

# Deadlands Reloaded adventure

## Ticked Off

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### **Marshal's Note**

This simple yarn is built to play just about anywhere. The only requirement is that the posse is out in the middle of nowhere (no cities or towns for many miles) and it would also be a good idea if they aren't on a deadline when you run this.

### **The Story So Far**

So, the posse is traveling somewhere in the great expanse of the weird west. The adventure begins around 6:00 in the evening—as they are beginning to consider looking for a suitable camp for the night. As they begin to search, have anyone in the party make a *Survival* roll. If the roll is made, inform them that a dust storm is on the horizon, rolling in fast. If this first roll is missed, another can be made at -2, though this will give considerably less warning. If no one in the party has survival, *notice* will suffice (though you shouldn't inform them what they are seeing exactly—call it a “disturbance” instead of a “very large dust storm.”).

Chances are they will begin to make *Survival* and/or *Notice* rolls like mad to look for shelter. A raise will reveal a short path leading off over a hill. If the posse follows the path they will find a solid structure at the end of the path. It consists of two buildings (one significantly larger than the other) connected by a short hallway. A fence squares off the front of the property and two large sets of doors allow entrance to the larger building. One of these doors is swinging back in forth in the building wind, and a horse is running free within the fenced perimeter.

The storm will be screaming at them by now, and they'll most likely run in and worry about asking permission from the owner later. Anyone looking closely will notice a sign proclaiming “Sullivan Mining Inc.” above the main doors—barely visible through the blowing dust.

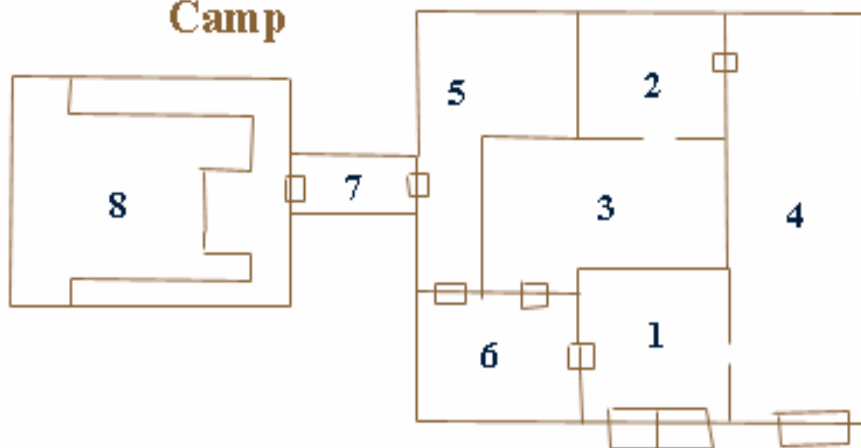
### **The Real Story**

A few days before the posse arrives, the miners at the site dug into a huge nest of prairie ticks. The critters quickly overran the place and killed everyone. The ticks are extremely aggressive because there is a Queen among them. This also increases their intelligence slightly and allows them to act more as a group. The Queen has a nest down in the mine shafts—where most of the host bodies were drug after infestation. She will defend her lair aggressively. The storm has agitated the ticks and they will be quite foul tempered by the time the posse arrives. There are approx. 30-40 ticks, in addition to the queen. The only survivor of the massacre is a small infant that the queen has taken an interest in. Any god-fearing hero couldn't help but try to rescue the little tike.

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## Meat

### Sullivan Mining Camp



#### Ground Floor: The Sullivan Mining Camp

**1: Entryway** - fairly empty, a few chairs.

**2: Sleepin' Quarters** - trickles of blood and gore on the sheets, bits of bone.

**3: Dinin' Room** - Group Mess, one long table, rotting food, more blood, Successful *Notice* roll to find tracks in food of small critter). There is also a makeshift baby cradle here—and some soiled wrags. Look recently used.

**4: Stable** - 2 dead horses. One with big hole, one with moderate hole. One sick horse (infested).

**5: Storage** - Lots of boxes, etc. Raise on *Notice* roll reveals holes in wall from ticks. 3 bottles of castor oil in old crate. Dynamite packed in small crate (5 sticks)

**6: Sleepin' Quarters** - trickles of blood and gore on the sheets, bits of bone.

**7: Hall** - Mining equipment, etc. Tracks from critters.

**8: Mine** - Entrance to mine. Skittering can be heard down the hole. Crude lift carries up to three at a time down shaft.

#### Second Floor: The Mine

**1: Bottom of Lift** - Lift drops you off here. Loud clicking in distance.

**2: Small Cavern** - Between 2-8 ticks will be here itchin' for a fight.

**3: Host Storage** - This is where the queen has the hive bring the hosts who've been infected. All dead—bodies mostly in side caves (*Guts* check).

**4: Small Cavern** - Another cavern serving as a lair. 1-10 ticks here.

**5: Queen's Chamber** - The queen and her warriors are here—there will be the queen and an additional 8-15 ticks here (gauge party strength and apply ticks as needed). A little baby wrapped in dirty rags lies close by the queen—it is very upset



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### Prairie Ticks

See Deadlands Savage Worlds conversion for statw

### Prairie Tick Queen

The queen is slightly different than her brood in two fashions. First, she is larger (large dog) and therefore her mandibles do more damage—1d10. Second, she also has toughness of 15 due to the thicker shell which will make her impervious to normal pistols. However, if all else fails- the posse will still have dynamite. The good news is that she can not crawl down your throat—which makes you one lucky cowpoke.