

Dream Weaver

A Deadlands Reloaded Adventure

For 3-4 Heroes of Novice Rank

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This adventure was designed for a single session. It is set in the Southwest in the Four Corners region. An Indian character in the posse, if not a Navajo specifically, would be most advantageous for the players. The background of the adventure assumes that Navajo nation has a tentative peace treaty with the CSA.

Background

The Navajo have a famous medicine object known as the *Treasure Rug*. It was woven nearly a century ago by the wife of a famous chief and is allegedly an artifact of great magical power. The icons depicted in the wool weaving represent the lands of the *Din'e*, the name that the Navajo call themselves. Most of the *Din'e* believe that the Treasure Rug is responsible for preventing the Navajo from being conquered by the white man. Those less inclined to believing in the supernatural hold that the rug is actually a secret map that reveals all of the best hiding places the Navajo people can retreat to when U.S. forces come hunting for them.

The leaders and shamans of the various Navajo tribes have taken precautions to keep the Treasure Rug safe. Secrecy has been the best tool used to keep it so. This summer, the artifact will be brought out into the open as it is used as a centerpiece for a large *Blessingway* ceremony. This event could be a once in a lifetime opportunity to see the artifact or for a thief interested in getting a hold of it to steal it.

Scene One:

Supporting the Troops

This adventure can start nearly anywhere. The posse is initially drawn into the adventure by being hired to enter Navajo land and find an

outlaw named *Andrew Peacock*, the leader of a stage bandit gang that is known for burning up the stagecoach with the passengers inside after robbing it. The U.S. Cavalry has been trying to track down Peacock and his gang. So far, the gang has eluded capture by retreating into Navajo lands where the army has no jurisdiction.

A *Colonel Dijon* of Fort Bascom contacts the posse via telegram asking them to come to the fort in New Mexico. The army covers all traveling expenses for this meeting. He explains that the Navajo have been asked to find and extradite Andrew Peacock, but have failed to do so for an entire month. Dijon believes that the Navajo are stalling or indifferent. Although the U.S. Cavalry could not follow Andrew Peacock onto Navajo lands, they believe that he is hiding in *Canyon de Chelly*. The Colonel offers a \$200.00 bounty for Peacock's apprehension, with the stage line matching that amount. The posse must devise its own plan for moving around on Navajo land.

Treasure Hunters

Shortly after being given the assignment by the army, the posse is approached by a woman in some quiet public place. She introduces herself as *Ellinore Quint* and claims to represent a powerful antique broker from New York City named *Gabriel Asher*. She has a second offer for the posse. She tells the heroes about the Treasure Rug and also shares some history.

In the 1600s, a group of Navajo Indians managed to hide a large collection of silver and turquoise pieces from their Spanish conquerors. The Treasure Rug contains a map leading to where this cache of silver is buried in the *Chuska Mountains*. Ella believes that there is a strong chance that it is all buried in an area technically outside established treaty borders, making the treasure free to be claimed by anyone.

Ella then offers the posse \$250 for a photograph or a good drawing of the rug. She explains about the upcoming ceremonial and suggests that this is the best time to get a look at it.

Canyon Country

Once the heroes officially pass over into Navajo territory, they soon discover a Navajo boy following them at a safe distance. The boy is named *Bisalahani* (“Speaker” in English) and he is training to become a *hatali*, a singer and shaman. He is friendly but refuses to travel with the posse. He always maintains a distance of 100 yards from them. If asked, he tells the posse, in rough English, that he has had some visions of them and knows that they are not an enemy of the Din’e.

If asked about the specifics of the visions, he tells a hero, “You are about to be shot in the head by a man behind those rocks.” Just then a shot rings out. Andrew Peacock’s gang then ambushes the posse. During the fight, they do shoot at Bisalahani, but do never seem to hit. Nor does the boy flinch as the bullets whiz past. He knows his time has not yet come and doesn’t even bother to take cover.

Bandits (5)

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

Skills: Fighting d6, Guts, d6, Notice d6, Shooting d6, Stealth d6, Survival d6

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

Hindrances: Bloodthirsty, Wanted (Major)

Edges: Quick Draw

Gear: Winchester '76 (24/48/96, 2d8, AP 2), Colt Peacemaker (12/24/45, 2d6+1, AP 1), 30 .45 rifle rounds, 30 .45 pistol rounds. One uses a Sharp’s Big 50 (24/48/96, 2d10, AP 2) and keeps 25 rounds. Each has a horse.

If the posse manages to capture one of the bandits, he explains that Andrew Peacock is dead and that a Navajo witch killed him. The witch even stole the corpse. This witch is named *Sorrow in the Night*. The bandits were hiding in ruins just off the Canyon de Chelly. Bisalahani knows of Sorrow in the Night and of the ruins. He knows the ruins are now strongly haunted by *chindi*, the spiritual remnants of the living.

The posse may wish to explore the ruins but find little of interest there. There is nothing

much left but the scattered bricks of the old Spanish settlement. Bisalahani suggests that the posse’s destiny lies at the village of the Red Mesa Clan.

Scene Two: The Cursingway

The posse should eventually make their way to the village of the Red Mesa Clan, which consists of a collection of *hogans* built at an intersection of four streams. The buildings stand on a low mesa not far from where these streams converge. It is here that the Blessingway ceremony is to be held. The posse members, provided they are not Indians, are not welcome in the village during the time of the ceremony. There are fellow white men here. They are traders and agents and they are expected to leave during the time of the ceremony. They are allowed to retire to a nearby trading post that stands on the far side of the river during this time.

With a successful Notice roll, the posse notices that groups of warriors ride out of the village at various times going in separate directions. If they manage to interact with the Indians of the village and make a successful Fair (5) Streetwise roll, they learn that a group of three prominent *hatali* that are needed for the ceremonial have not returned from another ritual. Everyone in the village is concerned and the Blessingway ceremony cannot continue without them.

The posse has little success searching around the village for the Treasure Rug because the *hatali* took it with them to the secret hogan.

In the night comes Sorrow. He leads a group of zombies into the village to destroy the Treasure Rug. His plan is to distract the village with the zombies, then fly in and take the rug under cover of darkness. The path of the zombies takes them right past the trading post where the heroes wait. The witch joins the fight once the posse attacks the zombies. With a successful Notice roll, the heroes see that one of the zombies is the bandit Peacock.

Sorrow in the Night (Wild Card)

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

Skills: Fighting d6, Guts, d8, Persuasion d8, Riding d8, Shooting d6, Stealth d6, Survival d8, Tracking d8, Tribal Medicine d10

Charisma 0 Pace: 6; Parry: 6 Toughness: 5

Hindrances: Old Ways Oath

Edges: Arcane Background (Shamanism), Power Points.

Spells: Bolt, fly, protection, zombie; **Power Points:** 15

Gear: Bow (12/24/48, 2d6), spear (2d6, Parry +1, Reach +1, requires 2 hands).

Walkin' Dead (6)

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; Parry: 5; Toughness: 7

Special Abilities:

- **Claws:** d6+d4
- **Fearless:** Walkin' dead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to a walkin' dead's head are +2 damage, and piercing attacks do normal damage.

Scene Three: Hogan Heroes

The people of the Red Mesa Clan are most grateful for the destruction of the witch that has plagued them for so long. Bisalahani offers to lead the posse to the secret hogan where the hatali were last known to have been. It sits upslope from a stream nestled in a deep canyon. A single narrow track provides the only easy way down to the building. The hogan is built of earth and logs with a single open entrance.

Ella Quint is waiting with a band of thugs in the surrounding brush to ambush the posse. They

have kidnapped the hatali and are currently searching for the Rug. They jump the posse, whom they now deem as competitors.

Ella Quint (Wild Card)

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

Skills: Gambling d6, Fighting d4, Guts, d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, Shooting d4, Stealth d6, Taunt d6

Charisma +1; Pace: 6; Parry: 4; Toughness: 5

Hindrances: Curious, Habit (flicks ace in headband), Wanted (Minor)

Edges: Arcane Background (Magic), Attractive, Power Points.

Spells: Bolt, boost/lower trait, deflection;

Power Points: 15

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

Treasure Hunters (4)

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

Skills: Fighting d6, Guts, d6, Notice d6, Shooting d8, Stealth d6

Charisma 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: -

Edges: Quick Draw

Gear: Winchester '76 (24/48/96, 2d8, AP 2) or Colt Peacemaker (12/24/45, 2d6+1, AP 1), 30 .45 rifle rounds or 30 .45 pistol rounds.

The heroes find the group of bound Navajo shaman hidden not far away in the brush.

Inside the hogan the center floor space is taken up by an elaborate sand painting. It has been undisturbed since the completion of a long ceremony intended to drive away the evil spirits and thwart any evil luck created by the witch. The Treasure Rug is hidden under the sand painting. In ceremony, the Navajo hatali use various colored sands to create a painting on the floor of the hogan. The rug has become the canvas of this painting. The Marshal should not let the heroes learn about the Rug's location through a simple Notice roll. The players should announce that they are actively disturbing the sand painting to discover the map's location.

