

# THE GOON™

## TRIXIE THE NIXIE



A Savage Worlds One Sheet™ by Matthew Cutter, with art by Eric Powell

*"Trixiels got moxie, no doubt about it, but mind she don't put you lugs to work!"*

Last time Sproule's Biological Curiosities & Wild West Extravaganza visited the Town, the Ossified Baby of Nuremburg caused so much trouble Goon swore off Wild West shows for good. But now the show is back and mayhem's about to show its ugly mug.

### Backstory

As William Sproule and Jeffrey Tinsle scouted locations near Horse-Eater's Wood to pitch their show tents, they discovered an old well overgrown with tangled vines. William (known as "Billy the Kid" in his younger, wild-oat-sowing days) peered into the well's depths, seeking the telltale glint of water. He found it, all right, when a prehensile, liquid limb reached up and dragged him in by the neck! It grasped hungrily at the diminutive Mr. Tinsle but did little more than douse him, and he was just barely able to elude its deadly grasp...

### SPLASH PAGE

We always start Grievous Yarns like this one with a splash page, but this time it's ridiculously literal! Read the following as your mooks go about their business on a sunny autumn day in the Town, whatever that business might be:

*All of a sudden a splash of water hits the floor. The source is a tiny man — he can't be more than a foot-and-a-half tall — in eyeglasses and a three-piece suit. He's soaked to the skin. But not just soaked; the water runs off him in rivulets, like someone left the garden hose running. It keeps on pouring, forming a pool underneath him, and finally slacks off to drips and drops.*

*The tiny man gasps, "Need...your help! Mr. Sproule, he's fallen into a well! He's sure to drown if we don't rescue him."*

With some prodding, the wee fellow introduces himself as Jeffrey Tinsle of Sproule's Biological Curiosities & Wild West Extravaganza. He adds, sheepishly, that he and Sproule are friends of Mr. Goon, but the big guy told him to get lost and ask the antiheroes for help instead.

📍 **Jeffrey Tinsle:** See below.

### DOWN TO THE WELL

Tinsle leads the group to the verges of Horse-Eater's Wood, where an abandoned well sits in a sheltered clearing. The tiny man urges them on:

*"Hurry! We have to hurry or Mr. Sproule will drown!"*

If a lug or dame peers into the well and succeeds on a Notice roll, the glimmering reflection of water can be seen about 20 feet down. With a raise, the observer catches a faint, yellowish gleam that seems to emanate from beneath the water.

### Trixiel's Got Moxie!

After the group has a few minutes to nose around the well, and speculate on whether William Sproule's waterlogged corpse might very well be floating at the bottom of said water source, one heck of a stunning brunette saunters out of the trees. She bats her eyelashes and says,



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"Well, hell-O there, fellas! Are y'all lookin' for lil' ol' me? I'm flattered. I do adore big, strong men. My name's Trixie, and boy do I have moxie, daddy-O!"

Trixie the nixie uses her various assets — and the *puppet* power — to bewitch any big lugs in the group. Then she moves on to the others, trying to talk them one-by-one into leaping headlong into her well (after a touch to allow them to breathe water, naturally). Once there, she puts them to work.

Antiheroes with the Perv Hindrance suffer -2 to resist Trixie's *puppet* power. If a fight breaks out, the nixie leaps back into the well as quickly as she can.

☞ **Trixie the Nixie:** See below.

### Sproule's Servitude

At the bottom of the well is Trixie the nixie's lair. Really it's her apartment, only it's underwater. William Sproule is there, imbued with the ability to breathe water, doing all her household chores as she commanded. If he refuses she uses her *pummel* power to knock him senseless, so as a consequence he's been working his fingers to the bone. (And muttering curses all the while.)

The two-room apartment has whatever usual accoutrements the GM allows, as well as a locked, wooden chest (Lockpicking -2) that weighs about 50 lbs. It contains silver coins worth \$1,000 and two small, mother-of-pearl hair combs which are Relics. When thrown, each transforms into a hill the size of a Large Burst Template covered with fangs or spikes (respectively), equivalent to the *barrier* power. A command word causes a comb to revert to its normal state.

If Sproule and any other charmed antiheroes are to be rescued, Trixie has to be convinced to remove her water breathing power. Otherwise removing it requires successful application of the *dispel* power.

### ☞ William "Billy the Kid" Sproule

"Oh, I'm sure that was just superstitious hogwash. We never had any trouble out of that — " (bloodcurdling shriek) "Uh-oh."

William's been traveling the Wild West's trails since he was knee-high to a grasshopper. Not even losing his right leg in a railroad accident could stem his wanderlust, and he saw no need to cease his perambulations on account of civilization's rise to prominence. Instead he cobbled together a traveling show that would carry the Wild West wherever he went. He fancies himself a damn good poker player but he's nothin' of the sort.

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

**Skills:** Fighting d8, Gambling d4, Intimidation d8, Notice d8, Persuasion d8, Shooting d8, Taunt d6, Throwing d8, Tracking d6

**Cha:** 0; **Pace:** 3; **Parry:** 6; **Toughness:** 6; **Virtue:** 6

**Hindrances:** Elderly, One Leg

**Edges:** Marksman, Nerves of Steel, Snake Oil Salesman, Steady Hands

**Gear:** Colt Peacemaker (12/24/48, 2d6+1, RoF 1, AP 1), Bowie knife (Str+d4+1, AP 1), 20 extra rounds, cowboy hat, duster, red bandanna, cowboy boot, wooden peg leg.

### ☞ Jeffrey Tinsle

"And that was but one of the many adventures I had with the legendary outlaw Billy the Kid."

Jeffrey Tinsle, William Sproule's loyal sidekick, is the World's Smallest Man and a notorious purveyor of tall tales. It's his job to care for the traveling show's "biological curiosities" and handle the business aspects. Billy the Kid's just a carnival barker, after all.

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

**Skills:** Fighting d8, Intimidation d6, Knowledge (Accounting) d8, Knowledge (Occult) d8, Notice d8, Taunt d6

**Cha:** 0; **Pace:** 4; **Parry:** 6; **Toughness:** 3; **Virtue:** 6

**Hindrances:** Bad Eyes (Minor), Small

**Edges:** Improved Level Headed, Strong Willed

**Gear:** Cavalry saber (Str+d6), eyeglasses, tiny three-piece suit.

**Special Abilities:**

- **Small:** Jeffrey Tinsle isn't just the Hindrance-mandated amount of small, he's full-on *diminutive*. He takes an additional -1 to Toughness, but attackers suffer a -2 penalty to hit the lil' fella.

### Trixie the Nixie

A nixie is a water sprite common to myths and legends. Trixie — as real as they come — is a nixie who lives in an enchanted well at the edge of the Horse-Eater's Wood. Nixies are extremely long-lived, so by this point Trixie's accustomed to a certain standard of living. She's also cranky, and doesn't brook any backtalk from human servants. Trixie's raven-haired and green-eyed.

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

**Skills:** Fighting d4, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10, Swimming d10

**Cha:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges:** Attractive

**Special Abilities:**

- **Aquatic:** Pace 10". Nixies can breathe normally underwater.
- **Magic:** Trixie has 30 Power Points and knows the *entangle* (watery tentacle), *healing*, *invisibility* (translucent, watery form), *pummel* (water jet), *puppet* (charm), and *shape change* (aquatic only) powers.
- **Water Breathing:** With a touch, Trixie permanently imbues a character with the ability to breathe underwater. In air, such characters choke per **Drowning** in *Savage Worlds*. Trixie can remove the effect at will.
- **Weakness (Pool):** A nixie shares its soul with the particular pool or similar small body of water in which it lives. She must remain within 36" of her well or her magic fails. If the pool is somehow tainted with impurities or poison, the nixie has to make a Vigor roll each day or suffer a Fatigue level. If the pool or body of water dries up, the nixie dies in seven days.

