



SHOWDOWN AT CANYON DIABLO

A Savage Worlds One Sheet™ by Anson Brehmer
for use with Deadlands: The Weird West



After chasing the Shaw Gang to Canyon Diablo, cowpokes find themselves in a Rail War!

THE DEVIL'S ONLY FRIENDS

When Gus Shaw and Trish Graham met fighting on opposite sides of The Battle of Lost Angels, it was love at first sight—or at least, they decided they'd rather live together than die in that meat grinder for some distant fat cat's stock portfolio. Gus grabbed his brother Tex and the trio skipped out on the battle to jump headfirst into a new career robbing banks.

For a few years the law wasn't too interested in them. While robbing the First Bank of Prescott, though, the Shaws fired into the crowd and killed several people—including the wife of Prescott's mayor. Now there's a \$1,000 bounty—dead or alive—on each of the killers. They high-tailed it to Canyon Diablo, where Gus has old railroad buddies who can hide them until the heat dies down.

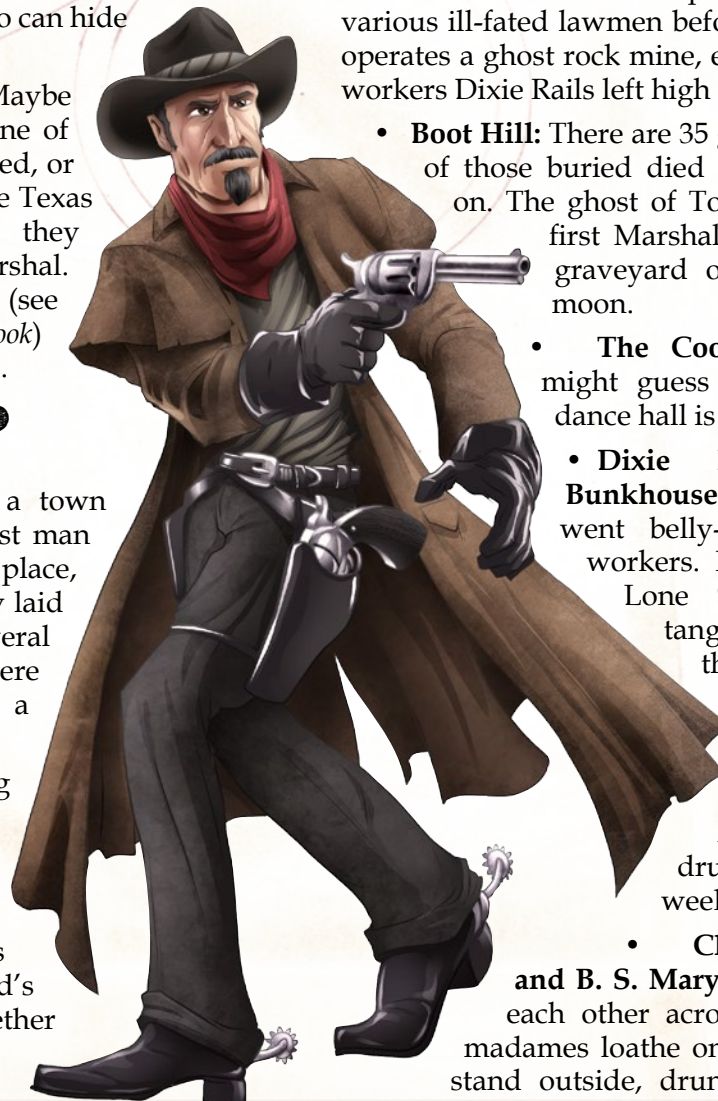
The posse is on their tail. Maybe they heard about the bounty, one of their friends or relatives was killed, or they're repaying a favor from the Texas Rangers or the Agency—how they get involved is up to you, Marshal. Draw encounter cards as normal (see the *Deadlands Marshal's Handbook*) during the trip to Canyon Diablo.

CANYON DIABLO

Fear Level: 4

Canyon Diablo, Arizona, is a town without law. Tom Sloan, the first man foolish enough to try to tame the place, put on a badge at 3:00 p.m.; they laid him out for burial by 8:00. Several others have tried to bring law here since. None lived longer than a month.

The Hell-on-wheels burg sprang up in 1880 when Dixie Rails started a trestle across the canyon—and then went bankrupt. Once a bustling boomtown, Canyon Diablo has been left to rot as the railroad's successor Lone Star decides whether to proceed with the construction.



The remaining residents are mostly drifters, gamblers, and outlaws. Bandits tend to hole up in town and spend their spoils. The main street is called "Hell Street" and has nearly three dozen empty saloons, gambling halls, brothels, and dance halls. Only a few buildings still have signs of life. There's also a stage line to Flagstaff, which is often robbed.

If you run this tale with *Deadlands: Stone and a Hard Place*, the town is 12 miles northwest of Canyon Diablo Crater, Arizona. Areas of interest include:

- **Ayers Mine:** E. E. Ayers is one of the few "respectable" residents of town. He built a lumber mill here in anticipation of the railroad coming. He was also the one who put up salary money for various ill-fated lawmen before giving up. Now he operates a ghost rock mine, employing the railroad workers Dixie Rails left high and dry.
- **Boot Hill:** There are 35 graves here. Every one of those buried died with his or her boots on. The ghost of Tom Sloan, the doomed first Marshal, is said to haunt the graveyard on nights of the new moon.
- **The Cootchy-Klatch:** As one might guess from the name, this dance hall is also a brothel.
- **Dixie Rails Depot and Bunkhouse:** When Dixie Rails went belly-up, it stranded the workers. Now they wait while Lone Star navigates legal tangles, wondering if they'll complete the bridge or abandon the project. While the workers wait, they dig in the Ayers mine and fight drunken brawls on the weekends.
- **Clabberfoot Annie's and B. S. Mary's:** These brothels face each other across the street and the madames loathe one another. They often stand outside, drunkenly hurling insults.

from their doors until one of them gets riled up enough to start a fistfight.

- **Keno Harry's Gamblin':** Keno Harry got the deed to this poker flat by killing the previous owner. It's likely how he'll lose it, too, but for now he makes a tidy profit on the tables he runs.
- **The Last Drink:** This saloon specializes in watered-down whiskey and tequila that might make you blind. The walls are peppered with bullet holes from previous shootouts.
- **The Road to Ruin:** This saloon is popular with railroad workers, who like to vent their frustration in brawls involving the whole bar.
- **Volz Trading Post:** This general store is fortified and the owner holds a shotgun on all customers while they browse. Prices here are 25 percent higher than normal, but Volz is willing to purchase "used goods from Uncle."
- **Wrong Horse Takes-His-Own-Scalp:** This wayward Sioux runs an eating counter sandwiched between a bar and a brothel. He's friendly and a gossip; talking to him adds +2 to any Streetwise rolls made about the town. His food is tasty but it might make a saddletramp sick (succeed on a Vigor roll or suffer a level of Fatigue that lasts a couple hours).

WELCOMING COMMITTEE

When the posse arrives, it receives the standard Canyon Diablo howdy—a robbery attempt. Several thugs brandish guns and demand the cowpokes' valuables. They aren't particularly brave, and can be shooed off with an Intimidation check. If shooting starts, they retreat when one of them is Incapacitated.

- **Outlaws (1 per hero):** See the *Deadlands Marshal's Handbook*.

GONE TO GROUND

Success on a Streetwise check reveals the Shaw Gang has split up in town to spend its ill-gotten gains. It's difficult to learn specific locations, though—the rail workers are resentful of being abandoned, and the Shaws are their old allies from the Great Rail Wars. So success also means the Shaws hear word that someone's poking around and become active sentries (see *Stealth* in *Savage Worlds*); on a raise, the gang remains unaware of the posse's presence for now.

Finding the Shaws requires some exploration, legwork, a few bribes and Persuasion checks, and so on. Currently, Gus is drinking at The Road To Ruin, Tex is watching a fight at Clabberfoot Annie's, and Trish is grabbing grub at Wrong Horse's counter. When cornered, the killers try to turn the townsfolk against the heroes with a Persuasion roll, then retreat in the chaos. Gus heads to Boot Hill and uses his *zombie* power to send some dead outlaws after the posse.

- **Townsfolk (2 per hero):** See the *Deadlands Marshal's Handbook*.
- **Walkin' Dead (1 per hero):** See the *Deadlands Marshal's Handbook*.

KINGSSNAKE IN THE GRASS

Also in town is Jericho "Kingsnake" Cantrell, an ex-Texas Ranger turned bounty hunter. Cantrell doesn't intend to share, and tries to intimidate the posse into handing the Shaws over to him by waving his badge around. A Common Knowledge check reveals he's not on the level; a raise reveals there are gaping holes in Cantrell's claims to jurisdiction. The buckaroos can fight him, send him packing, or try to recruit him.

- **Jericho Cantrell:** Use the Texas Ranger profile in the *Deadlands Marshal's Handbook*, adding the Arrogant Hindrance.

SHOWDOWN!

When it's clear the heroes ain't leaving, the Shaws gather some rail warriors and face them head-on. But the posse has a surprise reinforcement of its own: The ghost of Tom Sloan, angered at Gus disturbing the dead, appears in the street and takes on the outlaws!

Once the shootin's done, all that's left is for the posse to take the Shaws—or their remains—back to Prescott and claim the bounties. Marshal's call on how easy that is, especially if Cantrell's still lurking around.

- **Gus Shaw:** Gus is the brains of the operation, and his lady taught him a few tricks. Use the Rail Warrior profile in the *Deadlands Marshal's Handbook*. Gus has Persuasion d8, Spellcasting d6, the Command, Fervor, and Arcane Background (Black Magic) Edges, and knows the *deflection*, *quickness*, and *zombie* powers (10 Power Points). He's armed with a Bowie knife and a double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).
- **Trish Graham:** Trish used to be a Wichita Witch. Use the Rail Warrior (Black River) profile. She has Spellcasting d10 and is armed with a double-action Colt Peacemaker and a whip (Str+d4).
- **Tex Shaw:** Tex is the muscle of the gang. Use the Rail Warrior profile. Tex has Strength d10, Fighting d10, the Brawny and Bruiser Edges, and the Clueless Hindrance. He's armed with a single-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1) and brass knuckles (Str+d4).
- **Tom Sloan's Ghost:** See the *Deadlands Marshal's Handbook*. Let the heroes run Tom's ghost as an allied Extra, but they're no more immune to his Fear Special Ability than the Shaw Gang.
- **Rail Warriors (3, plus 1 per hero):** See the *Deadlands Marshal's Handbook*.