past Brody's Bunkhouse into Dodge and to the warm arms of some soiled doves.

Carl was just about to close up shop when a weathered old Indian showed up in his door. He carried a burlap sack in his gloved hands and offered his services as a cook. Brody told him to shove off but the Indian convinced him to let him lay a secret Indian recipe for buffalo meat on him. Buffalo meat was cheaper but not as tasty as cow meat. Most

folks would rather eat their saddle than a buffalo. Brody took a bite and was in heaven. Dollar signs flashed before his eyes as the Indian grimly smiled. The gloved Indian, known to Brody only as Hawk, was hiding his black-stained hands from his future employer and pawn. But there was no buffalo in the sack that he carried with him. The tenderloin that Brody chowed down on belonged to a prospector Angry Hawk bushwhacked a few miles away. Armed with secret knowledge he had gained from a tribe of wendigo (not to mention seven secret herbs and spices), Angry Hawk set out to turn every cowboy that ate at Buffalo Brody's Bunkhouse into a ravenous cannibal. Soon he'll have an army of ghouls at his command, and the Last Son will sweep his lands clean of the white men he still hates after all these years.

## **Finger Lickin' Good**

Now Buffalo Brody's Bunkhouse is starting to make a name for itself. Most people in Dodge have heard of it and a growing number have eaten there. Not everyone who eats Hawk's recipe becomes a ghoul; only customers who have eaten there repeatedly stand any real chance of turning. With the way the meat tastes, though, that isn't that difficult a proposition. Brody's best customers have dug a tunnel system that reaches all the way into Dodge to quietly procure supplies without the fuss and the muss of running into a heavily armed outlaw gang. Brody also wants to use the tunnels to help expand into the city so that they can get new customers from the rails. Buffalo Brody, as he calls himself now, has become a ghoul king and is obsessed with making sure everyone in the city has had a full meal at his restaurant and comes back for more. Hawk quietly cooks in the kitchen, watching his plans come together. Nothing can stop him now.

Course, that's usually when the heroes show up.

## **The Set-Up**

Particularly ghoulish Marshals may have the posse eat at the Bunkhouse on their way into Dodge. If any heroes eat any meat while at the Bunkhouse, they must make a Foolproof (3) Spirit roll. If they succeed, no problem. Repeated dining increases the difficulty by one level to Fair (5), and the next time to Onerous (7) and so on. Also, once the second feeding has passed, the next time the character is offered some "buffalo," they must make a Spirit roll at one difficulty level lower than the first roll to resist chowing down. If they fail, the character begins the slow, torturous transformation into a ghoul. The process lasts for two days, and can only be halted if the ghoul king is slain before the transformation is complete. Until then, the character is plagued with a hankerin' for raw meat every time the dinner bell rings. Harrowed characters are not immune from this transformation.

The first clue arrives with a confident stride and the name Jack Haughton. He's a big cowpoke from out Arkansas way and he has just come into town driving a big ol' herd from Little Rock. He will also loudly run his mouth off on the topic of the fine time he had at Buffalo Brody's Bunkhouse last night. The drinks were strong, the food was great, and the girls were a sight for sore eyes. (After becoming a flesh-eating ghoul, Brody never quite makes it out to church anymore) He's heading back there tonight and suggests anyone looking for a great place to dine follow his lead. He'll be popping up again soon, but a little worse for the wear.

Another helpful hint to get the players involved might be adding a personal stake to the situation. Arrange for an associate of one of the posse to want a meeting. Maybe a Confederate spy needs to pass something onto the local Ranger, a huckster needs to collect one of his debts, or a mad scientist's colleague wishes to collaborate on a new invention. Whatever the case and wherever the meeting place, the hombre doesn't show. He's nowhere to be found. Poking around pegs the gent as leaving the Crystal Palace hotel last night. Good posse members will decide to give that place a good once-over.

## **Chapter 1**

### **Located Just Down the Street From a Mouth of Hell**

The Crystal Palace is definitely not a palace and the only Crystal inside it is the girl in room 3. Making their way to Ernest the bartender, he points the posse to room 5. The associate purchased the room, went out for a walk, and never came back. He will open the room for the heroes on a successful persuade roll of Fair (5). Failure means the barkeep asks for a \$10 "investigation fee."

The investigators find no hairs out of place inside room 5. Everything is just as if the person had left for a moment or two. A careful search of Onerous (7) might even turn up the item the associate wished to meet with the players about. It will definitely allow them to find a bent horseshoe nail on the floor.

Suddenly, a muffled shriek is heard and the heavy sounds of a struggle come from the room next door. A figure bursts out of the room. If the posse investigates, they find Jack Haughton cornered at the edge of the railing overlooking the main floor area. Ernest and two surly hombres look ready to pound his head in. A saloon gal clutches to Ernest, her arm bleeding badly. Jack has a manic look in his eyes and blood dripping from his mouth.

"What . . . is . . . happening . . . to me?" mutters Jack. The two brutes move in and Jack leaps the ten feet to the first floor, crashing through the table and upsetting a high stakes poker game. Most dudes might take a breather. But Jack gets right back up without even stopping to brush off the chips from his shoulders. One of the gentlemen at the table offers his hand to help Jack up, who in gratitude bites off a finger. He recoils in shock, bumping into a raging drunk named Bull Redman.

Not surprisingly, a barroom brawl results. The heroes will have to make their way past Ernest and his boys to chase after Jack, who is holding his own in brawling with the four poker players. The brawl continues for five rounds, at which time Wyatt Earp comes in with some deputies to restore the peace. If Jack hasn't been put down, he has been sufficiently clobbered to be taken away quietly. Earp asks some questions about the fight and Jack's condition. If the posse is helpful and forthcoming with their information, Earp will be an ally in the future. If they are surly and uncooperative, he'll remember that if they want to visit Jack anytime later.

## **Jack Haughton**

**Corporeal:** D: 4d8, N: 3d10, Q: 3d6, S: 3d8, V: 2d12

**Mental:** C: 3d8, K: 2d6, M: 4d6, S: 3d4, Sp: 2d4

**Edges:** Two-Fisted

**Hindrances:** Big Britches

**Aptitudes:** Gamblin': 2, Shootin': pistol: 2, Ridicule: 2, Fightin': brawlin': 2, Search: 2, Dodge: 3

## **Brawlers**

**Corporeal:** All traits 3d6

**Mental:** All traits 2d8

## **Bounty**

The posse finds the bent horseshoe nail: 1 White Chip

The posse don't get thrown in the clink: 1 White Chip

## **Chapter 2**

### **If Wishes Were Horses, Ghouls Would Be Fatter**

The next morning the posse has two avenues of clues to pursue. They may want to check up on Jack or get the law involved in the disappearance of their friend. In this case, they'll want to head to the Dodge City Jail.

They will find Earp at the jail questioning Jack about the previous night. Jack is very confused about a lot of things. He doesn't know why he's in jail, he doesn't remember much of last night after he entered Crystal's boudoir. He also feels like he's starving. If they are on cordial terms, Earp will let them sit in on the interrogation and maybe even let them ask a few of their own questions. Otherwise he will curtly ask them what their business is and turn his attention away from Jack.



Earp is not very much help when it comes to the posse's missing friend. He says he'll keep an eye out for him but that's all he can really do. He does mention there has been a rash of disappearances lately. Six people have gone missing and none of them have been found. Earp would be very grateful if the posse were to find the missing persons and report back to him. He won't offer monetary compensation but he could prove useful as a friend in high places.

The horseshoe nail comes from the recently closed Perkins Livery. Poor Ed Perkins had been plagued by a group of horse thieves that were able to make it into the stables after dark and get the horses out without anyone noticing. This was, in fact, the work of the ghouls that built their tunnels underneath Dodge. They were hungry after tunneling all night and decided to snack on the horses.

The main doors to the Livery are padlocked and knocking on them does no good. However, the door to the office is curiously unlocked. The office itself is vacant but anyone wandering into the dimly lit stable area can make a Fair (5) Cognition check. If successful, the hero hears a wet, slurping noise coming from the last stall on the right. When the heroes investigate, they find the proprietor of the stable. They also find two ghouls picking at him like a buffet table. They turn, feast their red eyes on the fresh meat, and attack.

Once the ghouls have been dispatched, a search of the stall the ghouls were in turns up nothing else. However, investigating the stall directly across from that stall finds a hole covered up by a pile of hay. That hole leads straight down for about ten feet. Ropes and lanterns are handy if the posse scrounges for them but the descent can be made with a Fair (5) Climbin' roll.

Once inside the tunnels, the heroes scrape along in the darkness for hours. Nothing happens to them, but that doesn't mean they need to know that. Do your best to creep them out. Split them up. Cover them in rats, bats, and critters. But nothing really interesting should happen to them until they reach the meat locker.

## Ghouls

**Corporeal:** D: 2d8, N: 3d10, Q: 3d8, S: 4d6, V: 2d10

**Aptitudes:** Fightin': brawlin': 4

**Mental:** C: 2d8, K: 1d4, M: 2d4, S: 3d6, Sp: 2d4

**Size:** 6

**Terror:** 9

**Special Abilities:**

Night Vision

Sensitivity to Bright Light: -4 to all actions when exposed to direct and bright light.

Bite: STR + 1d8 (Note that these ghouls do not have a poison bite or the claws the ghouls detailed in *The Quick and the Dead* have. Angry Hawk hasn't perfected his recipe.)

## **Cold Storage**

The posse eventually ends up in a small dark room with a wooden floor. The smell of rotting wood mixed with rotting flesh hangs in the air. This is the storage area for Brody's supplies. There are at least eight bodies here, most of which have been expertly butchered. It requires a Fair (5) guts check to view this scene of carnage. Sadly, the body of the posse's compatriot can be found after a quick search, but only if they state they are looking for him. Hopefully, any hero that lost her composure will be able to recover when the door on the other side of the room opens and a wrinkled old Indian enters with three more ghouls. He wears a blood-splattered apron and his hands are black as night. This is Angry Hawk, getting some meat ready for tonight's customers. He's not expecting anyone else in the locker, so the difficulty of the sneak roll to avoid being spotted is Foolproof (3). He orders one of the ghouls to drag one of the bodies upstairs for tonight and tells the other to head into town to see where his two brothers are. Wise posse members will slip back into the tunnel and hustle back to the Livery to quickly clean up any evidence connecting them to the deaths of the ghouls. Angry Hawk knows his ghouls won't wander off. If they don't come back, someone must be on to him.

If the posse tries to attack now, Angry Hawk unsheathes his butcher knife and calls for reinforcements. Ghouls enter the field once per round. His stats are at the end of the adventure for the climactic battle. The fight continues until the posse withdraws or until they become the main course.

The posse may go tattle to Earp about what they've found. By the time they return from the tunnels, night has fallen, and Earp can only be reached at home, a location the players only know if they are on good terms with him. On the way there, they pass by the jail. A piteous howling bellows from the cell that Jack is in. If the players investigate, they find him with his face pressed up against the bars and his eyes glow a dull red . . . he is now a ghoul. Players may insist on shooting him through the bars. He's not human anymore. Let them. Otherwise, the jailer will just find an empty cell with a hole burrowed in the floor in the morning. Once they reach Earp, he'll ask them why they're keeping him up at this God-awful hour. He won't go into the tunnel in the Livery and he won't believe any stories about flesh eating monsters. When they return to the tunnel entrance, they find it sealed off.

## **Bounty**

The posse plays nice with Wyatt Earp: 1 White Chip  
Eliminating the ghouls at the Livery: 1 Red Chip  
Discovering the tunnels under the Livery: 1 White Chip  
Sneaking into and out of the meat locker unnoticed: 1 Red Chip  
Discovering the fate of the posse's associate: 1 White Chip  
Putting Jack out of his misery: 1 White Chip

## **Chapter 3**

### **Ghouls Just Want to Have Lunch**

The posse should be very suspicious of Buffalo Brody's Bunkhouse by now and should want to take a ride out there to investigate the self-proclaimed Buffalo King of Kansas. The posse may skip directly ahead to this chapter and that's no problem; it'll be even more of a surprise when the ghouls start spilling out of the woodwork.

Brody's is located on one of the major cattle trails coming into Dodge about five miles southwest of town. The posse comes up over a ridge and they can't miss it. Brody has reinvested everything into the place and it shows. It's a big two-story building out in the middle of nowhere with fancy windows, a fresh coat of paint, and imported lamps twinkling in the windows.

When the heroes arrive, stable hands come out of the stable on the side of the building to water and freshen up their horses. This is a free service to all Buffalo Brody provides to get customers to stop in. Award a Fate Chip to the players that are wary of giving up their horses after what happened in the Livery.

The Bunkhouse is a well-built place and its class and style should impress the posse when they enter. Point out the Oriental rugs and the crystal chandelier. A grand staircase faces the main doors, leading up to a second level where private rooms can be rented. The bar slinks along the left and saloon gals weave through the tables set up on the main floor. Play up the heavy odor of sizzling meat, good booze, and heady perfume. As the heroes walk in, one of the saloon gals winks at him and sidles on over. "Welcome to Buffalo Brody's," she says in a voice as smooth as whiskey, "once you eat here, you'll never want to eat anywhere else."

Brody wants to quietly eliminate any curious folks without disturbing the rest of the ten or so customers in the bunkhouse. He will use a variety of tactics to take out the posse one by one if they start to get curious. Such tactics include:

1) The saloon gal that greets the posse is a ghoul, as are all the employees of the bunkhouse. They mask their odor by the very heavy smells of food and drink that hang in the air of the closed up saloon. As long as the ghouls stay within the confines of the saloon, they look human. She introduces herself as Lola and sits them down at a table. She flirts a bit and asks if they want any drinks from the bar. She's basically a good little waitress but she's also Brody's first line of spy defense against the posse. She listens to the conversations the posse members have as she shuttles back and forth from the bar and the kitchen. If they mention anything about the Livery or Dodge around her, she takes a special interest in the one doing the talking and offers to take that hombre on a "private tour" of the restaurant. If any heroes are beguiled enough to take her up on the offer, she escorts him upstairs to a nicely decorated bedroom complete with a canopied bed, a full-length mirror, and two ghouls waiting to turn the hero into an entrée. Don't forget to make a surprise roll at the beginning of the combat. If any big ruckus occurs that would be loud enough to be heard over the general din of the saloon downstairs (such as a gunshot) or if the hero makes it out of the room, skip ahead to "Serving an All-You-Can-Eat Lead Buffet."

2) A stable hand comes into the saloon looking for one of the posse. He is very excited and says that someone has stolen his horse. If the posse dashes out as a whole, nothing is amiss and the head stable hand chastises the boy for playing a prank. If the posse splits up, the doors lock behind them and the posse inside gets attacked. See "Serving an All-You-Can-Eat Lead Buffet." Meanwhile, the posse on the outside has to deal with ghouls equal to the number of posse members that went to check out the horse theft. Once they are done with that, the only way back into the bunkhouse is a pair of Onerous (7) climbin' rolls to an open window on the northern side of the second floor. Failure of the first roll just means the hero can't shimmy up the side all that well. Failure of the second roll means he takes 1d6 Wind damage as he falls from the ledge.

3) Brody himself comes out to work the room. He's a big man with a broad smile and a firm handshake. The only thing that's strange about him are his crooked yellow teeth that all seem to come to a point (as a ghoul king, he can't fully cloak his nature). Noticing this takes a Hard (9) Cognition roll. He claps his customers on their backs and chats them up a bit. Brody is a friendly, if boisterous, dude. If Lola has tipped him off about the posse, he concentrates most of his gabbing at their table, offering drinks on the house and free samples of food. Trying to fake eating dinner required a Fair (5) sleight-of-hand roll. Anyone not taking him up on that offer gets a good-natured ribbing along the lines of "Why have you come to the finest diner this side of the Rockies and decided not to eat?" He then offers to take anyone not willing to eat the food on a private tour of the kitchen area. He will take two people at a time into the kitchen where Angry Hawk awaits. Brody and Hawk lull the characters into a false sense of security and then bushwhack them. If successful in taking out the posse members, Brody goes back to the table and says that there has been an accident and the others have fallen down the stairs. If they don't fall for it, the big melee in the main room begins.

4) If he is still around, Jack Haughton makes his way to the saloon and sits down at the posse's table. He jabs a hogleg into the rib of the nearest player and suggests the rest of the posse eat up otherwise they'll be sharing their friends lunch splattered all over the table. This is a good one to play on the posse members that don't go on Brody's tour while the others are on the tour. If they drop Jack, the scent of the fresh blood and meat sends all the ghouls into a feeding frenzy.

## **An All-You-Can-Eat Lead Buffet**

This is it, the big ol' melee at the end of the adventure that the posse's been saving chips for. The front doors lock and the ghouls line up for the dinner bell. There are about 20 ghouls in the Bunkhouse as well as ten customers besides the heroes. After all has been said and done, it should just be the posse and about two ghouls per character as well as Brody and Angry Hawk. On the way to that number, make sure the customers don't sit idly by and try to hold their own in the fight as well. You don't have to necessarily do any bookkeeping, just roll dice, scribble notes, cackle maniacally and describe scenes of ghouls gettin' sent back to Hell and cowboys getting eaten. If the posse is handling the situation too well, send more ghouls after them and let the customers purchase agricultural property a lot easier. Allow Brody to get his hands on the double-barreled shotgun under the bar. If the posse is floundering, give some customers lucky shots. Also keep in mind that it's just around sundown and busting open the shaded and shuttered windows of the place would put many of the combatants at a serious disadvantage. One of the customers crashing through a window and the ghouls screeching away from the light might be a good clue in this direction. If all else fails, and you don't want to have to go through everybody making new characters next session, have Earp arrive as the proverbial cavalry.

Brody and his ghouls will fight to the death, but Angry Hawk is a little craftier. If he sees the fight isn't going his way, he makes a fighting retreat to the stairs. He bolts up to the second floor, crashes into one of the rooms and out a window on the west side of the building. That's the side with the stables, and he proceeds to steal one of the horses and ride away. Let the posse give chase if they wish, and let them take him out if they can, but you should invest Fate Chips in keeping Angry Hawk alive. He makes a wonderful recurring villain.

One the smoke clears, they posse may return to Dodge to report to Earp. He will listen to their story, nod his head, and not ask any questions. After they finish talking, he mutters something like "Damn Rangers were right," and thanks them for their help. He offers them to replenish their supplies in town and let the Sheriff's Office foot the bill for compensation. After that, the posse is free to continue West, looking for more adventure and excitement.

## "Buffalo" Carl Brody

**Corporeal:** D: 3d8, N: 3d10, S: 3d10, Q: 3d10, V: 2d10

**Aptitudes:** Fightin': brawlin': 4, Shootin': shotgun: 3

**Mental:** C: 2d8, K: 2d6, M: 2d8, S: 2d6, Sp: 2d8

**Ridicule:** 3

**Size:** 7

**Terror:** 9

**Special Abilities:**

As ghouls above, plus Claws: STR + 1d10

**Gear:** Double-barreled shotgun (kept under the bar)

## Angry Hawk

**Corporeal:** D: 3d8, N: 3d10, S: 3d12, Q: 4d8, V: 2d12

**Aptitudes:** Bow: 3, Shootin': Pistol: 2, Throwin': 3, Fightin': brawlin': 3, Fightin': knives: 6\* (Due to Angry Hawk's Relic, his knife skill is doubled. It normally is 3)

**Mental:** C: 3d8, K: 2d10, M: 3d8, S: 2d6, Sp: 4d10

**Language:** Shawano: 4, English: 2

**Leadership:** 2

**Overawe:** 5

**Guts:** 5

**Special Abilities:** Last Son: The inky black hands he possesses give him a +2 on all overawe rolls.

Butcher Knife: Angry Hawk's butcher knife has become a Relic. Power: The knife doubles its wielder's skill

Coordination as well as doing STR+2d8 damage. Taint: As long as the knife is in his possession, the wielder gets a -3 Hankerin' for human flesh.

## Bounty

A posse member survives an attempt on her life: 1 Red Chip for the player that survived.  
The posse kills ghouls: 1 Red Chip for every two ghouls.  
The posse kills "Buffalo" Bill Brody: 1 Blue Chip and +1 grit.  
The posse kills Angry Hawk: 1 Legend Chip and +1 grit.

## **Boot Hill**

### **Ghouls**

**Quickness:** 3d8  
**Attack:** Bite: 4d10/3d6+1d8  
**Defense:** Brawlin': 4  
**Hits:** 28

### **Buffalo Brody**

**Quickness:** 3d10  
**Attacks:** Bite: 4d10/3d10+1d8; Claws: 4d10/3d10+1d10  
**Defense:** Brawlin': 4  
**Hits:** 36

### **Angry Hawk**

**Quickness:** 4d8  
**Attacks:** Knife: 6d10/3d12+2d8  
**Defense:** Knife: 6; Brawlin': 3  
**Hits:** 40

### **Jack Haughton**

**Quickness:** 3d6  
**Attack:** Pistol: 2d8/3d6  
**Defense:** Brawlin': 2  
**Hits:** 30

### **Crystal Palace Brawlers**

**Quickness:** 3d6  
**Attack:** Brawlin': 3d6/3d6+1d6(club, chair leg, etc.)  
**Defense:** Brawlin': 3  
**Hits:** 20