



SAVAGE SESSIONS #1

SAVAGE SESSIONS ARE FAN-CONTRIBUTED ACCOUNTS OF THEIR SAVAGE WORLDS GAMING SESSIONS.

IN THE BEGINNING

Hey all,

I kicked off my first Savage Worlds campaign today with my gaming group. We took about a 6 month break from our d20 D&D fantasy campaign and are finally getting back into it. My original plan was to do a Star Wars meets Serenity homebrew thing but I did not want the creative pressure of writing adventures (I've never written anything more than a single dungeon crawl for d20) added to the complications of switching to a new system. So, I put that plan on hold for a while and decided to run Evernight for my group.

I've DMed my previous campaign from the the start. It was the Freeport trilogy by Green Ronin for D&D. It was my first campaign and my first experience behind the screen. While at the beginning it proved to be rather easy, it seemed to get more complicated as more feats, spells and magic items were both added to the party as well as the opposition. My job quickly became laborious and no longer fun. Too much to keep track of. I'm already short on brain cells (I blame my youth) and it was just more than I could handle. That's when Sean Fannon turned me onto Savage Worlds. I played solo through the test drive rules a few times and then played in a few sessions at DragonCon last September. Aside from that, I had no other SW experience.

I have 2 people who were completely new to RPG (were familiar with the concept but had never rolled any bones). One is playing a Sun Priestess (my girlfriend) and the other (the part-timer) is playing a Street Ratty Thiefy type. They both used the prerolled archetypes from the players section of the book. However, they both got their heads around the rules enough yesterday that they both want to "formally" roll up characters now (keeping the same character "class"). To me, that says volumes for the "ease" of learning the system. With other gaming systems (d20) it took several sessions for a complete novice to

even understand all his states and what to do in what instance.

My other four players have returned from my previous d20 campaign. A husband/wife team with years of RPG experience (mostly D&D in some form or another - the husband being a rules lawyer type with lots of prejudices against non-D&D systems). The wife is playing a fighter/ranger type (the elven ranger from the EN book) and the husband is playing a Wizard that he made himself. He actually stated about half into our game yesterday, "Ya know, there is definately some parts of this game that make SO much more sense than D&D." I fainted

But, today, I managed to get my group of 6 (normally 4) players together (two of which had never played an RPG), rolled up characters (some of them used the prerolled ones), explain the rules (we had only run through 1 combat session last fall but didn't have much luck), completely run through the Red Swamp adventure, ate pizza, and did plenty of off topic bs'ing, all in less than 8 hours. I'd call that a complete success. The two rookie RPGers had a good time and want to play again. The veteran players were excited about the new system and giggled with glee when they rolled well on saved bennies and a few of them got an advance.

I'm so jazzed about my experience that I can't wait the two weeks until we play again. Thanks for everyone's patience in the core rules forum last week. All those answered questions proved invaluable.

I hope to get a chance to post the actual game notes or at least the adventure journal from my party's scholar (she loves the bonus XP/bennies she'll get) at some point soon.

I LOVE SAVAGE WORLDS!

Signed,
starwars1138 - Chris in Atlanta
A Fanboy

DEADCROSS GAME, EPISODE 1

This is a Deadlands game with a few changes. Most importantly, it is set in 1870. Also important is that fact that in this timeline, the Civil War ended in 1865. Other changes are a bit less important. I have a bunch of these written up, but, since we only play monthly, I'll run out after a couple of months)

Game Start Time: Monday, January 10, 1870.
Game End time: Thursday, January 13, 1870

(Posted in a public place)

Wanted!

Trustworthy men and women who are QUICK witted and EAGER to face danger.

Must be WILLING to risk death.

Wages \$40 per week.

Firearms not provided.

APPLY, Standard Ghost Rock Bldg San Francisco, California

The players:

- Elliott West, Contract Gunman and master of the Harmonica
- Dr. Stein, Dabbler in incredible technology
- Father Jesse, Evangelical priest with a checkered past
- Gordon North, Rough and tumble gunslinger/dentist
- Wind that Blows from the South, Soft-spoken Shaman with a taste for blood
- Morgan McConnell - Former Pony Express Rider with a curious mind and a dangerous dog.

One by one, the characters trickle in to San Francisco and head to the Standard Ghost Rock Building. Each is greeted by Barney Keller, a lieutenant of John D Rockefeller. He's happy to see West and North, but has some dubious feelings about whether the rest of the group can really handle a dangerous mission. Nevertheless, he's in a hurry, and decides to accept the first six people who apply for the job. He entertains each of them with a show of his ability to handle his six shooter, and tells them he will send for them when he has enough hands to form a posse.

He tells WtBfts she can hang around and attend to some chores. Father Jesse heads out to spend the night in an unknown location. The rest of the group spends the evening across the street at the Shenandoah Hotel, where several of them become acquainted.

The next morning, the group assembles at the SGR building. Elliott recognizes Father Jesse as a man he knew under a different name, but doesn't remark further on the topic. Keller pulls everyone together and tells them why he needs them.

It seems that three weeks ago, a train out of Marysville California was robbed. This train was carrying a ghost rock shipment belonging to SGR. The same thing happened a week ago. Keller has been assigned to pull together a posse and make sure it doesn't happen again. The local sheriff hasn't been any help in the matter. He tells the group that they should all meet in two hours at the docks where a boat will take them to Vallejo. Along the way, Keller continues to entertain them with a display of fancy gun tricks.

Once in Vallejo, the group boards an express that has been hired just for them (including a car for their horses). Shortly after the train leaves the station, Keller manages to fatally shoot himself while playing with his gun. Morgan pounces on the body, retrieving ten dollars and the still-smoking weapon. This does not sit well with the rest of the group. An attendant arrives to see what caused the shot. At first, he thinks Morgan is responsible, since she is holding a smoking weapon. Many members of the group are obliged to support that version of events, but Father Jesse intercedes, and, with the grudging backing of WtBftS, he convinces the attendant that Keller was indeed killed in an accident. The attendant is not surprised given Keller's penchant for playing with his weapon.

The group begins to wonder whether the train will be attacked. Gordon locates the engineer and asks him what he knows about the previous attacks. He finds that the engineer knows nothing about the attacks because this is his first day on the job. Likewise for the attendant. The group discusses leaving the train and heading in to Marysville on foot, but the idea eventually dies, and the train arrives in Marysville.

Once in town, the body is delivered to the Undertaker. The gang talks to the sheriff (Bud Peterson) to let him know what happened. He's met Keller in the past, and readily accepts the gang's explanation for the death. When asked about the attacks, he states simply that he is sure Indians were responsible and that he has no wish to discuss it further.

Since the time is approaching midnight, the group looks for accommodations for the evening. WtBftS finds a spot to camp outside the nearby saloon.

Morgan decides to bed down in the stables to be near her horse. The rest of the group head to the saloon for food, entertainment, and rest. Elliott and Jesse have a chance to renew their previous acquaintanceship. Jesse assures Elliott that he has reformed and become truly a man of the cloth - though Jesse does seem to have a hard time staying away from drink. Elliott and Gordon order up the house specialty "Steak and Beans" - Elliott remarks that he could eat steak and beans everyday of his life and be a very happy man (his exact remark was much funnier than that). Jesse spends some time taking up a collection, and spreading the word to the folks in the saloon. They don't appear very receptive.

Dr. Stein takes some beans out to WtBftS. She is grateful for generosity but doesn't quite grasp his intention (an intention born of long hours of solitude with no possibilities of female companionship.) They spend some time discussing various ways of collecting blood from human corpses, an issue they both seem to have some solid experience with.

Jesse asks if anyone would offer him a place to stay for the night. One miner raises his head and tells Jesse that he would be happy if Jesse spent the night at his place. This causes some small alarm, but Jesse looks him over and decides that the man is sincere. The miner just wants to talk to someone about some spiritual matters that have been weighing on him heavily. He manages to keep Jesse up all night. Fortunately, Jesse is a healthy, vigorous man, and he manages to shake off his sleep loss the next morning.

Rumor has it that WtBftS and Dr Stein are seen emerging from a tent together the next morning, but this is unconfirmed, and very likely false.

In the morning, the group reassembles and runs down a few leads. First they talk to the clerk at the local office of SGR. He affirms to them that the sheriff says Indians were responsible for the robberies, but also lets them know that the sheriff seemed badly rattled after checking the scene of the first robbery. He suggests changing the date of the next shipment of GR, and decides that Elliott has given him approval to do this.

Gordon and Dr Stein (I think) head to the telegraph office to apprise Mr. Rockefeller of the latest course of events.

Jesse, Elliott and Morgan decide to talk to the sheriff again. Jesse works up a mini-sermon about the need for people to come clean about the things that are weighing on the minds. His impassioned delivery

shakes the sheriff, who confesses that the train was not robbed by Indians - it was robbed by Walking Dead. He knows this because everyone on the train was killed. Their heads were split open and the brains had been scooped out. He quickly tires of Morgan's incessant questioning and does his best to ignore her. He's pretty sure the zombies are the remains of the Curtis gang who were wiped out robbing a train in the same location a year ago.

He also says that he first encountered the undead about a year ago after the demise of the Curtis gang. The badly damaged remains of the Engineer and attendant were attempting to steal a train. He blacked out during the encounter. The timely arrival of Father Frank Jones saved his life.

The group then decided to talk to Father Jones. Jones tells them that he did indeed vanquish the zombies with an axe handle he found nearby. He's sure they were zombies because no human could live with the kinds of injuries they had clearly suffered. Elliott provides a fitting soundtrack with his harmonica.

Morgan suggests that the gang should go to the site of the last train robbery and look for clues. The rest of the group agrees and they ride along (only Morgan, Dr. Stein, and Elliott have horses. The rest of the party doubles up.) Once at the site, the group notices that the damage has been completely cleaned up. Dr. Stein has a look at the tracks and decides that they were blown up with dynamite.

After getting a sniff of ghost rock from Dr. Stein's weapon, Morgan's large Wolf-dog, Fluffy, finds a trail leading south. The group follows along and, after a short time, finds a cluster of two small buildings in a ravine surrounded by people who don't seem to be walking quite right.

WtBftS and Elliott use their stealth to sneak around the ravine to get a closer look. WtBftS notices that there are several beings in the larger cabin and that the stolen ghost rock is probably in the smaller building.

Dr Stein begins to think of a way to apply his scientific knowledge to the situation when he is interrupted by the sound of gunfire from Gordon. Gordon hits a zombie, but the wound seems to have no effect. More zombies stream out of the cabin, including one who looks a bit more human. Dr Stein levels his stun gun at a cluster of zombies around the house and fires. Unfortunately, the zombies seem resistant to his stun attack, and only a few are affected.

Most of the zombies begin to move directly for the location of Gordon, Dr. Stein, Jesse, and Morgan. Elliott shoots the leader in the head, causing a nasty but non-fatal wound. zombies near his position open fire on him and WtBftS. A couple of shots later, and Elliott manages to take out the leader. He starts on the rest of the small cluster who have opened fire on him.

Gordon also manages to knock out a zombie, but there are a lot of zombies in the ravine, and the group's guns seem beset by malfunctions.

After calling on her eerie gods to stun several zombies, WtBftS decides she will leap into the ravine, using her momentum to crush the skull of a zombie. Her leap is magnificent, but despite intense concentration (three chips burned) she does not manage to connect with the head of her target. She finds herself surrounded.

Jesse decided to dash to her aid, but his sudden movement draws the attention of the mass of zombies bearing down on Gordon, and he is surrounded and nearly killed. Dr Stein decides to give his stun gun another chance, and this time it proves quite effective.

With their deadly accuracy, Gordon and Elliott quickly reduce the number of zombies in the ravine. WtBftS pulls herself together and finishes a couple with her stick.

After the zombies are accounted for, the group searches the cabins. The large one appears to be what is left of a regular living area, but everything has long since decayed. The smaller shack contains the missing ghost rock.

Elliott and Morgan head back to town, where they hire a wagon and some miners to retrieve the ghost rock.

The group heads back to town and telegraphs SGR to ask for further instructions, a bit anxious about how they will be paid. Rockefeller asks them to meet with him ASAP. They spend the night in Marysville and head back on the morning train. Rockefeller congratulates them on a job well done, gives them the \$40 that was promised and gives them an extra \$20 for performance beyond his expectations. He tells them to check back next week, at which time he might have some more work for them.

Most of the group leaves, but Jesse stays behind to have a talk with Rockefeller about the fate of his soul.

EXP:

- Elliott West - 2 xp - total: 2
- Dr. Stein - 2 xp - total: 2
- Father Jesse - 2 xp - total: 2
- Gordon North - 2 xp - total: 2
- Wind that Blows from the South - 2 xp - total: 2
- Morgan McConnell - 2 xp - total: 2

Submitted by J T White (aka Lamrok)