

RATTLERS AT SUNSET:

a Deadlands homage to *Tremors*.

A Fan made Savage Worlds One Sheet for use with Deadlands

RIDING INTO TOWN

As the posse rides over a hill and down into the town of Sunset they notice something is awry. It should be a time of folks going to and fro, getting chores done, buying goods, and getting entertained at the saloon. Instead the small town seems utterly deserted. Sunset doesn't look like it's been abandoned long, and a close look reveals signs that people had been around as recently as a few days ago.

HOLED UP AT THE SUNSET SALOON

After searching around a bit, the heroes see signs of life from the Sunset Saloon, a large two-story building in the center of town. The doors and windows of the first floor have all been boarded up. If the group calls at the front, a small hatch opens and a suspicious pair of eyes peers out at them. After making introductions, they are told to go around to the alley and up the ladder to the second-floor window.

Once inside, Frank Barnes, owner and proprietor, greets them wearily, though warmly, and offers drinks. He explains what has happened to Sunset.

LIKE CATTLE IN A CORRAL

"About two weeks ago folks' animals started going missing. Sometimes they'd find a bloody spot where the critter had been--sometimes not, but the ground always looked like it had burst open. Then little Emma Jenksen was attacked and barely escaped. She said she'd been grabbed by a giant snake what came up outta the ground. Only this snake had a bunch of wriggly little snakes attached to it face.

"After a few more disappearances and a few more sightings we pieced together what was gettin' folks. Nathan Chambers, a hard hombre, told us about critters called rattlers—big worms, not the little snakes--and he figured we got us one in Sunset. Well, he and Marshal Poole led a posse of the stupid--or brave, I s'pose--out to track the thing down. Only Tim Duncan returned and he weren't in any shape to go back out." Barnes nods to a disheveled man in the corner. The man mumbles, "shoot her where the snakes meet, shoot where the snakes meet" over and over.

"Several families tried to leave Sunset," Barnes continues, "but them things wouldn't let 'em. Yeah, there's more'n one now. Best we can tell it's a big 'un and a passel of little'uns. Since then a few folks have made it into town, but none has made it out. A postal wagon tried, but you can see the wreckage at the North end of town"

FIGHTING THE RATTLERS

A mother rattler has commandeered the town of Sunset to be a nursery for her brood. As yet the mother has not attacked within the center of town. Her brood is another matter. The brood attacks anyone on the ground (after the gunslingers make it into the saloon) in 1d6 minutes. Should the heroes try to trick the worms into showing themselves, the juveniles are duped once,

then get to make a Smarts roll against whoever is attempting the the trick The Mother always gets an opposed Smarts roll to avoid being tricked. If any of her brood is slain, she comes to investigate.

REMAINS OF THE TOWN

Sunset is a small town with two general stores, a brothel, a livery, the Dusty Tavern, the Sunset Saloon, and assorted other buildings. The general store is adjacent to the Sunset Saloon. The 20 remaining townsfolk, four chickens, and one goat live in the upper stories of the two buildings. The store's stocks are available to the players, but sorry hombres, it contains no explosives. The street is 10 yards wide. Alleys between the buildings are two to four yards wide. Another dry goods store is across the street and four buildings down. It has nine bottles of nitro (with a cushioned box that can hold eight) and a case of 48 sticks of dynamite. It also has a resident cat that nuzzles unexpectedly up to anyone failing a Notice roll.

PROBLEM SOLVING

This scenario should be more about the heroes' problem-solving than blasting rattlers, so let them find whatever they need (within reason) in one of the stores or other buildings. The trick is figuring out what they want, getting to it, and using it wisely. Should the posse try to flee, all the rattlers attack once they are in the open.

AFTERMATH

After the worms are slain, the remaining citizens of Sunset offer the posse a reward of \$200 per hero and whatever equipment they would like from the stores (there are only enough firearms for each cowpoke to take one).

Momma Rattler, WC

This particular rattler hatched a brood of young 'uns beneath Sunset. She's letting them learn the hunt in relative safety, but repeated attempts to kill the brood will get Momma angry. As yet she has avoided the center of town, preferring to let her children hunt there. Use the Adult Rattler stats from *Deadlands: Reloaded*.

Rattler Brood

There are two rattler young 'uns for each member of the posse. They stay much closer to the surface--or hide in shadows on the surface--to hunt. Use the Young 'Un Rattler stats from *Deadlands: Reloaded*.