

## HAWTHORNE HOSPITAL

Based on the Oxventure YouTube channel's scenario, this involves a Doctor who is harming one person to save several. Oh, and he is a Pox Walker married to a Poison Woman. Drop this hospital anywhere in your Deadlands campaign. Could even be used in Hell on Earth.

### SET UP

Prior to this location as a direct encounter, there should be some signs of the Pox.

1. They should hear a couple rumors first.  
**"Plague in neighboring town..."**
2. **Encounter sick beggar/drunk**, coughing with red sores. Anyone who gets close must make a TN 9 Vigor roll or catch the Pox.
3. As the game goes on, **if any players cough irl, any nearby NPCs inquire if they are sick**. They may even scrutinize for sores. Or maybe they just get away. Paranoia starts. **Fear is up!**
4. **Encounter w/ basic Pox Walker** (combat).

### THE HOOK

**OPTION A - Hero gets sick**, they hear about the hospital.  
**"If you have money, it's the place to go."**

The hospital charges \$100, up front. Visitors will meet Nurse Hawthorne at reception (orderlies are always near).

Only the actual client is allowed passed the waiting area. All good-byes must be said there. This may be uneventful if they pay and are cured and leave. ...So have the victim wake up midway and have to be sedated. Does the sick PC stand by and still get cured?

**OPTION B – Orderlies abduct a Hero** to use in the gadget. Usually by carousing with them, then basically shanghaied. They have a syringe to sedate victims. They also may try to get someone to gamble into debt, then take them away.

If the orderlies succeed, posse members must track or question. Some Big Mouth will volunteer that he was with those stocky guys, gambling [or whatever]. Don't make it too hard to track down their buddy. Another will say, "Probably means those orderlies at the hospital. They come down here sometimes. Nice fellas. Like to gamble."

## EXTERIOR

Large rectangular brick two-story building with a tall smoking chimney. Not many windows but there is a sign:

Hawthorne Hospital  
Great Care for Great People

There is a set of double doors on the front of the building (facing west).

### ENTRY CHAMBER/RECEPTION

Double doors open to a thick [ghost rock dust reinforced] glass window with a small opening at the bottom. A pleasant-looking lady looks up from her desk, "May I help you? Checking in?" There is also a door on your right.

A loaded double barrel shotgun is kept under the counter.

Glass - AP: 1 Hits:

Door - AP: 2 Hits:

Barred Door AP: 3 Hits

### WAITING ROOM

This room appears to be a sitting room. There are several sofas and comfortable chairs.

There are three doors, counting the entrance. The other two are labeled: "Out House" and "RESTRICTED"

The room is empty of people, but two orderlies are stationed just inside the restricted door.

### RESTROOM

Indoor bathrooms do not have real plumbing, just a bucket in the toilet that must be emptied and a bowl with water on the counter.

There is no lock on either door.

### HALLWAY

By the Restroom is a chair and some medical equipment used at intact. Thermometer for temperature, , scale to check weight, stethoscope for heart rate and lungs, and other scopes. Two orderlies are always stationed here. Another set of two will come to escort any patients.

The other end of the hall is a door with a small curtain hanging in front. Behind the curtain is a window showing the room.

The hallway opens into a staging area.

### HOLDING CELL

This is a simple small room, only used very short term for convenience. It contains a bed, a chair, and a chamber pot.

**STAGING ROOM**

This room is kept fairly clear, but has some crates and stuff scattered against the walls.  
There is an elevator door, the door to the reception area (locked from inside), and a door labeled “STAFF”

**STAFF LOCKERS / BREAK ROOM**

This small room has a set of lockers on the far wall.  
There is round table with some chairs in the center of the room.  
There is a set of poker cards scattered on the table.  
There are 10 lockers (2 rows of 5). Make a Search roll for each one searched.

TN 0	Empty
TN 5	Trousers & Shirt
TN 9	Orderly Uniform
TN 11+	Uniform and \$1d6.

**ELEVATOR** - Reliability: 18  
There is a large button by the elevator door, which will call the elevator.

Inside is one lever. Pulling it up makes the carriage go up, and vice versa. There are three floors. Ground level, a second floor/story, and a basement. Pulling it up/down when a floor isn’t available calls for an extra reliability roll.

The elevator has a door on both sides, but one side is disguised (Search TN 7). It is only used in reverse for victims: bringing them in at the front desk, moving them to their cells, and moving them to the incinerator.  
Opening the reverse door is done by a secret switch (Search TN 9. Add +2 to roll if Hero specified looking for a secret door or latch).

Malfunctions	
6-10 Minor:	Stuck until Tinkerin’ TN 7 roll is made.
2- 5 Major:	Falls 1 Floor then catches/works. Take 1d6+5 damage.
11-12 Cat:	Free Fall and completely broken until rebuilt. Take 1d6+5 per floor.

**LUXURY ROOMS**

The door has a small curtain, covering a small window. Inside, these rooms are nice – clea, painted, and a view.

There is a large bed with a nightstand, there is a dresser (usually just containing hospital pajamas), and a comfortable-looking chair.  
Each of these is empty except one.

**Patient**Human

Selfish man who will side with the regardless. He is a repeat customer. Does not have the Pox (syphilis and gonorrhea). He has a loaded hidden derringer.

Corporeal:	Mental:	
D:3d6	C:2d8	Pace: 8
N:3d8	K:3d6	Size: 6
Q:3d6	M:3d10	Wind: 14
S:2d8,	Sm:2d10	
V:3d8	Sp:2d6	Derringer
Climbin’ 2d8	Bluff 4d8	3d6 damage
Dodge 3d8	Overawe 3d10	RoF 2
Fightin’ 3d8	Persuasion 4d10	Range 5
Ridin’ 3d8	Scrutinize 2d8	
Shootin’ 4d8	Search 3d8	
Edges: Friends in High Places, Renown, Dinero		
Hindrances: <b>Ailin’: Chronic</b>		

**CELLS**  
Each door has a small window, no curtain on these cells. A bed and chamber pot adorn the rooms. The door is barred from the outside. One is barred and occupied.

**Victim**Human

\*STAGE 2 POX (TN 9 Vigor or catch Pox)\*  
This guy is pretty sick, coughing and red sores, but would be happy to assist the party if they free him.

Corporeal:	Mental:	
D:3d10 3d6	C:2d8	Pace: 8 (4)
N:3d8 3d4	K:3d6	Size: 6
Q:2d10 2d2	M:4d12	Wind: 14 (6)
S:2d6 1d0	Sm:2d8,	
V:3d8 3d4	Sp:2d6	
Dodge 3d8 (d4)	Bluff 4d8	
Fightin’: brawlin’ 3d8 (d4)	Gamblin’ 5d12	
Fightin’: knife 3d8 (d4)	Persuasion 3d12	
Shootin’ 4d8 (d4)	Professional 3d6	
Throwin’ 3d10 (d6)	Scrutinize 2d8	
Streetwise 2d8 (d4)	Search 3d8	

OFFICE

On of the small cells is used as the Hawthorne’s office. This is where Dr. Hawthorne is unless performing a procedure. (In their current state, they have little need for real sleep or comforts.)

This room contains a cluttered desk, a nice padded chair, and an oil lamp.

Searching...

- 3 Fountain Pen
- 5 Building Plans (map of building)
- 7 Journal (tells of sickness & device)
- 9 Drafts/Blueprints for Device (R 16)
- 11+ Hidden Safe - TN 13 Lockpicking (\$1d6-hundred) TN 7 Demolitions

TREATMENT ROOM

The device is a wooden box covered in levers and buttons with hoses running out to a padded gurney. Painted on the box reads “TRANS-EASE DEVICE”.

The center box is about 2’ x 2’ x 4’ tall. Hoses run to a mask or hood that rests on the gurney. A similar set of hoses run out of sight behind a curtain. (Behind the curtain is a similar gurney, unpadded, but with hoses run to a similar hood. Also, the back door to the cells and Hawthorne’s office.)

BASEMENT

Opening the elevator door to the basement requires activating the secret button (Search TN 7). An open room functioning as the morgue and houses the furnace. There are 1d4-1 orderlies here.

Search TN	Result
3	Coal chute. (TN 7 Climb to escape, must roll Nimbleness to fit, TN = 2+size)
5	Found nothing. No bodies. No autopsy tools. All very clean Set of 6 corpse drawers (all empty and clean).
7	Shovel and pitchfork have traces of blood and gunk on them.
9	Teeth and bone visible in furnace ash.
11	Gold tooth in ash worth \$3 for every success and raise from TN 11 (only 1 per TN, not PC)

The room is clean because they burn all the bodies immediately. They do no autopsies and store no bodies. Perhaps they would if a patient died, but they want to rid the diseased victims as quick as possible.

ORDERLY SYRINGE  
(Brain Poison)

Orderlies are issued a syringe each of Nurse Hawthorne’s “medicine”. They can attack with the knife skill and a hit does only 1d6 wind, On a raise, they get injected - make a 3 Vigor rolls, one now and one at the start of the next two rounds.

- Immediate: TN 11 Vigor or take 3d6 wind
- Start of next round: TN 9 or 2d6 Wind
- Start of 2<sup>nd</sup> round: TN 7 or 1d6 Wind.

**Orderlies** Human  
The 6 orderlies shown on the map are stationed there all the time. The other 4 will be wandering or running errands. They maintain 10 people on each 12-hour shift.

Corporeal:	Mental:	
D:2d8	C:2d6	Pace: 8
N:3d10	K:1d6	Size: 6
S:3d10	M:3d6	Wind: 12
Q:3d6	Sm:2d6	
V:3d6	Sp:1d6	Gear: Pistol
climbin’ 1d10	bluff 4d6	Syringe
fightin’: brawl 4d10	gamblin’ 6d6	\$1d4
fightin’: knife 4d10	guts 3d6	
horse ridin’ 4d6	overawe 3d6	
shootin’ 2d8	scroungin’ 3d6	
sneak 3d6	search 3d6	
	stealth 4d6	
	medicine 3d6	

**Doctor [Walter] Hawthorne**

Pox Walker

A pox walker has died of some virulent disease and has been animated to spread it.

Walter is cursed between spreading disease and curing it. He attempts to cure more people and be a net positive karmically. So he has his orderlies kidnap or purchase vagrants and those-who-won't-be-missed to use in his infernal machine. His contraption will transfer disease or illness from one body to another.

Corporeal

D:1d8,

N:2d12

S: 4d12+2

Q:5d8

V:3d10

Bow 3d8

Climbin' 3d6

Dodge 4d10

Fightin': knife 4d10

Fight': wrasslin' 4d10

Sneak 2d12

Pace: 12

Size: 6

Mental

C:2d12

K:3d8

M:1d6

Sm:2d10

Sp:2d10

Area knowledge 4d8

Search 4d12

Trackin' 4d8

Medicine 4d8

Mad Science 4d8

Tinkerin' 2d12

**Terror: 7** (w/out illusion)Gear: **Knife** **STR+1d6 +pox**

Onerous (7) Vigor roll, or catch the pox.

Coating lasts 1 hit, and takes 1 action to re-apply.

**Illusion:** Appears healthy without some sort of Soul Sight or Sense or a mirror/reflection.

**Spatter:** Every time he's hit, make a Fair (5) Vigor roll to spatter pus out a radius of 10'. TN 7 Dodge roll to avoid. Otherwise, make a TN 9 Vigor roll catch the pox.

**Virulent Breath:** If Pox Walker wins two consecutive opposed fightin': wrasslin' rolls, it pins victim & breathes in his face. Victim must make a TN 9 Vigor roll or catch the pox.

Those making the Vigor roll take 2d6 Wind, and a -2 to all Corporeal Aptitude and Trait rolls for the next two rounds. This is cumulative.

**Coup:** If the Harrowed comes into contact with a person infected with a disease she can try to absorb that disease by making an Onerous (7) Vigor roll. See RVC.

**Nurse [Lani] Hawthorne**

Poison Woman

A poison woman can pick out hunks of her brain and use it as poison, taking no damage from doing this.

Lani Hawthorne once did try to poison her husband, Walter. He died but became a Pox Walker and she sickened into a Poison Woman from myth. He continued to care for her and she is now fiercely loyal to Doctor Hawthorne but not as violent. She will attempt to persuade or bribe the party to look the other way.

She offers the *Trolley Problem*. Multiple lives are saved by transferring several illnesses from putting many into one soul. She also has a shotgun. She can pay \$1,000 dollars for the Posse to go away. If they killed the Doctor or attempt to take him, she will fight to the death.

Corporeal

D:1d8

N:2d4

Q:3d10

S: 1d12+2

V:3d8

Fight': wrasslin' 8d4

Sleight o' Hand 7d8

Shootin': Shotgun 4d8

Pace: 10

Size: 6

Mental

C:3d4

K:4d10

M:3d10

Sm:5d12

Sp:5d8

Filchin' 6d8

Bluff 5d12

Persuasion 5d10

**Terror: 7** (when revealed)

**Invulnerability:** Immune to all harm, unless through the hole in her noggin. -10 penalty to hit & need L.O.S.

**Brain Poison:** If she wins two consecutive opposed fightin': wrasslin' rolls, she pins victim & forces brain in his mouth.

Victim must make a TN 11 Vigor or take 3d6 wind. This continues at the start of each subsequent round at TN 9 or 2d6 Wind, then TN 7 or 1d6 Wind. Harrowed are immune, but she knows this so give her a Cognition roll before she tries (TN 5, or TN 11 if they are "pickled").

[Actual poison effect from RVC: Incredible (11) Vigor check every 10 minutes for the two hours. Each failure does 1 gut wound. If the target goes bust, he dies.]

**Punch:** STR **Kick:** STR+1d6 **DB Shotgun:** +2, <6d6

**Coup:** Harrowed who absorbs the essence of a poison woman can scoop out some of her own brains and use them to poison the walkin' dead. See RVC.

## THE POX

Anyone who contracts the pox begins suffering symptoms within the hour. Harrowed characters are immune to the effects of the disease, but if subjected to it, they must make a Hard (9) Spirit check or become carriers.

The symptoms get worse as time goes by. ***Every day after contracting the Pox, the victim must make a Hard (9) Vigor check. Failure means the victim moves into the next stage of the disease.*** In all cases, the symptoms mentioned are permanent until the course of the disease is reversed.

## EFFECTS

In **each stage**, the victim cumulatively:

**Loses 1d4 Wind.**

**Takes 1 wound to the guts.**

**Corporeal Traits reduced 1 die type.**

## Stages of the Pox

1. At **stage one**, the symptoms are merely a case of the chills and a slight cough.
2. In the **second stage**, the victim's cough gets worse, a fever develops, and bright red sores appear all over the victim's body.
3. At the **third stage**, the cough and fever worsen, and the sores begin to itch and fill with pus. The victim also becomes contagious, as if he had the pox walker's virulent breath.
4. In the **final stage** of the disease, the victim's body is wracked by constant tremors and chills. The coughing is almost constant, and vision blurs. The sores begin to burst, oozing pus, and the victim gains the pox walker's spatter ability. If victim in the fourth stage fails another Vigor check, he dies.
5. **After death**, if a card draw indicates that the victim would become Harrowed, he instead becomes a Pox Walker.

## ZERO OR NEGATIVE STATS

- ☠ If **Wind** drops zero, falls into a delirium, only able to thrash around semiconsciously.
- ☠ If the victim's **Strength** or **Vigor** drop below d4, he becomes unable to walk or perform even simple actions.
- ☠ If any **other Traits** drop below d4 appropriate penalties should be applied. If *Cognition* drops to nothing, he becomes *blind and deaf*.
- ☠ **If all Traits drop to nothing, the victim dies.**

## Healing the Pox

Healing can be attempted at any stage of the disease. Use the wound level to the character's guts to find the difficulty of the healing attempt.

**One successful attempt is necessary to arrest the development of the disease, and another is needed to reverse the disease by one stage.**

If the victim has advanced multiple stages, a successful healing is required to reverse each stage. At least a day must pass before another healing. **The DEVICE is the exception to this. It is instant and full stage.**

If the Marshal doesn't want it to be fatal, roll 1d4 for the stage of the disease, and another 1d4 to see how long it lasts. The victim suffers all symptoms up to and including the stage rolled.

## TRANS-EASE DEVICE

Dr. Hawthorne's device can **transfer a sickness from one person to another**. It is designed to work for the Pox but also works for many mundane diseases as well.

It appears to be a padded gurney with a large control box with buttons and switches and a band of hoses running to a metal cap, meant to be strapped on the patient.

Many don't realize that there are actually two gurneys and headsets. The disease is not cured. It is merely transferred. That is why it may *seem* more effective. The doctor has a curtain and a sedated patient. He also must be careful not to kill the victim, as that causes an automatic malfunction.

It is so effective; **it can transfer all stages of the pox in minutes**. For mundane diseases, it is almost instant. Most of the waiting the patients do is actually while their victims are set up.

There must be a recipient for the illness. One recipient can take multiple illnesses. You can even load up the pox, but typically the victim dies, which can be catastrophic if it occurs while in use. Roll on the Malfunction severity table should this occur.

Reliability: 17

2-5	Major	Both end up sick.
6-10	Minor	Broke. Tinkerin' TN 5 to fix.
11-12	Catastrophic	Smokes and steams and splatters... everyone in room must make a TN 9 Vigor roll or catch a Stage of the Pox. Anyone wired to the machine must make a TN 9 Vigor roll or die.

## REWARDS

Being treated successfully.	1 white	Hero
Rescuing posse member.	1 white chip	Posse
Discovering the Device	1 red chip	Posse
Defeating Nurse Hawthorne	1 red chip	Posse
Defeating Doctor Hawthorne	1 blue chip	Posse

## BEASTIARY: WANDERING ENCOUNTERS

Run-of-the-mill Pox Walkers have been increasing in the area. Use these stats for random encounters with one... or two - or three. They aren't too strong, so a family of them is probably justified.

### Generic Pox Walker

<u>Corporeal</u>	<u>Mental</u>
D:1d8,	C:2d8
N:2d6,	K:1d8
S: 2d10,	M:1d6
<b>Q:3d8,</b>	Sm:1d8
V:3d10	Sp:2d10
Bow 3d8,	Area knowledge 4d8
Climbin' 3d6,	Search 2d8
Dodge 2d6,	Trackin' 4d8
Fight': wrasslin' 4d6,	Fightin': knife 3d6,
Sneak 2d6	
Size: 6	<b>Terror: 7</b>

Gear: **Knife**     **STR+1d6 +pox**

Onerous (7) Vigor roll, or catch the pox.

Coating lasts 1 hit, and takes 1 action to re-apply.

**Spatter:** When pox walker is hit, TN 5 Vigor roll to spatter pus. Those 10' may Vamoose/Dodge TN 7 or must make a TN 9 Vigor roll to avoid pox.

### Virulent Breath:

If the pox walker wins two consecutive opposed fightin': wrasslin' rolls, it pins a victim long enough to breathe in his face. The victim must make a Hard (9) Vigor roll or enter the first stage of the pox.

*Passing the roll still does 2d6 Wind & -2 to Corporeal Aptitude & Trait rolls for next two rounds, cumulatively.*

**Coup:** If the Harrowed comes into contact with a person infected with a disease, she can try to absorb that disease by making an Onerous (7) Vigor roll. See RVC.

