

DEADLANDS

GIANTS IN THE MIST

A SAVAGE WORLDS ONE SHEET™ BY SUPER DAVE RADZIK

The dry Nevada landscape is covered by disturbingly heavy, smoky smelling mist as animals and people begin disappearing.

The township of Lovelock was established as a lush waystation on the Humboldt Trail to California, in Nevada's Lake Lahontan region. Lovelock lies around 100 miles northeast of Carson City and Reno. A spur of the Denver-Pacific railroad passes through it.

ON THE MOVE

For nearly a month, strangely persistent mists have covered the territory north of Lovelock (Fear Level 3). Soon Paiute Indians residing miles away moved to open lands to the south – curiously close to settlements. Though friendly, Lovelock's folks could sense the Paiutes' carefully disguised fear.

When livestock went missing, the relocated Paiutes were suspected. But local law dogs found no evidence of their involvement. Then two remote homesteads were found razed and deserted, and now the townsfolk openly debate acting against the quiet Paiutes.

Town marshal Buzz Hopkins, concerned over the escalating situation, fears open hostilities between settlers and Indians. And that's when your posse comes riding in, Marshal.

CALL FOR ACTION

When the cowpokes pass through Lovelock, the marshal approaches them for help. He says,

Howdy, strangers. Name's Buzz Hopkins. I'm the marshal round these parts. We've had a bunch o' livestock go missing. Now some settlers up and vanished too. Folks in town got it in their heads the Paiutes did it. Some o'

them hotheads are planning the direct approach – abductin' a native youth and makin' him confess.

That don't sit right with me. But I'm on my own with no help comin' from the county. I could use some deputies to help me investigate the disappearances and question them Paiute braves. If you're up for it, I'll see to it your hotel room and whiskies are free as long as you're in Lovelock.

Marshal Hopkins politely awaits an answer.

TROUBLING SIGNS

Asking around town turns up no witnesses to the trouble among Lovelock's settlers or residents. Speculation ranges from desperadoes, invading Indians, a family of bears, or worse. Reports circulate of unusually large prints, although whether they're of man or animal is unclear.

Investigating the farmsteads reveals massive damage. Fences are busted through and doors and windows are shattered. A smell of woodsmoke and charred meat lingers all around. Success on a Notice roll turns up blood and torn clothing among the wreckage, and a raise spots a



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few human teeth on the floor and chips of stone embedded in the door. No food, animals, or people can be found.

Cowpokes who succeed on a Survival roll see a series of footprints twice as large as a man's, which approach from the north and depart that way too. A raise notes one print that has 10 claw gouges. The tracks leading away are deeper than those arriving.

SPEAK NO EVIL

A visit to the local Indians reveals the Paiutes are understandably wary of anyone who speaks with them. Heroes of native ancestry or known friends of the tribe are greeted warmly, however. Chief Honi says,

We moved south because of the si-te-cah, the flesh-eating giants. They prowl the heavy mists at night. When they took members of my tribe, we moved south hoping to find protection. Instead the people here suspect us.

The chief explains that his ancestors supposedly killed the si-te-cah long ago, in a cave north of what the settlers now called Lovelock. Honi says if the si-te-cah have returned, that cave must be their lair.

ENTERING THE MISTS

The tracks of the si-te-cah are strange—as if they are heavy one second, then light and almost immaterial the next.

Successfully following the trail with Survival leads to the cave Chief Honi described. A dense mist obscures it, spreading from the cave mouth for a half-mile. The weird fog flows along the lowlands and climbs to cover all but the highest rock formations. The mist expands daily, failing to dissipate even on hot, dry days.

The mist has a strong, smoky odor like charred wood and flesh. Have the posse make a Vigor roll as they stumble through the mist or gain Fatigue. A wet cloth over the nose and mouth adds +2 to the roll. The mist imposes a -2 Illumination penalty, here and in the lair (below).

THE GIANTS' LAIR

The cave is large and roughly circular, with a four-foot high stone pen for the captive settlers. Three enormous, ghostly giants sit around a fire roasting a stolen steer—an appetizer for the human feast to come. A pack of undead wolves guards the low pen—pets of the monstrous si-te-cah!

An Occult roll recognizes the si-te-cah's ghostly form, and that it will take magic to defeat them. A practitioner of the Old Ways may also make a Common Knowledge roll to realize hand-made weapons should also affect the terrifying spirits.

- **SI-TE-CAH (3):** There are three giants here, all in bearskin hides. The leader is a Wild Card with Command and Inspire and a crown of bear teeth.
- **UNDEAD WOLVES (5):** Use Dog/Wolf from *Savage Worlds*, with the Undead ability.

SI-TE-CAH

In ancient times a race of pale, red-haired, cannibal giants plagued tribes such as the Paiutes, who banded together with others and fought them, decimating their numbers. Eventually the si-te-cah were trapped in caves north of Lovelock and killed with fire and smoke. Over time the caves and the giants became legends. When the Fear Level in the area rose, the terrible si-te-cah returned!

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d6, Stealth d4, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 13

Edges: Sweep (Imp)

Gear: Skins or furs (Armor +1), stone-headed ax (Str+d6), rocks (Range 6/12/24, Damage 3d6).

Special Abilities:

- **Ethereal:** Si-te-cah can become immaterial at will and are only be harmed by magical or "Old Ways" attacks.
- **Fear (-2):** The sight of a cannibal giant provokes a Fear check at -2.
- **Hardy:** If a giant is Shaken, another Shaken result doesn't cause a Wound.
- **Immunity (Fire):** Since rising from the fires in which they perished, si-te-cah are immune to fire and heat.
- **Low Light Vision:** Si-te-cah ignore penalties for Dim and Dark Illumination.
- **Size +5 (Large):** Giants are 20' tall and can take an extra Wound before they're Incapacitated.
- **Weakness (Old Ways):** Si-te-cah take normal damage from traditional weapons like bows and tomahawks.

