



A Savage Worlds Adventure
By John R Davis
for use with Deadlands™ or as a
Western diversion

SUMMARY

An introductory module for Deadlands reloaded.

The posses stage coach is attacked by a gang who have literally lost there way. The stage coach is damaged and help is sort from a nearby rail-building camp. They agree to help if the posse will investigate a dragon in a mine that the camp is surveying. The dragon is fake but a combination of elements has caused some smucks killed by it to rise as unlife. A rival group in the Rail-Wars is behind the plot.

STAGECOACH

The posse are on yet another stage coach journey, passing through nameless small towns and water stops. For the most part the journey has been running near parallel to either laid tracks, or land being cleared, for the *Union Railway*, but even the excitement of watching this activity passes, and for the last few days you have barely seen any signs of life. Well that's all about to change.

THE DOOLAN-GIBBS GANG

A group of minor thugs are, or rather where, to be employed by a rival railroad to cause disruption. Unfortunately 2 of the gang have recently been killed (1 of whom was the guide) so the 'boys' have been wondering



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aimlessly in seek of 'gainful employment' It appears the parties stage-coach are it. The gang has 5 members. None of them look remarkable, or a leader. Somewhere in the battle the stage-coach hits a large rock and everyone must make an Agility roll, or need to make a vigor, roll to avoid being shaken as the flung out as the cart tumbles.

Investigating their bodies reveals some shoddy weapons and the posse could scrape together about \$30 of them. A notice roll (at +1 cos its easy). *Three of gang are brothers, and the other two are as well.* They look very rough and unkempt as though they have been sleeping under the stars for too long.

ON FOOT

The stage-coach is all messed up and in need of spares. One horse also looks pretty shaken as well. In the distance are some big rocky outcrops near some ravines the driver says. Near there is a large work encampment of the *Union Railway*. The driver and the *shot-gun* will agree to guard the place where the stage is, and its cargo and any heavy gear of the party, if the party will make the two mile journey to the camp.

If they agree, or not and decide to await rescue, eventually the posse end up in the Rail Camp

SLEEPERS RIDGE.



Ahead is a very large looking tented camp. Numerous mules, carts, railway sleepers and rail are lying around. It looks like a fair sized junction is gonna be built here. The track is being laid and lined up back from where you have come. (Anyone with any *engineering / knowledge* skill can see circumventing these ridges may take a bit of work). *Add in any camp detail you deem necessary. Feel free play out any socialising the party may wish to do with the 150 folks here.*

The workers scurrying around are nearly all Chinese, with some fierce looking gang masters. The camp leader is called Jefferson Dain.





He will gladly send whatever assistance is needed for the stage coach, in fact in return perhaps the posse could do a favour for him!?!?

THE DRAGONS TALE

We are here ‘spelunking’ to find the best way to cross over this tricky terrain. In one of the old mines that litter this area 2 of my engineers and their lackeys apparently saw a great dragon!! Oh really I thought. I sent two of my guards in to investigate and they haven’t returned!! Now none of the workers will go anywhere near the place, and indeed a few of their number fled away into the night. They say it is *fú cáng lóng*; (pr: *fu-tsang-lung*;) literally "hidden treasure dragon"), *underworld guardian of precious metals and jewels*. “The dragon is guarding the disturbed mine and none should go near it or all their wealth will be lost. In fact they have painted the following script in print near the mine entry.....



Mandarin Chinese script for dragon



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Rewards? *He would like to pay \$20 a man, but can be persuaded up to \$50, but will then try to charge the posse for repairs*

INTO THE DRAGONS LAIR



The Posse can get fairly good direction where to go from Jefferson has been told. Enter a series of smallish passages and larger mine faces.

The mine itself is unremarkable; except for quiet a few sulphur deposits. Most of the once rich iron veins are empty.



THE DRAGONS TEETH

About 60 feet ahead you can see what can only be described as a dragons head, with glowing teeth and smoke billowing out!! *Make a guts roll partner*. For those

whose grit holds all they see is framework head of a dragon and a series if ropes and pulleys... Unfortunately the two slightly charred walking dead ambling down either side are quite real!!

MYSTERY DEEPENS

You guessed it the ‘deads’ are in fact the two guards sent in to investigate. A *notice* roll shows each to have a stone tooth stuck in their bodies as well as being fairly charred. With a *skill* roll a pard’ner can see part of the rock is made of ghost-rock, though not a strong amount of purity, but enuff’ to accidentally bring *unlife* to those slain by a mix of it, flame and sulphury fumes.

The rest of the dragons teeth are also made of this for the glowing effect it gives when warmed. An empty flame-thrower of sorts is placed inside the dragons head. Deeper in the cave are the bodies of 3 villains, slain while they slept by the *walkin’ dead*. They look more like folk from back east, than western locals.

OUTBACK

Further investigation of the caves leads to an exit near the back. It is here the villains, agents for the rival *Wasatch Railroad* gained entry. It is a fairly easy climb out (after-all they brought in quite a bit of kit) and a notice, as the posse great to breath clean air once more, reveals a 2 storey wooden cabin nearby with a few



wagons and horses, hidden by tarpaulins and sheets.



OPTIONS:

If the Marshall is feeling cruel he could have a couple of nervy agents on guard with rifles.

If you're really mean the wolfings that killed two of the Doolan-Gibbs gang could come on the prowl if the posse drinks the liquor in the cabin and crash for the night. It is dark and using a wagon to get back could be hazardous. Have the wolfings just terrorise the party rather than an assault. Scratching on the walls, running on the roof etc. Think the movie *dog-soldiers*

The cabin could comfortably sleep eight plainmen.

The inevitable search reveals a lot of liquor and stack of papers. A quick read shows the agents plan to scare of the workers with tales of the dragon and then the Doolan-Gibbs gang would kill or drive of anyone still around. In the spirit of many villainous plans, it has failed horribly.

AFTERMATH

A standard persuasion roll can clam the Chinese workers that they are not all going to die in



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abject poverty (they came to US to seek there fortune after all).

BOOT HILL

Doolan-Gibbs Gang

You can make them as simple as d6-ability mooks or as competent as the party can handle.

Simple d6 skills, 2d6 dam

Riflemen

D8 shootin', 2d8 dam

D6 skilled mooks otherwise

Walkin' Dead

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

Skills: Fighting d6, Intimidation d6,

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

Special Abilities:

Claws: d4+d6

Fear: These walking dead are even more disgusting than usual.

Undead: +2 Toughness. +2 to recover from being Shaken;

Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.

Weakness (Head): Shots to a zombie's head are +2 damage and piercing attacks do normal damage

Lesser Wolfings (p.229)

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

Skills: Climbing d8, Fighting d8, Notice d10, Survival d8 Tracking d10, Stealth d10, Guts d10, Swim d8.

Pace: 8; **Parry:** 7; **Toughness:** 6

Edges: go for the throat, improved frenzy, pack tactics

Gear: None

Special Abilities:

Teeth (d10+d6).

Leathery Hide: Tough, leathery skin gives +1 Armor.

Low Light Vision:

Vulnerable Silver does +d6 damage to them



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DEAD





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NOTES ON PLAY

1. CHARACTERS

Basically, not a great fan of huge long written 'back stories'. Much rather a character be played and then as things crop up, ideas are discussed and background ideas can be 'backfilled' as it were. Have not filled in the background or worst nightmare ideas on the character sheet as the player should be given 10 minutes or so to add such things. Obviously the character edges and hindrances and skill can through up such ideas to start with.

In play-testing the module and characters a few things were thrown up:

Tso-Me

Obviously is a young immigrant girl in what is basically a man's world. She has escaped the laundrette or other menial background and is out to prove herself. Perhaps in the first round of a combat she ensures she is going to look good in both appearance and style, afterwards after grabbing and claiming what she can she ensure her vanity reigns once more. In the camp is she flattered or offended by any attention she gets from the workers?

Joseph Cornwall

He is a gunfighter at the beginning of his career. He is pretty good with a gun, but not a great duellist (by the rules ideas). There is little chance for a duel in the mod anyway so he shouldn't get into trouble that way. His lack of a notice skill may or may not get him into trouble! His arrogance may as well.

Joseph "Diamond Joe" Johnson

Wanna be reporter from back east. Maybe some crime he committed in the past but only as an option. He is very good at spell-casting but really isn't very good at dealing with devil. He has no edges and a grit penalty which doesn't help. He may therefore lead to a few good interactions if he loses such 'deals'.

William McKenzie

He has been played as coming from Canada and being a sergeant in the Northwest Territory police. He has the broadest skill range and being both good at persuasion and a doubting Thomas may well be good for calming situations. Obviously great scope for interaction if confronted with the *walking dead* and *wolflings*. Does he become affected by the horror he may see or can he explain it all away.

Dr Undershaft

He has the both the *curious* and *cautious* edge. In play this worked out kinda' interesting. Things have to be investigated but someone else must do it! Like many starting characters his abilities are a little one shot pony. The entangling ability is pretty good and he has a few skills of note.

Everyone survived in playtest and they managed to persuade the camp is was simply a plot by other rail-builders using puppets and fireworks and other things Chinese workers may be aware of.



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2. HUMOUR

We are all in the game for fun. Unfortunately I think its often hard to write humour into a game, and the hope is that fun just flows rather than being set. You can run a mod five times and each time the 'fun n frolics' will come from different aspects. Deadlands should be one of the more obviously fun games especially when coupled with the Savage Worlds Ruleset. In playtest a few things came up.

The Posse decided to name the Stagecoach driver Stagecoach Will (think Mickey Mouse Steamboat Willy). It also came to pass they he has become renowned for breaking wagons and indeed the camp manager has a 'hot wagon' ready to go at a moments notice to repair the wagon. He at least seems to have the *unlucky* edge. These aren't scenes that you can write. In testing as well the Posse had some good interaction with the camp guards (whose job the party really are doing).

Am I leaving the GM to think a bit on the fly and inject he own thoughts and humour. You bet.

I ran the final scene with the wolflings attacking purely to generate a final bit of fear. I had contemplated a *dog-soldiers* siege scene. In the end the first thing a wolfling did was to roll a 1 on a climb roll so I described the sound of claws scarping on the outside wall as it slowly slid down while frantically trying to get a grip. After this I didn't have the heart to have a battle. I had them smash a few windows, stick a claw through to try and open a door and little things like that.

3. HORROR

The other thing that DLR should have. Few points for tension building. The pacing and tension is important between the Posse spotting the framework dragon and then walking dead suddenly appear.

The wolflings again. If the party are pretty intact maybe you could go with a more horror and combat approach.

Its your game, play as you wish!!

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Aka The Nova Lord



NAME: TSO ME (DRAGONFRY)

BASE	DERIVED STATS	MOD
6	PACE	○
7	PARRY (2+ Half Fighting)	○
5	TOUGHNESS (2+ Half Vigor)	○
1	GRIT (Rank)	○
0	CHARISMA	○

RANK: NOVICE XP: _____

ATTRIBUTES

4	6	8	10	12	AGILITY
4	6	8	10	12	SMARTS
4	6	8	10	12	SPIRIT
4	6	8	10	12	STRENGTH
4	6	8	10	12	VIGOR

HINDRANCES

GREEDY (MINOR)
QUIRK (VAIN) (MINOR)

SKILLS

4	6	8	10	12	FIGHTIN' (AG)
4	6	8	10	12	LOCKPICKIN (AG)
4	6	8	10	12	STEALTH (AG)
4	6	8	10	12	GUTS (AG)
4	6	8	10	12	INTIMIDATE (SP)
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	STONES FLY FROM WAND (SP)
4	6	8	10	12	HEALING MASSAGE (SP)

GEAR

ITEM	LOCATION	WEIGHT
MIRROR, SILVERED.		\$125!!
SILK KIMINO		\$30
FELT SHOES		\$10
LOCK-PICK	HAIR-PINS (\$15)	

EDGES

ARCANE: CHI-MASTER
MARTIAL-ARTIST (BASIC)

POWER POINTS: 20

BACKGROUND

WORST NIGHTMARE

DINERO \$10

TOTAL WEIGHT CARRIED: _____
WEIGHT LIMIT: _____
ENCUMBERANCE PENALTY: _____

ARMOR TYPE	AREA PROTECTED	PROTECTION	WEIGHT	TRAPPING (POWER)	DRAIN	RANGE	DAMAGE/EFFECT	DURATION
				STONES FLY FROM WAND	1-6	12/24/48	2D6 OR MORE. SEE P89	INSTANT
				HEALING MASSAGE	3	TOUCH	1-2 WOUNDS SEE P.95	INSTANT

WEAPON	RANGE	ROF	DAMAGE	WEIGHT
UNARMED			D4+D4	

WOUNDS! -1 -2 -3 INC! FATIGUE! -2 -1

NOTES: _____ PERMANENT INJURIES: _____

NOTES: _____





NAME: Joseph "Diamond Joe" Johnson

RANK: Novice **XP:** _____

ATTRIBUTES

AGILITY
SMARTS
SPIRIT
STRENGTH
VIGOR

BASE DERIVED STATS MOD

6 **PACE** **4**
2 **PARRY** **2**
 (2+ Half Fighting)
4 **TOUGHNESS** **4**
 (2+ Half Vigor)
1 **GRIT** **1**
 (Rank)
0 **CHARISMA** **-2**

HINDRANCES

Anemic
Lame
Mean

EDGES

Arcane Background (Magic)
Card Sharp (DR p35)
Quick

SKILLS

Gambling
Investigation
Notice
Shooting
Spellcasting

GEAR

ITEM	LOCATION	WEIGHT
NICE DUDS		
CHEAP CAMERA		
FINE PEN AND PAPER		
FANCY CARDS		
CUBAN CIGARS		
GOLD WATCH		
DERRINGER		

DINERO
\$350

TOTAL WEIGHT CARRIED: _____
WEIGHT LIMIT: _____
ENCUMBRANCE PENALTY: _____

POWER POINTS: 10

BACKGROUND

WORST NIGHTMARE

ARMOR TYPE	AREA PROTECTED	PROTECTION	WEIGHT	TRAPPING (POWER)	DRAIN	RANGE	DAMAGE/EFFECT	DURATION
				Fear	2	Smartsx2	Large template (p91)	Instant
				Bolt (Soul Blast)	1-6	12/24/48	2d6-9d6	Instant
				Burst (54 Card Pickup)	2	Flame	2d10 + fire	Instant

WEAPON	RANGE	ROF	DAMAGE	WEIGHT (AP:1)
DERRINGER	5/10/20	1	2D6	

WOUNDS! **FATIGUE!**

-1 -2 -3 INC! -2 -1

NOTES: _____ **PERMANENT INJURIES:** _____

NOTES: _____





NAME: WILLIAM MCKENZIE

BASE	DERIVED STATS	MOD
6	PACE	○
5	PARRY (2+ Half Fighting)	○
5	TOUGHNESS (2+ Half Vigor)	○
2	GRIT (Rank)	○
0	CHARISMA	○

RANK: NOVICE XP: _____

ATTRIBUTES

4	6	8	10	12	AGILITY
4	6	8	10	12	SMARTS
4	6	8	10	12	SPIRIT
4	6	8	10	12	STRENGTH
4	6	8	10	12	VIGOR

HINDRANCES

CODE OF HONOUR, ENEMY
LOYAL, PACIFIST (MINOR), HEROIC
DOUBTING THOMAS, BIG MOUTH

SKILLS

4	6	8	10	12	FIGHTIN' (AG)
4	6	8	10	12	GUTS (SP)
4	6	8	10	12	INVESTIGATE (SM)
4	6	8	10	12	KNOW:THE LAW (SM)
4	6	8	10	12	RIDIN' (AG)
4	6	8	10	12	PERSUASION (SPIRIT)
4	6	8	10	12	SHOOTIN' (AG)
4	6	8	10	12	SURVIVIN' (SM)
4	6	8	10	12	TRACKIN' (SM)
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	
4	6	8	10	12	

GEAR

ITEM	LOCATION	WEIGHT
WINCHESTER '73		7
--15 SHOT MAGAZINE		
COLT FRONTIER		
--6 SHOT MAGAZINE		
BOWIE KNIFE		
DUDS		
OUTDOOR GEAR		

EDGES

ATTRIBUTE RAISE, TRUE GRIT

DINERO

\$22

TOTAL WEIGHT CARRIED: _____
WEIGHT LIMIT: _____
ENCUMBERANCE PENALTY: _____

BACKGROUND

WORST NIGHTMARE

ARMOR TYPE AREA PROTECTED PROTECTION WEIGHT TRAPPING (POWER) DRAIN RANGE DAMAGE/EFFECT DURATION

WEAPON	RANGE	ROF	DAMAGE	WEIGHT
WINCHESTER '73	24/48/96	1	2D8	AP:2
COLT FRONTIER*	12/24/48	1	2D6 (AP:1)	AP:1
BOWIE KNIFE			D4+D6+1	AP:1

WOUNDS! FATIGUE!
-1 -2 -3 INC! -2 -1

NOTES: *CAN DOUBLE TAP. USES 2 BULLETS. +1 TO HIT AND DAMAGE

PERMANENT INJURIES: _____

NOTES: _____



