



GHOST TOWN

A Savage Worlds One Sheet™ By Dave Blewer & Piotr Korys
for use with Deadlands™ or as a Western diversion



The posse arrives in a town rumored to hold lost treasure. Can the heroes get to the bottom of it? Use the Deadlands characters found on our Savage Website www.peginc.com or make your own.

A BURIED TREASURE

Legend and rumor have long surrounded the town of Prosperity. Some say the town is the site of buried Indian gold, others say it has some desperado's hidden loot squirreled away in one of its many corners, yet more claim a forgotten crypt below the church holds jewel-encrusted relics. One thing they all agree on is somewhere in the town is treasures to be found: treasure that attracts adventurers, cowboys, and ne'er-do-wells.

Prosperity is, ironically, an eerily deserted ghost town. The sun is just starting to set, as the posse approach the town, when the silence of the dead town is shattered by somebody screaming as if in mortal agony.

A GRISLY HISTORY

Life is cheap in the Weird West. People are shot to death over details as trivial as who gets to use the milk first in the morning and disagreements over whether shoes could be polished with lard. So, when Jessica Heathridge, the grocer's pretty daughter fell in love with a drifter called Kit Harding—she spurned the attentions of some very mean men in the process. Men who don't take no for an answer.

Harding did not go quietly when the lynch mob came for him. When the gun smoke cleared, three of the attackers lay dead or dying, and Jessica's father had been fatally wounded. Kit was beaten and staked out over a fire ant nest.

He lingered for days, his screams keeping everyone awake. Yet, no one came to his rescue, for the men who watched him ruled the town through fear and intimidation. Driven mad by the sounds of his torment, Jessica ended her life with a single shot to the head. Kit Harding's remains were unceremoniously buried in a shallow grave, and the incident was forgotten.

Two months later one of the lynching party was found in his bed frightened to death. He was covered in fire ants. More deaths followed, and the townsfolk became convinced Prosperity was cursed and started to move away, leaving the town to the ants.

THE TOWN

Prosperity is an actual ghost town, haunted by the wraiths of Kit, Jessica, and those killed after the lynching. Only Harding can travel the town, all of the other ghosts are trapped within the boundaries of their building. Listed below is the various sites of interest in the town and some possible encounters as the posse explore the town.

The Grocery Store: The store is haunted by the ghost of Jessica Heathridge. She knows that the only way the ghosts of the town can be laid to rest is if Kit's remains are dug up and reburied in hallowed ground. It is her scream, the posse first hears as they arrive.

She tries to attract the posse's attention by

screaming, generating lights, and generally making a lot of noise. She is the only ghost that doesn't attack the posse. Instead she tries to get them to investigate a loose floorboard (by throwing things at it). Beneath the floorboard is Jessica's journal, the final of entries of which detail her ill-fated love and end in the decision to kill herself.

The Church: There is nothing particularly spooky here, but the place looks very forbidding. Many of the graves appear to have been dug up and emptied.

The Well: Stolen gold awaits anyone willing to climb forty feet down into brackish, stinking water over twenty feet deep. The mechanism for lowering buckets into the water is long gone. \$2000 dollars worth of bullion in rotting sacks sits at the bottom of the well.

Fire Ant Nest: This large mound is next to the well, it is also the place where the wraith of Kit Harding reforms. The wraith attacks anyone in the area.

The Telegraph Office, The Sheriff's Office, The Saloon, and The Livery: Each of these locations is haunted by one of Kit Harding's victims. Angry, dangerous men in life, they are ten times worse in death and do everything in their considerable power to destroy intruders.

The Old Tree: This gnarled, twisted old oak stands over Kit Harding's shallow grave. Time has erased all signs of the grave and the roots of the tree have grown through his bones. Breaking him free of its embrace involves cutting through the roots, which have an Object Toughness of 8. Kit's wraith will do all he can to prevent his body from being buried in the churchyard. Once the body is thrown into a grave, every Fire ant in town is destroyed by an ethereal flame.

AFTERMATH

With the ghosts laid to rest, the posse is free to explore the town and recover the hidden gold.





KIT HARDING'S GHOST

Harding's ghost has possessed the fire ant nest where he died. It now uses their bodies to create a vaguely humanoid form and stalks the streets looking for victims.

Kit attempts to kill everyone who comes into Prosperity, possibly adding to the ghosts in his town. He can roam the town at will, but avoids entering the haunted buildings, as the ghosts of his victims will attack him over any other target.

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

Skills: Fighting d6, Intimidate d12, Notice d10, Stealth d12

Pace: 6"; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Biting Fists:** Kit's Touch Attacks inflict 2d4 damage.
- **Fear -2:** the sight of this wraith is horrible.
- **Invulnerable:** If Kit is destroyed, he reforms 3 rounds later back at the fire ant nest. He can only be permanently stopped by burying his remains in the churchyard.
- **Quick:** Kit discard's action cards of 5 or lower.
- **Split:** Kit may cause a part of his "body" to split away into a smaller independent swarm (Small Burst Template). The Toughness of these swarms is 5; use the stats for swarms. Each swarm which detaches reduces the Kit's Toughness by 1.
- **Swarm:** Kit splits and reforms around attacking weapons; Parry +2.
- **Sweep:** Kit may attack all adjacent foes with a -2 penalty.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; arrows, firearms and Piercing attacks do half damage; Ignores Wound Penalties; Immune to disease and poison.

GHOSTS

The ghosts of Harding's victims are vengeful spirits, trapped within the confines of their buildings.

They were ornery in life, and the afterlife hasn't sweetened their disposition any. If they can get their ethereal hands on the posse, they have a lot of frustration to work out.

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

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth d12, Throwing d8

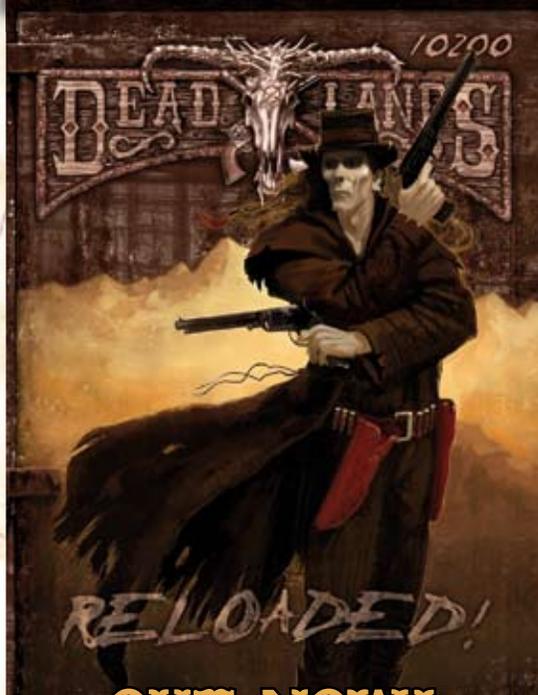
Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (d6+d4)

Special Abilities:

- **Chill of the Grave:** A ghost may make a touch attack that deals 2d6 non-lethal damage. Only magic armor protects against this damage.
- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- **Fear -1:** Ghosts cause Guts checks at -1 when they let themselves be seen.
- **Invulnerable:** Even if these ghosts are somehow defeated, they reform again at the next sunset. The only way to permanently defeat them is to lay Kit Harding's body to rest.

BACK WITH A VENGEANCE!



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www.deadlands.com

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

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