



THE INHERITORS





The Inheritors

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Chapter One: Introduction

Dear Aunt Agatha is dead, and she's left the family farm in Kansas to a posse member. The lucky sod just has to go back to Kansas and sign a few papers for a one-way ticket to Easy Street. The arrangements only take a week to complete, so as long as the ranch isn't haunted, no old feuds see fit to unearth themselves, and Black River doesn't get a hankering for the family plot, everything should go off without a hitch, amigo. Better bring a few friends...just in case.

THE STORY SO FAR

Back in the autumn of 1869, ex-CSA officer Jake Clawson led a band of outlaws in a string of trail robberies and murders in the environs of Brookville, Kansas. Eventually, the townsfolk got fed up with the Clawson Gang's depredations. The preacher rounded up a large posse, and after a quick survey they discovered the miscreants hiding in nearby Smoky Hill Swamp.

All the bushwhackers died there, along with the preacher and a half-dozen other citizens, in Brookville's largest-ever armed conflict. The bodies of the fallen were all buried in the church cemetery, except for Jake himself. Before he died he cursed Brookville to poverty and madness forevermore, and then fell and sank right to the bottom of the swamp—where his lust for revenge created a sin eater (see the *Deadlands Marshal's Handbook*).

Eatin' Sins

Over the next 12 years, the sin eater exerted its subtle, evil influence over the town. And it stewed angrily in the swamp's depths, intent on shattering the peaceful rest of its friends and enemies alike. Finally it decided to desecrate the church and graveyard, if it was the last thing it ever did.

First it needed more guises in which to do its evil work. Prowling the farms along the edge of the swamps, it discovered the Ford Ranch. William Ford had fallen into dissolution and drink after his precious wife Jolene was killed by the Clawson Gang. When Jolene's brother Hank Garrison arrived unexpectedly from Dodge, William Ford vented years of simmering anger upon his brother-in-law, killing him in a blind rage. The sin eater found Hank Garrison's shallow grave and absorbed his soul.

Although the people of Brookville had long petitioned Black River for a rail spur from nearby Salina, the rail agent the company assigned to them was a madwoman named Sadie Gorman, a witch with her own curse to bear. No deal ever gained traction. Several months ago Sadie sent Jenny Hill—a witch and rail agent posing as a seller of practical jokes, Infernal Devices, and mail-order pre-fabricated homes—to Brookville to assess the lay of the land. On a lonely trail near Smoky Hill Swamp, the sin



eater ambushed Jenny and absorbed her guise too.

Aunt Agatha's Struggle

Since she lost her beloved husband George to a fever in 1871, Aunt Agatha ran the ranch along with some hired hands. It was a struggle to keep up on the payments, and Agatha always seemed to be a few weeks behind with Ms. Guernsey at the general supply, but somehow she kept things together. Even despite the constant scheming of William Ford, who for years had been trying to run Aunt Agatha off her adjacent land and take it for his own, her future seemed solid, if not exactly rosy.

But after the sin eater took on Hank Garrison's form, things took a turn for the worse. The abomination tormented Ford nightly with the shape of the brother-in-law he'd murdered in cold blood, until the rancher nearly went mad. At the sin eater's direction, Ford hired a few ne'er-do-wells to stage a "haunting" on Agatha's property, arranged for rustlers

to steal her cattle, and in general made her life a living hell.

No one knows exactly what became of Agatha. In truth, her heart gave out while the "ghosts" were cavorting under her window, hands gripped on the barrel of a shotgun. Next morning the farm hands found her torn clothing scattered about, a loaded shotgun on her bed, and the impression of where she'd been laying still fresh on the bedcovers. They assumed she went mad and ran off into the swamp. Actually, the sin eater discovered her dead body and absorbed it...gaining yet another useful guise.

Where Things Stand

In Jenny Hill's guise, the sin eater made a deal with Sadie Gorman to arrange for the church and graveyard's desecration by the Black River witches. In return, the sin eater will hand over both Agatha's ranch and the Ford Ranch—over four hundred acres combined—free of charge.

For now, the sin eater considers William Ford a useful pawn, one it will kill when

the time is right. The abomination figures everything to be wrapped up with Aunt Agatha's land, all 160 acres ready to be handed over to Black River. The creature didn't count on Agatha's forethought, though, or her mortal dread of William Ford. Thus, her last will and testament stipulated that a telegraph be sent to her only heir in the event of her untimely death.

And there's another big problem for heroes who take on the burden of Aunt Agatha's ranch: Sadie Gorman. The Black River witch—more fearsome abomination than human—was promised a sizeable chunk of land in Brookville, and she intends to collect it. At the summer's end she and her confederates arrive ready to bring Hell to Agatha's ranch.

RUNNING THE INHERITORS

The Inheritors works best as a lull between major stories. It's designed to run the length of a single summer in-game, so the posse shouldn't feel compelled to storm through Brookville without taking time to acclimate. Besides, jump-starting a dying ranch takes time!

Introduce the adventure when the posse needs a large amount of money for a specific goal. That gives everyone a good reason to be money-grubbing and consider deals they may not otherwise take. If they have strong convictions, having to choose between their morals and the success of the original mission could spark some rich conflict.

Knowing how the posse plans to spend its nest egg also helps you, Marshal. Characters with large piles of ready cash can have a major influence on a campaign's direction. Foreknowledge gives you time to prepare for spending that might drastically change the playing field.

CHOOSING A RUBE

You know your players better than we do, Marshal, so we'll leave it up to you which one of your heroes was niece or nephew to poor old Agatha. The best choice is someone who's willing to fill in a few years of their character's early back story as time spent living on the ranch in Brookville, Kansas. The sodbuster's memories are a little vague, but overall pleasant. Bottom line: Aunt Agatha was a kind, nurturing, and beloved relative.

With a little imagination, nearly any character can be the inheritor of Agatha's ranch—and her myriad troubles. Assume the old woman was likely as not to adopt an orphan in need, so a cowpoke of any race, color, or creed could conceivably be Agatha's kin. Unlikely characters, such as ornery gunslingers, work well too: An honorable struggle to restore family land to its former greatness provides players of such heroes a chance to show different facets of the hombre's personality.

Regardless of who you choose, Marshal, give that player a copy of the telegraph handout (on page 4) before you begin the adventure.

MY DEAREST,
IF YOU ARE READING THIS I HAVE PASSED ON.
THAT BLASTED WILLIAM FORD JUST WONT QUIT.
BROOKVILLE RANCH IS YOURS NOW.
CLAIM IT OR SELL IT UP TO YOU.

ALL MY LOVE,
AUNT AGATHA

THE SETUP

The Inheritors assumes a start date in late spring, 1881. For your posse, the adventure begins when one lucky cuss receives an unexpected telegraph (see above). It indicates dear old Aunt Agatha has died, and the character has inherited the family ranch. What seems like the simple matter of traveling to Kansas, paying proper respects, signing

a few papers, and pocketing any profits is anything but easy. It's a big ol' knot of evil just waiting for the inheritors to sort it out.

Seeing as your band could be anywhere in the Weird West when the telegraph arrives, it might take one or more sessions of traveling to reach Brookville, Kansas. Go ahead and take care of that, Marshal, and when you and your inheritors catch up we'll be waiting in the next chapter.



Chapter Two: Last Rites

Brookville, Kansas was overlooked by most of the Weird West's major battles. Local folks had a nasty run-in with bushwhackers back in '69, but since then it's been generally sedate. This isn't to say Brookville's a model of rural bliss. No, the town's got plenty of feuds and nightmares, and they're very much its own.

BACK TO BROOKVILLE

How the lucky inheritors get back to Brookville, Kansas from their present location is up to them and you, Marshal. Here's what they find upon their arrival in Aunt Agatha's old stomping grounds.

Talking Up the Locals

With a successful Streetwise roll, a cowpoke can get locals talking about whatever subject they bring up. At your discretion, Marshal, some residents might remember Agatha's heir from his or her days living in Brookville. Or it could be that the inheritor was simply Agatha's last living descendant, and has never set foot in Brookville before now.

Either way, everyone in Brookville knows William Ford has been after Agatha's ranch for years. Town gossip confirms Agatha was always a mite superstitious, but that doesn't mean Ford wasn't serious about getting her land. If the heroes speak to Ruth, Loris, and the rest of Agatha's former farmhands, they learn a bit more: In the

months leading up to her disappearance and presumed death, Agatha was as crazy as a dog in a cathouse.

BROOKVILLE

Fear Level: 3

Brookville's a sleepy farming town primarily concerned with wheat, cattle, and hogs. Ever since the Rail Wars entered a new phase of consolidation, general store owner Charlotte Guernsey has led a push to attract the Rail Barons' attention. Black River was the first to investigate, although its agent (Jenny Hill) disappeared before passing judgment. Most folks are content to keep their heads down and focus on day-to-day problems. There's enough trouble going on in the state without inviting it to their doorsteps.

Summer in Brookville is long and hot. Several days a week, the high temperature tops 100 degrees. Shade doesn't do much against the heat, and even less for the humidity. Characters that don't drink at least four quarts of water per day are at risk of dehydration. If that amount of water isn't available, characters must make Vigor checks every four hours. Failure results in a level of Fatigue. Regardless of the results of the check, the daylight hours are bright, sticky, and uncomfortable. For more information see **Heat** in *Savage Worlds*.

Like most small towns, Brookville has the basics like a small bank, doctor's office, marshal, and a general store. Here

GHOST TOWNS

are some notes on whom and what is to be found in its various locations:

Brookville Bank: If visitors show Aunt Agatha's telegraph around town, locals direct them to the Brookville Bank. The lone banker, Jeb Duffy, confirms that he sent the telegraph in accordance with Agatha's wishes. He asks Agatha's heir to sign some initial paperwork in exchange for the contents of Agatha's safe deposit box. The box contains the keys to the ranch, a surveyor's map of the property, and a silver wedding band (worth \$25).

Untangling the legalese of the paperwork requires a Knowledge (Law) check, or in lieu of that a Smarts roll at -2. Success reveals Agatha owed \$100 to Charlotte Guernsey, owner of the general store. Moreover, this debt, along with its substantial interest rate, transfers to Agatha's heir. If the posse didn't have incentive to fix up the ranch before, it does now!

Jeb Duffy: Use Townsfolk stats in the *Deadlands Marshal's Handbook*.

Church: The two-story brick church house sits on a small hill above Brookville's cemetery. Both the church and the cemetery are built on consecrated ground—the only place a sin eater can be properly buried. Even though no body was found, Aunt Agatha's freshly dug plot is here also.

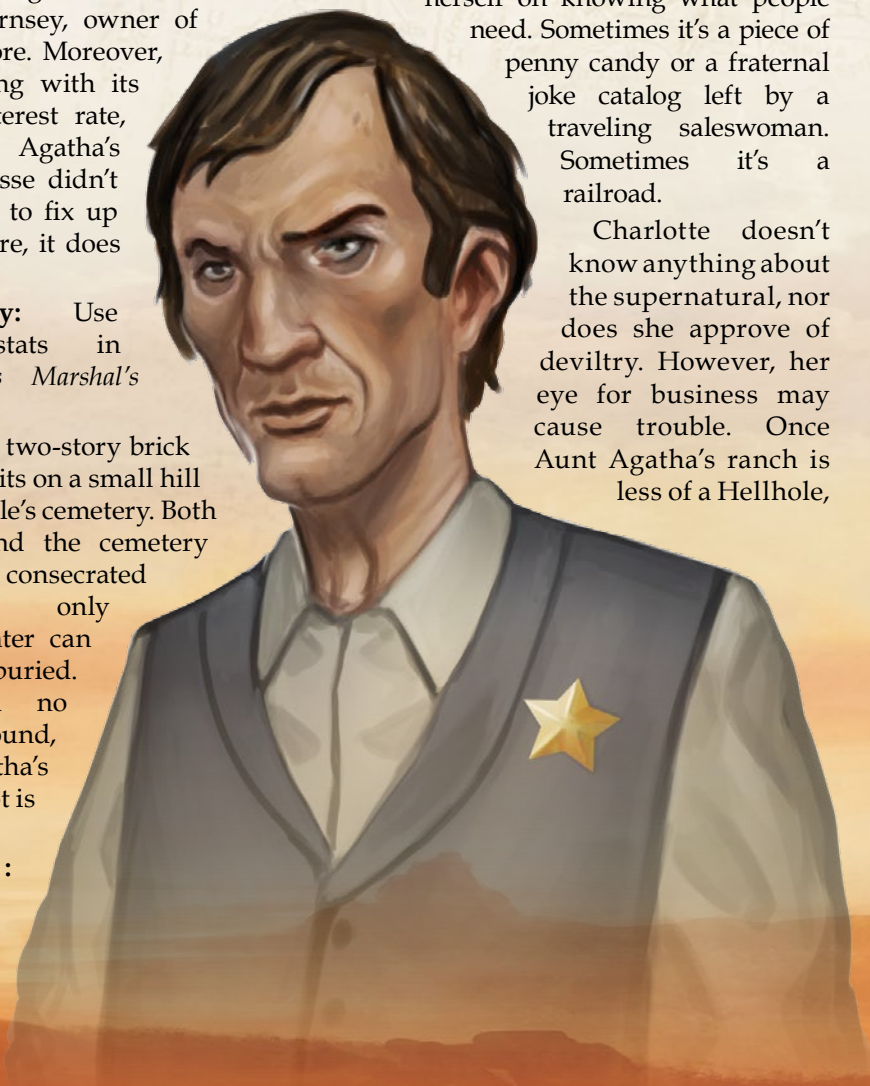
Doctor: Brookville's doctor is a sour, cynical

man by the name of Bertram Weekes. If asked about Agatha, he confirms there was no corpse. She was assumed lost in the swamps, considering "She was under considerable mental strain just before her death." Weekes doesn't know any details about Agatha's troubles.

Dr. Bertram Weekes: Use Townsfolk stats in the *Deadlands Marshal's Handbook*, but add Healing d8 and Knowledge (Medicine) d10.

General Supply: Charlotte Guernsey owns Brookville's lone general supply store. Brookville is a fine town, but Charlotte Guernsey believes it can be better. She runs the general store and prides herself on knowing what people need. Sometimes it's a piece of penny candy or a fraternal joke catalog left by a traveling saleswoman. Sometimes it's a railroad.

Charlotte doesn't know anything about the supernatural, nor does she approve of devilry. However, her eye for business may cause trouble. Once Aunt Agatha's ranch is less of a Hellhole,



Charlotte is the first buyer to express cautious interest. Turning around and selling the land to Black River is simply good business—and heaven knows Brookville needs a railroad!

Charlotte Guernsey: Use Townsfolk stats in the *Deadlands Marshal's Handbook*, with Intimidation d6, Knowledge (Law) d6, Persuasion d6, Streetwise d6, Taunt d6, and Strong Willed.

Grand Washington Hotel: Brookville's sole hotel is barely large enough for the name. The rooms have solid locks though, and the soup's always just right. Sadie Gorman (see page 22) and her Black River coven stay here whenever they come to town. Rooms are \$3 per day, and the liquor's better than it needs to be.

Marshal: The town marshal is a lazy, dull fellow named Tanner Fuchs. He's content to let trouble fade away rather than catching it.

Marshal Fuchs: Use Gunman stats in the *Deadlands Marshal's Handbook*. Add the Clueless and Quirk (Lazy) Hindrances.

Merle's Junkyard: The junkyard sits just outside the town limits, where owner Merle Dawkins can hammer as loud as he wants on his collection of broken-down agricultural machines. If there's a piece of farm equipment in the county that Merle can't fix, he'd cobble together a hat just so he could eat it.

The junkyard doesn't see much business because of Brookville's small size. Everyone knows Merle would be happier somewhere with more pistons and gauges. Still, this homegrown mechanical genius has something keeping him in Brookville. Few suspect it's his black-sheep brother, Hutch (see the Squatters' Cabin on page 14).

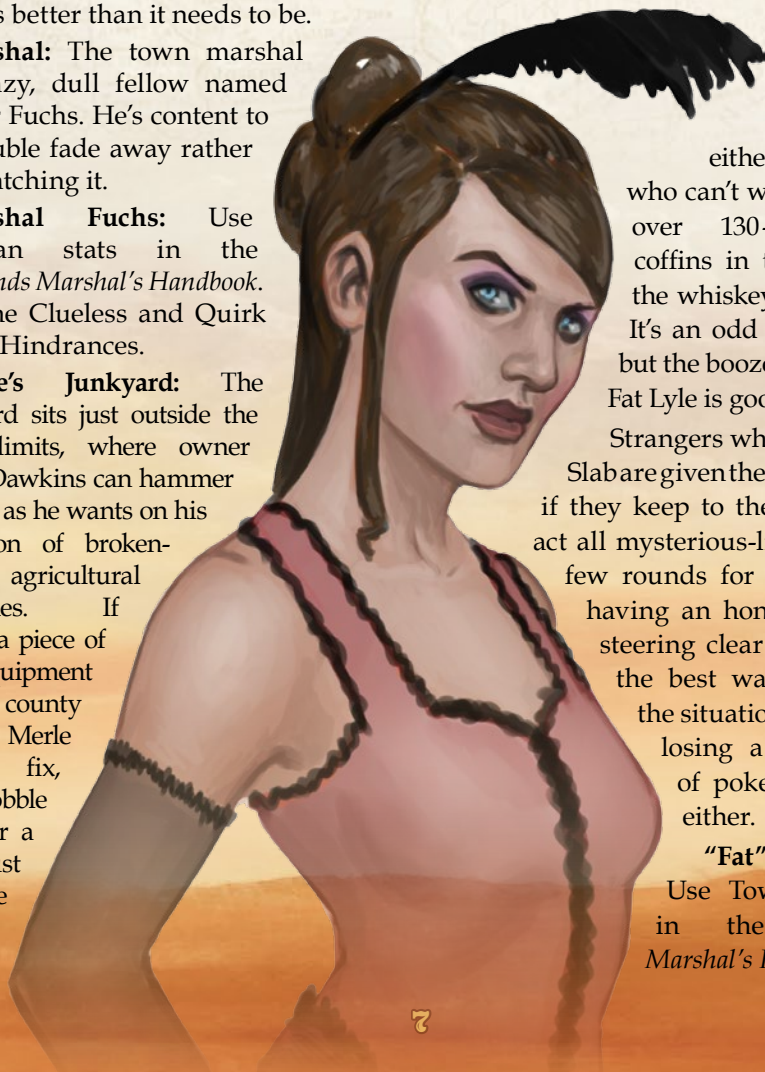
Merle Dawkins: Use Townsfolk stats in the *Deadlands Marshal's Handbook*, but add the Loyal Hindrance, Repair d8, Notice d8, and the McGyver Edge.

The Slab: Brookville's largest saloon doesn't get many visitors. They see the lanky barkeep in his funeral blacks and assume it's the undertaker's office. They aren't wrong, either. "Fat" Lyle—who can't weigh a pound over 130—keeps the coffins in the back and the whiskey in the front. It's an odd arrangement, but the booze is cheap and Fat Lyle is good people.

Strangers who come to the Slab are given the cold shoulder if they keep to themselves and act all mysterious-like. Buying a few rounds for the regulars, having an honest face, and steering clear of politics is the best way to remedy the situation. Graciously losing a few rounds of poker never hurt either.

"Fat" Lyle Baker:

Use Townsfolk stats in the *Deadlands Marshal's Handbook*.



Chapter Three: Who's Running My Ranch?

When the posse makes its way back to the family ranch, they find a dilapidated property that's going downhill fast. Fixing it up is going to take decisive action and plenty of elbow grease. And maybe a bullet or two to boot, amigo.

AUNT AGATHA'S RANCH

Fear Level: 3

The ranch consists of a two-story ranch house, 160 acres of land, and assorted outbuildings. Everything is in shambles when the posse arrives: the windows are broken, the fences are split, and the fields have gone to seed. Several large fire pits ring the property, all of them showing evidence of a large blaze about two or three weeks ago.

The only plants that seem to prosper on the ranch are chock full of thorns and burrs. The outbuildings look ready to blow down as soon as anyone as much as says, "Boo." And that's while the sun's still up.

At night, Aunt Agatha's ranch is more than just run down: It's deadly. Even though Smoky Hill Crick is the only feature separating the ranch from the Ford farm, the sense of isolation is suffocating. The air is heavy, as if a thunderstorm or a twister is going to tear through as soon as everyone stops paying

attention. Clouds fill the sky and smother the moon, trapping the day's heat close to the ground. Any scream that could escape from the blankets of warmth would still die under the oppressive drone of hidden insects. Wonder what they could be eating...

A. Ranch House

The two-story house is in ill repair. The wraparound porch roof is punched through with holes. Most of the interior woodwork has been burned as fuel. The piano's warped, and the kitchen has a serious mold problem. The whole place smells musty and stale. Keen-eyed investigators notice a horseshoe hung above almost every doorway in the house.

The house doesn't contain any information to challenge the townsfolk's claims. A successful Notice roll, however, reveals Agatha's diary under a loose floorboard in her bedroom.

Agatha's diary is a prim, boring affair until her final weeks. During this time, her writing becomes larger and more frantic. And Agatha's anti-ghost defenses may cast doubt on her sanity. It reads, in part:

"It's back, it's back, that foul spirit has returned to plague me again, oh Lord save me.

"It's that poor old Jake Clawson. I'm haunted by his spirit. He seeks vengeance



During Jenny Hill's recent visit, Aunt Agatha bought a can of her invisible paint, along with the revealing solution. They are both in the swimmin' shed (see G, below). For a few months before her death, Agatha was marking her cattle with invisible paint. She hoped a quick rinse in the patent-pending visibility solution would show Brookville who'd been stealing her beeves, once and for all!

B. Barn

The barn's a three-story mess of moldering wood and damp hay. Holes in the walls reveal the lower level to be a tangle of scrap lumber and

rusting metal. An incline leads up to the second story, which is accessible via a pair of sliding doors. A large hole in the second-story floor leads to the remains of the threshing machine. A successful Repair check (-4) puts it in working order again. Alternately, it can be scavenged for parts. The third story of the barn can only be accessed via rickety ladders. There's nothing up there but hay, weeds, and rats. However, the bare windows offer the best view on the ranch.

Dean and Shem Bucket have been the sin eater's unsuspecting lackeys in Brookville, by way of their "employer,"

on Brookville for his untimely demise! He roams the fields at night and steals my cattle. The hands all beg me to leave, but I'm not one to let a dead man stop me. I know how to handle his kind.

"Anti-haunting precautions: Wear clothes inside out. Hang horseshoes above doors. At night, always keep watch fires burning. Mark cattle with Jenny's invisible paint.

"Can't trust anyone, not anymore—especially that contemptible William Ford, with his halleluiahs and his false prayers!"

ONEROUS TASKS

Aunt Agatha's ranch is in rough shape. There are so many problems with it that no one in their right mind would be interested in buying it. That's where the posse comes in. Solving each of the ranch's major problems is an Onerous Task, which provides a +1 bonus when attempting to sell the ranch. See **Sellin' the Ranch** on page 16 for more details.

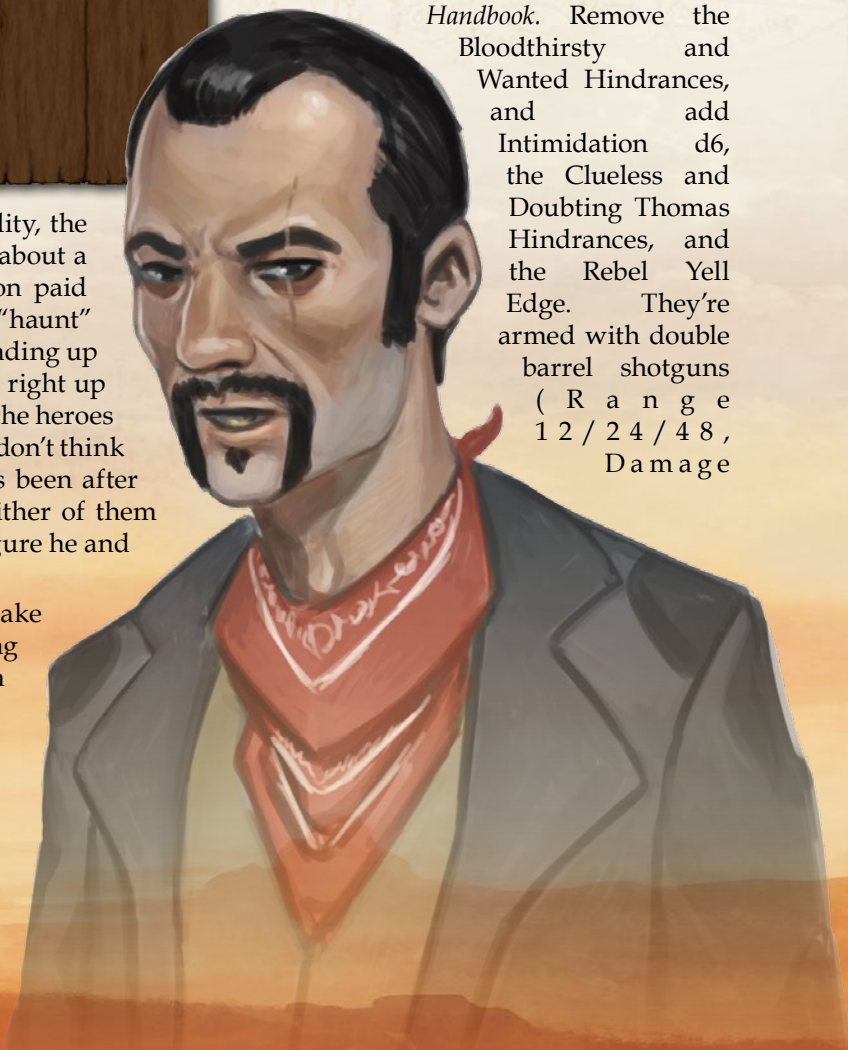
Hank Garrison—in reality, the sin eater disguise—for about a year. The false Garrison paid them \$5 a week to “haunt” Aunt Agatha's ranch leading up to her death, and picks right up where he left off when the heroes arrive. Dean and Shem don't think much of it, since Ford's been after the ranch as long as either of them can remember. They figure he and Garrison are allies.

The good ol' boys make a night of running around the ranch with ghost costumes and bullroarers supplied through Jenny Hill's joke catalog. They've avoided the northern part of the ranch since a pit wasp almost

took a chunk out of Shem. Terrifying the Dawkinses (see J, below) is more fun anyway.

The Brothers Bucket start their nightly haunting of the ranch from the barn. Although there isn't much left for them to break, they make a good try of it. Then it's haunting ululations and bullroarer shenanigans until they get bored. They're not paid enough for heavy fighting, but don't mind scaring folks into deadly terrain if the opportunity arises. If pursued, they'll flee south and try escape through the fields. Driving off the Brothers Bucket is an Onerous Task (see sidebar).

Dean & Shem Bucket: Use Outlaw stats in the *Deadlands Marshal's Handbook*. Remove the Bloodthirsty and Wanted Hindrances, and add Intimidation d6, the Clueless and Doubting Thomas Hindrances, and the Rebel Yell Edge. They're armed with double barrel shotguns (Range 12 / 24 / 48, Damage



1-3d6, RoF 1-2, Shots 2, +2 Shooting), single-action Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 6, AP 1), glow-in-the-dark ghost costumes, bottles of bear scent, and bullroarers.

C. Smithy

The worn anvil is the last of the blacksmith's tools to remain undisturbed. Scavengers have stolen or scattered the rest. Evidence of the latter situation exists in a trail of machinery running from the smithy to the barn. Most is scrap. The ranch's lack of facilities for shoeing horses and branding cattle make it more difficult to sell. So too does its lack of adequate machinery. Locating a source of cultivators, reapers, threshers, and binders is an Onerous Task.

The teeth of a harvester are halfway buried in a mound close to the barn. Unearthing it reveals a trove of spare parts. A trained engineer can locate usable salvage with a successful Repair check (-2). These might be used to repair machines piecemeal. Alternately, a mad scientist could use them as the basic supplies to create an agriculture-based Infernal Device as described in the *Deadlands Player's Guide*.

Merle Dawkins, the owner of Brookville's junkyard, can provide several jury-rigged machines if the posse assists his dear, ailin' kin (see J). Even if they don't, Merle's prices are fair and he accepts payment in scrap.

D. Orchard

Apple and plum trees rot in the summer sun. The ground is thick with decaying fruit. Drunken worms burrow through the mess, adding their stink to the rotten trees. The experience is an assault on the sinuses.

The trees are rotten because they're the frequent target of pit wasps. Anyone who examines the trees (or other instances of pit

wasp damage throughout the ranch) can make a Survival or Knowledge (Occult) check. Success reveals the presence of a pit wasp hive and its flammable nature. Because pit wasp tunnels run throughout the ranch, drones and warriors can be encountered anywhere.

The giant insects have built their hive underneath the orchard. Its tunnels extend throughout the ranch, ready to provide access to unwary cowpokes. The tunnel ceilings can only support 150 lbs. Anything heavier collapses them, dumping the interloper into cramped quarters with a passel of angry wasps. A successful Agility check allows a trapped saddletramp to scramble out again without any difficulty. Failure means the wasps are mad and it'll take a successful Climbing check to scramble free of the roiling earth. If the Climbing die comes up 1 (regardless of the result of the Wild Die), the struggling hero crashes deeper into the hive. This incurs a -4 penalty to subsequent Climbing checks to escape.

The pit wasp queen's chamber is buried 25 feet below the orchard. Suicidal heroes can crawl through the narrow tunnels of the hive to face her. There are safer ways to root her out. The nest burns easily, and the smoke forces the angry swarm to the surface.

Driving off the pit wasp queen is an Onerous Task. If any wasps remain when the Black River witches hit town, they make excellent companions in mayhem.

Pit Wasp Worker Swarms (4): See the *Deadlands Marshal's Handbook*.

Pit Wasp Warriors (12): See the *Deadlands Marshal's Handbook*.

Pit Wasp Queen (1): See the *Deadlands Marshal's Handbook*.

E. Smoky Mountain Crick

The pit wasps living in the orchard have clogged the crick with rotten trees

INTERLUDES

Not everyone who's slapped leather on the trail will feel their talents are best suited for ranch work. It doesn't mean they can't help put the shine on Aunt Agatha's ranch. Watching the cattle at night or grousing with the hands over a plate of beans is a prime time to share a tale of rare heroism. This is a chance to break out an Interlude, as described in *Savage Worlds*.

Maybe the hands are skittish and want to know what their employers have seen out in the dark. Maybe a local's looking for a reason to start trusting the posse after a rocky start. Think of a reason to get the heroes talking about themselves, Marshal. It'll pass the time—especially if you're looking for a way to while away the days until summer's end and the arrival of the Black River agents.

Anyone who shares a story about dear Aunt Agatha with a local receives a +2 Charisma bonus when dealing with the residents of Brookville. Folks appreciate travelers who haven't forgotten their roots.

Proper Tale Tellin' to lower the area's Fear Level comes later, after the sin eater's been put down. Until then, there's no shame in swapping a few bawdy exploits and shooting the breeze while the next batch of skeeter ointment boils.

and discarded vegetable matter. Until the dam is breached, the swimmin' hole (see F) remains stagnant. Unclogging the crick requires six sticks of dynamite and a successful Smarts check, or eight man-hours of labor and a successful Strength check (-2). Failing the Smarts check riles the pit wasps and the skeeters in the swimmin' hole; furthermore, it blasts a new swimmin' hole closer to the orchard. Failing the Strength check results in a level of Fatigue that fades after a good night's rest. Unclogging the crick is an Onerous Task.

F. Swimmin' Hole

A pallid, maculated beech tree overlooks the swimming hole. Anyone interested in jumping from its rope swing into the water below must be looking to win a dire bet. The water, such as it is, lies stagnant under a layer of scum. In better times, Smoky Mountain Crick fed into the old quarry. Now it's home to a nest of Texas skeeters.

Normal skeeters mask the approach of their larger cousins. Unprotected flesh attracts the little bloodsuckers faster when the Fear Level's as high as it is. Worse, they aren't content to just die when swatted; instead, they explode in messy red spatters.

The Texas skeeters attack 1d4 rounds after anyone approaches the swimming hole. Anyone disturbing the water's surface automatically gains the swarming insects' attention.

Unless the pond is drained, the crick is unblocked (see E), or the Fear Level is reduced below 3, more Texas skeeters hatch whenever it's most inconvenient for everyone involved. Dealing with the skeeter infestation is an Onerous Task.

Texas Skeeters (2 swarms): See the *Deadlands Marshal's Handbook*.

G. Swimmin' Shed

This rough wooden shed contains an old canoe and the dried-out carcasses of several small mammals. A successful Healing check reveals the animals have been drained of all their blood; a successful Survival or Knowledge (Occult) check (-2) pins the blame on Texas skeeters. Four cans are stacked in the corner of the shed. Three contain Hill & Sons Patent-Pending Visibility Solution. The fourth contains Hill & Sons Patent-Pending Invisible Paint. The invisible paint is a clear liquid that dries to be imperceptible. When it's exposed to the visibility solution, it turns bright red. Otherwise it's normal paint.

H. Pasture

Cattle and sheep once roamed this expanse of scrub grass. Until they return, it's an expanse of dry grass, broken fences, and barbed wire. Bloodwire (see I) hiding in the pasture receive +2 to all Stealth rolls.

Filling the pasture with edible critters—after removing all the bloodwire—is an Onerous Task. Average cattle cost \$120 a head, while their high-quality brethren cost \$175. Liberating the old herd from William Ford is a more economical path to success.

Bloodwires (5): See the *Deadlands Marshal's Handbook*.

I. Toolshed

The earth around the dilapidated old shed is stained red with the rust of disuse. Inside, el cheapo pitchforks, shovels, axes, and once useful tools slowly oxidize. Digging through the hedge of old junk requires a successful Agility check. Failure results in 2d4 damage. Feel free to make offhand comments about lockjaw while you're at it, Marshal.

As long as the Fear Level remains at 3, bloodwire spawn from a burrow beneath

the shed. Whenever their population dips below four, a new abomination emerges the following night. Destroying the toolshed and dispersing its contents removes the threat.

J. Farm Hands' Cabins

This rough collection of log and sod cabins once housed the temporary workers who helped Agatha run the farm. When the hauntings began and the cattle started disappearing, they up and quit. Now that Agatha's dead, those who haven't left town feel right bad about it. Getting the hands to admit their guilt to a pack of strangers takes some work, but gives the posse a crew of laborers to boss around.

Tracking down the influential ranch hands, Ruth Moore and Loris Slack, requires a successful Streetwise check or making friends at the Slab. Ruth and Loris worked on Aunt Agatha's ranch longer than anyone besides Agatha herself. Although they were never especially close to her, she kept them housed and fed. Ruth is an easygoing black woman in her mid-30s, and Loris is a dour Scottish immigrant in his late 20s.

Ruth Moore & Loris Slack: Use Townsfolk stats in the *Deadlands Marshal's Handbook* for the ranch hands. They also have Riding d6 and Survival d4.

Shaming them into helping out at the ranch is a Social Conflict, as described in *Savage Worlds*. The conflict occurs over three rounds, each of which incurs an opposed Persuasion check. The winner of each round receives a token for every success and raise on the roll. If the ranch hands end with a higher Margin of Victory, the citizens of Brookville agree with their arguments. If the posse wins, consult the **Wranglin' Hands** table.

The first round of the conflict, Ruth and Loris argue they did what they could. Agatha refused to leave the farm, even

WRANGLIN' HANDS

Margin of Victory	Result
Tie	What's done is done. The hands feel bad about Agatha, but the shame fades with time. Four of them stop by the ranch once in a while to help out.
1-2	Six hands volunteer to do manual labor whenever they can get away from their other duties. They won't fight unless cornered, and nights are right out.
3-4	Eight hands volunteer to work regular shifts on the ranch for the entire summer. They'll take up arms if need be, but refuse to work nights. On the other hand, Agatha's heir had better be dedicated to the task. There can't be shirking on either side!
5+	Twelve hands volunteer to work regular shifts on the ranch for the entire summer. They'll take up arms and work nights if need be.

when the writing was on the wall. They tried to convince her, but Agatha was made of iron and vinegar. Public opinion is with the ranch hands on this one, so they receive a +2 bonus to their roll.

In the second round, the hands shift the blame to other members of Brookville. William Ford is Agatha's neighbor—if he's really turned over a new leaf, why didn't he act more neighborly and help the old woman scare up a search party? How come the preacher didn't intervene when Agatha started wearing her clothes inside out and talking about dead Jake Clawson?

The third round of the conflict turns morose, especially if it occurs in a saloon. The hands know Agatha's dead and buried, so there's nothing left to do but await the Day of Reckoning when they will answer for their sins. If the Fear Level on Aunt Agatha's ranch is higher than 3, the ranch hands receive a +4 bonus to their roll. (Use Townsfolk stats for the other farm hands.)

K. Squatters' Cabin

When the ranch went belly-up, a pair of ailing travelers claimed a corner of it for themselves. Hutch and Rose Dawkins are small-time thieves who'd turn honest if life gave them the chance. They're not used to the kindness of outsiders though, so any aid is met with suspicion.

The Dawkins protect "their" land with three mean dogs. One of them almost caught Dean Bucket, a fact which Hutch is right fond of. Once he gets talking, he's happy to share, *"Not many men can say their hounds almost caught a ghost or a salt witch, or a whatever it was!"* The Buckets have taken to carrying bear scent with them to confuse and agitate the dogs.

Samaritans may hope to evict the Dawkinses by treating what ails them. Diagnosing each patient requires a successful Healing check. Rose's anemia is caused by

her lack of a stimulating and nourishing diet. She's not starving, but just as certain "acid fruits" aid with scurvy, an appropriate combination of chemicals would energize her in no time. A successful Knowledge (Chemistry) check at -2 pinpoints the offending chemical as zinc. After 2d6-3 days of good eating (or 1d6-3 days of concentrated pills), she'll be right as rain.

Hutch's condition is trickier. He's always had trouble sleeping, and snores like a Wasatch sawmill, but the last few months have been worse. His nerves have been affected by the triple whammy of stress, living on haunted ground, and those no good Brothers Bucket. A steady supply of opiates would trade Hutch's Bad Dreams for a Habit (Major).

Alternately, lowering the Fear Level below 3 would eliminate the Bad Dreams with no side effects.

After they're in better shape and plied with a few dollars of Christian charity, the Dawkinses are willing to leave the ranch for greener pastures. Evicting the Dawkinses and their dogs is an Onerous Task.

Hutch and Rose Dawkins have claimed preemptive squatters' rights on Aunt Agatha's property. Hutch's condition ("Th' sleep sickness") makes it difficult to stay employed. Although trained as a cobbler, he resorts to petty theft, grifting, and selling salvage to Cousin Merle to make ends meet. He supports Rose as well as he can, but considering they're both squatting in a dilapidated cabin on Aunt Agatha's land, that ain't so well.

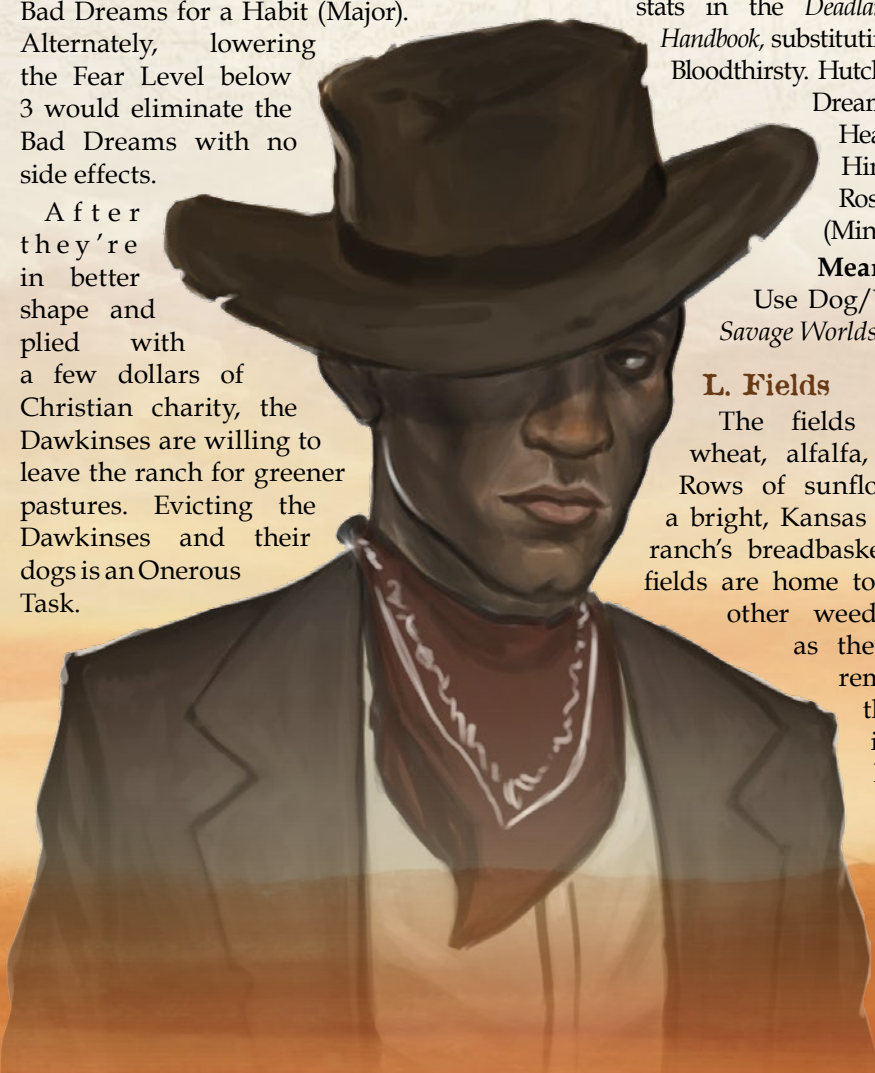
Cousin Merle wishes he could do more for his poor relations, but the junkyard business isn't exactly booming. Anyone who could help out gains the gratitude of a top-notch handyman.

Hutch & Rose Dawkins: Use Outlaw stats in the *Deadlands Marshal's Handbook*, substituting Poverty for Bloodthirsty. Hutch has the Bad Dreams and Heavy Sleeper Hindrances, and Rose the Anemic (Minor) Hindrance.

Mean Dogs (3): Use Dog/Wolf stats in *Savage Worlds*.

L. Fields

The fields once grew wheat, alfalfa, and beans. Rows of sunflowers added a bright, Kansas touch to the ranch's breadbasket. Now, the fields are home to nettles and other weeds. As long as the Fear Level remains 3, the droning insects that live here are unrelenting in their dirges.



THE INHERITORS

Notice checks to hear anything else receive a -2 penalty.

Putting the fields in order is an Onerous Task. Six hard workers using hand tools can clear the land in a month and a half. However, extended labor attracts iridescent white flies. Their bites result in rows of white pustules that resemble clutches of eggs. These are repulsive, but harmless unless the ranch's Fear Level increases to 4. At that point, the pustules hatch, giving new meaning to having a bad case of the hives.

SELLIN' THE RANCH

If the posse agrees to sell the ranch to Black River or Hank Garrison (actually the sin eater, disguised), an opposed Persuasion check is all that's required.

But selling the ranch for a fair price requires fancy salesmanship. Simulate the brass tacks bargaining with the **Social Conflict** system in *Savage Worlds*. During the first round of conflict, the purchaser is wary about the land's physical state. ("Are there enough cows? What kind of shape are the buildings in?") This requires an opposed Persuasion check. The second round of conflict's topic is the cursed nature of the ranch. There have been enough stories that even the science-minded require some sort of natural explanation. This is also an opposed Persuasion check. The final round is wrangling over local taxes and fees. This is an opposed Knowledge (Law) check.

Each check starts with a -4 penalty. Give a +1 bonus for each completed Onerous Task. Initially, buyers are only willing to pay \$5 per acre (\$800 overall). Each Margin of Victory increases the amount by another \$6 per acre.

Blowing up the orchard, seeding the fields with vegetation-killing ghost rock, or other acts of widespread mayhem subtract 1-2 Margins of Victory depending

on the scope of the destruction. There isn't much left on the ranch to destroy, but buyers want to know they're not starting from scratch.

If word gets out that Black River is buying, the ranch is suddenly worth a lot more. Buyers (including the Sin Eater and the witches) are willing to pay an extra \$10 per acre. However, the new owner receives a midnight visit from Sadie and her girls about letting everything go for a 50% "friendly neighbor" discount. Blackmail, curses, and outright violence are the wages of those who refuse without a dang good reason—and plenty of backup.

Finally, every sale ends with lawyer fees and local taxes to keep the payoff appropriate to your campaign. Don't feel the need to cheat the posse. Either they worked hard for this money, or in true robber baron fashion, they stiffed a lot of hard-working people for it.

Chapter Four: Absolution

By this point, substantial evidence points toward William Ford having scared Aunt Agatha to death to steal her land. Sooner or later, the posse may want to pay Ford a visit. When they do, they're more than likely surprised by what they find.

CONFRONTING FORD

William lives alone on his ranch, tending wheat and cattle. During the harvest he hires a few workers to help out, but otherwise the entire operation's a one-man affair. On this account, Ford spends most of his time in the fields or at church. His only regular visitor—and tormentor—is the sin eater, dressed in the skin of William's brother-in-law, Henry Garrison.

William's a solid, weary-looking man in his late 40s. His hair is graying. He wants to be the kind of man who helps the posse, but his despair is almost palpable and difficult to dispel. The sin eater has cultivated this feeling of isolation. Some visits the abomination is all smiles, pretending it's just like old times. Other nights, the sin eater turns the screws tight and talks about how its terrible, bloody headaches started after a walk in the swamp with his dear brother-in-law.

Alert and suspicious heroes might suspect Ford of having a stable of loyal gunmen ready to die at his side, but they find nothing of the sort. Instead they find a broken, lonely man, surly and suspicious

of visitors. A successful Persuasion roll (opposed by Ford's Smarts) or Test of Wills, along with questioning about his role in Aunt Agatha's disappearance, causes Ford to break down. He says between sobs,

"I didn't kill your Aunt Agatha. Anyone who paints my door with that kind of slander is askin' for a whippin'. I admit me and your aunt had disagreements and traded harsh words on a few occasions. But that was as far as our feud went!

"I wanted her land, and she refused to sell it. End of story. I'm sorry she had to die alone and unloved. That's none o' my business. I ain't even int'rested in the ranch nomore."

A raise on a Persuasion check or Test of Wills demolishes William's rough façade and brushes aside his crocodile tears. Defeated, he also says,

"I don't feel connected to humanity in any worthwhile fashion nomore, so the least I can do is set the record straight. It may not change my chances for redemption, but I have to try. I'm gonna start with Jolene, my dead wife and Hank Garrison's dead sister.

"Before my Jolene died, I was a fair man. But when the last shovel of dirt fell on her plain coffin, I tried to bury my heart in riches. Your Aunt Agatha's ranch was my target. When I failed in that endeavor, I turned my attention to drink. And with it, rage.

"I slew my brother-in-law Hank Garrison in a drunken rage. I blamed him for bringing Jolene to Kansas in the first place. But then—Hank came back a few months later. He...wasn't right. I swore off the whiskey and turned to God that day. But it didn't stop my nightmares...or Hank's visits.

"He comes out of the swamps, you see. Because that's where I killed him. I buried him under a tree's roots in the Smoky Hill Swamp. A great big ol' beech tree that looks like a gallows. But ol' Hank came back. He done come back...lots o' times."

Fifteen head of cattle in Ford's pasture belonged to Aunt Agatha, and all of them bear a mark in Jenny Hill's invisible paint. With a dollop of the revealing solution (found at Agatha's ranch; see page 8) the marks are rendered plain as day. Ford only knows about three of them, which he liberated after Agatha's death. The rest were originally rustled by the sin eater, who hoped to implicate the farmer in the crime and offer him up as a patsy for the land grab.

When the sin eater finds out William grew a backbone and spilled the beans about its activities, it readjusts its tactics. After killing William, it turns to discrediting the posse. If they haven't endeared themselves to the locals, it kills a few of them and points the angry mob in the posse's direction.

William Ford: Use Townsfolk stats from *Deadlands Reloaded* with Shooting d6, Vigor d8, Bad Dreams, and Mean. When he's ready for trouble, William carries a double barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2, Shots 2, +2 Shooting).

HUNTING THE SIN EATER

William Ford may not be a saint, but he still looks pretty good next to the sin

eater that haunts Smoky Hill Swamp. The abomination is bound to the swamp by the dying curse of Jake Clawson. As the unhallowed ground surrounding Brookville grows, so does the sin eater's terror-tory. To find the creature, the heroes first need to find the gallows tree.

The sin eater that haunts Smoky Hill Swamp wants out. Since Jake Clawson's dying curse in '69, it's stewed in an isolated patch of unhallowed ground. The only bodies with the decency to be buried in the cursed earth have been few and far between. When Jenny Hill visited the swamp as part of a Black River scouting mission, the abomination saw its chance and struck. Using her memories, it arranged a bargain with her employer, Sadie Gorman: all the land she needed in the Brookville region in exchange for corrupting the town graveyard.

Black River's still sore at the sin eater for devouring Jenny. If it doesn't deliver Agatha's and Ford's ranches by the end of the summer, all deals are off. They'll leave it to rot in Smoky Hill Swamp and trust their own methods to take the land.

Smoky Hill Swamp

Fear Level: 4

Smoky Hill Swamp's long been a place of ghost stories. Smoky Hill Crick flows through the swamp, pooling around tree roots and at the bases of rocky inclines. The foliage is thick and tangled, making for slow, noisy progress. Animal life makes its presence known through distressingly human-like cries that chill the blood. However, it's rare to see the noise's source. Smoky Hill Swamp's inhabitants have gotten good at hiding.

It's difficult to navigate the swamp because nature refuses to act like it should—landmarks vanish into the green and trails twist out of sight to leave a traveler stranded. It takes a successful Survival or Tracking



roll at -4 to find the so-called “gallows tree” where Jake Clawson met his end. Failure means the trackers still reach their destination, but not before their scout leads them through a patch of the most vicious stinging nettles a body’s ever seen. Heroes passing through these nasty nettles need a successful Vigor check, or they suffer 2d4 damage and Toughness -1 for 2d6 hours. A good alcohol scrubbing removes the enzymes—and their effects—immediately.

At the Gallows Tree

The scraggly ivy hanging from the gallows tree’s branches resembles twisted nooses. A row of stunted burr oaks leads to the tree. Each one bears the naturally shaped face of one of the men who stood against Clawson’s raiders. A successful Notice check turns up a shovel and several empty liquor bottles.

The sin eater enjoys the atmosphere around the gallows tree. When it needs to lie low for a while, it hides in the branches. Anyone walking underneath is in for an unpleasant surprise.

The sin eater’s wardrobe of stolen flesh is sparse, but suited for the goings on in Brookville. It has absorbed the identities of five corpses: Jake Clawson, CSA bushwhacker; Otis O’Cleary, a lone drifter; Hank Garrison, back from “visitin’ the folks in Dodge”; Jenny Hill, Black River agent and seller of fraternal jokes; and dear old Aunt Agatha herself. The foul beast doesn’t hesitate to use Aunt Agatha’s guise if it’ll help it get the drop on visitors.



Sin Eater (1): See the *Deadlands Marshal’s Handbook*.

In late August, two days before the annual Strawberry Days festival, folks start rolling into town from the surrounding country. Among them are a band of Black River agents led by Sadie Gorman. The witches intend to check on the sin eater. If it hasn’t acquired Agatha’s ranch yet, they take control of the situation. Using their usual tactics of intimidation and blackmail, they find the obstacle and remove it. If that obstacle happens to be the posse, so be it!

Chapter Five: The Strawberry Days

THE RANCH'S FATE

If Agatha's heir refused to step forward to claim the ranch and its attached debt, the land is put up for public auction at the annual Strawberry Days festival. The sin eater—appearing as Hank Garrison—purchases it for a pittance. The creature transfers the land to Sadie Gorman, who has a Black River spur to Brookville built by the end of spring. By the time the next Strawberry Days roll around, 60% of the county is unhallowed and Smoky Hill Swamp is well on its way to becoming a Deadland.

If the posse sells the ranch *before* the Strawberry Days festival, there are two ways to spin the story and keep the witches involved. First, have them arrive whenever it's dramatically convenient. They didn't get to work for one of the West's meanest Rail Barons by being bad at their jobs. Alternately, the sale goes through as planned. However, when the posse tries to withdraw the money from the bank, they're informed of certain legal irregularities that occurred during the deal. The seller is free to fill out the proper paperwork and sell the land properly this time...but the original buyer is no longer interested (or depending on the tone of your game, alive). Maybe some kind

ladies from Back East could be persuaded to buy in—at a discount.

TRAITOR IN THEIR MIDST

Regardless of how the Wichita Witches enter the scene, they bring with them one more wrinkle: Vanessa Sittler. She visits the posse soon after the witches enter town. Although she's a Black River agent, she's looking to snatch the Brookville spur project from under Sadie's nose. She needs help, but is certain the results would be beneficial for everyone involved—except Sadie, of course.

Vanessa agrees not to bother Brookville with the witchy side of Black River's business: There's no money in it anyway, especially after word gets out. She's content to use her tiny corner of the rail empire as a stepping stone to bigger prizes in other parts of the country. She'll also pay a (mostly fair) price for the land, rather than following the standard Black River procedure of up and taking it.

If Agatha's heir is interested in selling, Vanessa draws up a contract and shares the secrets needed to kill her boss. For more information see **The Blessed Spike** below. Vanessa's also willing to share what she knows about Jenny Hill and the

sin eater, but holds onto those bargaining chips until she needs them.



Vanessa Sittler

Vanessa Sittler isn't a witch, she's more like an *anti-witch*. Magic slides off her like water on a duck's back, making her the ideal agent for clashes with Bayou Vermillion and freelance hucksters. Unlike Sadie's other two flunkies, Vanessa won't chain herself to anyone—and that includes the capricious Hell-spirits who trade power for human souls.

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

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6, Persuasion d8, Knowledge (Law) d6, Shooting d8, Stealth d10, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness** 6

Hindrances: Greedy (Major)

Edges: Charismatic, Improved Arcane Resistance, Knack (Born on Christmas), Quick Draw, Snakeoil Salesman

Gear: Brass knuckles (Damage Str+d4), Derringer (Range 5/10/20, Damage 2d6, RoF 1, Shots 2, AP 1).

THE BLESSED SPIKE

Magic wasn't enough for Sadie Gorman. She wanted the *really* good stuff: immortality, safety from mortal weapons, and revenge on the Union Blue rowdies who betrayed her coven to save their own hides. Turning to the classics, Sadie hid her heart where no one would ever find it: the furnace of a Black River locomotive. Her wicked deeds seeped into the nearby ghost rock, forming a new heart amid the smoke and flames.

The dark ritual used to bind Sadie to the rails was never intended to be reversible. However, there's a loophole large enough to drive a locomotive through for those

who know where to look. Jamming a rail spike through her black heart does the trick, but the spike needs to be blessed first and it has to come from a Black River line. The nearest Black River track is 22 miles east of Brookville, just outside Salina.

The Ritual

To complete the ritual, the spike must be blessed while it's fresh from the ground. After five minutes it loses its symbolic connection to Black River. Next, the ritualist must hold it in one hand and recite a rosary, Sadie's baptism name (Veronica), and a backward version of the pledge she made to Black River. With that, the spike becomes a tool of divine vengeance.

To first pull a spike from the line, one hero must succeed on a Strength check (-2). Using a tool like a hammer or a crowbar provides a +2 bonus.

Blessing a Black River spike uses the **Dramatic Tasks** rules in *Savage Worlds*, with a few minor modifications. The ritual lasts for five combat rounds, and each round the spike is passed to a different "active" character. Each round, the active character makes a Faith roll (-2), Knowledge (Occult) roll (-2), or Smarts roll (-4) to recite the ritual (other characters can assist, as usual, using Cooperative Rolls).

If the active character's Action Card is a club, the spike suddenly flares with unholy heat. All trait rolls that round are made at a -2 penalty, and the spike deals 2d6 damage to whoever's holding it (treat this as a Disarm attempt, per *Savage Worlds*). If someone drops the spike before five rounds are up, the ritual is ruined. At the end of five rounds, if the posse has accumulated five or more successes their spike is blessed, and works as Sadie Gorman's Weakness. If they accumulate less than five successes, the spike flares

with light, bursts into flames, and melts into slag before their eyes.

They're welcome to try again, but they've got another problem now: witches!

KILLING SADIE GORMAN

Right after the posse has their secret meeting with Vanessa Sittler, the other witches pull their sister aside for an impromptu chat. This is to say, they beat her viciously and scar her with black magic until Vanessa spills the beans on everything she told the posse. As a result, the coven is right behind the posse as they begin the ritual.

Moreover, Sadie recognizes via her Railsense a b i l i t y w h a t ' s happening as soon as the first spike is pulled, and zeroes in on their exact location.

Sadie and her two

sidekicks arrive on the scene just after the fifth round of the ritual ends—successful or not—with fire in her eyes and smoke pouring from her mouth. During her approach, Sadie's about as subtle as swamp gas. She says with an evil smile,

"You made a big mistake here, amigos. Now we're goin' to have to send your souls screamin' into Hell. Then we'll help ourselves to Brookville."

The witches neither give nor expect any quarter. They fight to the death.



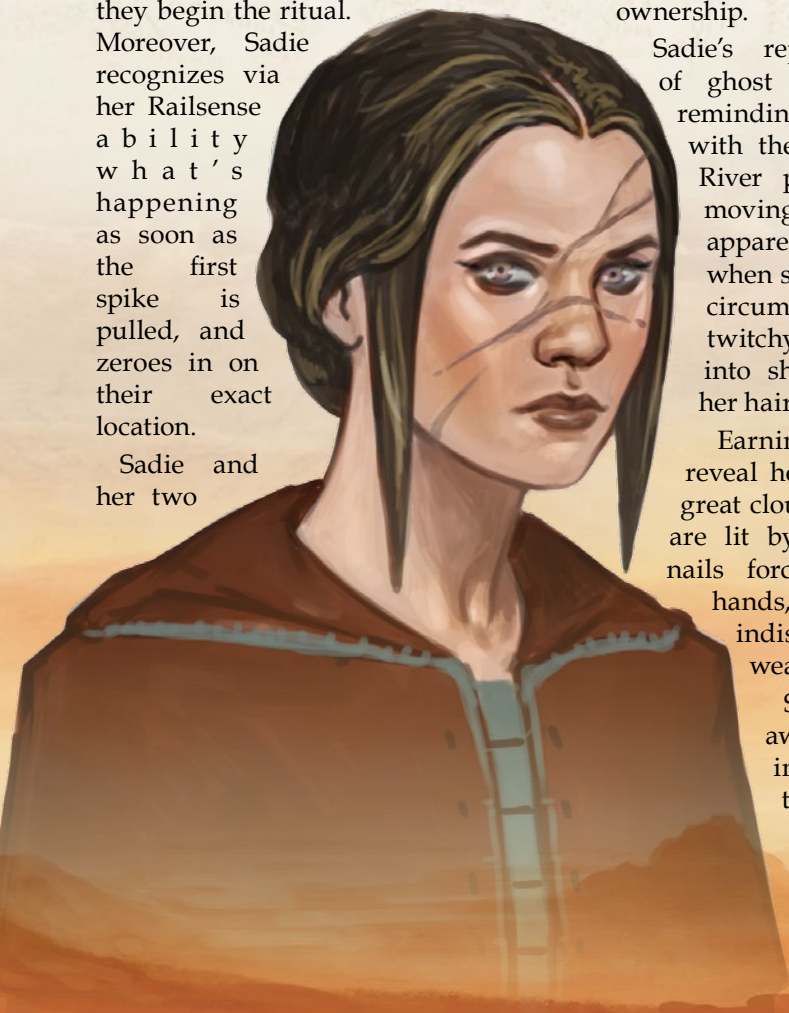
Sadie Gorman

The rails are Sadie's bones, the shrill cry of the whistle her breath. Her blood? That's still blood...although its previous owners may dispute claims of ownership.

Sadie's replacement heart, made of ghost rock, burns constantly, reminding her of the pact she formed with the rails. As long as Black River prospers, she'll keep on moving. This unearthly activity is apparent to anyone who sees her when she's mad. Under everyday circumstances, Sadie's a mite twitchy. She channels this energy into shuffling papers, brushing her hair, and extreme punctuality.

Earning Sadie's ire causes her to reveal her true form. She exhales great clouds of acrid smoke, which are lit by her blazing eyes. Iron nails force themselves from her hands, and her flesh becomes indistinguishable from weathered oak.

Sadie's vicious and wholly aware of the bounds of her invulnerability. When on the hunt, she prefers to swoop down on her prey from the air, closing the distance with spells and piercing, whistle-like



shrieks. After scattering the resistance, she wades into combat with her rending claws.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Persuasion d8, Knowledge (Law) d6, Knowledge (Occult) d10, Shooting d8, Stealth d6, Spellcasting d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Bloodthirsty

Edges: Arcane Background (Magic), Berserk, Charismatic, Trademark Weapon (Whip), Quick Draw

Powers: *Armor, blast, detect/conceal arcana, havoc, fly, slow.* **Power Points:** 30

Gear: Derringer (5/10/20; 2d6 damage; RoF 1; 2 Shots; AP1), whip (Parry -1, Reach +2, if the wielder scores a raise on his attack roll, the attack does not inflict an additional d6 damage. Instead, the victim suffers a -2 to his Parry until his next action).

Special Abilities:

- **Armor +2:** Sadie's weathered-oak skin repels damage.
- **Construct:** Sadie receives +2 on Spirit rolls to recover from Shaken. No additional damage from called shots. Does not suffer wound modifiers. Immune to disease and poison.
- **Fear:** When Sadie reveals her true form, she's an unholy terror. Anyone experiencing her fury must make a Guts roll.
- **Invulnerability:** Sadie can be Shaken, but never wounded, by any attacks other than her Weakness.
- **Iron Nails:** Str+d8.
- **Railsense:** Sadie can sense activity on all Black River rails within 66 miles. She's automatically aware of vandalism and trains on the tracks.

CHAPTER FIVE: THE STRAWBERRY DAYS

Other information that interests her requires a successful Notice check.

- **Weakness (Blessed Spike):** Wounding Sadie's burning coal heart (a Called Shot at -6) with a blessed Black River spike is the only way to kill her once and for all (see **The Blessed Spike**, above, for details). If she suffers even one wound in this manner, her heart flares into shrieking flames and consumes her body in spectacular fashion.

Black River Acquisition Specialists (2)

When these witches from Wichita roll into town, it's business time. Black River receives the land and rail contracts it wants in exchange for a hearty portion of blackmail and bloodshed.

Although these hellcats are Sadie Gorman's clerks and enforcers, they're not the most loyal bunch. The home office is willing to overlook their infighting as long as it doesn't endanger the success of a deal. The extra level of backstabbing keeps them fit and feisty.

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

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6, Persuasion d8, Knowledge (Law) d6, Shooting d6, Stealth d10, Streetwise d6, Spellcasting d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness** 6

Hindrances: Bloodthirsty, Greedy (Minor)

Edges: Arcane Background (Magic), Charismatic, Trademark Weapon (Whip), Quick Draw

Powers: *Beast friend, bolt, detect/conceal arcana, deflection, fly, slow.* **Power Points:** 20

Gear: Brass knuckles (Str+d4), Derringer (Range 5/10/20, Damage 2d6, RoF 1, Shots 2, AP 1), whip (Parry -1, Reach +2, if the wielder scores a raise on



his attack roll, the attack does not inflict an additional d6 damage. Instead, the victim suffers a -2 to his Parry until his next action), forged legal papers.

AFTERMATH

The writing's on the wall in Brookville. It will have its rail spur, regardless of who's in charge of the Black River delegation at the end of the day. If Agatha's ranch ends up with someone opposed to railroads, Black River withdraws their interest. Other companies arrive soon enough, willing to pay more for the land rights.

Once the danger's dealt with in Brookville, it's a good opportunity for the posse to do some Tale Tellin' and share its exploits in an attempt to dispel the Fear Level a bit. Brookville's eager to hear that the curse of old Jake Clawson is done with. Casual talk around the

Slab connects Sadie Gorman's flashy demise to Jake Clawson, even if the posse doesn't. The locals get all the particulars wrong, but the hint may help anyone still seeking the area's *real* Fearmonger.

By the end of the summer, posse members may have made friends or connections in Brookville. The Strawberry Days festival is a good time to bid farewell to these folks. Unless something went terribly awry over the summer, people are used to seeing the posse around now. Between the pie-eating contest, hog racing, and selecting Miss Strawberry Days, those who knew Agatha stop by to thank the heir. Cleaning up the ranch was a hard job, but in the end it all pulled together. Aunt Agatha would be proud of the spit and sand shown in fixing it up.

With an endorsement like that, there's nothing left for the posse to do but count its newfound cash, saddle up, and ride into the sunset.