



EYES LIKE EMBERS

A Savage Worlds One Sheet™ by Matthew Cutter
for use with Deadlands: The Weird West



Wherein a train's passengers are stranded in Elko, Nevada...and soon discover a fearsome threat!

THE STORY SO FAR

The Denver-Pacific trainyards at Elko, Nevada are legendary in the *Tombstone Epitaph* for their "unclaimed freight" – misrouted parcels that ended up lost in the vast, dusty warehouses. The legends are true. One of those parcels – containing four specimens of a new type of nosferatu – was originally destined for Baron LaCroix. The Agency's been looking for it ever since...

THE SETUP

Run this tale of horror when the characters are traveling by train through Nevada. Without warning a loud *BANG!* sounds from up ahead of the heroes' passenger car. The steam engine has blown several gaskets in spectacular fashion, killing the engineer, coalman, and brakeman instantly.

The nearest settlement is the Elko trainyards, about five miles away. The posse and the train's other passengers are stranded in the burning Nevada desert.

DWINDLING OPTIONS

The engine can't be fixed. Success on a Repair roll at -4, or use of an appropriate power or Edge, gets the train running long enough to limp into Elko. After that point it does not function without major repairs.

Otherwise the passengers have to walk, which takes about two hours and isn't easy in the 100-degree heat. Apply the rules for **Heat** (see *Savage Worlds*); characters need to make a single Vigor roll for the trek.

The train's other passengers aren't happy about walking or being stranded, but they follow the posse's lead with a minimum of complaints. The secret US Agent among them keeps a low profile...for now.

- **Conductor J.P. Halstead:** Use the Union Blue Rail Warrior profile in the *Deadlands Marshal's Handbook*. He's armed with a Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2). In fact, "Halstead" is Jacques Poilot, a secret agent of Bayou Vermilion who's also looking for the lost cargo – and sabotaged the locomotive!
- **Passengers (11):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*, adding individual characters as desired.
- **Agent Clarence MacDonald:** See opposite page. If asked, he says his name is "Dan Worthington."

ELKO, NEVADA

Fear Level: 2

Elko used to be the eastern terminus of the Central-Pacific railroad. When the Great Quake put that company out of business, Denver-Pacific built a spur to Elko. These days it's a nearly forgotten place, used as a mining freight and supply center by Denver-Pacific and Empire Rails. The only permanent residents are rail workers – with a population of 42.

There's not much to Elko besides sprawling railyards, and dozens of warehouses lined up in the sweltering heat. Five buildings are dedicated to housing many more workers than live here now. They contain barracks, mess hall, privies, and so forth.

Though Elko's warehouses contain hundreds of pounds of ghost rock and various mining supplies at any one time, they aren't even guarded. It's hard enough to get to Elko, much less get back out with enough fundamentals to make any difference.



STRANDED!

If train conductor (and Bayou Vermilion spy) J.P. Halstead is with the group when they reach Elko, he explains the situation to the workers on site. If not, simple success on a Persuasion test convinces the Denver-Pacific personnel of the posse's sincerity.

Denver-Pacific engineers offer the passengers food, water, and lodging in an uninhabited barracks. It's a no-frills situation. They are stranded in Elko for seven days until the next train comes through.

UNCLAIMED FREIGHT

With a Common Knowledge roll, one of the hombres remembers reading about Elko's mysterious warehouses in the *Epitaph*. Or perhaps a passenger mentions Elko's fabled "unclaimed freight."

Excited murmurs run through the passengers, and some decide to spend their seven days rooting around for riches. Denver-Pacific workers quickly dispel that notion, insisting that Elko's warehouses are off-limits.

The posse's welcome to spend the time as they wish. But there's no hotel or saloon in town, so entertainment is a rare commodity.

FATEFUL DISCOVERY

That night four passengers ignore the workers' warnings and sneak out to explore warehouses. After a few hours, they find a large crate hidden in a dark corner. They bust it open, not noticing the addressee under a thick layer of dust: *Baron Simone LaCroix*.

Out burst four hungry nosferatu. They pounce on the hapless passengers and quickly overpower them. In 1d6 hours, the fiends double their numbers when the dead passengers rise.

Worse, these aren't your garden-variety "nose ferrets." Created by a foul arcane ritual, their hearts are removed—and stored elsewhere for safety—and replaced with a burning ember of ghost rock. The resulting "ghostferatu" have burning orange eyes, and are far more persistent than their counterparts.

- **Ghostferatu (4):** Use the Nosferatu stats in the *Deadlands Marshal's Handbook*, but add Low Light Vision and Weakness (Garlic). Even if they are killed, ghostferatu rise each night until their hearts are destroyed. Their Infection ability causes victims to rise as typical nosferatu.
- **Nosferatu (4):** See the *Deadlands Marshal's Handbook*.

BLOODSUCKING FREAKS

On the second night and each night thereafter, the ghostferatu and their spawn range out in pairs. If they're not stopped, they keep infecting passengers and workers until the posse faces a veritable mob.

That's where Agent MacDonald steps in. He knows ghostferatu can be hurt by a weapon smeared with a clove's worth of garlic—and he has some to spare. MacDonald also knows that unless they destroy the ghostferatu hearts, the fiends can't truly be stopped.

J.P. Halstead does whatever he can to subtly hinder the posse's efforts. His goal is to escape Elko with the cannister containing the ghostferatu hearts.

CELLAR DWELLERS

The vampires hide in a warehouse cellar during the day. Success on a Tracking roll at -4 leads searchers to the correct building. Inside, a Notice roll (-2) finds a trapdoor to the cellar. In the corner sits a riveted copper cylinder about two feet tall: It contains the four ghostferatu hearts, which are destroyed if exposed to sunlight. There is no direct sun in this part of the warehouse, or in the nosferatu's bolthole.



AGENT CLARENCE MACDONALD

Clarence MacDonald got his start in Gomorra, California Territory, where he infiltrated most of the town's factions without revealing his true identity. When his cover was finally blown, Agent Hattie Lawton helped him fake his own death. Now he ranges across the Weird West, undertaking missions in the Union and the CSA as his superiors request.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d12, Guts d4, Healing d4, Investigation d6, Knowledge: Law d4, Knowledge (Occult) d6, Lockpicking d6, Notice d4, Persuasion d4, Shooting d12, Stealth d10, Streetwise d4, Tracking d4

Cha: 0; **Grit:** 5; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Vow (Serve the Agency), Cautious, Vengeful (Minor)

Edges: Agent, Alertness, Brawny, Martial Arts, Quick Draw, Thief

Gear: Agency papers (sewn into a secret flap in wallet), LeMat Undertaker (Range 12/24/48, Damage 2d6, RoF 1, AP 1), Gatling pistol (Range 12/24/48, Damage 2d6+1, RoF 2, AP 1), garrote, Bowie knife (Str+d4+1, AP 1), lockpicks, black duster (Armor +2, torso), *Fugitives from Justice in the Confederacy* (including Chapter 13), reporter credentials, fancy clothes, pencil, notepad, \$124.80.

Steamer Trunk (stored in the train's baggage car):

Gatling rifle (Range 24/48/96, Damage 2d8, RoF 2, AP 2), 2x ground stakes (hollow railroad spikes with a hidden compartment), silver ingot (stamped with Sweetrock logo), 10x garlic cloves, *Epitaph* camera and 12 photographic plates, Texas Ranger badge, bible, shovel, 50 ft. rope, wood saw.

"Clarence MacDonald" created by Benjamin Eisen.