



DEAD LANDS

FOR WHOM THE WHISTLE BLOWS





For Whom the Whistle Blows: Night Train 2

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Introduction

Welcome back, Marshal, to the return trip of one of the Weird West's most feared creations—the Night Train. We probably don't need to warn you, but the adventure contained in these pages might wear a little rough on your posse, so we don't recommend it for characters of less than Seasoned rank.

A LITTLE HISTORY

Most folks who've spent much time wandering the Weird West have heard stories about vampires, specifically nosferatu—or “nose ferrets,” as they call 'em south of the Rio Bravo. Now, nosferatu aren't your fancy-schmancy cloak-wearing vampires like they have over in the Old Country. They're more like a cross between a hairless weasel and an undead wolverine that walks on two legs and sucks blood. Not really the sort for formal dress balls and the like.

Fortunately, they're not all that common an occurrence in the West. A few years ago, the owner of the Bayou Vermilion Railroad, Baron Simone LaCroix, got his hands on a nosferatu Ancient One. If you were making a list of folks you wouldn't want to get a hold of one of these monsters, LaCroix's name would cover most of the first ten spots. You see, he had been playing with dead—or undead—things

since before that sort of behavior became fashionable, or at least heard of at any rate.

Initially, the Baron saw the nosferatu as just another troop for use in his rail gangs. The creatures were virtually invulnerable to harm and their predilection for gratuitous throat-ripping was actually a plus on the battlefield. Unfortunately, while the nasty blood-suckers don't have many weaknesses, he quickly learned that the things went up like pine needles tossed on a campfire when exposed to sunlight.

That little drawback might put a lesser practitioner of the black arts out of sorts, but Baron LaCroix has always had a knack for finding a use for murderous undead.

The Night Trains

LaCroix loaded the monsters up on a few trains and let them loose onto his rivals' railroads. The sleeper cars protected the nosferatu from the sun during the day while the train carried them from town to town across the Disputed Territories and beyond, like a gang of gluttons at a Sunday buffet. The populace of more than one town disappeared literally over night following a visit by one of LaCroix's Night Trains.

It didn't take long for trainloads of abominations riding back and forth across the West to draw the attention of the Texas Rangers

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TURNABOUT'S FAIR PLAY

If it works better for your campaign to set the adventure on Bayou Vermilion's rail line, you've got to tweak the backstory a little. After all, it's not likely that LaCroix would want to sabotage his own railroad.

In this case, St. Martin isn't a loyal henchman, but a disgruntled former enforcer. He's gotten his hands on one of his former boss' most powerful minion and has slipped on board a Bayou Vermilion train to muck up the works as much as possible. None of his own henchmen are Bayou Vermilion hired guns; he's using freelance talent there as well.

Best of all, since all of this occurs behind the scenes, the players may never even realize the changes you've made.

and their Northern counterpart, the Agency. Over the next few years, both groups invested no small amount of effort—and bullets—in tracking down and eliminating the Night Trains. A few pockets of nosferatu infestation remain in the Disputed Territories now, but most of the trains themselves are believed to have been hunted down and destroyed. That's what they tell themselves, at least.

Second Time's the Charm

To say the Baron was pleased by the effect the Night Trains had on his rivals would be an understatement. The nosferatu wreaked

havoc on several communities along the Black River and Union Blue lines. Better yet, at least as far as he was concerned, most of the folks slain by the vicious critters had an unpleasant tendency to crawl out of the ground as nosferatu themselves. Cleaning up the leftovers, so to speak, kept the two government groups too busy to take too much interest in some of—okay, most of—his other activities.

The first wave of his Night Trains depleted more of his resources than he'd planned. Filling more trains with nosferatu wasn't a problem. Not too long ago, LaCroix's agents had located another Ancient One.

The monster was being carted around the West by a traveling carnival, billed as an "Aztec mummy." The nosferatu, unfed for centuries, had gone into a perpetual hibernation and its flesh had dried and drawn up tight around its bones, so you really can't hold that mistake against them. The henchmen purchased the creature for a tidy sum and shipped it back to New Orleans.

LaCroix's problem was more mundane. Contrary to what you might expect, custom trains outfitted to transport a small horde of undead don't exactly grow on trees. The Rail Wars hadn't been particularly kind to Bayou Vermilion and LaCroix didn't have the resources to put together another batch of trains on short notice.

This time, he decided he'd let his rivals do the heavy lifting.

An Unwelcome Passenger

LaCroix placed the Ancient One in an innocuous crate and, through a succession of middle men, slipped it aboard a Union Blue train headed west. He sent one of his most experienced men, Jean-Charles St. Martin, and a handful of less-obvious Bayou Vermilion enforcers along to keep an eye on it.

You see, St. Martin has an edge in dealing with nosferatu. He's not only a powerful *houngan*, he's also Harrowed. The sludge that

INTRODUCTION

oozes through his veins now holds little temptation for the neck-biters the Ancient One will spawn.

Once the train was deep into the “enemy territory”, St. Martin was to awaken the Ancient One by feeding it blood, then step back and let the abomination ravage the train’s passengers. Within hours, another

Night Train would be rolling the rails, and this time with very little effort on the part of Bayou Vermilion.

Money Train

St. Martin discovered that the train on which the Ancient One was traveling was also carrying a payroll for Union Blue enforcers



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on the front lines of the Rail Wars. Although not heavily protected, the presence of armed guards did pose a complication for his mission. Fortunately, St. Martin has always been good at thinking on his feet.

He raised a fairly formidable force of bandits, outlaws, and outright killers from the surrounding area, teasing them with tales of a virtually unprotected load of cash. St. Martin omitted the minor addendum about an undead bloodsucker also being aboard the train, of course. He quickly sold his impromptu gang on a scheme that would leave them filthy rich, while he and his Bayou Vermilion cronies made off with the real treasure—at least in their minds.

THE SETUP

The adventure is set on the Union Blue railroad, but with very little tweaking you can switch that to just about any of the other major rail lines except Bayou Vermilion, just by changing a name or two. It's just as likely that LaCroix would set this horror loose on Iron Dragon as it is that he'd pick on Mina Devlin's operation.

We've deliberately not used compass directions in the descriptions or on any of the maps. This leaves you free to orient the train's direction of travel in whatever way best suits your own campaign, Marshal.



Chapter One: Riding Shotgun

While visiting a rail town, the posse is approached by a middle-aged man named Quinton Morris. Morris tells the posse he's a representative of a railroad and looking to bring on a few hands for a short job. (As noted in the introduction, our default railroad in this adventure is Union Blue, but with very minimal alterations, you can easily change that to one better suited to your campaign, Marshal.)

Job Offer

Any band of heroes up to this adventure have probably made themselves something of a name in the Weird West and Morris has recognized them from a tale or two circulating about their deeds. Alternately, if the heroes have already done work for Union Blue, a known contact points Morris in their direction. Regardless, as long as none of the posse is a known wanted criminal or overtly aligned with another Rail Baron, Morris offers any interested—and apparently capable—cowpokes in the posse a job helping him guard a westbound mail train.

He offers \$10 a day for an expected eight-day round trip, but a hero making a Persuasion roll can raise that by \$5 for a success and by a total of \$10 per day with a raise. Food and a place to spread a bedroll are included.

Morris tells the posse the train leaves at noon on the next day and he'll meet them at the station then. He doesn't share any details regarding the cargo, saying only it's a standard mail and passenger train.

ALL ABOARD!

When the posse arrives at the station the next day, they get their first look at the train. It's a pretty standard affair with an engine and tender, followed by a sleeper car, then two passenger cars, a freight car, a livestock car, the express car, and finally the caboose. Morris is overseeing bags of mail being loaded onto the second freight car when they arrive.

Morris spots them quickly and waves them over to his location. He tells them they'll be underway soon and to load their gear onto the second freight car where they'll be riding. If some of the heroes are mounted, he's made arrangements for the horses to be carried on the train's livestock car.

The Train

The train appears to be nothing more than a simple passenger hauler with a few freight cars attached. It does have a sleeping car situated just behind the locomotive's tender,

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marking it as possibly a little more upscale than the usual passenger train. Other than that addition, nothing marks it as unusual to the casual observer.

If any of the heroes are interested and arrive before the appointed meeting time, they can explore the cars on their own.

Engine and Tender: There is absolutely nothing remarkable about the train's engine. A conventional steam locomotive, it is powered by a wood-fueled boiler. The tender, directly behind the engine, is filled with split wood to burn. While operating, the engineer and fireman are always present in the cab.

Sleeping Car: The sleeping car is far more nicely appointed than the other passenger cars. It can accommodate up to 16 passengers in individual sleeping berths. Each sleeping compartment is fitted with a curtain to shield it from the aisle. During the day, the lower berths separate into pairs of benches facing each other while the upper berths fold up to provide headroom for the passengers.

There are also two washrooms in the car, one each for male and female passengers. The sleeping car is slightly taller than the other cars on the train. This allows for more room in the upper berths.

Passenger Cars: The passenger cars are designed more for capacity than for creature comforts. Six pairs of hardwood benches facing each other on either side of the aisle allow over 40 passengers to ride in each of the train's two passenger cars, though neither is filled to capacity on this trip.

Livestock Car: Fortunately for any posse members, there are few other animals onboard for this trip, which leaves

plenty of room for any horses they may need transported. Nonetheless, a strong smell of cow manure and damp straw sits heavily in this car. There is a large wooden ramp stored in the car as well, to allow for easy offloading of the animals in the absence of an actual loading dock.

Freight Car: The first freight car contains passenger baggage and larger mundane items (furniture, a piano, etc.) all headed farther down the line. Most of the larger items are crated and everything is secured against being dislodged by the train's movement by ropes or netting. None of the baggage contains anything of value beyond minor personal effects.

Caboose: This reddish-brown car at the end of the train serves as both makeshift crew's quarters and an observation point from which to watch the rest of the train. Any off-duty crew are likely to be found here, either in one of the two berths or in the seating area. One crew member is always seated in the cupola section above the sleeping berths, and from there he watches the rest of the train.

The Express Car

The second freight car is where the “mail” is carried, along with other valuables. It has a two large freight doors, allowing access from either side of the train. Morris leads them in through the door closest to the station platform, which he only opens wide enough to admit the characters. The other door is closed and securely locked from the inside.

Once inside, the posse immediately gets the impression everything is not as Morris has represented it. The car itself is armored well enough to withstand most small-arms fire, although this is hidden from the outside by a façade of standard wooden walls. In addition to the main freight doors, there are smaller access doors at the front and rear of the car and a single hatch allowing roof access near the front of the car.

There are a few canvas bags along the walls, but two items dominate the interior of the car. The first is a large wooden crate in the farthest rear corner of the car. It is unmarked but has hinges on one side, and the front of the crate is made to open like a door. The door is secured by a pair of padlocks.

The second is a full-size Gatling gun mounted on a rail running down the middle of the car. The mount swivels in a full circle, allowing the gun to be fired easily through either door. The gun is currently partially covered by a piece of canvas, somewhat concealing it from the view of anyone passing outside the train.

Also in the car are three other men, all wearing holsters and carrying shotguns. Morris quickly introduces them as Bill Thames, Jim Mullins, and Tom Bartlett—the rest of his crew.

Morris tells the posse they can layout their bedrolls wherever they can find space in the express car. He shrugs off questions about the crate, Gatling, or why an express car needs such a heavy guard.

- **Jim Mullins, Bill Thames:** Use Gunman stats in the *Deadlands Marshal's Handbook*, but change their Shooting to d6. They are armed with Colt Army single-action pistols (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), and double-barrel shotguns (24/48/96, 2d8, RoF 1, Shots 15, AP 2), with 25 cartridges for each.

- **Tom Barlett:** See page 37.

- **Quinton Morris:** See page 36.

The Real Deal

Once the train is underway, Morris rounds up the heroes along with the other three hired guns and briefs them on the train's actual cargo.

Y'all have likely guessed there's a little more to this delivery than just a couple o' postcards from the folks Back East. And you guessed right if you did.

We're hauling a payroll for the railroad on board. With things being what they are, the company's a little short on enforcers to give the train a proper guard, so the big wigs decided to try and sneak the money past any prying eyes in this here express car.

My boys are veterans and been in more than a couple of scraps. Normally, them, me, and Ol' Bessie here are enough firepower to handle any run o' the mill banditos that might try their hand.

Still, I've been at this business a while and I learned not to ignore my gut. The hairs on the back o' my neck got a bit prickly there in town. Probably just gettin' old and skittish, but better safe than sorry.

Plus, it's the railroad footin' the bill for your checks, not me.

Morris doesn't discuss how much is in the payroll or how many men are waiting at Pickman. (He does take note of any character that shows too much interest in either, as these are exactly the sorts of questions a potential thief would ask!) He tells them that for security reasons, access to the rest of the

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MONKEYS IN THE WRENCH

Players being what they will, it is always possible that one or more of the posse is riding in the forward cars when the bandits attack. Perhaps they sneaked out of the express car or maybe they just opted not to sign on with Morris and purchased a ticket on their own. If that's the case, they're going to be right in the thick of things as St. Martin's plan comes to fruition.

See *Meanwhile...* on page 10 for a general summary of how St. Martin's plan progresses once the attack begins.

Should they intervene during the initial robbery, St. Martin and his enforcers take swift action to eliminate the threat. Their preference is to simply force anyone posing serious resistance to their seizure off the train—while it is still moving, of course. They have no desire to fight an ongoing battle while St. Martin is trying to awaken the Ancient One. As the express car—and the rest of the posse—becomes more distant from the rest of the train, orphaned heroes may even be motivated to jump on their own!

If that fails, St. Martin and his enforcers pull no punches. St. Martin's arcane ability is quite substantial and should prove more than adequate in disabling or incapacitating a troublesome cowpoke if need be. Once the hijackers have taken any resisting hero out of action, they pitch the poor sod off the train, where he's likely be found by the posse in the next chapter.

On the off chance the player characters decide to lie low and blend in with the rest of the passengers, they quickly learn how bloodthirsty St. Martin and his cronies are. The Bayou Vermilion gang first eliminates any remaining crew members, then begins dragging passengers to feed the Ancient One. Hopefully, at some point, the heroes get the hint and either disembark the train on their own or put up a fight—with either choice resulting as noted above.

- Bayou Vermilion Enforcers (2, plus 2 per hero): Use Rail Warrior stats in the *Deadlands Marshal's Handbook*.
- Jean-Charles St. Martin: See page 34.

train—with the exception of the caboose—is restricted (which is why they put the car near the rear of the train instead of behind the tender). The less the other passengers know about the express car, the better.

In general, he keeps the majority of the group on guard or resting in the express car. He stations two or three guards, depending on the size of the heroes' posse, to keep watch on the caboose, rotating every eight hours. Morris is careful to mix up the group; one of the hired guns and one or more posse members in every group.

Running Loose

Heroes being who they are, it's possible one or more may decide to buck Morris' instructions and visit the rest of the train. If Morris catches any cowpoke doing this, he stops them—at gunpoint if necessary—and keeps them in the express car under his own eye from then on. He's not immediately convinced the rebellious character is up to anything besides tomfoolery, but he does consider the possibility that one or more of the posse may be in cahoots with potential bandits.

The interior door of the express car leading to the rest of the train is locked with a padlock from the inside. It can be picked with a simple Lockpicking roll, but unless he's distracted somehow, Morris automatically detects any such attempt.

Up on the Rooftops

Particularly stubborn posse members may decide to cross to the forward areas of the train by going across the roofs of the cars. Although they're not designed for foot traffic, moving along the top of the train cars is not difficult provided the character does so at half Pace. Attempting to walk faster than that requires the hero to make an Agility roll or lose his balance. Further complications (such as running or being shot at) apply a -2 penalty to the roll.

CHAPTER ONE: RIDING SHOTGUN

Anyone failing the Agility roll loses his actions on the next round as he struggles to regain his balance atop the jostling train car. Rolling a 1 on the Agility die (regardless of the Wild Die) means the hapless soul tumbles off the roof onto the side of the track! This inflicts 4d6 damage due to the height of the car and speed of the train, and causes the cowpoke to drop anything he's holding in his hands.

There is approximately 1" (two yards) distance between the roofs of the individual cars. Jumping this distance is not particularly difficult, but requires another Agility roll upon landing. Failure on this roll has the same results as above.

AMBUSH!

Mid-afternoon on the second day out, the makeshift band of train robbers springs its attack. The train is about 25 miles from Pickman at the time the gang attacks. At the same time, St. Martin makes his own move.

Unbeknownst to the posse or train crew, the gang has cut the telegraph wires several miles behind the train and leading into Pickman. They have also blown the tracks behind the train to further slow any possible rescue from reaching the besieged payroll guards.

At a prearranged signal, St. Martin and one of his enforcers move back through the train to the livestock car. There, he uncouples the express car and caboose from the rest of the train, leaving it to slow to a stop, presumably easy prey for the bandits. Aided by some reinforcements who arrive via steam wagon, he and his men then seize control of the train.

The Attack

Bartlett has maneuvered to get himself placed on guard in

the caboose at the time the attack is to occur. Moments before the attack begins allow any hero in the caboose a Notice roll to catch the man acting suspiciously. He squints at the passing landscape expectantly and checks his pocket watch. If confronted about his behavior, the man fumbles for an answer before making a move for his gun.

One round after the turncoat tips his hand, the main body of the outlaws approaches from the rear of the train. This is by design, as St. Martin hopes to draw as much attention in that direction as possible. The gang is mounted and begins 25" behind the train, emerging from their hiding places after the train passes. The bandits focus their attack on any visible crew or guards on the caboose and express car.

Train Cars and Horses

The bandits begin the attack riding their horses at a running Pace (10 plus 1d8). Once they are parallel with the express car, they reduce their speed to match that of the express car.

The train begins the combat at a Pace of 15. St. Martin uncouples the cars at the very



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beginning of the battle (treat him as if he were on hold). Each following round, the express car and caboose decelerate. It loses 1 Pace per round until it comes to a complete stop 15 rounds after it is uncoupled.

For mapping purposes, it's probably easiest if you don't worry about moving the express car and caboose. Just adjust the positions of the bandits and the departing train relative to the abandoned cars.

Fighting Back

Heroes on guard in the caboose when the attack begins can fire out the windows and doors. The walls of the caboose are of simple wood and provide up to medium cover to any cowpoke smart enough to use them for protection while shooting at the bandits.

There are no firing ports in the express car. However, once Morris is aware of the attack, he instructs the posse to open the doors on the express car so they can bring the Gatling gun into play. Posse members can fire out the main doors, through the doors at either end, or by climbing onto the roof via the hatch.

Morris isn't picky about who fires the Gatling gun, as long as someone is cranking the handle. If none of the posse mans the weapon, he fires it himself. The weapon's mount allows it to fire out either doorway, but it can only fire on one side of the car on any given round. The mount also reduces the recoil penalties for firing full-auto to -1.

Meanwhile...

As noted, St. Martin uncouples the express car and caboose at the start of the robbery. Once the cars are uncoupled, his enforcers move into action to seize control of the rest of the train. Two enforcers in each of the

passenger cars stand up and pull their guns to keep the rest of the riders subdued. Unless there are any player characters present to resist, this goes off without a hitch.

Four rounds after the attack begins, a steam wagon comes rolling out of an arroyo ahead of the train. It's armed with a Gatling gun and carries Dr. Desmond Wilton and two more Bayou Vermilion enforcers. The steam wagon pulls alongside the engine and rakes it with a couple of bursts of Gatling fire.

Once the engineer and fireman are killed by the Gatling gun, Wilton and one of the enforcers board the engine. The two men crew the locomotive and keep it heading up the tracks at full steam. The steam wagon follows behind, intending to remove the enforcers once the Ancient One is fully awakened.

- **Outlaws (6, plus 2 per hero):** Use stats in the *Deadlands Marshal's Handbook*. They are armed with Colt Army single-action pistols (12/24/48; 2d6+1; RoF 1; Shots 6; AP 1) and Winchester '73 rifles (24/48/96; 2d8; RoF 1; Shots 15; AP 2), with 25 spare cartridges each.
- **Professor Desmond Wilton:** See page 33.

Aftermath

Once more than three-quarters of their number are Incapacitated or captured, the rest of the gang retreats, riding off into the surrounding plains. The bandits run off in whichever direction gets them the farthest from the train and posse as quickly as possible. The survivors are too shaken up to attempt to regroup or arrange a meeting place—they simply flee haphazardly into the wilderness. Any stray outlaw horses are either rounded up by the gang members as they flee or run off on their own, frightened by the gunfire.

Chapter Two: The Heel-Toe Express

Although the posse has defeated the train robbers, their troubles are far from over. They're now sitting about halfway to nowhere on the rear half of a train with no engine in sight. They have little food or water and no horses.

Taking Stock

The robbery occurred about 30 miles past the train's last water stop. Morris tells them there is another water station about 10 miles along, but other than an isolated ranch or two, there's no other permanent settlement until Pickman, which lies about twenty-five miles further along the track.

If the posse searches the two orphaned train cars, they find very little of use. Most of the "express car" is occupied by either the payroll safe or a few bags actual mail. Other than their own belongings and the Gatling gun, there is nothing else of value in the car.

The caboose contains a few personal effects of the crew along with enough food for perhaps one or two meals consisting primarily of beans and hardtack. There also is a single double-barrel shotgun for use by the crew, as well as a few boxes of shells for the gun. Finally, the posse finds a pair of red warning lanterns and a single clear oil lantern.

Talk, Bandit!

It's very possible the heroes manage to take one or more of the outlaws alive, whether by capturing Bartlett or simply reviving a wounded robber. In either case, the bandit initially refuses to talk to the posse. His resolve isn't all that strong, though, and success on an opposed Intimidation (versus Spirit) or Persuasion roll (he is Uncooperative, but will talk if raised to at least Neutral by a good argument) is all it takes to get him to open up.

I didn't know half the fellers I was riding with on this job. We was all gathered up by this tall, bald black feller. Called himself St. Martin and had this heavy accent – maybe French?

Anyway, he told us this train had a big payroll on it. He had some men on board that was going to detach the money cars from the rest of the train and we'd ride in and rob it. Seemed like a good enough plan, but we didn't know about no extra guards or Gatling gun!

If the heroes think to ask about St. Martin or his cut, the bandit says,

That was the hitch. For all his clever plannin', he didn't seem all that worried about his cut. He told us he'd meet up with us later, but he never set a meetin' place nor nothin'. Seemed odd, but heck, me and the rest of the boys figured to just split the take and part ways. More money for us that way.

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The characters can also learn that there was no plan for the gang beyond “get the money, split it, then leave the area as quickly as possible.” The outlaws had no set camp nor plans to continue to stick together after the robbery. While a few knew each other or even rode together, by and large the gang was just a piecemeal assembly of whatever gunmen and criminals St. Martin could assemble on short notice.

Marching Orders

Once the posse has had time to get a feel for their situation, Morris calls them together and gives an impromptu speech.

I want you folks to set out for the watering station up the tracks a ways. Me and the rest o’ the crew will hunker down here and wait for you to get us some help. Those bandits ain’t got much fight left in them, and even if they do Ol’ Bessie still has a few words for them.

There’s a telegraph there. You can send a message to Pickman. There’s a contingent of Union Blue enforcers scheduled to meet us there and retrieve their portion of the payroll. I doubt you’ll be able to get a message to Pickman ahead of the train, but maybe you can get them on the trail quick enough to matter.

It’s possible, though, that the gang had the sense to cut the wires ‘twixt here and there. If they did, you keep hoofin’ it to Pickman and tell those boys in person. You should get there by midnight or so if you leave now.

If the party balks, Morris explains that the watering station and Pickman are the closest sources of aid. There’s not enough water for the entire group of guards to wait at the train until help eventually arrives. Backtracking the train’s route not only takes longer, but also puts them further from the hijacked train’s likely location. And in the worst case, the posse simply reports directly to the Union Blue rail gang instead of sending them a message.

COLLINS SPRINGS

The hike to the watering station at Collins Springs takes about three hours. The terrain is relatively flat along the way and generally makes for an easy journey. However, the heroes do not encounter any watering holes or signs of civilization along the way, other than the telegraph line running parallel to the tracks a short distance away.

About an hour from the stalled express car, they discover the corpses of the engineer and fireman where the Bayou Vermilion gunmen pitched them from the train. As the heroes approach, vultures rise into the air, reluctantly abandoning their discovery to the newcomers. Both men have been shot repeatedly by a large caliber weapon (the Gatling gun) and are even worse for wear after being thrown from the speeding locomotive.

When they reach the watering station in the late afternoon, the heroes find a small wooden building beside the tracks. A hand-painted sign hanging over a wide front porch identifies it as “Collins Springs.” A watering tower stands near the tracks a short distance from the station building, and an uncovered well sits roughly halfway between the two. A ramshackle outhouse is the only other structure. Telegraph wires run into the station building from both directions.

When the heroes arrive, there are no signs of life—or train—at the station. The station is quiet save for the occasional creaking of the sign in the wind. A quick search of the property does not turn up any sign of the station master.

The Station

Inside the building, there is a small desk and three handmade wooden chairs, along with a single sleeping cot and a wood stove. The station master’s log sits open on the desk and a map hangs on the wall behind. Against the back wall stands a small table on which rests a telegraph device.

CHAPTER TWO: THE HEEL-TOE EXPRESS

Searching the station reveals a few bits of information to prepare the posse for what lies ahead.

Map: The large map on the wall details the rail lines in the area. There are no junctions or stops between Collins Springs and Pickman. Pickman is approximately fifteen miles farther down the tracks.

Station Master's Log: The last entry in the log indicates the last train—the one upon which the characters were riding—arrived about two-and-a-half hours ago. There is no departure time listed for the train.

Telegraph: The telegraph device seems to be out of commission. Anyone making a Repair roll quickly discovers there is no power running through the device. None of the heroes recall seeing any cut wires on the trip from the train cars. This is because St. Martin's gang cut the wires some distance before the ambush site and again a few miles from Pickman to complicate any repair attempts.

Exploring the Grounds

A cowpoke who takes the time to examine the area near the water tower finds evidence that a fair amount of water spilled on the ground. A successful Notice roll tells the character that the water didn't spill from the tower, but rather appears to have leaked from the train, most likely the locomotive.

Although the posse probably doesn't know this, the Gatling gun on the steam wagon damaged the boiler during the assault on the engine. As a result the train is in need of a repair—and fairly soon.

A hero who makes a Tracking roll outside the main station building spots drag marks leading under the front porch. Underneath the porch are the bodies of four victims from the train. Three are passengers while the fourth is the conductor who was on duty in the passenger cars at the time of the robbery.

One of the passengers is wearing an empty gunbelt and has been shot. This poor sod tried to put up a fight during the initial robbery and



was gunned down by St. Martin's enforcers as a result.

The other three, however, have had their throats slashed deeply. Their faces are covered in a mask of dried blood, but there is surprisingly little on their clothing. The grisly nature of their deaths requires a Guts roll against Fear/Nausea for any cowpoke viewing them. A Knowledge (Medicine) or Healing roll tells a character that the cut was made with a large knife. With a raise on the roll, the hero discovers that the three corpses are almost completely drained of blood as well.

The last three were the first victims that St. Martin used to revive the Ancient One. The monster was too weak to feed itself, so the *houngan* hung the poor souls by their ankles over the sarcophagus. He then cut their throats and let their blood drain into the abomination's mouth until it was strong enough to feed the old fashioned way.

RANCHO RED HERRING

Fear Level: 3

Just after sunset, when the heroes are about halfway to Pickman from the Collins Springs station, allow them to make Notice rolls. Whichever cowpoke rolls highest spots the silhouette of some low buildings to the north of the railroad tracks. Should they choose to

DEADLANDS: FOR WHOM THE WHISTLE BLOWS

investigate, the characters discover a single-story farmhouse with a couple of outbuildings and small corral.

A quick inspection of the property reveals that it was recently built. All the construction looks new and a fresh coat of whitewash adorns the walls of the farmhouse. Aside from the small corral adjacent to the barn, there is no other fencing. A small sign, so newly-painted that it seems almost wet to the touch, proclaims the farm as the Yates Ranch.

The property, like the station at Collins Springs, is dead silent. No sounds of farm animals or human inhabitants are heard. If any of the adventurers calls out, her shout goes completely unanswered.

Infestation

Unknown to the posse – at least at first – the Yates ranch has been overrun by prairie ticks. The owners, Cletus Yates and his wife Elma, had recently moved into the new farm. While digging a new well not far from the house a couple of days ago, Cletus broke into a nest of the nasty crawlers.

A swarm of tick hatchlings made quick work of the poor sodbuster. More mature ticks boiled up out of the hole and attacked every living creature on the farm. Elma holed up inside the farmhouse and was the last to be taken by the monsters.

Poking Around

If the posse gets a hankerin' to look around the ranch before moving on, there's all kinds of trouble for them to get themselves into!

Barn

The barn is sparsely furnished, more evidence that the ranch is very new. There are all the usual tools in the building, from a pitchfork to a plow and everything in between. However, there are few duplicates of any particular tool, and all appear very new. The plow, in fact, is unused and lacks even a single dent on its blade.

There are four horse stalls along the eastern wall, but only one is occupied. The corpse of an older draft horse lies in the stall nearest the double doors. It appears somewhat desiccated, but a Knowledge (Medicine) roll tells any character examining it that it has only been dead for a little over a day and that its appearance is actually due to the fact that it has lost an unusual amount of blood.

The tick that drained it has long since waddled off to the main nest. However, the hole through which it erupted from the poor animal is on the side of the horse's body that is currently on the stall floor. Only if the posse hoists the corpse off the ground (most likely using ropes and a block-and-tackle) can they find the exit wound.

Corral

The corral is empty. A broken section along the northern portion of the plank fencing provides an obvious answer as to how the livestock most likely escaped. Any cowpoke looking over the fence in this area finds the fence was broken from the inside. A successful Tracking roll (with a +1 modifier) tells the heroes that there were more than a dozen cows held in the corral. A raise on the roll reveals that the animals were panicked by something entering the southern side.

Tracking the cows out of the enclosure eventually leads persistent hombres to the first of several dead cattle about three hours' walk from the ranch. Like the horse in the barn, the cows appear emaciated and dried out, but this time at least two of the corpses fell so the tick's exit wound is obvious.

House

Both doors to the house are barred from the inside. All the windows are closed and locked as well. Breaking one of the doors open requires a Strength roll (-2), but one of the windows is shattered (from the inside, should any hero think to check). Viewed through one of the windows, the interior is shrouded in darkness. However, a cowpoke making a

CHAPTER TWO: THE HEEL-TOE EXPRESS

Notice roll (-2) hears a faint moaning from inside.

If the investigators gain entrance, they find the house's single story is divided into three rooms. There is a combination living/dining room, a kitchen, and a single bedroom. The furnishings are simple but adequate for modest needs. There is nothing of particular monetary value present. Digging around the personal effects identifies the house as belonging to Cletus and Emma Yates, and that they moved here from Back East less than a month ago.

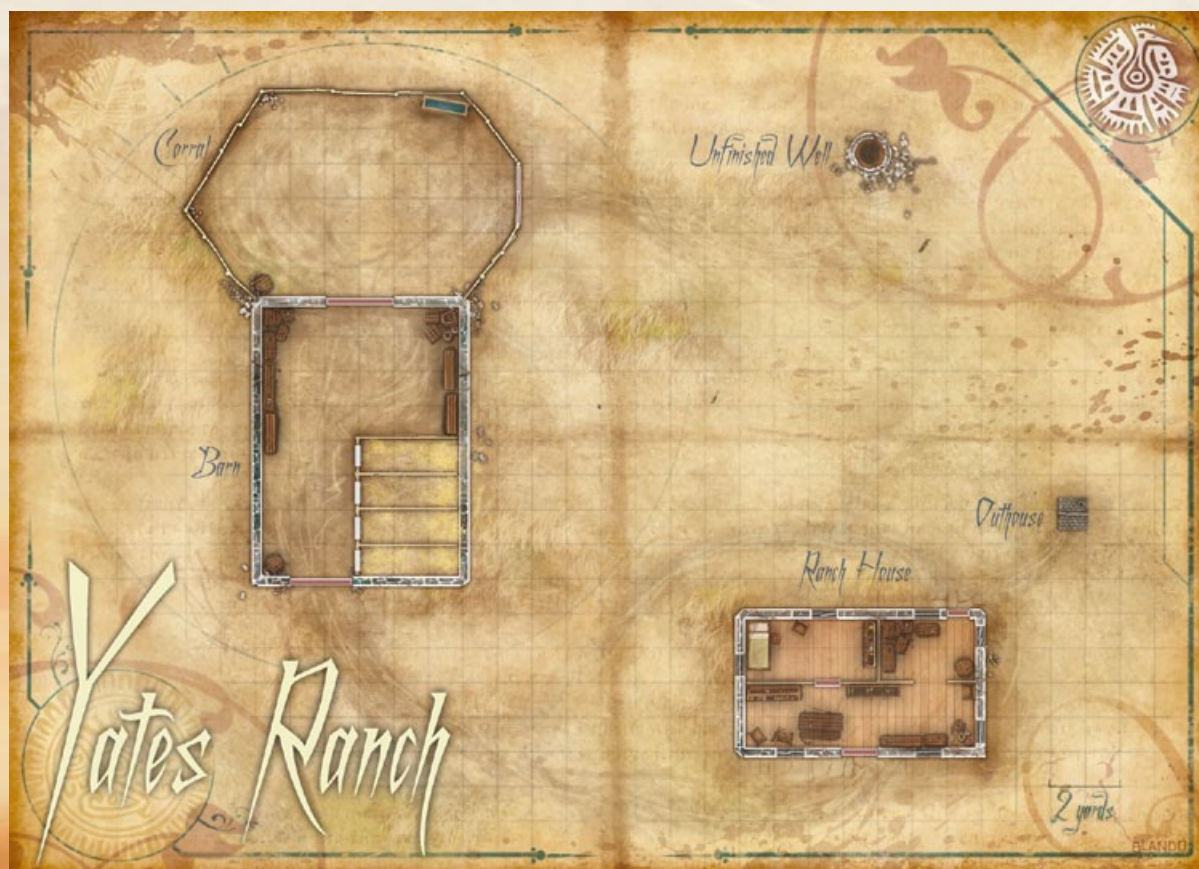
Upon entering, signs of a fight, such as overturned furniture, broken glass, and buckshot holes in the walls and floor, are immediately obvious to the posse. No bodies, blood, or evidence of actual foul play can be found in the living room or kitchen, in spite of the obvious carnage that has taken place.

Following the sound of faint moaning leads the characters to the bedroom. There, between

the bed and the far wall, lies a woman—Emma—who seems to drift in and out of consciousness. Her skin is pale and clammy to the touch. Her abdomen is swollen and distended, likely giving posse members the impression that she is in the fairly advanced stages of pregnancy. On the floor next to her is a double-barrel shotgun (with two empty chambers).

After holding off the disgusting parasites for the better part of a day on her own, one of the disgusting parasites managed to get the drop on the poor woman when she dozed off in exhaustion. It forced its way down her throat and proceeded to drain her blood, swelling as it fed in her abdomen.

If the heroes attempt to revive her, she regains consciousness just long enough to groan, grasp her belly, and exclaim in pain and horror, "Oh Lord, it's coming. It's coming!" She immediately goes into convulsions and the tick bursts out of her abdomen in a shower of



DEADLANDS: FOR WHOM THE WHISTLE BLOWS

blood and gore. Anyone unfortunate enough to witness the terrible event must make a Guts check (-2) against terror.

The engorged abomination scuttles almost drunkenly toward the door unless stopped somehow. The tick is too bloated and slow to fight back effectively even if attacked. Any blow that does sufficient damage to kill the creature results in it bursting open and splattering the room—and any occupants—with blood! This, of course, necessitates another Guts check, this time against Fear/Nausea.

- **Prairie Tick:** Use stats in the *Deadlands Marshal's Handbook*.

The Dry Well

Behind the house is the well that Cletus was digging when he broke into the tick nest. Any sodbuster foolish enough to climb into the well finds the poor farmer's husk of a body, now drained of every last drop of blood. The character also stirs up another swarm of prairie tick hatchlings!

- **Prairie Tick Swarm:** Use stats in the *Deadlands Marshal's Handbook*.

The Nest

The ticks' tunnels lead off from the dry well bottom, but are less than two feet in diameter. Should a determined gunslinger decide to force his way down the tiny holes, he eventually worms his way into the central chamber of the nest—a 20-foot diameter room with numerous other tiny tunnels leading out.

Inside the central chamber, the explorer finds not only the queen, but another hatchling swarm, and several mature ticks as well. They immediately attack anyone foolish enough to crawl in here.

- **Prairie Tick (2, plus 1 per hero):** Use stats in the *Deadlands Marshal's Handbook*.
- **Prairie Tick Hatchling Swarm:** Use stats in the *Deadlands Marshal's Handbook*.
- **Prairie Tick Queen:** Use stats in the *Deadlands Marshal's Handbook*.

Eight-Legged Freaks!

As soon as the posse discovers Emma, enters the dry well, or discharges a firearm near the ranch, the area erupts with prairie ticks! The creatures emerge from underneath the ranch, from hidden tunnels in the ground, and other nooks and crannies all around the property. If it has not already been aroused, the hatchling swarm also roils up from the well to attack.

The queen does not become involved in the attack unless some foolhardy soul has already crawled down into the nest's central chamber.

The ticks mindlessly attack heroes, attempting to force their way down their victims' throats and begin feeding. Should one (or more) of the characters end up swallowing one of the repulsive arachnids, there are a couple of quarts of castor oil to be found in the kitchen once the party overcomes the nauseating parasites.

- **Prairie Tick (2, plus 2 per hero):** Use stats in the *Deadlands Marshal's Handbook*.
- **Prairie Tick Hatchling Swarm:** Use stats in the *Deadlands Marshal's Handbook*.



Chapter Three: Whistle Stop

After the Yates' ranch, it's a long walk through the dark to Pickman. No other hidden corpses or lurking abominations threaten the characters, but an overwhelming sense of dread begins to descend on them as inexorably as a mudslide in a summer downpour. The sounds of their boots crunching along the railroad bed seem to hide the noise of something shadowing their steps through the night. Shadows dart along the edges of the characters' peripheral vision, only to disappear with the turn of a head. Further investigation turns up nothing.

The heroes may well write this off to nothing more than adrenaline in the aftermath of the shootout and all the carnage they've seen since. What they don't realize is that they're beginning to feel the effects of the rapidly rising Fear Level as they near Pickman.

Last Stop: Pickman

Water has been steadily leaking from the stolen locomotive's boiler through a half-dozen holes caused by the Gatling gun. (A sharp-witted cowpoke may have already deduced that the locomotive was limping from the clues at Collins Springs.) By the time the train pulled into Pickman shortly after dark, it was clear to Professor Wilton that the engine was in serious need of repairs.

Wilton is capable of making the repairs with the tools available at the town blacksmith's shop, but with nightfall already upon the town, St. Martin could only hold the newly awakened Ancient One and its progeny at bay long enough for the enforcers to quickly round up any nearby horses and retreat into the surrounding plains. Before the inhabitants of the town even had a clue as to the danger they were in, the vampires poured out of the rail cars and attacked.

The townsfolk were ill-equipped to stand against the undead horrors and were quickly overcome. When it became clear that something was badly amiss, a small contingent of Union Blue troops stationed nearby came to the town's defense. Unfortunately, they were expecting to subdue a rowdy band of cowboys or, at worst, an Indian raid. What they found was a nightmare—one of which they quickly became a part!

Bayou Vermilion Picket

Professor Wilton and the rest of the Bayou Vermilion enforcers are currently encamped safely outside Pickman. By and large, the enforcers are a very experienced band of gunmen and have set up position on high ground. They're far enough out to avoid the attention of the nosferatu, but close enough to monitor both the railroad and town.

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The enforcers have three active guards keeping watch, not only for further Union Blue involvement, but also to make sure none of the nosferatu from town catch them unaware. Their secondary mission is to keep as many victims as possible from escaping into the wilderness.

Once alerted by the guards, the gang swoops down on any stragglers and tries to either chase them back into town, capture them, or just gun them down. Wilton drives his steam wagon and one enforcer mans the Gatling. The rest of the gang is mounted on horses taken from the train and town.

Any captives are bound and carried on the steam wagon to the side of the train opposite that of the station. The enforcers quickly dump the poor sods and race off into the night before the vampires have a chance to attack them.

They expect sporadic gunfire from the town as the few remaining residents try to defend themselves, but take notice of any unusually concentrated fire, explosions, or overt signs of magic or mad science. The gunmen don't move to investigate until morning if they detect anything suspicious—after all, they're not anxious to run into any of the vampires themselves—but they do focus much more attention on the town at that point.

Wilton remains in camp until the next day, when he travels to Pickman to complete repairs on the locomotive.

- **Bayou Vermilion Enforcer (4, plus 1 per hero):** Use Bayou Vermilion Rail Warrior stats in the *Deadlands Marshal's Handbook*.
- **Professor Desmond Wilton:** See page 33.

PICKMAN

Fear Level: 4

Pickman is a fairly small town, with less than a dozen buildings. Only a few of them rise above one story, and most appear to be businesses rather than residences. The station

is fairly good-sized, indicating that someone believes Pickman has a future ahead of it.

First Impressions

As the posse nears Pickman, the first thing they notice is the hijacked train standing at the station. There is no one in sight anywhere around it. In fact, there is no activity visible anywhere in town, although given the late hour—at least 2 a.m.—that's not particularly surprising. Read the following:

The town remains ominously quiet after you enter. Buildings line the street, leading to the station and train at one end, and the church and graveyard at the other. A lone light or two flickers in a few of the structures, while others stand with front doors ajar.

As the heroes move into town, they might begin to spot signs that all is not well in Pickman. A character making a Notice roll sees several small objects on the ground in the town's main—and only—street. A closer inspection reveals the objects to be rifles, apparently abandoned in the middle of the street. One is half-cocked, with its lever down and action open.

There are seven rifles total and all are Winchester '73s. Even a brief examination determines that all have been recently fired. Any cowpoke taking the time to closely inspect any of the firearms can make a Notice roll. With a success, she spots a bayonet lug on the front of the gun, clearly marking the weapon as military issue, possibly surplus. A successful Tracking roll notes several sets of drag marks leading off in all directions.

The rifles are evidence of the battle the Union Blue troops put up against the nosferatu. Many of the veteran rail warriors fell here in the open in the first onslaught by the undead. The vampires dragged their victims off to feed, paying little heed to the weapons.

Raising a Ruckus

When the party first enters Pickman, the nosferatu are either occupied feeding on the

CHAPTER THREE: WHISTLE STOP

townsfolk they've already captured, or are hot on the trail of their next meal. As such, they don't notice the characters' arrival in town right away. Even the sounds of combat don't immediately draw the attention of the bloodsuckers, which may give a canny posse time to prepare a plan of action.

The first time the adventurers shout, fire their guns, or otherwise draw attention to themselves is largely ignored by the other undead in town. The second time the heroes start slinging lead or similarly make loud noises, the creatures respond as noted in their respective location descriptions. The initial outburst, however, does alert the remaining living inhabitants that help has arrived.

The round after the heroes first cause a commotion, allow them to each make a sight-based Notice roll (-2) if they're within sight of the Oasis Saloon. Those who succeed spot a figure waving to them from a darkened window on the second floor of the Oasis

Saloon. Regardless of their location, each character can also make a hearing-based Notice roll. Success on that roll detects the faint sound of a cry for help coming from the jail.

Ghost Town in the Making

The heroes are free to explore Pickman as they choose. What they discover depends largely on where they visit, but their actions may also influence their encounters as noted in the individual location descriptions, as well as above in **Raising a Ruckus**.

First Bank of Pickman

The first, and only, bank in town is a two-story building, with the financial institution on the first floor and the bank manager's residence on the second. Both front and back doors to the building are locked, but the door to the upstairs apartment, reachable by an exterior staircase, stands ajar.



DEADLANDS: FOR WHOM THE WHISTLE BLOWS

A well-furnished, five-room apartment sits atop the bank. There are two bedrooms, one obviously that of a child. A Tracking roll finds a small amount of blood in the hallway near the child's room. A cowpoke who makes a Notice roll while searching the other bedroom discovers a journal with the combination to the bank's vault on the last page of the book.

Downstairs, there is a vestibule area separated from the rest of the bank by the tellers' counter. Behind the counter are a single desk and the door to the vault. There is a log book in the desk. There is no entry indicating any deposit was made at the bank within the last day.

The vault is closed and locked. Opening it requires either a Lockpicking roll (-4) or the combination from the upstairs apartment. If they succeed in opening the vault, the characters are in for a nasty surprise. The bank's two employees, the manager, James Keeton, and his family sought refuge in the vault when the vampires flooded from the train. Unfortunately, Keeton's son had already been fatally bitten by a nosferatu. About an hour before the posse arrived, the boy rose as a vampire and killed the two adults (who will also rise as vampires themselves in two

more hours). The pint-sized bloodsucker immediately attacks with all the ferocity of his full-sized kin.

Funds at the bank are currently low — part of the payroll was due to be deposited here — and only about \$1,000 is on hand in the vault.

- **Nosferatu (1):** See page 34, but the child-sized abomination has only Strength d8, Toughness 8, and Size -1.

Boot Hill

A small graveyard sits on a low hill near the church. At the back of the property is a tiny tool shed holding a few simple tools: a pair of spades, a pick, and a roughly built wooden wheelbarrow. A half-full oil lamp hangs from a peg near the door. Although the nosferatu have taken no interest in the graveyard since there's no prey to be found there, the high Fear Level in the area should make any visit there unnerving at the very least!

Blacksmith

The blacksmith's shop holds all the usual equipment one would expect, from a hammer and anvil to tongs, an overly large supply of horseshoes, and an undersized forge. A small corral and four-stall stable sit adjacent to the building to provide short-term accommodation to any horses or mules in need of the smith's services.

The blacksmith himself resided in a small single room off the rear of the shop. It is roughly appointed, with little more than a bed, pot-bellied stove, a small table, and a few chairs as furnishings. The smith is nowhere to be found, as he was one of the first victims of the attack.

Church

Pickman's only house of worship is a stereotypical small country church, complete with steeple and bell. A few surviving townsfolk have taken refuge here, hiding among the darkened pews. The nosferatu somehow have overlooked this particular building—leading the townsfolk inside to believe that it is hallowed ground and safe. However, the preacher, Preacher Martin, isn't one of the blessed, nor is the church on actual holy ground, so if the monsters discover the survivors a massacre is likely to follow.

The townsfolk don't go out of their way to draw attention to themselves. However, should the party approach the building, they open the doors and motion for them to quickly come inside. While Preacher Martin is more than a little tipsy from sipping from a flask of whiskey he carries, he and the rest of the townsfolk can give the heroes a brief synopsis of the vampires' assault on Pickman.

- **Preacher Martin:** Use Townsfolk stats in the *Deadlands Marshal's Handbook*.
- **Townsfolk (3):** Use stats in the *Deadlands Marshal's Handbook*.

Draper's Mercantile

The general store in Pickman is owned and run by Arthur Draper. The store is a single story, with the rear third or so of the building being dedicated to living quarters for Draper and his family. Although Draper put up a fight against the creatures, he was quickly overcome and his entire family fell victim to the vampires.

The door stands open and a light flickers from back in the store somewhere. The interior shows signs of a struggle, both in the store itself as well as the living area where a single oil lamp is lit. Shelves are overturned, glass items broken, and a Tracking roll finds blood in several places. Two of the windows to the living quarters are also shattered where the nosferatu broke into the back of the store.

Draper stocked a wide variety of goods. Searching its shelves, heroes can find most any common item, a few pistols and rifles, and about 100 rounds of any given type of ammunition. There is also \$50 in a strongbox at the counter.

Daggert's Law Office

This small building was both home and office to William Daggert, the sole full-time legal professional in the county. The front half, which is undisturbed, served as his place of business and holds a fine oak desk, several chairs, and a pair of wooden cabinets for files. A quick survey of the records here tells any hero making a Common Knowledge or Knowledge (Law) roll that Daggert did most of his work in real estate matters.

The rear half of the building is devoted to a single room that served as Daggert's living quarters. The back door has been ripped from its hinges and the bedsheets are torn apart and covered in blood. A Rupertus Pepperbox lies on the floor near the bed, recently fired, with six rounds remaining in it.

Jail

The jail consists of the local sheriff's office and a single cell. Locked in the jail's lone cell is "Smitty" Smith, the town drunk. He's backed into the corner as a nosferatu tries to reach him through the bars. If he hears anyone outside, he yells for help. If the party draws attention to themselves elsewhere as noted in **Raising a Ruckus** (page 18), one of the vampires goes to investigate, but the other does not leave the apparent bird in the hand. Both immediately attack anyone who enters the jail.

Smitty isn't much use in a fight; he still reeks of the whiskey that got him locked up in the first place. He explains in slurred language about the monsters from the train, but has few useful details to offer. The key to the cell is on a peg next to the lone desk in the office. A rack near the door holds four Winchester '73 rifles, two scatterguns, and two Colt double-

DEADLANDS: FOR WHOM THE WHISTLE BLOWS

action Peacemakers, along with 100 rounds of ammunition for each.

- **“Smitty” Smith:** Use Townsfolk stats in the *Deadlands Marshal’s Handbook*.
- **Nosferatu (2):** See page 34.

Oasis Saloon

The Oasis was Pickman’s prime social gathering spot. A single large room, devoted to drinking and gambling, dominates the lower floor of the building and is lit by a few oil lamps. A bar dominates the wall opposite the entrance, and a small stockroom is accessed through a door behind the bar.

A balcony on the second floor rings most of the large saloon downstairs. A set of stairs leads up to the balcony from inside the saloon itself. Several rooms that the owner, Camilla Davis, rents to customers are directly accessible from the balcony.

The Oasis is also one of the few places holding any survivors who remained in town. Camilla Davis and one of her saloon girls are barricaded in a room on the second floor. If the posse rescues them, they can provide an account of the vampires’ attack. Camille even caught a brief glimpse of St. Martin and believes he is back on the train somewhere.

Currently the undead are occupied with an impromptu larder in the stockroom filled with the former patrons of the saloon, but they are well aware of the women’s presence. There are five corpses and one badly injured, but still living, Union Blue trooper in the room.

The women begin screaming loudly for help should they hear the heroes anywhere in the town. All three of the vampires go toward the sounds of the party once they become aroused as noted in **Raising a Ruckus**, on page 18. After all, there’s always room for more in the larder...



- **Camilla and Saloon Gal:** Use Townsfolk stats in the *Deadlands Marshal's Handbook*.
- **Union Blue Trooper:** Use Union Blue Rail Warrior stats in the *Deadlands Marshal's Handbook*. The trooper is currently considered Walking Wounded.
- **Nosferatu (3):** See page 34.

Train Station

The train station is a pretty standard affair and not much different from a dozen others along the line, if perhaps a little neater than most. There is a wide platform to make boarding and exiting a train easier for the passengers. A large waiting area occupies the majority of the interior, with a small ticket office to one side. When the nosferatu broke free, there was no one other than the station master in the building, so they've long since moved on.

However, St. Martin is inside the station's waiting area when the heroes first arrive in town. He has been watching the vampires ravage the town with a detached curiosity. After all, he reasons, the better he understands his new "charges," the better he will be able to use their abilities—and hunger—to his advantage. Once he becomes aware of the posse's presence in town either by actually seeing them or hearing sounds of combat, he retreats to the sleeping car. Unlike the vampires, he reacts to the first instance of gunfire or battle.

Given time to prepare, St. Martin uses *zombie* to raise an extra minion or two. Then, if possible, just before combat begins, he uses *quickness* on himself. Once the fight begins, depending on the number of heroes facing him, he either casts *stun* (for large groups) or *puppet* (when facing one or two characters). He's not above simply blasting away with his scattergun either, if that seems his best option.

- **Jean-Charles St. Martin:** See page 34.
- **Walkin' Dead (1 or 2):** Use stats in the *Deadlands Marshal's Handbook*.

VAMOOSE!

It is possible the posse may tuck their tails and light out for parts unknown once they discover how bad the situation is in Pickman. If so, any nosferatu already engaged with them pursue—and the vampires are likely faster than the yellow-bellied cowpokes, so that may complicate any escape plans. Furthermore, any other vampires drawn by the sound of combat chase the characters for 10 rounds. If the undead haven't caught up to them by the end of that time, they turn and head back into town for easier pickings.

Allow the Bayou Vermilion spotters a Notice check (opposed by the party's Stealth if they're being sneaky) to spot the characters as they make their way out of town. If the gang catches sight of them, they swoop down shortly thereafter on the steam wagon and horseback to attempt to capture or kill the heroes and take them back to the train.

Telegraph Office

This small building contains only two rooms. The front room serves as the telegraph office for Pickman. A small room at the back serves as living quarters for the telegraph operator. He was one of the first to fall victim to the vampires' attack, dying before he had a chance to even tap out a quick message. His corpse lies in the back room... but he rises as a newly created nosferatu five rounds after the party enters the building.

The gang only cut the wires from Collins Springs, so it is possible to send a message in the other direction if the characters check.

DEADLANDS: FOR WHOM THE WHISTLE BLOWS

Searching the office also finds \$32 is kept in a lockbox in the office desk, which can be opened with a Lockpicking roll or the key that's still on the telegraph operator's body.

- **Nosferatu (1):** See page 34.

From the darkened windows of the passenger cars emanates a sense of malice – as if something malevolent is watching you from the shadows within.

Engine and Tender: Several bullet holes dot the side of the border and a significant amount of water has puddle around the locomotive. A Repair roll quickly tells the heroes that without a day's worth of work patching the damage, the train is unlikely to travel more than a dozen miles or so before stalling.

Sleeping Car: The curtains on all the windows are pulled. The characters find it impossible to shake the impression that the car resembles nothing so much as an enormous rolling coffin. Anyone near the outside of the sleeping car who makes a Notice roll hears the unmistakable sound of rustling from within it, like that of enormous rats scurrying inside the walls of an abandoned house.

Inside the car is a slaughterhouse. Blood and gore coat the floors, much of the walls, and in some places, even drip from the ceiling. Here, the Ancient One devoured most of the passengers on the train. Then, as nosferatu themselves, they dragged a dozen of the townsfolk and soldiers back here to feast. Once the heroes defeat them, if they check the bodies in the car, they find that three of the townsfolk are still alive, although unconscious from their wounds. Among the living is the sheriff, Roscoe Barger.

There are several of the abominations in this car when the posse first arrives in town, feeding on victims, languishing in a sated torpor, or even lapping spilled blood from the floors. Once they're aroused, all but one of the creatures rushes to the sounds of activity.

Once he becomes aware of the posse's arrival in town, St. Martin retreats to the sleeping car and remains there. He is content to either let them come to him or wait for morning when the rest of his gang returns. St. Martin is no fool. Once it's obvious he's overmatched, he



Unnamed Residences

Each of these houses is empty of life, the inhabitants either fled into the surrounding countryside or fallen prey to the vampires.

THE TRAIN

The train sits idle at the station. Read the following as the heroes arrive.

The stolen train's engine is quiet, yet it feels somehow menacing and predatory. In the dark, it appears eerily serpentine from a distance. A palpable air of brooding evil rolls off the train, like fog in a graveyard at midnight.



Tender Car

Locomotive



Passenger Car



Dining Car



Lounge Car



Sleeping Car



Freight Car



Caboose

Visit Pinnacle's weird website at www.peginc.com to download a free PDF of the train scaled for miniature use!

DEADLANDS: FOR WHOM THE WHISTLE BLOWS

seeks to escape, possibly using obscure or another power as appropriate. If he does, he seeks out his enforcers and returns to meet the posse with more firepower come morning.

- **Nosferatu (1 per hero):** See page 34.
- **Jean-Charles St. Martin:** See page 34 (if present).
- **Sheriff Roscoe Barger:** See page 37.
- **Townfolk (3):** Use stats in the *Deadlands Marshal's Handbook*.

Passenger Cars: The passenger cars stand empty. St. Martin had his enforcers initially pull the shades to allow the Ancient One to move forward of the sleeping car protected from the sun. After the monster was safely there, they raised them again to provide a sunlight buffer against the abomination and its spawn.

A successful Notice or Tracking roll quickly finds several spots where considerable blood was spilled. The majority of the feeding was performed in the sleeping car, and the passenger cars served as little more than waiting rooms for death. However, the Bayou Vermilion gunmen were quick to deal with anyone who put up any resistance.

Livestock Car: The livestock car stands open and empty. If the heroes had any mounts on board, their horses are also missing. The ramp is still in place from when St. Martin's enforcers offloaded any riding animals as they fled the town.

Freight Car: The crate measures seven by three by two feet—a little larger than a coffin, if anyone thinks to ask. Blood cakes the crate and floor all around it. Inside, it is empty beyond some blood-soaked straw in the bottom and a few scraps of ancient dry-rotted cloth. A shipping label indicates only that it was being shipped to "Nightlinger's Traveling Exhibition of the Extraordinary" in Las Vegas, Nevada.

A cowpoke making a Notice roll spots a hook crudely pounded into the ceiling above the crate. St. Martin used the hook to hang the first victims above the Ancient One before slitting their throats so that the blood would pour down into the monster's gullet.

Chapter Four: Into the Bowels of the Earth

Once the posse manages to defeat the nosferatu and St. Martin—or just manages to live through the night—any surviving townsfolk emerge from hiding. In addition to any who made it to morning, another four residents of Pickman return to town from their hiding places in the surrounding grassland. Unfortunately, the rising of the sun does not mean the end of Pickman’s troubles.

Back for Seconds

Shortly after sunup, Wilton and the gang of Bayou Vermilion enforcers return to town to begin repairs (assuming the posse didn’t deal with them during the night). Wilton, driving the steam wagon, rolls into town near the blacksmith shop. With him on the wagon are two enforcers. The rest of the gunmen ride in from the opposite direction near the train itself. St. Martin, if he is still alive, meets up with the enforcers at the train.

Any townsfolk around when Wilton and the rest appear immediately take cover in the nearest building. Should St. Martin have survived, he warns the gunmen about the posse’s presence and leads them against the heroes. Otherwise, the characters automatically gain surprise in the first round against the Bayou Vermilion troops. Wilton and his assistants, intending to grab some tools from the blacksmith, aren’t privy to any information St. Martin may pass along and are

subject to surprise the first round regardless of whether St. Martin is still around or not.

In the event St. Martin has survived, he fights to the death in this battle (which, of course, isn’t really death unless he’s shot in the head). The Bayou Vermilion enforcers fight until either more than half their number is Incapacitated (or captured) or St. Martin is slain. Wilton surrenders as soon as the two gunmen with him are taken out of the fight, at which point he tries to strike a deal, offering virtually anything to save his own hide.

Adjust the numbers below based on any casualties the Bayou Vermilion gang suffered during the previous night.

- **Bayou Vermilion Enforcer (4, plus 1 per hero):** Use Rail Warrior stats in the *Deadlands Marshal’s Handbook*.
- **Professor Desmond Wilton:** See page 33.
- **Jean-Charles St. Martin:** See page 34 (if still alive).

Bloodsuckers

St. Martin and his lackeys aren’t the only trouble still facing the posse. Nosferatu that escaped the party’s attention thus far take refuge in interior rooms of the buildings of Pickman or the train itself. Likely hiding spots are in the sleeping car, the freight car (with the door closed, of course!), the bank vault, and the stockroom of the Oasis.

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In addition to any of the original nosferatu remaining in Pickman, the party may also have to deal with any new vampire spawn created during the night's previous attack. Any victims of the abominations rise again as new bloodsuckers by morning unless the posse took precautions to make sure they didn't—stake or bullet through the heart, or just dragging them out into sunlight. At the very least that includes all the dead in the Oasis' stockroom (five total), the victims in the sleeping car (nine), and the two in the bank vault are at risk to turn, plus any additional bystanders or posse member who fell prey to the monsters during the night.

The nosferatu are much easier to deal with in the daylight, of course. All the heroes have to do is find some way to expose the creatures to sunlight and their problems are solved. At the very least, the posse at least has safe ground—any patch of sunlight—to retreat to if things get too hairy.

They Went Thatta Way!

One (or more) of the townsfolk is quick to bring to the posse's attention that he saw some of the abominations enter the outhouse behind the Oasis. Another volunteers that she observed at least one scuttle down the town well just before sunrise. A Tracking roll at either site confirms the witness accounts as well, as most of the nosferatu lost their footwear at some point during the night and now leave distinctive clawed footprints.

A check of the outhouse quickly discovers that the creatures are definitely not still there. It's a two-holer, but even so there are only so many places to hide! There is only one way out, and that is down into the pit. Likewise, a glance into the well shows no sign of any undead lurking below the rim.

Sheriff Barger approaches the posse at this point and says,

We're right obliged to you folks already, so I hate to even ask this. If them things are hiding down in the ground, I'm right

concerned they're gonna clamber back up come sundown and finish off what of the town that's still left.

Worse, some of our loved ones might still be alive down there, waiting for them monsters to tear their throats out. I know I speak for the rest of the town when I say you'd have our eternal gratitude if'n you could see fit to finish them things off and rescue whoever you could.

The town has little in the way of wealth to offer, but if pressed, the sheriff can scrounge together an offer of \$300 if the party is of a mercenary bent. If you feel the posse is seriously short-handed, Marshal, the sheriff himself may agree to go along to help. Otherwise, he remains on the surface in case any more Bayou Vermilion gunmen or outlaws happen to show up in the decimated town.

THE TUNNELS OF THE UNDERGROUND

Obviously, the simplest solution might seem to be to remove the outhouse and expose the pit to sunlight. More extravagant characters may even suggest dynamiting the pit. In either case when the outhouse is destroyed—and after the rather copious amounts of "shrapnel" from any ill-advised explosives has settled—the cowpokes discover that the nosferatu are no longer in the pit itself.

A small, three-foot diameter tunnel leads out from one wall. The pit is only 10 feet deep, so anyone inclined to investigate the tunnel can easily drop to the bottom without risk of injury. Even should he land badly, the floor of the pit is quite soft and squishy, which leads to the actual challenge here. Any sodbuster dropping into the outhouse pit must make a Vigor roll or suffer severe nausea. This inflicts a -1 penalty to all trait rolls for the remainder of the scene. He is standing knee- to hip-deep in all manner of human waste!

CHAPTER FOUR: INTO THE BOWELS OF THE EARTH

The tunnel appears freshly dug. A Tracking roll determines that it was dug by hand and claw into clay. It heads away from the railroad and slightly downward, descending into damp and fetid darkness.

The Well

One look at the outhouse option may lead more hygienically minded heroes to opt for the well. Unfortunately, exploration of the well is rather limited. The well is only a little over three-and-a-half feet wide and approximately 40 feet deep, and filled with water. Ten feet below the water's surface, the well opens into a relatively fast-flowing, underground river. Any character foolish enough to enter a subterranean river blind is in for a very dangerous, and likely fatal, trip.

The river flows for almost 400 yards before opening into the large chamber detailed in **On the Banks of the River Styx**, on page 30, so heroes diving in had better have breathing apparatuses or magic to see them

through. Anyone swimming in it moves at her swimming Pace, plus 10 for the current. Every two rounds in the river, a swimmer can make a Notice roll (no modifiers for sight) to discover a small headspace above the water in which to catch her breath. If she fails the roll, she cannot attempt another one for two more rounds. (Characters can hold their breath for 5 times their Vigor assuming they were prepared, and half that if caught by surprise.)

Out of the Walls

The tunnel from the outhouse twists and turns wickedly through the hard-packed clay and proves to be only about 200 yards in length. Of course, that's 200 yards of walking hunched over or crawling through runoff from the sewage pit deeper into the earth in pursuit of nearly unstoppable undead predators, but it could be worse. It could be 300 yards long.

Once the explorers are about 100 yards into the tunnel, allow them to make a hearing-based Notice roll. Anyone who succeeds



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hears an odd scratching sound somewhere in the tunnel, but can't determine if it is coming from in front or behind the posse. One round later, the sharp-eared cowpoke realizes that's because it's coming from behind the walls—moments before three clay-encrusted nosferatu burst out of the walls to attack.

One of the monsters emerges in front of the party, one behind, and one right in the middle. Heroes who failed the Notice roll are surprised for the first round of combat. Those who succeeded may act normally.

The cramped quarters make gunfire a risky proposition. Trying to shoot at a vampire past another person in the narrow tunnel not only gives the nosferatu a -2 cover modifier, but any miss on the Shooting die that comes up a 1 or a 2 hits a bystander!

As always, the vampires fight to the death.

- **Nosferatu (3):** See page 34.

On the Banks of the River Styx

After about 200 yards of crawling through the newly-burrowed tunnel, it opens into a limestone-walled passage that quickly expands into a fair-sized underground chamber. Read the following:

The roar of running water reaches your ears when you enter the cavern. Almost immediately afterward, soft sounds of whimpers and moaning drift through the darkness as well. Echoes in the enclosed space make it nearly impossible to determine where the sounds originate from, beyond a vague sense of farther into the dark cave.

The walls of the cave expand outward and upward quickly. Mounds of clay make the floor of the room both uneven and slippery, as water covers most of the ground in a thin sheen. A few short and thick stalagmites rise up from the floor as well, further complicating both movement and vision in the dank room.

The nosferatu are well aware of the heroes' arrival and begin moving to ambush them from the moment the party enters the cavern.

Half of the monsters creep toward the party along the ground. Any Notice rolls to spot the abominations are further modified by the lighting—most likely -2, as the creatures stay outside of the illumination of whatever light sources the party is using.

The other half clambers up the walls of the cavern to strike from above. The creatures' great strength allows them to force their claws into the clay in the walls and ceiling, moving along them like four-legged spiders creeping up on their prey. The uneven surfaces and stalactites, along with the shadows they create, provide excellent cover for their approach, granting the monsters a +2 to any Stealth rolls in addition to the lighting modifiers.

Initially, the clay mounds and stalagmites hide the vampires' victims from the heroes' view. However, once the posse has moved to within 30 feet of the location of the pile of corpses marked on the map, allow Notice rolls to spot it. A handful of survivors are huddled near the creatures' victims, too terrified to move.

As soon as the characters move to investigate the corpses or rescue the captives, the nosferatu attack. Unless the heroes already spotted their undead stalkers, check for surprise for the party as detailed in the *Savage Worlds* rules.

Should any of the heroes reach the pile of corpses, she discovers an even greater horror. On the far side of the bodies crouches the Ancient One, covered in dried blood and bits of flesh, tearing the throat from a hapless victim. The creature's belly is bloated and swollen, engorged with blood from countless feedings over the past day, resembling nothing so much as a two-legged cross between a pallid toad and a tick. The monster hisses and attacks.

Unless roused by a character earlier, the Ancient One emerges from behind the remains of the vampires' victims two rounds after the nosferatu ambush the posse. It rushes at the nearest unoccupied hero and attacks.



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The old abomination is ferocious, but it is not mindless. While the other nosferatu fight to the end, the Ancient One retreats if more than two-thirds of the other vampires are slain, or it suffers two wounds. The creature tries to reach the river where it plunges into the rushing water to be swept away into the depths of the earth. If it succeeds in escaping, it does not return to Pickman but may find its way back to the surface to plague the Weird West at some point in the future.

And vampires have long memories indeed...

- **Nosferatu (1 per hero):** See page 34. For this scene, treat the nosferatu as though they also have the Wall Walker Monstrous Ability.
- **Ancient One:** See page 35.

Survivors

Once they've managed to defeat or drive off the Ancient One and its spawn, the characters can gather up the remaining survivors of the attack. There are five townsfolk and one Union Blue trooper still alive, although all are wounded and in shock from their experiences. A total of eight others were slain by the monsters before the heroes arrived.

A wise posse also takes precautions to make certain the dead stay that way. Otherwise, all of the unfortunate casualties rise again as nosferatu before sundown.


Aftermath

If the heroes succeed in defeating the Bayou Vermilion enforcers and killing or driving off the Ancient One and the remaining vampires, they've earned the undying gratitude of the citizens of Pickman—no pun intended! From this point on, Pickman is always a safe haven for the posse. The townsfolk provide them shelter to the best of their ability against any foe, from either side of the border and either side of the law.

All the characters can treat Sheriff Barger as a Connection, per the Edge from the Savage Worlds rules, albeit one with a more limited bit of influence and information. He is only the sheriff of a relatively isolated county, after all. However, he can provide general information on matters related to law enforcement—bounties, background on well-known outlaws, etc.—as detailed in the Edge description.

Likewise, Union Blue is grateful to the posse for helping not only protect its payroll, but also for avenging their fallen troops and preventing St. Martin from releasing a disastrous horror onto its tracks. One week after the events in Pickman are resolved, the characters are contacted by a representative of the railroad who pays them a bonus of \$500 each. Furthermore, the posse is considered in good standing with the railroad, possibly leading to further employment.

Friends & Foes

Here are all the stats for the major players in this adventure, along with a little biographical information on each to help you improvise if necessary. Wild Cards are marked with a marshal's badge, like so: 

Professor Desmond Wilton

Desmond Wilton appears a bit on the young side for a mad scientist, but as the youngest of the wealthy Wilton family of Chicago, he had access to some of the finest schooling available. Focusing his attentions on chemistry and biology rather than more “traditional” mad science, his experiments often lead him to involve human test subjects—sometimes disastrously. His somewhat loose ethical practices resulted in him being expelled from one school after another until finally even his own family distanced themselves, at least publicly.

Wilton learned of St. Martin's acquisition of the Ancient One through his shadier contacts and was immediately intrigued. He offered his assistance in return for the ability to observe the creature firsthand and St. Martin was quick to accept, if for no other reason than free access to Wilton's steam wagon.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Driving d6, Guts d8, Knowledge (Biology) d8, Knowledge (Chemistry) d8,

Knowledge (Engineering) d6, Notice d8, Repair d10, Shooting d6, Weird Science d10

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 7 (2)

Hindrances: Bad Eyes (Minor), Curious, Delusional (Major, perceives people as test subjects), Dementias (Delusion, Eccentricity, Evil Deeds)

Edges: Arcane Background (Weird Science), Mr. Fix-It, New Powers, Power Points



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Powers: *Deflection* (Kinetic Reversal Field Generator), *entangle* (Muscle Spasm Induction Pistol), *quickness* (Hyper-Adrenalin Injector), *teleport* (Targeted Biological Diffusion Belt).

Power Points: 25

Gear: Bullet Proof Vest (torso only), steam wagon, tool kit.

Wilton's Steam Wagon

Acc/Top Speed: 5/15; **Toughness:** 11 (4); **Crew:** 4; **Notes:** Driving -2 in rough terrain, travels approximately 60 miles on one pound of ghost rock, pintle-mounted Gatling gun (24/48/96, 2d8, RoF 3, Shots 100, AP 2).



Jean-Charles St. Martin

Jean-Charles St. Martin is a tall, dark-skinned man dressed in a dusty black overcoat and top hat. He carries various Voodoo gris-gris in his pockets, although none are immediately visible. St. Martin has one great advantage in dealing with the vampires – he's Harrowed. The sludge in his veins holds no temptation for the nosferatu, allowing him to move freely among them and bargain with the Ancient One.

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

Skills: Driving d6, Fighting d8, Guts d10, Notice d8, Shooting d8, Stealth d6

Charisma: 0; **Grit:** 4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Mean

Edges: Arcane Background (Miracles), Conviction, Implacable, Nerves of Steel, Stitchin', Voodooist

Gear: Scattergun (6/12/24, 1-3d6, ROF 1-2, Shots 2), Bowie knife.

Special Abilities:

- **Harrowed:** Grit +1; needs 1d6 hours of sleep per night; only a head shot can kill; "death" only puts him down for 1d6 days.

Nosferatu

Nosferatu are bald and emaciated humanoids. Their eyes are solid black, with a tiny spark of red visible in the center. Coarse, brown claws tip their fingers and toes, while chisel-like incisors protrude from between their withered lips. When they bother to speak at all, it is only with sibilant, hissing growls.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12, Vigor d10

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Stealth d12

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fear (-1):** Nosferatu are frightening creatures, and those who meet them must make Guts rolls (-1).
- **Fearless:** Nosferatu are immune to Fear and Intimidation.
- **Grapple:** A nosferatu may attempt to grapple as normal. While a grapple is maintained, it automatically inflicts bite damage each round.
- **Improved Frenzy:** "Nose ferrets," as the Rangers like to call 'em, may make two Fighting attacks per action at no penalty.
- **Infection:** Anyone slain by a nosferatu's bite rises as a nosferatu under the Marshal's control in 1d6 hours.
- **Invulnerability:** Nosferatu can be Shaken by normal weapons, but they can't be wounded (or truly destroyed) by anything but their Weaknesses.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.
- **Weakness (Heart):** A called shot to the heart (-6) ignores the usual rule about no extra damage, adding +4. Best of all, no wooden stake is required. Bullets work just fine – though a stake will do the job admirably as well!



- **Weakness (Sunlight):** Nosferatu suffer a Fatigue level every round they are exposed to sunlight. Once Incapacitated, further exposure (about 10 seconds) kills them. These Fatigue levels recover only if the creature is able to feast on fresh blood. Even one pint is enough for a nosferatu to be fully restored.

Nosferatu Ancient One

Like others of its kind, this “Ancient One” was powerful enough to survive the defeat of the manitous during the Great Spirit War. Not surprisingly, only a few ancient ones lasted through that long dry spell, hiding deep in caves or forgotten ruins for centuries.

The creature looks like others of their kind, except that its particularly fat and bloated specimens. It wears only a simple, dry-rotted loincloth, moves with frightening speed, and gives off a repulsive stench.

This particular specimen was discovered in a sealed burial chamber by an enterprising miner who thought he’d found some sort of Indian mummy. Heartbroken by the lack of any gold or silver jewelry he’d expected to adorn such a find, he sold it to a representative

of a traveling carnival for \$50. Before it reached its new owners, however, St. Martin intercepted the monster which was still lying dormant in a shipping crate.

The Ancient One is more than cunning enough to understand St. Martin’s overtures, even though they share no language. However, it also understands the houngan intends to use it for his own purposes and plans to escape his influence at the earliest possible opportunity.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

Skills: Climbing d12, Fighting d12, Intimidation d10, Notice d8, Spellcasting d12, Stealth d12+1

Pace: 8; **Parry:** 8; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Ancient ones have skin that has hardened to a tough, barklike consistency and provides protection.
- **Bite/Claws:** Str+d4.
- **Black Magic:** An ancient one has 20 Power Points, and knows the *boost/lower trait*, *puppet*, *speed*, and *telekinesis* powers.
- **Charnel Stench:** Ancient ones give off such a horrible odor that all adjacent foes must make a Vigor roll each round or be Shaken.
- **Fear (-2):** Ancient ones are terrifying creatures, and those who meet them must make Guts rolls (-2).
- **Fearless:** Ancient ones are immune to Fear and Intimidation.
- **Grapple:** An ancient one may attempt to grapple as normal. While a grapple is maintained, it automatically inflicts bite damage each round.
- **Improved Frenzy:** Ancient ones make two Fighting attacks per action at no penalty.
- **Infection:** Anyone slain by an ancient one’s bite rises as a nosferatu (see the *Deadlands Marshal’s Handbook*) under the Marshal’s control in 1d4 hours.

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- **Invulnerability:** Ancient ones can be Shaken by normal weapons, but they can't be wounded (or truly destroyed) by anything but their Weaknesses.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer wound penalties.
- **Weakness (Heart):** A called shot to the heart (-6) ignores the usual rule about no extra damage, adding +4. Best of all, no wooden stake is required. Bullets work just fine—though a stake will do the job admirably as well!
- **Weakness (Sunlight):** Ancient ones suffer a Fatigue level every round they are exposed to sunlight. Once Incapacitated, further exposure (about 10 seconds) kills them. These Fatigue levels recover only if the creature is able to feast on fresh blood. Even one pint is enough for an ancient one to be fully restored.

Quinton Morris

Morris is an old hand at the Rail Wars. Before that, he spent half a dozen years fighting for the Union from the Chesapeake Bay to Bloody Kansas and most places in between. He doesn't rattle easy and he takes his job very seriously. Morris is a fair man, but he knows there are more than a few scoundrels who'd line up to murder their own mothers for the money he's guarding in the express car, so he never drops his guard.

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

Skills: Fighting d8, Guts d8, Notice d8, Shooting d8

Charisma: +0; **Grit:** 1; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: —

Edges: Block, Marksman

Gear: Colt Army (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), Winchester '73 (24/48/96, 2d8, RoF 1, Shots 15, AP 2), 25 bullets for each.



Tom Bartlett

Bartlett is St. Martin's inside man on the train. He's kept the houngan up-to-date on everything going on and all of Morris' precautions. Morris doesn't suspect him being a traitor; the two men have known each other for years, if only in a professional capacity on the railroad. However, the amount of money Bartlett believes is being transported is just too much temptation. St. Martin promised him a sizeable cut of any take, but Bartlett has no idea about the Bayou Vermilion man's real goals.

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

Skills: Fighting d6, Gambling d6, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty, Wanted

Edges: Quick Draw

Gear: Colt Army (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), double-barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 Shooting rolls), 25 rounds for each.



Sheriff Roscoe Barger

In his day, the sheriff was quite the gunslinger, but Roscoe is rounding the far side of middle age and beginning to slow down. He's losing his hair and sporting the beginnings of a paunch above his gunbelt, but Roscoe still has the same steel in his spine that has carried him through more than one scrape. He's never encountered anything like the monsters that poured into Pickman tonight and he's a little rattled by it, although he tries hard to keep a brave face.

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

Skills: Fighting d6, Guts d8, Notice d6, Riding d6, Shooting d10, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Enemy (Outlaws), Vow (Serve Pickman as lawman)

Edges: Hip-Shooting, Marksman, Quick Draw

Gear: Colt Army (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), double-barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 Shooting rolls), 25 rounds for each.

