

Death in Dodge

A Savage Worlds One Sheet™ for use with Deadlands: Reloaded™

by John W. Thompson

The posse tracks a killer in Dodge City during Independence Day celebrations.

Use the Deadlands characters found on the Savage Worlds Website (www.peginc.com) or use your own.

It Begins

As July begins, so do preparations for Dodge City's Independence Day celebration. People from all around have flocked to town for the party, including the posse. A Confederate Infantry unit arrives by Dixie Rails just about the same time as a Union Cavalry unit rides in, turning up tensions in Dodge. A commotion mars the morning of July 2nd, there has been a murder! The body is found butchered in an ally behind the Occident Saloon. The heart, liver and left leg are missing. Examination of the body (Common Knowledge or appropriate Knowledge skill) reveals the wounds were made with a sharp blade, cause of death was most likely shock and blood loss from the abdominal wound, and the removal of the organs and leg were skillfully performed. A Streetwise roll reveals the victim to be James Kelly, a bartender at the Occident and (with a Raise) a known information broker selling to the highest bidder.

Tensions Build

On July 3rd, two more bodies are found with organs and limbs removed. Most suspect a crazed buffalo hunter or Indian as the murderer and such characters (especially if they're members of the posse) get extra attention from Wyatt Earp and Bat Masterson, plus suspicion and hostility from the locals. The 1st victim is Anna Morgan, a saloon gal for the Lone Star Saloon. The 2nd victim is Charles Gains, the night manager for the Dodge House Hotel. A Raise on a Streetwise roll reveals that both victims are, like James Kelly, information brokers. Word of Anna's death will rile up the Confederate soldiers in town who start picking fights with likely suspects and any obvious "Damn Yankees." The Union soldiers will respond in kind. Most fights are limited to fisticuffs as no one wants to spark off the war again. As the celebration continues, the frequency of fights will increase. This drives most of Dodge City's folk into their homes. The Mayor becomes worried that the Independence Day celebration will be ruined and puts pressure on Wyatt and Bat to control the situation quickly. They seek help from likely candidates, including the posse members if they haven't already offered assistance.

Clues

Successful Streetwise rolls and the right questions turns up the following information:

- The Confederacy's spies recently gained an edge as the Union's top spy, Michael Garret, left town a month ago along with his favorite informant, a saloon gal named Lacy.
- The Confederacy's top spy, Charlotte Graves, is a protégé of Mina Devlin. Charlotte employs a male bodyguard named Justin Frakes.

Raises on Streetwise rolls reveal the following:

- ALL THREE VICTIMS EXPERIENCED WINDFALLS WITHIN THE PAST MONTH.
- ALL THREE VICTIMS WERE KNOWN ACQUAINTANCES OF MICHAEL GARRET.

SEARCHING MICHAEL GARRET'S ROOM (NOTICE ROLL AT -2) FINDS GARRET'S JOURNAL, WRITTEN IN AGENCY CODE. AN AGENT CAN DECODE THE JOURNAL WITH A COMMON KNOWLEDGE ROLL. OTHER MAY ROLL COMMON KNOWLEDGE AT -8 OR AN APPROPRIATE KNOWLEDGE AT -4 TO DECODE THE JOURNAL. THE JOURNAL TELLS OF MICHAEL DISCOVERING THE CAPTURE OF HIS MOST TRUSTED INFORMANT, LACY AND HIS EFFORTS TO FIND HER. HE LEARNED FROM JAMES KELLY THAT JUSTIN FRAKES WAS RESPONSIBLE FOR THE KIDNAPPING, WHILE ANNA MORGAN AND CHARLES GAINS HELPED HIM LOCATE WHERE SHE WAS BEING HELD. HIS LAST ENTRY NOTES THAT HE WAS GOING TO RESCUE LACY.

What's Happening?

MICHAEL GARRET WAS A TOP PINKERTON WHO, WHILE NOT AN AGENT, STILL HAD AN IDEA OF WHAT'S BEEN HAPPENING SINCE THE RECKONING. ADDITIONALLY, HE'S PROVEN RESISTANT TO THE CHARMS, NATURAL AND LESS SO, OF CHARLOTTE GRAVES. CHARLOTTE TOOK THIS AS A PERSONAL CHALLENGE, BUT WHEN SHE CONTINUED TO FAIL, DECIDED TO GET REVENGE. SHE HAD HER BODYGUARD KIDNAP LACY AND THEN PAID THE THREE VICTIMS TO GIVE MICHAEL THE CLUES WHICH LED HIM INTO AN AMBUSH. MICHAEL WAS CAPTURED AND MADE TO WATCH AS JUSTIN MURDERED LACY AND THEN FORCE FED MICHAEL PARTS OF HIS FRIEND'S BODY. TO TURN MICHAEL INTO A GHOUL AND MAKE HIM CHARLOTTE'S PERSONAL SLAVE. SHE SUCCEEDED IN FORCING THE TRANSFORMATION BUT FAILED TO CONTROL HIM AFTERWARDS AND HE ESCAPED.

MICHAEL HAS RETAINED MOST OF HIS MEMORIES AND NOW SEEKS REVENGE. FIRST, HE'S BEEN KILLING THE INFORMANTS WHO SOLD HIM AND LACY TO CHARLOTTE. HE'S BEEN TRYING TO MAKE THE MURDERS SEEM AS MUNDANE AS POSSIBLE BUT HIS GHOUL APPETITE DRIVES HIM TO TAKE ORGANS AND BODY PARTS TO EAT. ON JULY 4TH HE PLANS TO FINISH THE JOB BY CAPTURING CHARLOTTE AND HER BODYGUARD, THEN FORCING CHARLOTTE TO EXPERIENCE THE SAME HORROR HE WAS PUT THROUGH. IF SUCCESSFUL, CHARLOTTE WILL BECOME A GHOUL AND THE MURDERS WILL GO ON AS THE TWO CONTINUE THEIR PERSONAL WAR. IF STOPPED, MICHAEL WILL PLEAD WITH THE POSSE FOR JUSTICE, BUT WILL FLEE IF HIS PLEAS ARE FUTILE AND PLAN REVENGE ON HIS NEW ENEMIES.

Michael Garret (WC)

GHOUl AGENT

ATTRIBUTES: AGILITY D8, SMARTS D6, SPIRIT D8, STRENGTH D8, VIGOR D10

SKILLS: FIGHTING D8, GUTS D8, INTIMIDATION D8, INVESTIGATION D6, KNOWLEDGE (ESPIONAGE) D6, NOTICE D8, SHOOTING D8, STEALTH D12, STREETWISE D8

PACE: 6, **PARRY:** 6, **TOUGHNESS:** 7

Special Abilities:

- **ARCANE RESISTANCE:** AS THE EDGE.
- **CLAW/BITE:** D8+D4
- **FEAR:** ANYONE SEEING A GHOUL MUST MAKE A GUTS ROLL.
- **NIGHT VISION:** GLOWING RED EYES IGNORE ALL DARKNESS PENALTIES.
- **POISON:** ANYONE BITTEN BY A GHOUL AND SHAKEN OR WOUNDED MUST ROLL VIGOR. FAILURE GAINS A FATIGUE LEVEL.
- **WEAKNESS (BRIGHT LIGHT):** -2 TO ALL ACTION IN LIGHT GREATER THAN A LANTERN.

Charlotte Graves (WC)

ATTRIBUTES: AGILITY D8, SMARTS D8, SPIRIT D8, STRENGTH D6, VIGOR D8

SKILLS: FIGHTING D8, GUTS D8, KNOWLEDGE (OCCULT) D8, NOTICE D6, PERSUASION D10, SHOOTING D8, SPELLCASTING D10, TAUNT D10

CHARISMA: +4, **PACE:** 6, **PARRY:** 6, **TOUGHNESS:** 6

Hindrances: Vengeful (Major)

EDGES: ARCANE BACKGROUND (MAGIC), ATTRACTIVE, CHARISMATIC, CONNECTIONS, POWER POINTS X2, STRONG WILLED

SPELLS: *BEAST FRIEND, BOLT, DEFLECTION, ENTANGLE, INVISIBILITY, OBSCURE, PUPPET, TELEPORT*

Gear: Derringer (5/10/20, 2d6, shots 2, AP 1)

Justin Frakes (WC)

ATTRIBUTES: AGILITY D8, SMARTS D6, SPIRIT D8, STRENGTH D8, VIGOR D8

SKILLS: FIGHTING D8, GUTS D8, INTIMIDATION D10, NOTICE D8, SHOOTING D10

CHARISMA: 0, **PACE:** 6, **PARRY:** 6, **TOUGHNESS:** 7

Hindrances: Grim Servant o' Death, Loyal

EDGES: BRAWNY, HIP-SHOOTING, MARKSMAN, NO MERCY, QUICK DRAW, SPEED LOAD

GEAR: LEMAT GRAPESHOT PISTOL (12/24/48, 2D6, SHOTS 9, AP 1) & SHOTGUN (5/10/20, 1-3D6, SHOTS 1)