

# DEADLANDS

## PARADISE LOST

BY JOHN GOFF

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DEADLANDS AND SAVAGE WORLDS  
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# PARADISE LOST

Welcome to your own little piece of Paradise, pardner! Within these pages you'll find a trio of short scenarios culminating in a little bit of literal Hell breaking loose. We've also tried to pepper the boomtown of Paradise and the surrounding valley with the bones of a few strange goings-on for you to flesh out into more play sessions if you're so inclined.

We've statted these scenarios for Deadlands games of both the Classic and Reloaded variety. Since this is the first Classic adventure we've produced in a good long while, we've shown a little respect to the elder version. Where target numbers are listed, the Classic version is provided first with the Reloaded equivalent in [brackets].

At the end of this adventure, you can also find a brief conversion guide for translating Reloaded to Classic and back again. For a longer version, look for the Deadlands Conversion Guide PDF downloadable at our website, [www.peginc.com](http://www.peginc.com). It's not only more complete, it's also completely free!

## A LITTLE HISTORY

John Milton had a nose for ghost rock. He was one of the first prospectors to hit it big in the Great Maze way back in 1868 and then again in the Black Hills when Deadwood was just the name of a gulch there. A couple of years ago, he turned his sniffer to the Sawtooth Range to the northeast of Boise Idaho.

His nose didn't fail him there either. Milton discovered a hidden valley sheltering a mountain lake. It was so beautiful he named it Paradise Valley, but more important to him than the scenery was the lake was fed by a creek littered with ghost rock nuggets. He staked a few claims and began pulling the mineral from the stream by the bucketloads.

Word of his find got out, and in no time, Paradise Valley was drawing miners like honey does flies. Without the dangers of the Sioux threatening settlers, the area drew a number of less adventurous sorts like store owners and tradesmen in addition to the





## Cult of Baphomet

While the Reckoners are currently the most powerful beings in the Deadlands, they're not the only powerful beings. A step or two down the ladder stand a few very powerful manitous who are always looking for their own chance to wreak a little havoc in our world. Some of these are even strong enough to have gathered small cults of their own to advance their goals in our world — which usually involve pulling them over from the Deadlands into our world where they can cause no end of trouble.

One of these is an entity most commonly called Baphomet. Fortunately, manitous as strong as Baphomet can't simply pop over into our world. Their very power keeps them from directly crossing the borders of the worlds easily. To get here, they need help — usually in the form of rituals and planning, often taking years or even decades.

Baphomet has a long history with our world. Its last attempt to manifest occurred before the Old Ones shut off the Hunting Grounds, way back around the end of the Crusades. Then, the manitou's attempt to cross into our world was thwarted but the effort destroyed many of the strongest champions of good.

The closing of the Hunting Grounds put an end to Baphomet's machinations for a while, but when Raven and the Last Sons murdered the Old Ones and reopened the gates, the manitou once again began gathering human allies.

## Ticket to Ride

Fast forward over 400 years to 1876. Doctor Darius Hellstromme erected a special railroad track intended to open a gate to Hell, in an attempt to rescue his dead wife Vanessa's soul. He managed to punch a train loaded with heavily armed soldiers through, but the mission went off the rails so to speak. He and a few of his men managed to make it back to our world, but many — both alive and dead — remained behind.

The botched attempt caught Baphomet's attention. The demon got its claws on some of Hellstromme's men who weren't lucky enough to make it out. In pretty short order, Baphomet and its minions tortured the secrets of Hellstromme's locomotive and rails out of their captives. The demon kept the

usual casinos, saloons, brothels, and of course, outlaws. In fairly short order, the small town of Paradise had formed on the shore of the idyllic mountain lake.

## Dead Right

Milton's claims proved quite lucrative, but he was convinced a massive outcrop rested near the headwaters of Paradise Creek, in a mountain pass to the north of the valley. He was so certain of his theory, he bought up a few miles of discarded Wasatch track from a railyard in Boise and spent much of his fortune laying it from the pass down to Paradise. Once he found the motherlode, he was certain Wasatch would want to link a spur to Paradise.

He never found his motherlode. The railroad never came to Paradise, and Milton was murdered by bandits for the last few bucks he had in his pocket. Or at least that's what most folks think.

You see, it turns out Milton was right about the motherlode. Unfortunately for him, he had the misfortune of putting together two pieces to a very dangerous puzzle — and someone else was holding the last piece.

knowledge to itself, but set its minions to laying tracks for their own one-way ticket out.

Its captives' knowledge of the science behind Hellstromme's experiment was incomplete. The demon found it could not simply open a portal from Hell. Instead, someone on Earth would have to prime the pump, so to speak, and weaken the barrier between the Hunting Grounds and our world.

Luckily, Baphomet already had a willing accomplice in place.

## The Demon and the Devil

For centuries, an offshoot of the degenerate Whateley bloodline, the Curwens, had paid homage to Baphomet. Unlike their cousins, the Curwens weren't as beset by the ravages of inbreeding and the taint of black magic. One member of the family, banker Alastair Curwen, was particularly faithful to the demon, and for his service Baphomet had rewarded him with considerable material wealth, because after all, the want of money is the root of all evil.

The demonic escape plan required a sizeable concentration of ghost rock, tracks laid with Hellstromme's ghost rails, and a few human sacrifices to properly desecrate the portal. Curwen set to work looking for a location that fit the bill. It didn't take long to discover two of those three existed in Milton's Pass, and plenty of suitable candidates for the third could be found there as well.

The cult leader set off to Paradise Valley, under the cover of founding a bank in the isolated boomtown. He began cornering the real estate market in and around Milton's Pass, allying with a local outlaw, Jim "Devil" Reese, to murder the land owners he couldn't swindle out of their property legally. John Milton was the Devil's first victim, and Curwen seized his claims, presenting forged documents claiming Milton had taken sizeable loans from his bank.

The two have continued their association, as it's proven quite lucrative. The banker pays Devil to rob miners, which encourages them to keep their money in his bank. He has the outlaw murder any who are particularly reluctant to trust him with their wealth, producing forged loan documents to take control of their claims before they're in the ground.

For now, Curwen takes great pains to keep his alliance with Devil a secret. The powerful bandit gang is a valuable tool, but he won't hesitate to sell them out if it serves his demonic master's ends.

## A GUIDE TO PARADISE VALLEY

Paradise is an alpine valley about two miles wide and three miles long. The valley floor stands nearly 7,500' above sea level, and the steep granite peaks surrounding it rise nearly another 2,000' above it. The valley floor holds several stands of old-growth pine, but settlers have cleared much of the vegetation near the town itself.

There are two passes granting entrance to the valley, Milton's Pass to the north and the Gates of Heaven to the southwest. The road to Boise runs through the Gates. The only route up to Milton's is along the defunct railroad, and it terminates at the north end of the pass.

The valley is largely unsettled, with most of the population centered on Paradise. There used to be a large number of elk and deer in the region, but hunting has all but eliminated both types of animal from the area. Paradise is in the hunting territory of a good-sized wolf pack and at least a couple of bears still prowl the woods.

### 1) Milton's Pass

This break in the Sawtooths sits nearly a quarter mile above the valley. The posse can reach the pass by bushwhacking through the forest and up a relatively steep ascent, finding Milton's original trail with an Onerous (9) *trackin'* [Tracking (-2)] roll, or following the rail line.

The pass is below the treeline and lightly forested. Saddle tramps exploring the sides of the pass can find evidence of several crude mines chiseled into the rock faces. A Fair (5) search [Notice] roll tells the hombres at least some of the mines have seen recent use.

### 2) Paradise Creek

This stream is fed by melting snow from the peaks above. During summer months, it is barely a couple of feet deep, but in spring it surges to a raging torrent. The creek is dotted with prospector camps, particularly as it nears the outlet into Paradise Lake.





### 3) Rail line (Milton's Folly)

John Milton's ill-fated railroad runs from the center of the pass that bears his name to the center of Paradise itself. Milton didn't know a lot about actual engineering though, and the climb from Paradise to Milton's Pass is dangerously steep. It's unlikely any train could make the climb – or brake safely before reaching the town.

Although the railroad is newly constructed, the wilderness is already beginning to encroach on its boundaries. An Onerous (7) Knowledge [Common Knowledge (-2)] roll tells the cowpokes the tracks and spikes are made from Wasatch ghost-steel and laid to the gauge of that railroad. A small pile of unused tracks and spikes rests beside the tracks just north of town.

### 4) Old Mission

Located on near the northern shore of Paradise Lake is an old Catholic mission of wattle and daub construction. It's been abandoned for nearly two decades, but the walls still stand. The missionaries

abandoned the location after less than a year, as no local natives would stay in the valley.

Miners whisper of seeing ghost lights bobbing around the interior on dark nights. Curwen's cult meets here on new moons. Searching the interior can find traces of their activity – melted candle wax, charcoal and chalk symbols, etc. A Fair (5) *academia: occult* [Knowledge: Occult] roll identifies them as being part of some demonic ritual.

Curwen himself doesn't participate in these rituals, but does encourage his members to prove their loyalty by attending. The cultists wear black hoods, so if the heroes interrupt one of these meetings, they only learn the identities of those they capture (or kill).

- **Cultists (2 per hero):** Use the stats for Cultists on page 22 [Cultist from the *Reloaded Marshal's Handbook*]. Armed with Colt Peacemakers or double-barreled shotguns.

### 5) Paradise Lake

The lake is over a half-mile wide and nearly a mile long. It is cold and clear, but only about 30' deep, even in the center. It's fed by Paradise Creek, which runs down from Milton's Pass to the north. A small island off the eastern shore holds a large granite outcrop with numerous petroglyphs, possibly more than several hundred years old. Some townsfolk claim the markings are Indian warnings of evil spirits.

### 6) Devil's Den

Devil Reese's gang shelters in a draw to the southeast of Paradise Lake. The only approach is from the west, and the outlaws keep a pair of lookouts on guard at all times. At any given time, some of the gang – including Devil himself – are out of the camp.

- **Outlaws (3 per hero):** Use the stats for Typical Bandit from the *Classic Marshal's Handbook* [Outlaw from *Reloaded Marshal's Handbook*]. Armed with Winchester '76 rifles, Colt Peacemaker pistols, and bulletproof vests. One carries a flamethrower.