

# NO THANKS, I'M STUFFED

*A Deadlands Reloaded Adventure*

*for 4-5 Novice Heroes*

by Bronto Awesome



Before running this adventure, the Marshal needs to pick out one of the characters that will capture the interest of the fearmonger of this adventure. The character should be different. In other words, not white and male. The fearmonger is looking to complete a collection of specimens of various races and genders. Once you have him or her picked out, remember who it is or write it down.

## THE STORY SO FAR

**Stephfan 'Zeke' Ritter** is the son of German immigrants. Since his father was also named Stephfan, he prefers to be called Zeke, which is a shortened version of his middle name, Ezekiel. Zeke served on the Union side in the Civil War for a short time and was transferred to help in the Indian Wars. During his short tenure on the Great Plains, his company was massacred by the Sioux. Only he survived and he was forced to scavenge and hunt for food in the wilderness for six months. He was traumatized by the experience and went mad. He was found by a group of Pawnee who were friendly with the whites. They took him to their shaman so that the

spirits haunting Zeke could be exorcised.

The shaman was unable to cure Zeke. During a long ceremony, Zeke had a fit of insane rage and killed the shaman. He took the shaman's turtle shell rattle, a special magical artifact that comes into play later in the adventure. This all happened over ten years ago. Zeke has always been interested in hunting and taxidermy. But his malaise has caused his little hobby to turn macabre. Zeke has turned to shooting and stuffing various species of *Homo sapiens*. One of the members of the posse fits a missing piece in his collection.

## GETTING STARTED

The adventure begins when the posse is on their way to another town or are out camping for some reason. Either way, they should only be less than a day's ride from a town of significant population.

## SCENE ONE- THE GREAT HUNTERS

At night, the posse is stalked by a mated pair of mountain lions. The puma are driven by starvation and have been taking livestock from nearby farms and ranches. Locals have pooled together \$50 in reward for the critters. A posse member spots one the puma just before it attacks one of the other sleeping members of the posse. As the posse is fighting the cat, have one of the heroes notice the second puma hanging back. It is bigger than he first, but flees before the posse can do anything about it.

When the posse gets the mountain lion killed, they realize that it is a big brute. Shortly thereafter, a fella by the name of **Lance O'Boyle** approaches the camp on horseback. Over the panting of his shagged-out horse, he explains that he was camped not very far away and that he heard gunshots. Seeing the dead puma, he congratulates the posse and tells them about the reward.

If for some reason the Marshal needs statistics for Lance, use the Gunman statistics from the Marshal's Handbook.

### **MOUNTAIN LION**

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d8, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Tracking d6

**Pace: 8; Parry: 5; Toughness: 6**

#### **Special Abilities:**

- **Claws:** Str+d6
- **Improved Frenzy:** A cougar may make two attacks each round with no penalty.
- **Low Light Vision:** Halve the penalties for Dim and Dark lighting conditions.
- **Pounce:** Mountain lions prefer to pounce on their prey to bring their mass and teeth to bear more effectively. A mountain lion can leap up to 6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing a pounce.

On the way to town, the posse passes a camp of three Indians from the Pawnee tribe. They should make them no never-mind. If the posse leaves them alone, they leave the posse alone. The leader of the group is a powerful shaman named *Spring Star*. He camps with his two sons, *Little Coyote* and *River Child*, who are strong braves in their own right. They are searching for a sacred artifact taken from them many years ago. To learn more, hang tight and read on. If you need statistics for the Pawnee, use the archetypes in the Marshal's Handbook.

### **SCENE TWO: ZEKE'S HUNTER'S LODGE**

O'Boyle leads the posse into to town and directly to Zeke's Hunter's Lodge where he turns in the puma's carcass on their behalf. Because there are actually two cats, the posse only gets half of the reward (\$25). The posse is introduced to Stephfan 'Zeke' Ritter, sole

proprietor of the Lodge and also the local taxidermist. The building is divided up into two parts. The front serves as a small bar and the back is the taxidermy office. Both places are filled with numerous mounted trophy animals. Zeke offers to stuff the puma for free as long as he can display it at the Lodge for a few months. He also offers a free drink in celebration later when the bar opens.

Jack, the barkeep and Lily, a saloon gal, work the bar for Zeke. As the posse is toasting with a shot of whiskey, one of the patrons pinches Lily's caboose. She has a fit, slaps the guy, and quits right on the spot. Then she storms out. Zeke shakes his head and says that he suspected she would quit any day. His only regret was that she was such a perfect physical specimen.

After the posse gets their free drink, Zeke and Lance propose that they and the posse should go back out and find the mountain lion's mate. They do their best to get at least some of the posse to go with them.

When the party gets ready to leave for the hunt, they notice the Pawnee shaman and his sons hanging out by the stables watching them. If the Pawnee are approached, they feign ignorance of the English language. The Pawnee are actually more concerned with Zeke.

If the posse go out hunting with the other customers, Zeke secretly hires a local group of scums and lowlifes to help him separate that special posse member from the herd and bag him or her. These lowlifes aren't very smart and try to kill the posse member in an obvious way. They attack even if that hero isn't alone. With a Notice roll made at some time during combat, the posse sees that Zeke is hanging around when the attack comes.

Reduce the number of thugs to match the number of heroes that go out on the hunt. They are drunk and do not make the best choices in combat.

## **ZEKE'S THUGS (4)**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Guts d4, Notice d6, Riding d6, Shooting d6

**Charisma** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Gear:** Springfield .58 (24/48/96, 2d10, AP 2, Reload 2), Colt Navy (12/24/45, 2d6, AP 1), knife 30 .58 rifle rounds, 30 .36 pistol rounds, horse, \$10 in silver dollars each.

The heroes may remember seeing the same kind of silver dollars at Zeke's Hunter's Lodge with a successful Common Knowledge roll. If, after this, the posse is insistent about getting the second mountain lion, have them corner it somewhere in the hills and bag the thing.

## **SCENE THREE: THE TAXIDERMISTRY SHOP**

The posse is most likely going to be getting suspicious at this point. They may eventually want to go poking around the taxidermy shop. This is a good move because it's where the danger lies. Zeke keeps the doors locked and the posse is going to have to pick the lock or break down the door to get inside. If they make a lot of noise, the town marshal comes around to investigate ten minutes after that time.

If the heroes break in at night, they find the numerous stuffed animals disturbing. Have each make a +2 Guts roll. With a successful Common Knowledge roll, the hero realizes that several of the wooden frames Zeke is building to go inside an animal look remarkably like the shape of a human being. With a successful Notice roll, the heroes find two fancy name plates wrapped up in paper and hidden away under the counter. They read, "North American Caucasian Female" and such. One is a 'scientific' description of the special posse member that the Marshal

was supposed to pick out before play (For example, "Sioux Male-Indigenous American").

In the back room of the taxidermy shop is a secret retracting stairway covered by a throw rug. This leads to the special cellar room where Zeke keeps his trophy collection, the one that other people just wouldn't understand. When the heroes come down to investigate, Zeke is down there working on his latest kill, Lily the saloon gal. She is spread out on a table in the center of the room. With a successful Notice check, the hero opening the stairwell catches a glimpse of lantern light extinguished just after the stairs are lowered. Zeke hides when the heroes come down.

Read the following description when they get down into the cellar:

*Several lanterns hang from the web-covered floor joists. You notice right away that the wick in one of the lanterns is glowing a faint red. You see what appear to be human figures standing on little platforms along the south and east walls. There are seven of them, but platforms for ten. Most of these figures are covered with a white sheet, but two of them are just standing there exposed. One is an Indian while the other looks like a banker or some Eastern dude in fancy duds. They are both frozen stiff. A pretty but dead woman lies on a table in the center of the room.*

Each figure is marked with a place card reading, "North American Caucasian Male" or "Female homo sapien sapien - Cheyenne Tribe".

Zeke is hiding on the south side on the last platform underneath a white sheet. He snatched up the tortoise shell rattle because he doesn't want anyone to take it. Someday he is going to figure out what the thing does. He also has a carving knife. He tries to hold as still as possible. If the heroes pull off the

sheet, he darts for the stairs. When Zeke is discovered, he accidentally drops the rattle and the shells burst apart, releasing the nearly one hundred manitous that the Pawnee shamans have captured in it over the years. These manitous possess the human trophies and attack the posse.

The round following the Zeke's discovery, the human trophies animate and come down off of their stands wielding canes, tomahawks, or whatever they happen to be holding in the display. Everyone witnessing this must make a Guts check. Zeke's primary goal is to escape up the stairs and uses his knife on anyone that gets in his way.

When running combat, keep in mind that Zeke is not immune from attacks by the manitou-possessed mounted humans.

### **STEPHFAN 'ZEKE' RITTER(WC)**

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d6, Shooting d6

**Charisma** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5  
**Hindrances:**

**Edges:**

**Gear:** Knife (Str+d4), \$35.

### **ANIMATED HUMANS (6)**

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d4, Notice d4.

**Pace:** 5; **Parry:** 5; **Toughness:** 5

**Special Abilities:**

- **Makeshift Bludgeon:** Str+d4
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to fear and intimidation.

### **ENDING THE ADVENTURE**

If Zeke manages to escape or if the posse flees the room and goes back into the taxidermy office, they find that the manitou have also possessed the stuffed animals here. The sight of the animals writhing to get free from stands or the wall is enough to frighten anyone. The posse must make another Guts roll. If the heroes are stupid enough to stay and fight, refer to the stats below.

### **ANIMATED TROPHY ANIMALS (5)**

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d4, Notice d4.

**Pace:** 0; **Parry:** 5; **Toughness:** 5

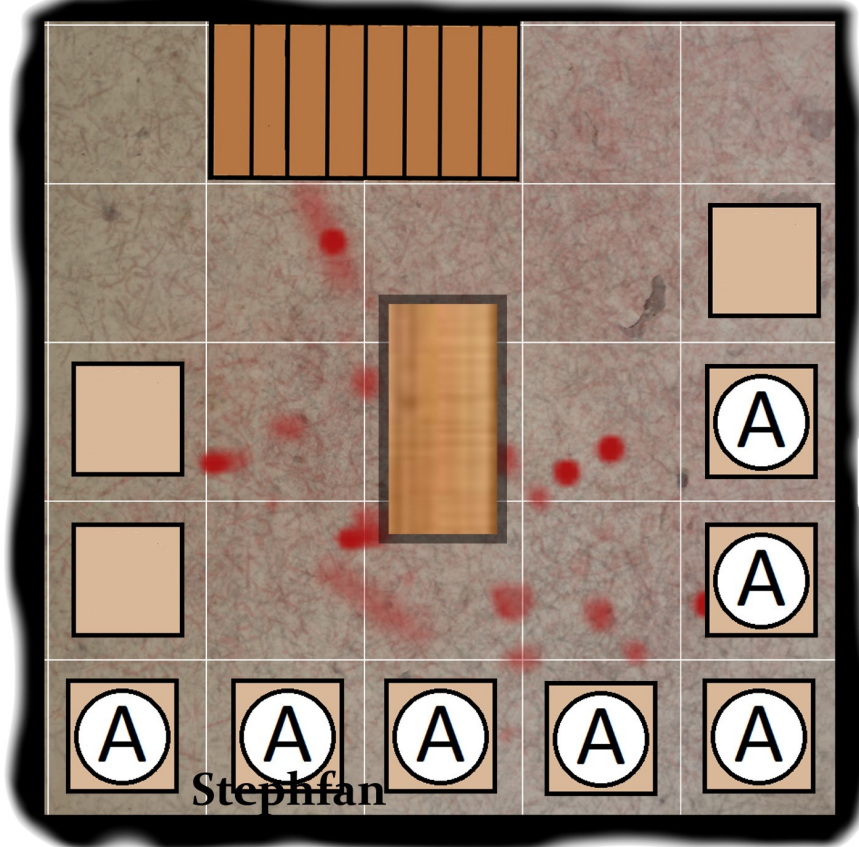
**Special Abilities:**

- **Bite or Claw:** Str+d4
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Immune to fear and intimidation.
- **Immobile:** The animals cannot move and the target must be adjacent for one to be able to attack.

Running out of the building, they will be met by the shaman, Spring Star, guarded by his two sons. Spring Star is in the middle of a ceremony and is singing and shaking a similar rattle. His sons urge the posse to get away from the house. They can stick around if they like, but there isn't much that they can do. After a long ceremony, Spring Star will recapture all of the manitou and leave. When he is done, Spring Star will attempt to find out what happened to Zeke through crude English.

If Zeke manages to escape completely from the building, the Pawnee catch him, kill him, and take his scalp.

# BASEMENT LEVEL



# TAXIDERMISTRY SHOP

