



FEAST OF FAMINE

A Savage Worlds One Sheet™ By Joel Kinsle
for use with Deadlands: Reloaded™ or as a Western diversion



The posse come across a mysterious wasting disease on the trail, but that's not stopping one town's feast. Use the Deadlands characters on our Savage Website at www.peginc.com or make your own.

SMALL-TOWN FUNERAL

Riding into the next small town on the trail, your cowpokes are surprised by an unusual sight: a closed saloon. All the businesses are closed, and a cursory investigation finds the town gathered at the church for a funeral. Reverend Ashby, the local pastor, presides over the gloomy affair as the town lays little Delia Waxburn to her final rest. Poking around reveals a number of things:

- Anders Waxburn, her father, is inconsolable in his grief, having lost his wife two weeks before.
- Delia was a well-loved little girl, one of the few children in the small town.
- Everyone here has fond memories of and warm regard for her and her mother.
- Both Delia and her mother Anna had the same symptoms. "It's as if they hadn't eaten anything at all. I fed them myself, but they just wasted away. Didn't even need chamber pots."
- Reverend Ashby firmly believes the disease is the work of the devil.
- Speaking to Ashby directly may reveal he is a blessed, but could not heal either of the Waxburn women, even in the church itself.
- Rumors around town say this is just the beginning, that the next town down the trail's nearly been wiped out by "the starving plague."

TRACKIN' DEATH

Answers, if they exist, are further down the trail. The townsfolk are split between those who want the cowpokes to find out what's going on, those who think it's best to vamoose, and those who don't know what to do. Reverend Ashby might go with a group that asks him to—so long as they haven't conducted themselves poorly (or if the Marshal feels he's needed).

The heroes hear more stories like the Waxburns' in the next town, even more as the group rides on. Passing a Streetwise or Investigation check suggests the disease targets the well-loved and generous. A successful Healing check eliminates any medical commonalities among the victims—their ages, races, and so on are too dissimilar.

After the first few towns the heroes start spotting lots of new gear. Hombres who ask about

it hear stories of a tall, black-suited salesman with astounding prices and selection. Though all his customers are clearly talking about the same man, they each call him by a different name.

FINDING THE SOURCE

Eventually, characters can determine the likely source of the plague. Mapping the spread of the disease shows a centerpoint of infection. The towns on either side of that point each claim the other as the source of the starving plague. That midpoint also appears to be where the wandering salesman first appeared. Asking the townsfolk about the area reveals there's only one thing there—the spur trail to Leafon, a failed farming town nobody's been to in years.

Finding the spur is easy, taking it is another matter. Washed gullies, uneven ground, and loose rocks are the highlights. Those who fail a Riding check suffer a level of Fatigue until they can rest off the trail for a day. Those who roll snake eyes have to put their horse down and walk.

THE HEART OF THE MATTER

Leafon, two days' ride off the main trail, is small, but not as abandoned as they say. Roughly 100 people live in and around Leafon. They all seem to be in good health and good spirits. Nobody has heard of the starving plague here or of the deaths on the trail. Upon further investigation, the posse discovers a number of things:

- The dry goods store is remarkably well-stocked. Hampton Osgood, the owner, sings the praises of the fair-minded salesman who was through a few months back and made it this way.
- Crops had failed the last two years from the same rains that made the trail high-impassible.
- The Garrets managed to get a good crop in somehow. They must've, since Jenny Garret's been sharing with the whole town.
- The salesman made the rounds of the town, but spent a lot of time at the Garrets' place.
- Jenny Garret is hosting a big party at the church tomorrow to thank God for his bounty.

James Garret, Jenny's husband, is either in some sort of shock or simple-minded. Jenny claims she's feeding the town from her "miracle garden,"

which plainly isn't up to the task. Jenny's attitude starts as Uncooperative regarding any discussion of her food sources. Persuasion, Streetwise, or Intimidation can alter her attitude.

If raised to Friendly, she shows the cornucopia it to the posse (see The Horn o' False Plenty) and explains she's been feeding the town with it for months. If raised to Helpful, she relates how the salesman didn't want to part with the miraculous item, but would accept no money in exchange. If Jenny's attitude drops to Hostile, she refuses to talk to the posse anymore and has her husband run them off with a shotgun. Intimidation causes her to be Hostile to the posse for the remaining story, and her hatred causes her to transform into a Gnawing Hunger during the feast (getting The Drop on a posse member).

THE FEAST AT THE CHURCH

The whole town assembles for the feast at the church the next day. The variety of food couldn't have come from a single kitchen in less than two weeks. As a special surprise, the salesman comes to the party. He promised Jenny he would, and he's a man of his word.

The pack of gnawing hungers attack the Leafon feast shortly after nightfall with the coming of the new moon, when the sky is hungry for any light. They try to devour anyone who has eaten of the Horn, with special attention to whoever holds it. Jenny has it beneath the table at the start of the fight, in case the food runs low.

The salesman stays out of the fight, though he may use Tests of Will to disrupt the posse. If attacked, he defends himself and attempts to withdraw and watch from safety.

AFTERMATH

If Reverend Ashby is with the posse, he tries to incite the town to burn everything associated with the evil salesman, including the Horn, all the gear from the dry goods, and the salesman's body (if the characters manage to put him down).

If Ashby isn't with the posse and nobody else sees to the burning, the town is attacked each new moon until the Horn is burnt to ash, and the posse can expect to see the salesman again.



THE GENEROUS SALESMAN

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

Skills: Fighting d6, Intimidation d8, Notice d10, Persuasion d8, Spellcasting d10, Riding d6, Streetwise d8

Charisma: +4; **Pace:** 5; **Parry:** 5; **Toughness:** 5

Hindrances: Pacifist (Minor), Quirk (Never gives the same name twice), Slowpoke, Vow (Major: Always keeps his word...to the letter)

Edges: Alertness, Attractive, Charismatic, Improved Rapid Recharge, Reputation, Snakeoil Salesman, Strong Willed

Gear: All (see Well-Stocked).

Special Abilities:

- **Arcane Background (Black Magic):** *Bolt* (life-draining black lightning), *deflection* (swirling black mists), *entangle* (ebony binding), *light* (darkness-drawing black fire). **Power Points:** 30.
- **Faustian Offerings:** The Generous Salesman can produce one relic per day. He gives these away freely, but only to those who beg or demand it. He tries, half-heartedly, to persuade each relic recipient not to take it so that his conscience remains clean. His relics are similar to the Horn o' False Plenty in that they pervert the best intentions and their Taint outweighs their Power. Marshals should exercise the darkest parts of their imaginations.
- **Invulnerability:** The Generous Salesman can be harmed, even killed, by normal means—he just keeps coming back. On the next new moon (not the next *night* of a new moon), he appears on the trail riding into another random city at least 100 miles away.
- **Weakness (Bonfire):** If the Generous Salesman, his bag, his boxes, his carriage, his horse, and everything remaining in a town that he sold or gave away is burned in a single fire, he will be unable to return to the world unless summoned intentionally by a dark ritual.
- **Well-Stocked:** By reaching into his pocket, bag, or boxes, the Generous Salesman can produce any listed gear, including special-order items. Perishable goods (e.g., eggs, ice, or meat) and living things (e.g., chickens, or spiders) cannot be produced. He guarantees his merchandise and sells it below fair value as a matter of honor.

GNAWING HUNGERS

These undead horrors can be distinguished from walkin' dead by their overly-large mouths, rows of shark-like teeth, and their habit of eating small loose items as they scramble about, sniffing the air for food.

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

Skills: Fighting d6, Intimidation d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Claws:** Str.
- **Headless Horror:** Anyone accustomed to fighting undead may assume a head shot will take down a gnawing hunger. A gnawing hunger wounded by a non-magical head shot is only Shaken. Anyone witnessing a headless hunger must make a Guts roll (-2).
- **Invulnerability:** Gnawing hungers can only be harmed by their Weaknesses. They may be Shaken by other attacks, but not wounded.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage.
- **Weakness (Gutshot):** Gnawing hungers are driven by the aching emptiness in their stomachs. Any called shot to the stomach (-2) may wound a gnawing hunger.
- **Weakness (Magic):** Gnawing hungers are formed from dark magic. They take full damage from and may be wounded by magical attacks.

What Are You Waiting For?

want to get started right away? well you can. All you have to do is get online and download some of the sample characters we've provided for you at www.peginc.com.

want to check out the game before you drop your dough on the book? No problem. download the Test Drive rules.

With a One Sheet, the Test Drive rules, and a few heroes, you can get a flavor for Deadlands. We think you'll get a taste for it! And keep checking back for more One Sheets for our savage worlds settings.

THE HORN O' FALSE PLENTY

This cornucopia is simple in appearance, made of basket-woven wicker. If it is targeted with *detect arcana* by a huckster, it is clearly magical. If a blessed or shaman handles the horn, it is also seems to have a slight taint of evil.

Power: The Horn o' False Plenty can produce as much food as its user desires. The Horn only produces finished foods, and the user has only a limited control over precisely what and how much is produced. To a starving posse or a town in draught, it's a godsend.

Taint: The food from the Horn isn't produced, it's stolen. The Horn steals the nutritive value from food that others are about to eat. They may eat and even enjoy the food, but it provides no nourishment whatsoever. The Horn targets the kindest people to starve, and these victims return from the dead as gnawing hungers. On the third new moon in an owner's possession, those gnawing hungers come to exact their revenge on anyone who has eaten of the Horn.

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