



LYNCHED!

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



The posse arrives in a town plagued by a series of mysterious murders. Can the heroes save the day? Use the Deadlands characters found on our Savage Website www.pgcinc.com or make your own.

GHOST TOWN?

Near dusk, the posse rides into the small town of Eastman's Creek. The streets are deserted, although the town is still inhabited, judging by the twitching curtains.

The town's only saloon has no customers, and it takes a few hollers to get served. The saloon keeper is distracted, glancing out at the encroaching nightfall. If the posse asks him what the problem is, he hesitantly answers with the town's grisly story.

Eastman's Creek is a quiet town that serves as a hub for nearly twenty ranches in the surrounding area. Recently somebody has been breaking into ranchers' houses, dragging the occupants to an old tree and hanging them. At first the townsfolk thought outlaws were responsible, but as time went on they became less sure that human hands were behind the murders.

The first murders took place nearly two weeks ago. Somebody, or something, smashed its way into a homestead during the night and dragged the childless couple who lived there, to the tree. Three nights later an old rancher was also dragged to his death. It happened again two nights ago.

The town has no lawman of its own, but relies on a marshal who tours the area. A

telegram has been sent to his office, but it will be days before he arrives. A posse of townsfolk have scoured the countryside, but no sign of the varmints who are doing this has been discovered.

To make matters worse, the very land seems to be conspiring against the town. Shadows are deeper and more disturbing, and the plains around the town are menacing in their emptiness. The townsfolk have been seized with such fear that most don't even leave their homes during the daytime, let alone after sunset. They cower in their beds wondering if they will be next.

THE TREE BEAST

When the Old Ones sacrificed themselves to bind the manitous to the Hunting Grounds, many "mundane" monsters fell into torpor. Amongst these was a terrible beast which used to prey on the tribes during the night whilst it hid in plain sight during the day. This Hanging Tree, as it was known, would drag its prey from their homes using rope like snares, hang them from its boughs until they died and then feed on their fluids.

The Reckoning has awakened the beast, though the torpor was deep and the process took years. It awoke in a world it no longer recognized, ravenously hungry it was able to batter its way into a ranch house and drag its two victims back to its "rooting ground."

The next morning it watched as the bodies were cut down from its branches by the townsfolk. The beast was content to watch and learn as the townsfolk scurried back and forth trying to find the murderers. Over the next few days the air became saturated with the delicious scent of fear. Even the beast was

surprised when the townsfolk's fear began to work its own wonders. The beast's victims clawed their way out of the grave and dragged a neighbor to the tree, which gladly received the free meal.

Three nights after that all three victims exhumed themselves and fetched it yet another victim. The beast had found minions!

TIMBER!

The town of Eastman's Creek has a Fear Level of 3—the square mile around the tree has a Fear Level of 4.

The posse will likely investigate the homesteads of the murdered settlers. The first house has been heavily damaged—a Notice roll indicates that it must have taken several men to smash in the door and its frame. The other attacked homesteads do not have as much damage as the first.

If someone investigates the graves of the victims, they have been disturbed, but the bodies still lie in them. These walking dead return to their graves after they kill.

If the posse investigates the tree, which is about a mile outside of town, they find an old, seemingly dead, oak. A Tracking roll discovers the earth around its roots has recently been turned over, digging in the earth finds nothing of interest, however.

That night the zombies strike again, this time four of them claw free of their graves, break into the saloon and drag the saloon keeper to his grisly fate. If the posse stops them before they reach the tree, the tree comes to them, either attracted by the sounds of combat or out on the hunt itself.

AFTERMATH

If the tree is destroyed it disintegrates and blows away on the wind, whether it has truly gone or reforms elsewhere is left up to the Marshal's needs and whims.

The townsfolk are grateful to the posse, but whether Eastman's Creek can recover is doubtful, most choose to move where the memories are not so bitter.



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THE HANGING TREE

A much feared creature from before the Reckoning. The Hanging Tree creates rope like appendages that it can throw around its prey's throat and hoist them high into the air. Once the victim asphyxiates, their spinal fluid is drained by the tree.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Stealth d8, Throwing d8

Pace: 5; **Parry:** 6 **Toughness:** 13(2)

Special Abilities:

- **Armor +2:** Hard bark.
- **Fear -1:** The hanging tree is a large walking tree, which is intent on hanging the posse.
- **Lashing Branches:** d10+d6, Reach 4"
- **Improved Sweep:** May attack all adjacent foes with lashing branches.
- **Large:** Attackers add +2 to their attack rolls when attacking a hanging tree.
- **Noose:** The hanging tree can manifest three nooses on 12" long ropes, which it "throws" at its victims trying to snare the noose around their throats. This is a Called Shot at -4. If this hits the poor sap is whisked off his feet and into the air. Every round he must make a Vigor (-4) roll or suffer a level of Fatigue. The rope must be severed (A Called Shot with a -6 penalty from someone on the ground and -2 for the person being hung), it has a Toughness of 4. The tree can reform these nooses as a free action on its next Action Card
- **Plant:** No additional damage from called shots; Arrows, bullets, and other piercing attacks do half-damage; not subject to tests of will; never suffer from Damage Penalties.
- **Size +4:** A walking tree
- **Stealth +4:** When the hanging tree isn't moving or attacking appears to be a normal tree.
- **Weakness (Fire):** Fire based attacks do +4 damage and the chance of catching alight is 5-6 on a d6.

THE HANGED DEAD

These walking dead have had their necks stretched so far that their heads actually hang down the middle of their backs.

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

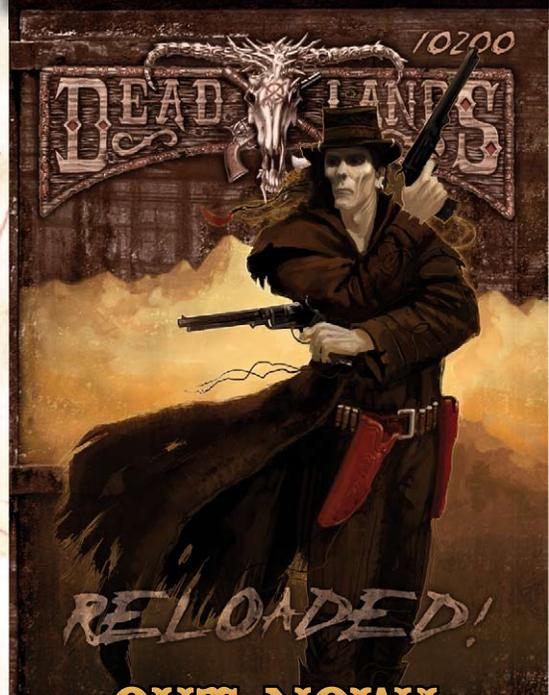
Skills: Fighting d6, Intimidation d6,

Pace: 4" **Parry:** 5 **Toughness:** 7

Special Abilities:

- **Claws:** Str+1
- **Fear:** These walking dead are even more disgusting than usual.
- **Hung:** The creatures head hangs on its stretched neck halfway down its back. Hitting this is a Called Shot with a -6 penalty, unless the attacker is directly behind the zombie.
- **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Arrows, Bolts, firearms and Piercing attacks do half damage.
- **Weakness (Head):** Shots to a zombie's head are +2 damage and piercing attacks do normal damage

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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