



# LOVER'S QUARREL

A Savage Worlds One Sheet™ By Mike "Bloodshadows" Dukes  
for use with Deadlands™ or as a Western diversion



The posse stumbles across a twisted tale of love, loss, and obsession!

Use the Deadlands characters found on our Savage Website [www.peginc.com](http://www.peginc.com) or make your own.

## WELCOME TO URIEL!

As the posse enters the mining town of Uriel, they're met with fearful glances—bandits in the area have the townsfolk spooked. Before the posse can find a saloon or boarding house, they hear a woman's screams coming from the church.

Investigating the church, the posse finds a group of Confederate raiders (1 per hero) assaulting a young blonde woman. They're quick to draw iron if the posse interferes, but flee if they suffer a few casualties.

*"Y'all best mind yer own business and get on out of here! You try to stand between us and our fun and they'll be burying you in this here church!"*

Once the raiders are taken care of, the posse can check on the woman—a Miss Maddie Hayes. She was not injured by the raiders, thanks to the heroes' timely rescue. Tearfully, she tells her tale.

*"Two nights ago, John Teagan, the town marshal, asked me to marry him and of course I said yes. We announced the good news the following morning. This morning, deputy Clark found John dead in his bed. Doctor Roberts says it must have been heart*

*failure, but that can't be true, John was strong as an ox. I came here to pray for his soul!"*

Maddie begs the posse to go to Doctor Roberts and investigate her fiancé's death. If the posse asks for payment (shame!) she offers them her engagement ring, doing so is obviously hard for her, but she is desperate for answers.

## IS THERE A DOCTOR IN THE HOUSE?

Doc Roberts and deputy Clark are both in the doctor's office—though the deputy is unconscious after imbibing too much liquid courage. Teagan's body is here, in the back room. The doctor is initially unwilling to let the posse see it but can be persuaded. The poor man's corpse looks like a shrunk-en mummy.

The doctor claims to be mystified by the cause of death, but it is clear he is lying. However nothing in the world will get Roberts to open up. This should help make the posse suspicious of him.

## THE TOWNSFOLK

Uriel's people are afraid. The mining town is making money but the bandits hover like flies. Once the news gets out that Teagan is dead, attacks like the one the posse broke up will become commonplace. Their heroic actions earn them a little information, though.

A Persuasion roll reveals that the marshal was ill about six months ago, shortly before the bandits first arrived, and that the doctor couldn't account for his illness then either. These are just red herrings though, to throw the posse off the scent.

## THE URIEL GAZETTE

The town's paper hasn't published an edition in months, though the man responsible for it still lives in the room behind the press. His name is Buck Travis and he holds the key to the mystery. Travis is scared and suspicious, but if befriended he spills the beans.

He explains he's also the photographer, and shows the posse a picture of the marshal and Maddie, then reveals a second photograph. Toward the edge of the picture, a Mexican woman can be seen walking with Marshal Teagan. Astonishingly, she has leathery wings sprouting from her back and horns protruding from her head!

Travis swears it is not a hoax and that it scared him enough to hide the photo and he hasn't picked up the camera since.

The woman is Maria Delgato, the owner of the High Time saloon. Maria came to town about six months ago and she and Teagan became lovers the day she arrived. Teagan became ill around that time and had little energy to perform his duties as Marshal. The result was general lawlessness made all the worse by bandits coming into town. Doc Roberts could find no reason for the Marshal's condition.

Teagan ended the relationship with Maria last month, just after Maddie Hayes arrived in town. Maria was less than pleased. Coincidentally, five miners have died of heart failures recently while Teagan seemed to have recovered fully over the couple of weeks. Roberts can't prove Maria is responsible for the Marshal's illness or the deaths, but his gut tells him it is true.

## THE HIGH TIME SALOON

The High Time Saloon is Maria's lair. It is a two-story building serving as saloon and a bordello. Downstairs is the saloon and bar, complete with a dancing stage. The second floor has five rooms. Maria's is the largest, facing the street. To avoid discovery, Maria allows no glass or mirrors in the building





(except for one that she keeps in her room, covered with a cloth). All drinks are served in pewter goblets.

The soiled doves working for Maria see her as a dark angel sent to protect them from a world ruled by men. They are fiercely loyal and would rather die than betray her. The bartender, Zeke Clemens, is the only male working at the saloon. He's also loyal to Maria but is not a fighter. Zeke acts as Maria's eyes and ears, warning her if folk start asking questions.

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## MARIA DELGATO

Maria is a succubus. She seduces men and drains them of their life essence. While she wouldn't call it love, Delgato became... attached to Teagan. While she had him, she didn't need to drain others, so no one in town died. When Teagan left her for Maddie Hayes, what passed for Maria's heart was broken. The dead miners are her victims. When she learned of Teagan's engagement, she went to his home and drained him dry. She continues to kill unless stopped.

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

**Skills:** Fighting d8, Notice d6, Persuasion d12+2, Stealth d8

**Charisma:** +6; **Pace:** 6; **Parry:** 7; **Toughness:** 6

**Gear:** Whip (Str+d4, Parry -1, Reach +2).

### Special Abilities:

- **Bite/Claws:** Str+d4
- **Immunity (Fire and Heat):** Maria takes no damage from fire or heat based attacks, nor does she suffer fatigue from such conditions.
- **Immunity (Normal Weapons):** Maria takes no damage from mundane weapons. Magical attacks affect her normally.
- **Life Drain:** If a Maria kisses a victim, they must make a Vigor opposed by her Spirit or lose one die of Vigor. If Vigor drops below d4, the victim's soul is sucked from his body, killing him. If the victim survives, Vigor returns at a rate of one die per day.
- **Seduction:** Sometimes physical charm isn't enough. Maria has the Puppet power for those occasions, using her Spirit as her Arcane Skill. She has 20 Power Points for this ability.
- **Demonic Beauty:** Maria appears stunningly beautiful, physically perfect. Only the Detect Arcana power or looking at her indirectly (reflections or through a camera) can penetrate the illusion.
- **Weakness (Holy Symbol):** Maria must make a Spirit roll or be Shaken in the presence of a Holy Symbol.
- **Weakness (Holy Water):** If Maria is splashed with Holy Water, she becomes Shaken.

## CONFEDERATE RAIDERS

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

**Skills:** Fighting d6, Intimidation d6, Riding d6, Shooting d8

**Pace:** 6 **Parry:** 5 **Toughness:** 5

**Gear:** .36 Colt Navy (12/24/48 2d6 AP1), knife Str+d4

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[www.deadlands.com](http://www.deadlands.com)

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With a One Sheet, the Test Drive rules, and a fist full o' characters, you can get a flavor of the weird west. We think you'll get a taste for it!

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