

# SNAKE BIT

*A Deadlands Reloaded Adventure*

*for 4-5 Novice-Seasoned Heroes*

by Bronto Awesome



## THE STORY SO FAR

**Marshall Patrick Downs** likes to run a tight ship, his vessel being a town called **Stakes** in **King County**. He colorfully refers to criminals as snakes and brags about being an ancestor of Saint Patrick of Ireland due to the fact that he is driving the snakes out of the county. He tolerates no crime and is also quick to hang a man he deems guilty without a fair trial. This practice has gotten out of hand on a few occasions and has drawn the attention of the Federal Marshal's Office. He has escaped prosecution so far mainly because he has been able to successfully cover up his misdeeds.

**Rick 'Eddie' Gallows** was a simple man, somewhat deformed at birth and none too bright, who found that he could be accepted into society by doing certain distasteful jobs others avoided. This led him to a career in the field of butchery. He also became the official hangman for a six county area. Recently, despite being Marshal Downs' designated hangman, Gallows agreed to cooperate with a Federal Marshal and testify about the Marshal's practices. Naturally, Marshal Downs needed to shut Eddie up permanently. Pat and some loyal deputies kidnapped the butcher and took him to a remote site in the county known as the **Snake**

**Pit**, a place the locals fear to go.

The Snake Pit is the name given to the place by the white folk of King County. The hole is actually a sacred site to the local Indians, who believe that the Snake Spirit resides there. They bring rattle snakes to the pit to send them on into a safe place in the underworld. Rather than hang or shoot Eddie, the marshal and his band tossed the butcher into the Snake Pit.



Eddie miraculously survived down in the cave, although he suffered numerous snake bites. This might have seemed divine intervention, but was actually the work of the Manitous who dwell in the Snake Pit. Those evil spirits felt that the butcher was someone they could work with to create more fear in the world. The snake poison further addled Eddie's mind. Rather than fearing the snakes, he decided that they were actually his only true friends. Eventually, Eddie decided to live permanently with the snakes rather than return to human civilization. Still, he missed his old friends in town, the humans that could actually speak. Following the evil, whispered advice of the Manitous, Eddie decided to make some new human friends that were

more like the snakes. These new friends would help him exact revenge upon Marshal Downs. But you can never have enough friends.

### **GETTING STARTED**

The posse is drawn into the adventure by being hired by a saloon gal named **Selma Botti** to find out what has happened to her gambler boyfriend, **Jack Soverpens**. She last heard from him a month ago when he sent her a letter from a railroad town in King County called Stakes. She gives the heroes a full description of Marcus along with a photograph. She adds that he always carried a pistol, a Remington 1875, with a four leaf clover on the handle. Selma can only offer \$100.00 in reward money.

The posse travels to Stakes as they see fit. When the posse arrives in town, the first thing they see is a hanging being conducted by the Marshal. Two men are hung for the crime of horse thievery. The process is straightforward and somber. A few people stand around to witness the execution and then go about their business.

As the heroes check out the town, the following events take place. Some of these investigative scenes may not take place until Scene Two, depending upon the actions of the players.

### **SEARCHING FOR THE GAMBLER**

The heroes will most likely ask around looking for Jack Soverpens. Most remember the youth, but claim he simply disappeared as so many do in this boom town. With a successful Streetwise roll, the heroes learn that Jack was arrested for cheating and was transferred to another jail outside of county. Marshall Downs confirms this story should the posse ask him. He claims that he decided to let the state take care of the petty criminal and turned him over to the jurisdiction of the

State Police. Most likely, the gambler has fled to another state, skipping bail, Pat claims.

The heroes find Soverpens's pistol, the one with the clover on the handle, in a display case in the **Four Star General Store**. The price is \$200. Initially, the proprietor claims that he got the pistol in a trade with a local homesteader that was desperate for money. If the heroes press him (with a successful Persuasion or Intimidate roll versus a d6), he admits that he got it from a desperate gambler at a steal. The initials R. E. G. have been scratched recently on the bottom of the handle. Pressed again, the proprietor eventually admits that he bought it cheap off of the former butcher, who is living out in the wilderness somewhere around the Snake Pit.

Jack's gun is actually lucky. The owner may pull a chip each session to be used only for checks associated with shooting with the gun.

### **A NEW BOUNTY**

This event takes place some time after the heroes have spent some time asking around about the gambler. The posse notices a new wanted poster has been posted at various places around Stakes. A \$50 reward is offered by the Marshal's Office for information leading authorities to those responsible for defiling the bodies of those recently hung by the law.

The heroes learn from various sources that the Marshal likes to let a body hang for 24 hours as a reminder to everyone to obey the law. Over the last few months, someone has been cutting up the recently hung bodies and stealing their heads. Should the posse inquire, Marshal Downs offers them \$2.00 each to stay up and guard the bodies recently hung. The Marshal (The GM) should do everything he or she can to get at least one hero to watch over the hanged men. Scene One occurs when the posse is guarding the gallows.

## THE TOWN MARSHAL'S REPUTATION

With the right connections and a successful Streetwise roll, the heroes learn that Marshal Downs has come under the scrutiny of the Federal Marshal's Office for unlawful lynching. He has not yet, however, been charged with anything. During a conversation with one of the citizens of Stakes, that person mistakes the hero for another of the Federal Marshals. Through this encounter the heroes can learn that Federal Marshals have been here in town investigating the Marshal.



## SCENE ONE: HANGMAN'S COMMUN'

During the night, Eddie comes to steal the head and spine of each hung man so that he can turn them into snakes. He wears a white sack over his head with eye holes cut out in order to let him see. He previously wore this mask during his role as hangman. At least one of the heroes should be alert to his presence. If let alone to do his grizzly work, the heroes witness Eddie cut the bodies carefully, separating the head from the body

and leaving the spine attached and intact. Obviously, viewing this scene requires a Guts check. If the heroes interfere in any way, Eddie throws a sack of rattlesnakes at them to scare them off. If this does not deter them, he attacks with a serrated carving knife.

Eddie's sack of rattlesnakes works like a grenade. If it hits the intended target, it bursts open in the area of a small burst template distributing the rattlesnakes evenly. If a character is hit by the sack, a single snake gets to make a free bite attack on that character. If the bag misses, it still bursts open to spread out the snakes inside.

## RICK 'EDDIE' GALLOWS (WILD CARD)

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10

**Skills:** Fighting d8, Guts d6, Notice d6, Throwing d6.

**Charisma:** 0; **Pace:** 5; **Parry:** 5; **Toughness:** 9

**Hindrances:** Obese

**Edges:** Brawny

**Gear:** Carving knife (d8 + d6), sack of rattlers, bloody bag, 2d6 dollars.

## RATTLESNAKES (5)

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4.

**Skills:** Fighting d8, Guts d6, Notice d12.

**Pace:** 4; **Parry:** 6; **Toughness:** 2

**Natural Tools:** Bite (Str)

### Special Abilities:

♦**Poison:** A rattlesnake's bite injects poison. A character bitten by a rattlesnake must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.

Regardless of a fight's outcome, Eddie lives a little longer than he should after the



heroes defeat him in combat. He lives long enough to answer a few questions. He reveals the location of the snake pit and how the Marshal threw him into it. He confirms that Jack Sovertens is just fine and is safe at the snake pit. His final words are, "I wish you and me were snakes. Snakes ain't afraid of the Marshall 'er nobody."



## SCENE TWO: FOOLS MAKE THE RULES

This scene takes place after the posse has learned that Marshal Downs is a dirty lawman. At some point, provided the posse is persistent enough, Marshal Downs decides that the heroes have been nosing around a little too much and decides to arrest them. The Marshal may have to improvise the location of the arrest attempt. Because Marshal Downs is prone to showmanship, he calls the posse out onto the street in front of the whole town. He has with him a deputy for each posse member. He calls the heroes snakes and announces that they are all wanted

for murder in Texas. He then orders them to disarm.

## MARSHAL PATRICK DOWNS (WILD CARD)

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d6, Guts d8, Notice d8, Shooting d10.

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

**Hindrances:** -

**Edges:** Quick Draw, Hip-Shooting, Marksman, Speed Load

**Gear:** 3 Peacemakers (12/24/45, 2d6+1, AP 1), knife (d6+d4), Derringer (in boot) (5/10/20, 2d6, AP 1), marshal's badge, \$149.

## DEPUTIES (4-5)

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

**Skills:** Fighting d6, Gambling d6, Notice d6, Shooting d6, Stealth d6, Survival d6.

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** -

**Edges:** Quick Draw

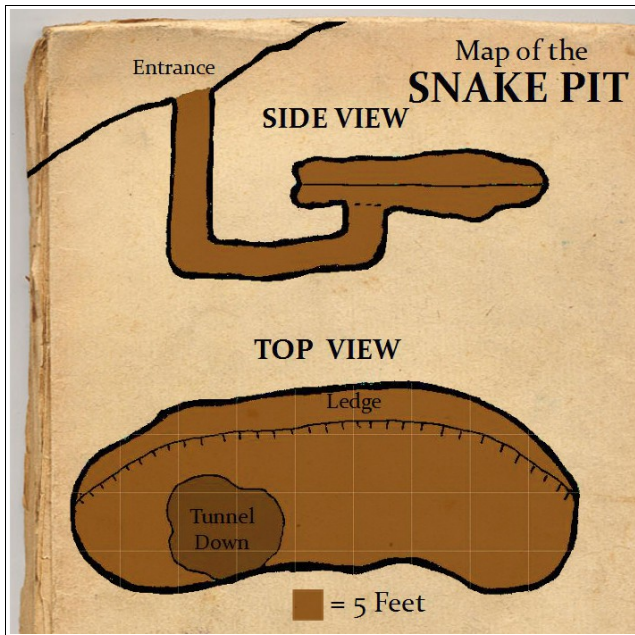
**Gear:** Colt Army (12/24/45, 2d6+1, AP 1), Winchester '76 (24/48/96, 2d8, AP 2) knife (d6+d4), 30 .44 pistol rounds, 30 .45 rifle rounds, \$1d6.

## SCENE THREE: WIGGLIN' AND A HISSIN'

Eventually the posse will want to go investigate the Snake Pit. The way to the place can be learned from any of the townfolk. The Snake Pit is actually an old, abandoned mine shaft. The opening is in the side of the dry river bed. The hole drops down ten feet then curves around into a tunnel that rises again to curl back upon itself.

The first thing that the posse encounters are the decaying snake bodies and snake skeletons from all the rattlers that have been tossed down in the hole by the Indians. Just inside are some snake paintings on the walls. A little farther along, the heroes come

across the live ones that Eddie has been fostering. They are clustered together waiting to be fed again by their keeper.



### RATTLESNAKES (9)

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4.

**Skills:** Fighting d8, Guts d6, Notice d12.

**Pace:** 4; **Parry:** 6; **Toughness:** 2

**Natural Tools:** Bite (Str)

#### Special Abilities:

◆**Poison:** A rattlesnake's bite injects poison. A character bitten by a rattlesnake must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.

The tunnel leads up to the main cavern where Eddie has been living with his new friends. As the posse enters the area, five of the butcher's new creations emerge from the shadows to attack. They are the remains of the hanging victims animated in undeath by the Manitou that haunts this tunnel. The creatures

move like snakes twisting and turning on the boney spinal column hanging down from a severed head. They are hostile to all but Eddie.

### UNDEAD HUMAN SPINESNAKES (5)

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6.

**Skills:** Fighting d6, Guts d6, Notice d10.

**Pace:** 4; **Parry:** 5; **Toughness:** 7

#### Special Abilities:

◆**Bite:** Str

◆**Coil Attack:** Rather than biting, the Spinesnake may attempt to wrap its spine around a victim like a lasso and succeeds with a successful opposed Fighting versus Agility roll. An opposed Strength roll is required to break out, killing the Spinesnake. Otherwise, the victim is +2 to hit in combat.

◆**Fear:** Anyone who sees a Spinesnake must make a Guts check.

◆**Fearless:** Spinesnakes are immune to Fear and Intimidation.

◆**Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do -4 damage.

◆**Weakness (Head):** Shots to a spinesnake's head are +2 damage, and piercing attacks do normal damage.

Once the monsters are defeated, the posse can investigate the room. With a successful Notice roll, a hero notices that one of the creatures, which has not decayed much, was made from Jack Sovertens' body.

A natural rock shelf displays Eddie's treasures gleaned from the hanging victims. Eddie's bed is made on the widest part of the shelf. The posse finds the following treasures: a Remington Pepperbox, a sack of rattlesnake rattles, a silver-plated opera glass (\$30), 3 pocket watches (\$3 ea.), a complete set of butcher's knives, \$52 Union, \$37 Confederate.