



SINS OF THE FATHER

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SINS OF THE FATHER

Deadlands: Dark Ages will debut in 2020. In the meantime, enjoy this sneak peek at the world. Remember that the setting is a work in progress and much may change between now and its debut!

The heroes come upon a village in chaos while traveling through a forested region of England. A murder has been committed and a seemingly innocent man is accused of the foul deed. The travelers are drawn into a confrontation with a treacherous father, a local landowner with designs on increasing his holdings, and a powerful supernatural force — the Wild Hunt!

SETTING RULES

Note: The Game Master in *Deadlands: Dark Ages* is referred to as the Warden.

RECOMMENDED SETTING RULES

Until the full *Deadlands: Dark Ages* appears, we recommend using these Setting Rules for this adventure:

- **CONVICTION**
- **DYNAMIC BACKLASH**
- **MULTIPLE LANGUAGES**
- **WOUND CAP**

FEAR LEVELS

A group of powerful beings known as the Reckoners have corrupted reality, warping it into a form more amenable to them and their servants. Under their influence, the world becomes a darker, more frightening version of itself.

This effect is depicted by Fear Levels ranging from 0 to 6. The local Fear Level applies as a negative modifier to all Fear checks.

Fear Level 0 is an enlightened area where even paranoid types generally feel protected.

Fear Level 1 is the normal state of affairs for most of the world. People may worry a bump in the night is more than just wood settling or even a particularly large or vicious rat, but it doesn't affect their day-to-day lives.

At Fear Levels 2 and 3, shadows seem longer, wooden and stone structures seem a little more weathered, and most people aren't comfortable out at night alone.

Fear Levels of 4 and 5 are downright creepy. The wind occasionally carries a whisper of murder, the fire in the ale house has a malignant life of its own, and shadows writhe ominously between the trees of the deep woods — and not always just in the corner of your eye.

Once an area reaches a Fear Level of 6, it's a blasted landscape of utter terror called a Deadland.

PART ONE: CRIMES AND RUMORS OF CRIMES

The heroes arrive in the village of Lower Walford just after the discovery of a murder. They're drawn into the investigation and hopefully prevent the persecution of one of the local farmers by the father of the deceased and a local bully.

Lower Walford can be placed virtually anywhere in Mercia or Wessex, although it probably fits best in Cornwall, Devon, or near the border of Wales. It can also be located in Wales itself, with the necessary changes to language and nationality.

GLOSSARY

- **CHURL:** An obnoxious or lowly person, usually of low birth.
- **EALDORMAN:** A royal administrator who oversees lands and titles.
- **HIDE:** Literally, "family" in Anglo-Saxon dialect, but used as the measure of land required to *feed* a family. A hide is equivalent to roughly 30 acres, depending on the quality of the land and how much of it can be used for farming.
- **THANE:** A landowner, granted by royal authority. Thanes are not lords, but are above the common folk. A thane owns five or more *hides*. A thane's authority is vague, and often depends more on willpower and the ability to influence his neighbors than any power explicitly granted by the monarch.
- **WEREGILD:** A "man price," or the value placed on a person or piece of property. Someone who caused the death of another, for example, might be forced to pay the grieving family the victim's weregild.

FOUNDATIONS OF EVIL

Merewina is the daughter of Gifre, a poor man with a small and struggling farm near Lower Walford. Gifre's unsavory nature was held in check by his loving wife for many years, but her death last year unleashed his pettiness. His daughter will bring him no comfort in his twilight years, he's convinced, as she's fallen in love with a peasant boy named Hraefen. The selfish Gifre believes he faces a lonely and impoverished future.

A modicum of salvation has appeared to Gifre in the form of Broga, a wealthier landowner who has expressed his desire for Merewina's hand — and the stiff dowry of Gifre's failing farm.

The father gave it gladly, knowing this act would elevate Broga to thane. Gifre would then become his bondsman and, he believes, Merewina will bear him many fine children. He will have a *family* once again.

Gifre knows Broga is a violent bully with a short temper, but he's sure Merewina will tame the near-thane as Gifre's own wife did him. And besides, he thinks, the willful girl could use a little taming.

For his part, Broga is close to possessing enough land to be able to approach the *ealdorman* for elevation to thane. Gifre's misery was an easy target, and Broga has sought his pretty daughter since her maturity. But Broga's wealth could not buy Merewina's heart, for it already belonged to a young man named Hraefen.

TRIANGLE OF DEATH

Hraefen also sought Merewina's hand, but his small farm is no larger than Gifre's. A marriage to him offered little improvement in Gifre's status and none of the comforts of being Broga's bondsman. Gifre chased the young man off any time he approached his daughter, and has made his position on the courtship ruthlessly clear.

Merewina and Hraefen thus decided to flee the village, heading perhaps into Mercia or even across the sea. They planned to meet in a barn belonging to one of Hraefen's friends, Edwin, and depart after nightfall. Unfortunately, one of Broga's thugs learned of the plan and told his master.



Broga arrived in the barn early and found Merewina waiting for her lover. She refused him bluntly, and in a rage, he strangled her. When his anger settled, he realized he needed a scapegoat for his hideous crime.

MURDER MOST FOUL

Lower Walford

Fear Level 2

Lower Walford sits near a river crossing surrounded by deep woods. It's home to over a hundred souls, and while not a large town, it is the most populated within a good day's walk. Not being on one of the major trade roads, Lower Walford doesn't have much in the way of amenities for wanderers looking for respite. It's big enough to have an ale house, though, and that's the most likely place for travelers to stop.

Most of the village's residents congregate in or outside the thatched-roof building. A hushed murmur passes through the crowd as the heroes approach, but even the arrival of outsiders does little to distract the members from their conversation.

Speaking to any of the bystanders reveals a young woman, Merewina, was found murdered in the stables. She was the daughter of a local farmer and betrothed to one of the area's more influential men, Broga.

Inside the alehouse, a young man sits alone at one of the tables, cradling his head and weeping. In spite of the number of people in the room and limited space, most seem to be giving him a wide berth. Only a black-haired man of about the same age, Edwin, seems to give comfort.

The appearance of the strangers momentarily distracts the crowd from the situation. If one is a paladin or person of some obvious stature, Edwin beckons them come forward and help arbitrate against the rapidly increasing agitation of the crowd. If the heroes choose not to get involved, or are not obviously of some position, a local gossip draws them in, proudly whispering the following information.

"Welcome to Lower Walford, strangers. Perhaps you could provide some impartial insight into a terrible deed that has just occurred here."

"I am Edwin, a local farmer. This is my friend, Hraefen. His true love was just found... murdered...in my barn. Some here believe Hraefen committed the foul deed, but I have known this man since childhood and he can barely snap a chicken's neck."

At that one of the villagers joins in. "She was found in your barn, Edwin, likely about to elope with Hraefen. Everyone knows the girl was betrothed to Broga. Perhaps she changed her mind about Hraefen and he killed her for spurning his advances."

Hraefen sobs even louder now. Edwin seems visibly defeated.

Another villager chimes in, looking at your group directly. "Our thane is agone, chasing murderous Danes to the north, we're told. We have no one to arbitrate this foul deed. Will you help us?"

HRAEFEN'S TALE

Assuming the heroes are willing to do so, Edwin suggests they hear Hraefen's side of things. Through sobs and whimpers, the heartbroken young man wails.

"I have loved Merewina since we were children. And she loved me. We wanted to wed but her hateful father, Gifre, forbade it. He betrothed her to Broga, instead. Aye, he has more land but he is a brute and a monster. All here know it."

About half the occupants nod in agreement with Hraefen's assessment and soon a heated debate breaks out. From the discussion, the party gathers that Broga is a wealthy and physically imposing farmer who owns a few hides in the area. He is not a thane, however.

If pressed, a successful Persuasion (or Intimidation) roll gets Hraefen to admit his plans to elope. *"Yes! I admit it. We were to meet in Edwin's barn. I was late, gathering supplies. It's all my fault. By the time I got there, someone else had found her and..."*

Hraefen breaks down and cries unashamedly. Little more can be gained from him.

Speaking to Edwin or any of the other villagers, however, reveals Broga had insisted Gifre grant him his farm as dowry to accept the betrothal. With that acquisition, Broga would qualify as a thane; he need only petition the region's ealdorman to verify his holdings and status.

DIGGING DEEPER

If the party asks to see the barn, they're taken to the outskirts of town. Merewina's body remains, mostly untouched except for where Hraefen cradled her.

A cart stands in the entrance, still yoked to an old draft horse. Inside is a bundle covered by straw. It contains a few dresses and some bone and copper jewelry — largely worthless — but clearly treasured. Any resident of Lower Walford can identify the items as Merewina's. There are also several bundles of bread, cheese, and dried meat.

With a Notice roll, a character notes the cheese is freshly bundled and seems to have come from a store rather than directly from a farm. If asked, the cheesemonger admits he sold it to Hraefen just yesterday. He remembers because the young man said goodbye to him in a strange way, as if he wouldn't be seeing him again.

Another man, Selwyn, was present as well. Selwyn isn't present, but several of the villagers note that he is one of Broga's most loyal bondsman. It was Selwyn, in fact, who realized Hraefen was about to elope with Merewina. He followed the young man, discovered where the two planned to meet, and informed Broga.

THE BODY

Anyone wanting to examine Merewina's body must make a Persuasion roll against the village blacksmith, who guards the poor girls' form against such "violations." (Use the **Villager** profile on page 12.)

There are bruises on Merewina's neck, clearly indicating where strong fingers squeezed the life from her. A Healing roll at -2 finds blood under the fingernails of her right hand where she likely scratched her attacker. Hraefen has no such marks on him.

MOB JUSTICE

Soon after the information above has been discovered, Broga arrives with a small band of his own warriors, including Selwyn and Merewina's slinking father, Gifre.

Broga is an imposing figure, and his retinue are clearly fighting men, in stark contrast to the rest of the village. He pushes into the

crowd, looks around for a moment, and spots the strangers. He angrily orders some of his men to seize Hraefen.

"Hraefen has killed my betrothed. Arrest him! I will have justice, and I will have it now!" he proclaims loudly.

A sharp-eyed adventurer who specifically looks at Broga for scratches similar to those caused by Merewina's hand can make a Notice roll at -2. With success, she spots the edge of a newly-applied bandage on his right arm peeking out from beneath his tunic.

SHOUTING MATCH

Assuming the adventurers intervene on the accused's behalf, Broga tries to bully them into standing aside.

"Do you know who I am? I am nearly athane! Do not test my patience, outsiders, or I will assume you are in league with this murderer."

To this Edwin points out that Broga isn't a thane yet, and that only the actual thane has authority to decide such matters. Broga pushes forward nonetheless, riling the emotions of a good number in the crowd. Merewina was well-liked in the village, and

many are anxious to see *someone* pay for her death. It's clear things are about to get out of hand.

The rest of the scene plays out with the **Social Conflict** rules (see *Savage Worlds*). The villagers are the target — the heroes must convince them to resist Broga's demands.

Persuasion is the best option, as Intimidation saddles the blustering hero with a -2 penalty since he must threaten the very crowd he's trying to convince. Broga resists with Intimidation; he's got history in the area to back him up.

If the party befriended Hraefen beforehand, he speaks on their behalf, granting a +2 bonus to the first round of Social Conflict. Revealing the blood under Merewina's fingernails and the fact that Broga has a matching wound on his neck grants a +2 bonus in the round it's revealed.

If the heroes manage to get six or more Influence Tokens in the Social Conflict, Broga stomps off furiously.

With four or five tokens, he says he'll drop his claim if the accused agrees to recompense him a weregild equal to the dowry amount (a



princely sum of 200 silver), but still retreats, claiming he'll return tomorrow for payment.

With three or fewer Influence Tokens, Broga loudly proclaims he will petition the thane for both the accused's life *and* his dowry. He leaves and promises justice when the thane returns and the ealdorman recognizes his own status.

PART TWO: IN THE DARK OF NIGHT

Twilight approaches and Lower Walford is the only settlement for miles. The villagers, even those opposed to Broga, insist the strangers, or at least the accused, remain until the local thane returns in a few days. Broga is vengeful and petulant, they claim, and prone to sudden fits of rage. They don't trust him a bit to wait for the thane's return to finalize the town's unofficial verdict.

The ale house owner doesn't allow travelers to sleep on his floor, particularly those accused of murder. They certainly can't sleep in Edwin's barn — that would be disrespectful to the dead. The only other accommodation available to outsiders is the flea-ridden straw in the village stable. Edwin returns to his home and family, but Hraefen stays with the strangers for protection.

NO REST FOR THE NOT-SO-WICKED

Soon after midnight, Broga arrives, planning to eliminate Hraefen and the adventurers and present their corpses to the thane as a *fait accompli*. Dead men put up a less-spirited defense than the living, after all.

The group is roused by the sound of Broga calling to them from outside (or nearby if they decide to camp outdoors somewhere). Broga has rounded up a group of his most loyal and ruthless bondsmen (including Selwyn). As long as possible, he lets his lackeys handle the fight, only personally engaging in melee if he senses a weaker, vulnerable opponent or he's directly attacked himself.

Once Broga's defeat is certain, he commands his men to stop. He tries to parlay in whatever way he thinks will appeal to the strangers, agreeing to wait on the thane,

apologizing for the attack (he's "*despondent o'er the death of my beloved*," he claims), or even offering payment for his brashness. It's all a lie though; he simply wants to escape and attempt a different tack.

 **BROGA:** See page 10.

■ **THUGS (Selwyn plus 2 additional rogues per hero):** See page 10.

ALL HOPE LOST

After the confrontation, Broga returns to his estate. Gifre lurks there, waiting and hopeful that his new lord has dispatched hated Hraefen and the interlopers. When Broga tells him otherwise, the treacherous father's last hold on reality snaps. He tells Broga he has no reason to remain on this earth. He plans to go into the woods and sell his soul to the Huntsman in one last spiteful act upon the hated world. The Huntsman will finish Hraefen and his new friends and Broga can take his lands as his own.

Broga scoffs in disbelief and returns to his own brooding. Gifre wanders into the dark woods, never to be seen again. Soon after, Broga hears the baying of hounds...

HOWLS IN THE DARK

A few hours after the fight with Broga's men, any of the group on watch or otherwise awake hear a cacophony of howling and baying break out to the east. Sleeping heroes awaken with a successful Notice roll. While the noise at first resembles wolves or perhaps hounds, a character who succeeds at a Notice roll (–2) thinks the howls actually sound like someone — or *something* — imitating the animals (they're actually fey creatures in the *form* of hounds).

Moments later, the sound of an unholy huntsman's horn reverberates through the night, chilling the listeners to the bone. The group feels a strange certainty the horn's sound was meant specifically for them, causing a Fear check (at –2 for the town's Fear Level!)

Another minute later, the first of the hounds finds the party. A large, black hound bursts from the shadows, charging at the nearest member of the group. Its appearance forces a second Fear check as it lunges out of the dark.

PART THREE: THE WILD HUNT

The hound's main goal is to keep the party pinned to one place until the rest of the Hunt can home in on its location. As a free action each round, it lets out an otherworldly howl for that exact purpose. The hound is perfectly content to share the kill with its packmates, but it also won't pass up the chance to down one or more of its prey on its own if it gets the chance.

- **HUNTSMAN'S HOUND (1):** See page 12.

A TERRIFYING REALIZATION

The moment the hound is slain, it slowly metamorphosizes into a human corpse. The man's features are frozen in a rictus of pain, and his hands are curled into almost arthritic claws. It's Gifre!

Hraefen instantly realizes what has happened.

"I knew the hateful old fiend wouldn't give up so easily. Gifre has sold his soul to the Huntsman! He's summoned the Wild Hunt! We must flee for our lives!"

The baying in the woods now grows uncomfortably close — perhaps only moments away. The fight with the first hound should give the party reason to be concerned about facing a large number of the abominations at once, and from the sound of it, there are many more of the creatures on their trail.

A hero who makes an Occult roll knows the only ways to escape the Wild Hunt are to run and survive until dawn, or slay the dreaded Huntsman.

The dawn breaks in two hours. The hapless travelers now have two choices. If they run, they must survive a long and difficult chase. If they stand and fight, they must battle the hounds and eventually the Huntsman.

THE CHASE

If the group decides to run, they have just enough time to gather their belongings before the hounds appear at the edge of the darkness.

The rest of the encounter uses the **Chase** rules (see *Savage Worlds*), and takes place over the fields, forests, streams, and hills of Lower Walford. One of the players also controls Hraefen. If he's left behind, he's slaughtered by one of the Hunt's merciless hounds.

Though the Chase actually lasts two hours, for game purposes we condense it down to 10 rounds. The hounds' goal is to pin the party for the Huntsman. The heroes' goal is to complete the Flee action before the end of the 10th round.

If *any* of them fail to do so, or if the heroes stop in any way, proceed to **Stand and Deliver** — and the characters are Fatigued from the harrowing pursuit.

- **HRAEFEN:** Use the stats for Villager on page 12. He's armed with a seax (Str+d4).

- **HUNTSMAN'S HOUNDS (1, plus 1 per hero):** See page 12. They operate as a single group.



STAND AND DELIVER

If the group attempted the chase first and *any* of them were successful in the Flee Maneuver, they manage to pick a more favorable spot to fight the hounds. The specifics are up to the Warden, but this might include a narrow crevice where only one hound at a time can attack for the first two rounds (until the rest work around), a wide creek to give ranged attackers a free round of unobstructed shots, or a clearing where the moonlight is bright enough to offset any Illumination penalties.

The hounds attack immediately, using pack tactics to Gang Up on any powerful or vulnerable characters.

The Huntsman arrives at the start of the third round. The heroes soon discover he is effectively invulnerable — at least at first. The first time a character manages to put down one of the hounds, however, give them a Notice roll at -2 to see the Huntsman recoil. Each time after the first, reduce the penalty by one until it requires a simple Notice roll to catch his reaction.

It should be clear that once all the hounds are down the Huntsman can be slain (at least for this hunt). As each hound dies, it transforms back into some unknown human. If the players don't figure this out for themselves, allow one of them an Occult roll to sense the connection.

The hounds are compelled by their demonic pact with the Huntsman to fight to the death. The Huntsman also fights to the end. Whether or not he kills his prey is largely immaterial. He's already reaped the benefits of his evil by his very appearance, spreading fear and corruption among the locals — and unwittingly furthering the ends of the Reckoners.

 **HUNTSMAN:** See page 11.

■ **HUNTSMAN'S HOUNDS (However many survive the chase):** See page 12.

AFTERMATH

Once the warriors have defeated the Wild Hunt, things probably aren't going to be rosy for them back in Lower Walford. While many in the town know the Wild Hunt was summoned, very few — if any — understand exactly how the ritual works. All they know is

that there are a bunch of dead people spread around the forest and a group of outsiders holding bloody weapons! Broga, if he lives, is quick to point this out and capitalize on it.

If Hraefen survived, he speaks for the group, or at the least, provides them safe haven at his small farm for as long as he's able. It's possible the heroes may be able to prove Broga's original crime if they're particularly inventive or convincing.

CHARACTERS & CREATURES

BROGA'S HOUSEHOLD

Broga holds enough land on the outskirts of the village to pay a few servants and spearmen.

BROGA

Broga is a large, intimidating man. He's a bully, but he's also a veteran of several battles. He's not an easy mark in a fight, but part of the reason he's survived is he's not afraid to run if things turn against him. When he has the upper hand though, he's ruthless.

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

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

Pace: 6; **Parry:** 6 (8 with shield); **Toughness:** 10 (3)

Hindrances: Greedy (Major), Mean, Vengeful (Major)

Edges: Brawny, Rich

Gear: Chain shirt (+3), sword (Str+d8), seax (Str+d4+1), medium shield.

THUGS

Broga's men aren't professional warriors, but they do know which end of a spear is the dangerous one.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d4, Stealth d4, Survival d6

Pace: 6; **Parry:** 5 (6 with spear); **Toughness:** 6 (1)

Hindrances: Loyal, Mean

Edges: —

Gear: Quilted armor (+1), spear (Str+d6, Parry +1), seax (Str+d4+1).

THE HUNT

The Wild Hunt is a demonic force preying at least as much on those who summon it as it does the intended victim. The leader, the Huntsman, is a type of powerful demon only able to manifest in our world through the summoning ritual. Few know the ritual also turns the participants into the Huntsman's demonic minions, whose only escape is in the murder of their desired prey!

The Huntsman prefers to let the hounds do the killing, as the horror of that event haunts them from the rest of their lives.

HUNTSMAN

The Huntsman appears as a tall, humanoid figure. His head resembles a bleached stag's skull with wickedly sharp and twisted antlers. He wears armor made from the bones and skin of his previous victims, and what skin is visible underneath is rough and vaguely resembles bark. Vicious, spike-like talons emerge from the end of unnaturally long fingers.

In combat, the Huntsman often stands back, letting his hounds savage their prey. Only after they've torn the victim apart does the Huntsman approach to feed on the best morsels.

Attributes: Agility d8, Smarts d10,

Spirit d12, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d12, Stealth d10, Survival d12

Pace: 8; **Parry:** 7; **Toughness:** 10 (2)

Edges: Alertness, Fleet-Footed, Frenzy

Special Abilities:

- **Armor +2:** Bone and leather.
- **Claws:** Str+d6
- **Demon:** +2 to recover from Shaken; immune to poison and disease; half-damage from non-magical attacks except from cold iron.

GOLD IRON

Cold iron is iron unpolluted by other metals, like steel. Wrought iron is prone to bending, so most swords and other metallic fighting weapons use steel for at least the cutting edges. Even many of the better-made arrowheads use at least a little steel, so it's unlikely a given weapon is cold iron, unless a character has specifically sought one.



- **Fear -2:** Anyone seeing the Huntsman must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Huntsman's Horn:** As an action, the Huntsman can blow his horn, sounding for a mile around. All who hear it for the first time in a night must make an immediate Fear check. This also summons 2d6 hounds (already summoned in this adventure), which arrive at the beginning of the next round.
- **Invulnerability:** The Huntsman can be Shaken but not Wounded as long as any of his hounds survive.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Relentless:** The Huntsman can unerringly track the Hunt's chosen prey across any terrain or distance. Water, flight, and even magical transportation cannot prevent him from eventually finding its victim.
- **Size +1:** The Huntsman stands over 7' tall.

HUNTSMAN'S HOUNDS

The summoners of the hunt are transformed into large, wolf-like, demonic creatures that chase the prey for the Huntsman. They stand over three feet tall at the shoulder and are covered with coarse, patchy fur. Their faces aren't completely lupine, and anyone who knew the original person and makes a Notice roll at -2 can make out enough of their features to realize the truth.

Hounds retain their human cunning and knowledge. Their claws remain flexible enough to allow them to climb trees, cliffs, and any other vertical surface on which their prey may foolishly seek shelter.

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

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

Pace: 10; **Parry:** 6; **Toughness:** 7

Edges: Alertness, Fleet-Footed

Special Abilities:

- **Bite:** Str+d6.
- **Demon:** +2 to recover from Shaken; immune to poison and disease; half-damage from non-magical attacks except from cold iron.
- **Fear:** Anyone facing a hound must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Low Light Vision:** Hounds ignore lighting penalties for Dim and Dark lighting.
- **Supernatural Tracker:** A hound can unerringly track the Hunt's chosen prey across any terrain or distance. Water, flight, and even magical transportation cannot prevent a hound from eventually finding its victim.

VILLAGER

The locals are simple people with little education, but are hardworking and generally honest.

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

Skills: Athletics d4, Common Knowledge d6, Notice d4, Persuasion d4, Stealth d4, Survival d6

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

Hindrances: —

Edges: —

Gear: Knife (Str+d4).

PREGENERATED CHARACTERS

On the following pages are characters you can print and use for this adventure. Note that rules may change between this sneak peek and the official release. In the meantime, enjoy, and look for

Deadlands: Dark Ages in 2020!

HILD THE PALADIN

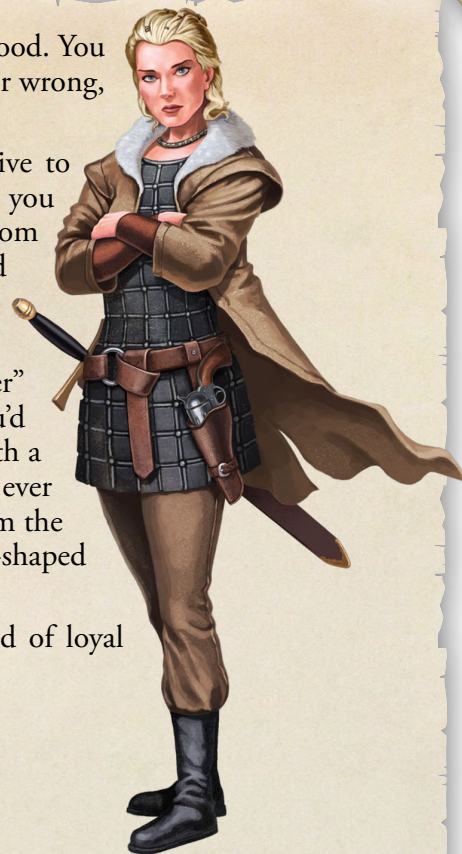
Years ago, your village was destroyed by Danes while you were gathering firewood. You escaped, but you were the only member of your settlement to do so. For right or wrong, guilt has haunted you ever since. You've sworn never to let that happen again.

You learned to fight, not only to defend yourself, but also others. Your drive to champion the meek soon drew the attention of someone else. One night as you slept, a voice spoke in your dreams. It claimed to be that of Merlin, a name from ancient stories, the adviser of the legendary King Arthur. Merlin said you had been chosen to be one of his holy warriors, his "paladins," and to bear a powerful artifact to defeat a growing evil.

When you awoke, you found a strange instrument Merlin called a "Peacemaker" and other items beside you. Somehow you knew how to use it, almost as if you'd learned in your dreams. It threw bullets faster than the best sling and spoke with a voice like thunder. The Peacemaker uses strange bullets unlike anything you've ever seen, but Merlin also imparted upon you the knowledge to make new ones from the empty shells left behind. Without those, the Peacemaker is at best an oddly-shaped cudgel. But with them, few can stand against it.

You began to attract others as you wandered the land and now have a band of loyal companions to help in your battle against evil.

You speak English, Norse, and Gaelic.



PROFILE

Rank: Seasoned

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d8, Stealth d4, Virtue d8, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Heroic, Loyal, Stubborn

Edges: Arcane Background (Paladin), Brave

Gear: Leather jacket (+2), Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Shots 6), long seax (Str+d6), scabbard for Peacemaker, ritual implements, tinderbox, 30 extra bullets (in scabbard belt).

SPECIAL

Arcane Background (Paladin): Your arcane skill is Virtue. A paladin must have her Peacemaker in hand to activate her powers.

Powers: *Boost/lower Trait, smite.*

Power Points: 10

Attunement: Once per turn, a paladin can cast one power as a free action as long as it affects only her or her Peacemaker.

Code of Chivalry: All paladins swear an Vow (Major) to uphold the Code of Chivalry (see below). Violating this Vow impedes weakens their ability to utilize their powers—or interrupts it completely for severe enough infractions.

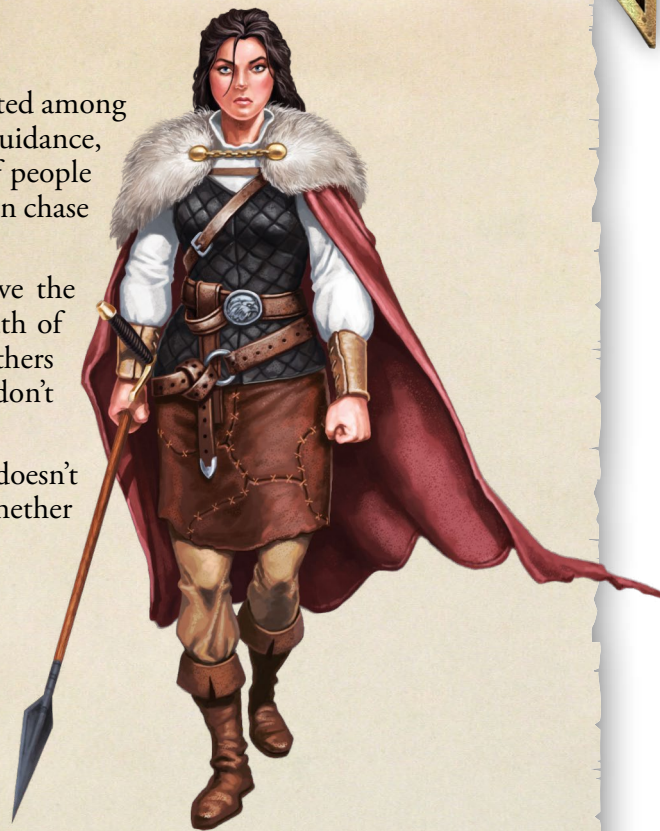
AIGNEIS THE DRUID

Even though the Saxons look down on your beliefs, you are respected among people who still revere the Old Ways. They often look to you for guidance, healing, and aid. Sadly, there are fewer and fewer of those types of people left in England. Those believers the Danes don't kill, the Saxons often chase into hiding with their Christian religion.

You were taught after deference to the gods that you must serve the people. You don't bother trying to convert others. You see the truth of the Old Ways in the forest and fields, in the river and streams. Others can see the power of the gods through your works, and if they don't heed, that's for them to answer when the time comes.

None of your current companions follow the Old Ways, but this doesn't matter to you. You understand the gods do as the gods will, whether people believe in them or not, much like nature itself.

You speak Brittonic, English, and Norse.



PROFILE

Rank: Seasoned

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

Skills: Athletics d4, Common Knowledge d6, Faith d8, Fighting d6, Healing d6, Notice d6, Occult d6, Persuasion d6, Shooting d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 5 (6 with spear); **Toughness:** 6 (1)

Hindrances: Heroic, Loyal, Outsider (–2 to non-Britons), Vow (Minor—observe Druidic rituals and holy days)

Edges: Arcane Background (Mystic), Healer, Woodsman

Gear: Quilted armor (+1), spear (Str+d6, Reach 1, +1 Parry, two hands), dagger (Str+d4), sling (Range 4/8/16, Str+d4, RoF 1), tinderbox, wineskin, cloak.

SPECIAL

Arcane Background (Miracles): Aignes is a druid. She worships and protects nature and the creatures that dwell within it.

Powers: *Beast friend, entangle, healing.*

Power Points: 10

ALDWYNN THE BATTLE PRIEST

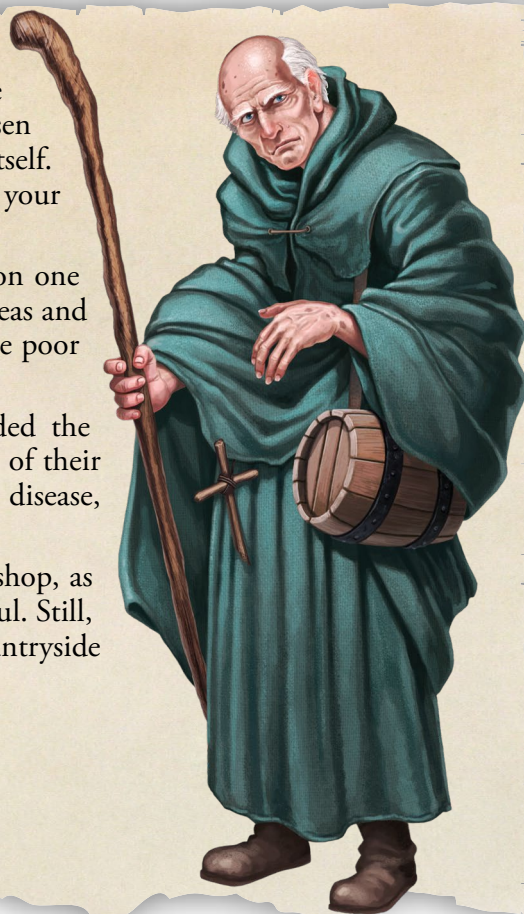
You've served the church most of your life. You've kept away from the politics and power-brokering so many of your brethren seem to be drawn to now that the church is gaining influence. Instead, you've chosen to minister to the poor and helpless whenever the opportunity presents itself. This has made you popular with both your flock and the other priests, as your lack of ambition means you're no threat to them.

Sadly, it didn't make you popular with the bandits who waylaid you on one of your trips to an outlying village distribute alms. They ignored your pleas and laughed when you explained the money you carried was sent to help the poor and infirm.

Heaven, however, did not ignore your pleas. A brilliant light blinded the ruffians, and a few raps from your trusty staff convinced them the error of their ways. You've since discovered you can lay on hands, curing wounds and disease, just like the saints of old.

You've been reluctant to bring these abilities to the attention of the bishop, as calling such attention to your blessings feels self-aggrandizing and prideful. Still, you know you've been given these gifts for a reason, so you travel the countryside protecting those you can and healing those you can't.

You speak and read English, Latin, and Norse.



PROFILE

Rank: Seasoned

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d4, Faith d8, Fighting d6, Notice d6, Persuasion d6, Research d6, Stealth d4

Pace: 5; **Parry:** 5 (6 with staff); **Toughness:** 6

Hindrances: Obese, Heroic, Poverty, Vow (Major; to Church)

Edges: Arcane Background (Miracles), Command

Gear: Staff (Str+d4, Parry +1, Reach 1, two hands), cross, tinderbox.

SPECIAL

Arcane Background (Saint): Aldwynn uses Faith to activate his powers, and can take any Edge that lists Arcane Background (Miracles) as a Requirement.

Transgressions: Aldwynn is held to a high standard by the forces that grant him his powers. Committing a minor sin (lying, drunkenness) gives him a -2 to his Faith rolls for a week. Major sins (refusing aid to those in dire need, theft) strip him of his powers and his ability to rebuke evil (see below) for a week. Mortal sins (denying his faith, murder) cause him to lose all his powers until he completes some great task to atone.

Rebuke Evil: As an action, Aldwynn can call upon his faith to temporarily weaken supernaturally evil creatures. This costs 1 Power Point and has a range equal to his Spirit. All affected beings in that range must make an opposed Spirit roll against him. Those who fail are Distracted or Vulnerable, Aldwynn's choice. If he gets a raise on the roll, they are both.

ULF THE DANE

You came to England for loot and plunder like every other Dane, but grew to realize your mates weren't conquerors—they were bloodthirsty raiders and thieves.

You left them and wandered for a bit, exploring this new land, pretending to be mute so the locals wouldn't realize you were Danish and slowly learning their language and ways.

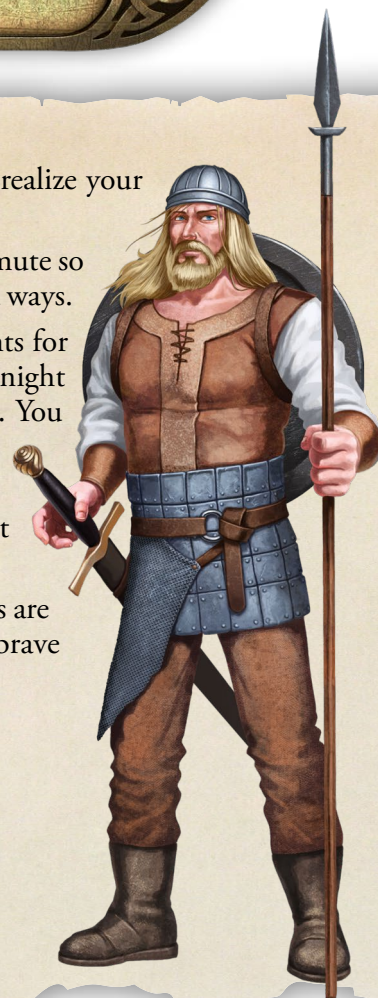
Along the way you met Hild, a "paladin" who wields a strange weapon and fights for those who can't defend themselves. You fell in with her one dark and stormy night when a massive wolf threatened a peasant camp on the outskirts of Winchester. You saw her bravery, fought by her side, and have stayed there for the last few weeks.

Mostly the paladin battles the many bandits prowling the roads, but she has hinted there are darker forces at work and you're curious to see them—and test your blade against them.

A number of other Saxons and Britons are now part of your band. Their practices are strange to you, and they worry about the most ridiculous things. Still, they are brave in their own way, as brave as any you once rowed a longship with.

If Thor approves, you'll battle alongside them all the way to Valhalla!

You speak Norse and English.



PROFILE

Rank: Seasoned

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

Skills: Athletics d6, Battle d4, Boating d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Stealth d6, Survival d6

Pace: 6; **Parry:** 6 (8 with shield); **Toughness:** 8 (2)

Hindrances: Arrogant, Curious, Outsider (Major—Dane)

Edges: Berserk, Danger Sense, Soldier, True Berserker

Gear: Leather jacket (+2), helm (+4), medium shield (+2 Parry), sword (Str+d8), spear (Range 3/6/12, Damage Str+d6, RoF 1), waterskin, tinderbox.

SPECIAL

NEW EDGE: TRUE BERSERKER

Requirements: Berserk, Spirit d6+

Some warriors nurture the rage inside them, learning to call upon it almost at will. A True Berserker may make a Smarts roll to activate his Berserk Edge at any time.

WYNCHELL THE ALCHEMIST

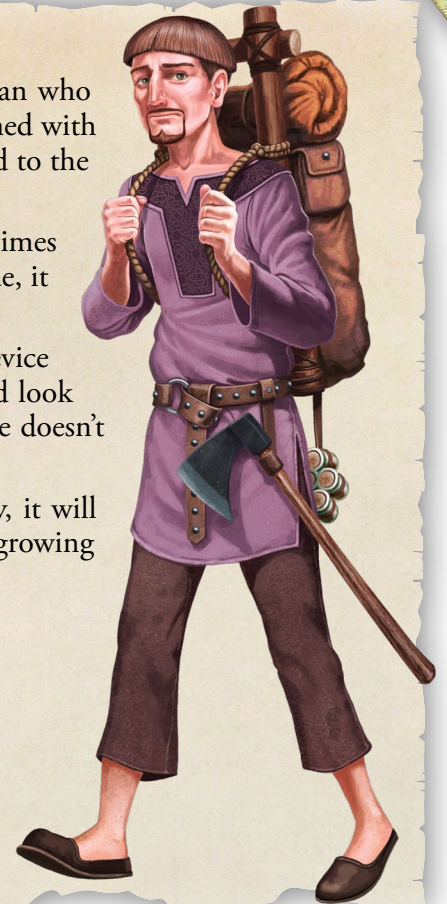
You were lucky enough to study the sciences under a true master, a learned man who traveled much in his earlier years. He's seen Egypt, Rome, and Greece, and returned with the secrets each held. He imparted the basics of these to you before he succumbed to the ravages of age, and you're anxious to learn more about the world.

Your mastery of letters and science has proven of value. Well, sometimes. Other times your experiments go awry, and in spite of the fact your knowledge is of great value, it does tend to try your less-enlightened companions' patience.

Of particular interest to you is the strange woman, Hild, and the unusual device she carries. She refers to it as a "Peacemaker," but as yet hasn't let you get a good look at it, much less take it apart and study it to the degree it deserves. No doubt she doesn't understand the first thing about its function!

In the meantime, you'll prove science is the true future of England. Ultimately, it will repel the Danish invaders and shed light on the strange creatures that seem to be growing in the darkness.

You speak and read English, Latin, Greek, and Norse.



PROFILE

Rank: Seasoned

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

Skills: Academics d6, Alchemy d8, Athletics d4, Common Knowledge d6, Fighting d4, Healing d6, Notice d6, Persuasion d6, Science d6, Stealth d4, Weird Science d8

Pace: 6; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Curious, Impulsive, Small

Edges: Alertness, Arcane Background (Alchemy), Literate

Gear: Quilted jacket (+1), seax (Str+d6), alchemical supplies, satchel, writing papers, tinderbox, ink, and pen.

SPECIAL

Alchemy: Alchemy uses the rules for Arcane Background (Weird Science), from the *Savage Worlds* core rules. They must use arcane devices in the form of potions, powders, unguents, oils, etc. for all their powers. All their devices are consumables.

Powers: *Blast, boost/lower Trait, healing, protection.*

Power Points: 15

WYMAN THE WARRIOR

You were your thane's man. You defended his honor—and did the dirty work a lord shouldn't have to do. He relied on you for the toughest jobs and you never let him down.

Until you did.

An alleged "sorcerer" led a gang of bandits. They ambushed your caravan and took your thane for ransom. Even terribly wounded you fought on, but to no avail. All went black.

When you came to, a woman named Hild and her companions had bandaged injuries you were sure had been mortal. Miraculously, most were gone and your new friends vowed to help you rescue your lord.

He was dead by the time you got there, the victim of a botched attempt to flee. But Hild and her friends helped you find vengeance. Now homeless, you wander with this strange menagerie—a Celtic witch woman, a fat priest, a bumbling scholar, and Hild, who carries a strange and deadly relic she calls a Peacemaker. Though you grouse about their supposed purpose—wandering about the countryside helping the common folk—you secretly find it rewarding.

You speak Saxon, Dane, and English.



PROFILE

Rank: Seasoned

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

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

Pace: 6; **Parry:** 6 (8 with shield); **Toughness:** 10 (3)

Hindrances: Loyal, Ruthless (Minor), Vengeful (Major)

Edges: Brave, Brawny, Combat Reflexes, Counterattack

Gear: Chain shirt (+3), short sword (Str+d6), medium shield (Parry +2), waterskin, tinderbox.

SPECIAL

