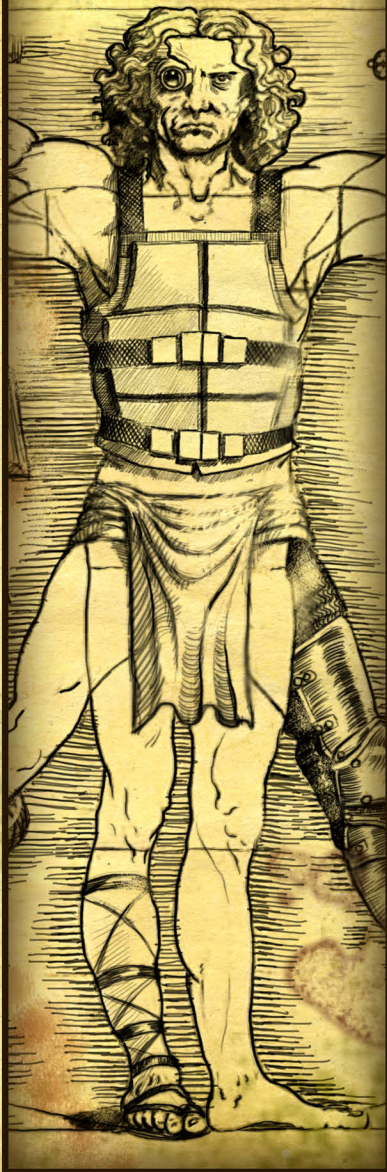


BASIC ROLEPLAYING

BRP

MONOGRAPH

#0407



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AGES NEW MEXICO

HIGH NEW MEXICO

DARK DAYS IN THE LAND OF ENCHANTMENT



A WEIRD WILD-WEST SUPPLEMENT
FOR THE BRP SYSTEM



ACES HIGH NEW MEXICO DARK DAYS IN THE LAND OF ENCHANTMENT

A Basic Role-playing campaign setting
for the Aces High, mythical western supplement
published by Chaosium.

*This one's for Paul Gibbons 1972 – 2009
Sorely missed.*

*by
Stuart Godbolt 2011*

Edited by Matthew Whelan

Special Thanks

*Mark
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Simon – snakes and venoms
Nigel – mythic critters
Tori & Susi – local knowledge*

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Thank You All!

This is a work of fiction and while it is based on real people, places and situations it should not be considered as a historical reference.

Comments, suggestions, questions or complaints? Email: Master@AcesHighRPG.co.uk
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CONTENTS

INTRODUCTION
ANCIENT HISTORY
THE PEOPLE
ANASAZI
PUEBLOAN
APACHE and NAVAJO
RECENT HISTORY
THE SPANISH CAMPAIGN
THE AMERICAN INFLUENCE
CIVIL WAR
INDIAN WARS
CATTLE WARS
ALBUQUERQUE
EXTRAORDINARY PEOPLE
DWELLINGS
HOGAN
KIVA
PUEBLO
WICKIUP
FORTS
THE LAND
RIO GRANDE RIFT
COLORADO PLATEAU
SOUTHERN ROCKY MOUNTAINS
MESA and PLAINS
GREAT PLAINS
MOGOLLON RIM
CHIHUAHUAN DESERT
WEATHER PATTERNS
INHOSPITABLE ENVIRONMENTS
EXPLOITATION
ANIMALS
GILA MONSTER
PRONGHORN
RABBITS and HARES
SHEEP
SNAKES
SPIDERS
MYTHICAL CREATURES
CHUPACABRA
MOGOLLON MONSTER
RELIGION
KACHINA CULT
KACHINA SOCIETIES
OTHERWORLD ENTITIES
THE KACHINA
OCCUPATIONS
COMANCHERO
SEER
SOCIETY PRIESTS

OTHERWORLD POWERS

ANIMAL COMPANION
ANIMATE
BLESSING
CORRUPTION
FERTILITY
FLINT WINGS
GOADING
MANIFEST
MONGKO
REFRACTION
REJUVENATION
SWALLOWING
WITHERING

SPOT RULES

SMALL CRITTERS
SPIRIT POSSESSION
VENOMS

SKILLS

CRAFT, FLINTKNAPPING
KNOWLEDGE, ANIMALS
KNOWLEDGE, PLANTS
PROPHECY

WEAPONS

ANCIENT WEAPONS
MODERN WEAPONS

SCENARIO

INCIDENT AT ALICE

PROLOGUE

CHAPTER 1

THE ALBUQUERQUE BANK RAID

CHAPTER 2

DEATH IN THE DESERT

CHAPTER 3

INCIDENT AT ALICE

CHAPTER 4

EPILOGUE

EXTENDED PLAY

MOTIVATIONS

HUMAN ENCOUNTERS

ANTAGONISTS AND VICTIMS

PROPS

MAPS

BIBLIOGRAPHY

INDEX

INTRODUCTION

...we beat the enemy where we encountered them. The famished country beat us...

The desert, a bone white, scorching hell punctuated with the rotten, jagged teeth of ancient mountains.

Dunes, like paralyzed waves, roll up to the boundaries of civilization.

The wind becomes a harsh and abrasive surface, slowly grinding down anything in its way.

Out here in the desert, among the dunes, pummeled by the wind are the signs of life, of construction, of pollution and ultimately, of death.

Welcome to New Mexico 1875!

Land of Enchantment

Aces High: New Mexico, Dark days in the Land of Enchantment, is a companion book for Chaosium's Aces High BRP supplement. Aces High: New Mexico is split into two sections; the first section is concerned with historical, geographical and societal issues that will allow the Master to explore some of the land of New Mexico during the appropriate period. The second section is the 'Incident at Alice' scenario which will allow the players to interact with some of the people and creatures that live here.

In the scenario the characters will be involved in a bank raid, will chase an Apache outlaw across rugged terrain, be led into a deadly supernatural trap and meet a powerful Diabolist with an army of walking dead. Along the way they will begin to learn of the supernatural entities called the Kachina, sacred, mythical spirits of the Pueblo dwellers religion. The Puebloans themselves have a long and, at times, dark history. Some of which also waits to be discovered in one of their forgotten, ancient and holy sites.

The characters may begin to understand that not all Native Americans are the same. Being able to tell the difference between the thoughtful, artistic Puebloans and the warlike, aggressive Apache will give the characters some insight into the many divergent philosophies that are endemic of the native populations. In the end, learning this difference may be the weapon that allows the characters to succeed or fail in their quest.

Aces High: New Mexico has been designed to be a challenging adventure for Mundane Aces High characters with some form of Otherworldly help, but could also be run for characters with their own Otherworldly abilities.

Incident at Alice uses the following Notation:

p. xx BRP - refers to the relevant page in the Basic Role Playing book

p. xx AH - refers to the relevant page in the Aces High supplement

p. xx NM - refers to the relevant page in the New Mexico companion



ANCIENT HISTORY

Long before the Spanish and Anglos ever arrived in what they eventually called New Mexico, other, ancient people have made this region their home. Human presence here dates back at least as far as 25,000BC. These people crossed the Bering Strait from Siberia following the migrations of the great mammoth and other megafauna.

Prehistoric sites such as those found at Folsom and Burnett Cave, west of Carlsbad, all document the uncertain development of the ancestor's nomadic life. As the ice age retreated north, these peoples began to adapt. They moved from hunting the mammoth and began to develop a dependence on plant foods.

Competition for plant and animal resources amongst the rising populations led to an increased development of their society and economy. They radically changed their culture so that they could cultivate and nurture crops; corn was introduced from Mexico and became the established subsistence food of the southwest.

Most of the population in New Mexico had begun to settle into semi-permanent or permanent villages by 400AD. Settlements became smaller, more closely populated areas. Housing became more complex. Great pueblos consisting of hundreds of rooms were developed with specialized ceremonial buildings known as Kivas.

Most of the people were located along the cultivated river banks. These massive agricultural based societies developed advanced skills in crop maintenance, but also continued to make use of their hunting and gathering knowledge to supplement their diet. These communities also developed distinctive styles of art, pottery and basket weaving, earning them the historical name of The Basket Weaver Culture.



THE PEOPLE

ANASAZI

The prehistoric Basket Weaver Culture gradually evolved and expanded into the more defined Anasazi, the Ancient Ones, society around 600AD. The Anasazi occupied an immense area throughout the four modern states of Arizona, Colorado, New Mexico and Utah. They left behind literally hundreds of thousands of sites ranging from caves and campsites to multi-storey adobe pueblos and outstanding cliff side cities. Mesa Verde and Chaco Canyon are two of the most spectacular Anasazi pueblo sites still in existence today. At times these cities were home to thousands of people supported by a sophisticated, interlinked network of trade and farming. Their technology and knowledge was superior to all other societies in the Americas at the same time.

The Anasazi culture flourished and developed until about 1300AD before succumbing to a dramatic collapse due to over population, resource depletion, war with the new encroaching nomadic tribes, a dramatic introduction of cannibalism and other, more mysterious reasons.

The aggressive, invading Athabaskan nomads eventually evolved into the Apache and Navajo tribes while the Anasazi fractured and dispersed becoming Hopi, Jemez, Keres, Taos, Zuni and other puebloan tribes.

PUEBLOAN

The Pueblo People, or Puebloans, are not a single tribe but a collection of tribes that have a strongly linked history both with their religion and with the way that they live. The Puebloan tribes are named after the pueblo that the people live in. Puebloans are descended from, or are directly related to the ancient Anasazi of the Colorado Plateau and surrounding area. They excel at, and share the same dependence on desert agriculture. They also maintain the same spiritual connection to the ancient Kachina spirits.

The eastern pueblos are located along the Rio Grande near Santa Fe and Albuquerque. They include Cochiti, Isleta, Jemez, Nambe, Picuris, San Felipe, San Ildefonso, San Juan, Santa Ana, Santa Clara, Santo Domingo, Taos and Zia.

The western pueblos include Acoma, Laguna and Zuni. Since the 1700's the Zuni have been mostly isolated to one large pueblo settlement in westernmost New Mexico.

The Hopi pueblos include Mishongnovi, Shongopovi, Shupapulovi, Sichomavi, and Oraibi and the Tewa

village of Hano, all founded about 1700AD in Arizona and situated in the middle of the much larger Navajo reservation.

Puebloans are a quiescent tribe of spiritual and artistic people. Puebloans have a technologically advanced society compared to the other local nomadic tribes. They favor a pacifistic lifestyle, only resorting to violence after suffering extreme insult or cruelty. Despite their advanced society they tend to favor the traditional, wooden, stone, bone and obsidian weaponry of their ancestors and shun modern weaponry.

Puebloans raise small herds of sheep and cattle and produce high quality geometric art such as silverware, baskets, pottery, weaving and cloth from their cotton fields. They raise crops of corn, maize, beans, watermelon and chili. They also hunt the local wildlife including buffalo, elk, deer, bear and birds. They use a type of boomerang called a Rabbit Stick to hunt small game and they have domesticated turkeys.

The Puebloan tribes are organized by a Pueblo Authority, a form of non-individualistic society. Each year they elect a governor or headman called a Cacique. The headman is assisted by other elected advisors. The duty of the headman is to integrate the religious and civil matters of the tribe. The advisors can include a Hunt Chief, a War Chief, a Sun Priest, an Agricultural Chief and others.

All Puebloans belong to the Kachina Cult. The Kachina are spirits associated with the cycle of birth, death and rebirth. The Kachina spirits live in their mountain, lake or cloud homes from spring to autumn but move among the people for the rest of the year.

Ceremonial dances are at the heart of the Pueblo culture. As children the Puebloans complete a Kachina Ceremony as a coming of age ritual. All participants dress in surreal, elaborate masks and costumes which represent the Kachina spirits. Odd, brightly colored dolls are also used to represent the Kachina. Clowns are an important part of some ceremonies. Clowns engage in funny, sexual, and often inappropriate behavior. Clowns are holy figures and their actions have reasons and motivation both profound and sacred. Some ceremonies, such as the Zuni Shalakos dance, feature Kachina in ten-foot high costumes. Among the Hopi, the Kachina are believed to live in the San Francisco mountains.

Every four years many Puebloans pilgrimage on the Barefoot Trail to Koluwala:wa, also called the Kachina Village, in Arizona. This four day ritual occurs around the summer solstice and has been observed for many hundreds of years.

Many of the Pueblo Peoples are known for their beautiful pottery, their animal shaped fetish carvings and their exotic ceremonial dances. A tradition of secrecy forbids the disclosure of many of their rituals, ceremonies and heritage to outsiders.

Most Puebloans dress in breechcloth or short kilts, hair band and moccasins, sometimes wearing a calico shirt. The women usually wear a manta, a cotton blanket secured with a belt and fastened over the right shoulder or a blue cotton blanket secured with an embroidered belt.

The Pueblo Peoples speak a number of related languages:

Keresan is spoken at Acoma, Cochiti, Laguna, San Felipe, Santa Ana, Santo Domingo and Zia pueblos. Keresan speakers have -10% to speak Tewa, Tiwa -15% to speak Uto Aztecan and -20% to speak Athabascan, Towa and Zuni.

Tewa is spoken at Nambe, Pojoaque, San Ildefonso, San Juan, Santa Clara and Tesuque pueblos. Tewa speakers have -5% to speak Tiwa -10% to speak Keresan and Uto Aztecan and -20% to speak Athabascan, Towa and Zuni.

Tiwa is spoken at Isleta, Picuris, Sandia and Taos pueblos. Tiwa speakers have -5% to speak Tewa -10% to speak Keresan and Uto Aztecan and -20% to speak Athabascan, Towa and Zuni.



Towa is an isolated language only spoken by those at the Jemez pueblo. Towa speakers have -20% to speak Athabascan, Keresan, Tewa, Tiwa, Uto Aztecan and Zuni.

Uto Aztecan is spoken at the Hopi pueblos. Uto Aztecan speakers have -10% to speak Tewa and Tiwa, -15% to speak Keresan, -20% to speak Athabascan, Towa and Zuni.

Zuni is an isolated language only spoken by those at Zuni pueblo. Zuni speakers have -20% to speak Athabascan, Keresan, Tewa, Tiwa, Towa and Uto Aztecan.

OPTION: The interrelated languages above provide lots of detail, but can be quite complicated to use. As an alternative you can combine the different languages into a single Puebloan language, which will allow simplified communication between the Pueblo People. However, the combined Puebloan language should still have the -20% to speak Athabascan.

Puebloans have an additional **POW +3** to represent a connection to their ancient, spiritual roots.

SKILLS:

As p. 83-85 AH where applicable, except ...

Melee Weapon (Native American) *becomes* Melee Weapon (Native American) OR Melee Weapon (Obsidian)

Missile Weapon (Native American) *becomes* Missile Weapon (Native American) OR Missile Weapon (Obsidian)

Puebloans may learn the new Craft skill Flintknapping. In addition, all Puebloan People start with a bonus to the following skills...

+10% to their basic Knowledge, Spirit Lore.

+10% to Art, Sculpture (specialized in Pottery) OR to Perform OR Dance OR Play Instrument skill.

Puebloans may speak Athabascan, English or Spanish as a second Language.

APACHE AND NAVAJO

In the early days the Apache and Navajo tribes were indistinguishable from each other. Both were nomadic, warlike tribes that had historically raided the Pueblos and then the Spanish settlements. The Navajo integrated more with the Puebloans than the Apache and then in 1863 Colonel Kit Carson rounded up 8,000 Navajo, forced them on a Long March and kept them captive for four years. This was the point at which the two tribes started to follow very different routes to the future.

The Navajo have always believed that corn and maize are the living children of their gods and this may have helped in their transformation from warriors into farmers on their great reservation in northwest New

Mexico. The Apache on the other hand refuse to bow to any mans rule, they steal horses and firearms from the settlers and have become fearsome renegades.

The Apache can be broken down into two main groups, Western Apache and Eastern Apache. The two are closely related. The Western Apache are closer to Navajo than to the Eastern Apache but they do still share strong ties. Western Apache consist of Chiricahua, Mescalero and Navajo, while the Jicarilla, Lipan, and Plains Apache are more closely related amongst the Eastern Apache.

Each local group has a headman or leader. Typically the leader is the most respected extended family head in the settlement and the most influential member of the local group. Leadership is informal and advisory rather than compulsive. The headman exercises little arbitrary or coercive power over individuals and yet is also the arbiter of disputes. An important role is prevention of disharmony. Leaders are called upon to speak at public occasions and are expected to be eloquent. The office of chief is not hereditary, though a tendency for sons to replace fathers does exist.

Among the Apache, local groups comprise of loose confederations called bands. The bands are ephemeral territorial units, not formal political groups. Nonetheless the bands have distinct names and leadership. No leadership exists for all of the tribes as a whole.

The Apache and Navajo speak a version of the Athabascan language. All Athabascan speakers share a common ancestral heritage. The Athabascan language is spoken in Alaska and northwest Canada, isolated areas along the Pacific coast, southwest America and north Mexico where it is sometimes referred to as Apachean or Na-Dene. The Athabascan language is widely spread throughout Arizona, New Mexico, and Texas.

Athabascans may speak any of the Puebloan languages at -20%.

Apache and Navajo have an additional **CON +2** and **DEX +1** to represent their hard existence and warlike tradition.

SKILLS:

As p. 83-85 AH where applicable, except ...

Fast Draw (Native American) *becomes* Fast Draw (Any)

Missile Weapon (Native American) *becomes* Missile Weapon (Native American) OR Firearms (Any)

Spirit Lore *becomes* Spirit Lore OR Craft Torture.

In addition, all Apache start with a bonus +10% to their Stealth skill.

Athabascans may also speak English OR Spanish OR a Puebloan language as a second language.

RECENT HISTORY

THE SPANISH CAMPAIGN

Word of the pueblos reached the Spanish through Cabeza de Vaca, who wandered across southern New Mexico between 1528 and 1536; they were identified by Fray Marcos de Niza as the fabulously rich Seven Cities of Cibola.

The Spanish arrived for a full scale expedition in 1540 looking for the fabled cities of gold, being disappointed with the amount of wealth they discovered they settled in for some slavery and oppression of the local tribes. While the Spanish were not impressed with the amount of gold and turquoise they found they were impressed, in their desperate hunger, with the plentiful supply of maize, beans, turkey and especially with the high quality salt.

Under the leadership of Francisco Vasquez de Coronado, the treatment of the Puebloan people led to a long-standing hostility between all of the Native Americans in the area and the Spanish settlers.

Juan de Onate, in 1598, settled the first regular colony at San Juan. The Zuni of Acoma revolted against the Spanish encroachment and were severely suppressed.

The Puebloans had always defended their territories in a ritualistic manner. This had worked for them for decades. They first drew a line in the ground with the sacred corn meal warning their attacker not to cross. However, when the Spanish charged over this line the Puebloan warriors' valor was no match for the Spanish armor and superior weapons. The Puebloan warriors fled the battle to join their people in the pueblo, where they defended themselves with flights of arrows and by rolling rocks from the higher levels. These tactics had worked for the tribes in the past but once again the Spanish armor and weapons eventually won the day in almost every encounter.

In 1607 Juan de Onate organized a brutal assault on the Acoma Pueblo where 800 men, women and children, were massacred. The pueblo was destroyed in the attack. All of the survivors over the age of 12 were sentenced to 20 years slavery, the men over 21 having one foot cut off as an added penalty. All of the girls were turned over to friars to be distributed and all of the boys were given to Vincente de Zaldivar as payment for the death of his brother, who had been killed a few weeks earlier.

Pedro de Peralta was made governor of the "Kingdom and Provinces of New Mexico" in 1609 and a year later he founded the capital at Santa Fe. This little colony did not prosper, although some of the missions did flourish and haciendas were founded.

The indiscriminate subjection of all Native Americans, enforced labor and attempts by missionaries to convert them to Christianity resulted in a violent clash with the Apache in 1676 and then in 1680, after a long string of oppressive events, 17,000 Puebloans consisting of Hopi, Navajo and Zuni, raided, burnt and left Santa Fe in ruins. Led by a medicine man who had been flogged for practicing witchcraft, messages were sent to all of the Pueblos and their allies to rise up, kill their resident friars, soldiers, and colonists, burn their churches then besiege Santa Fe.

This event was such a success that it became known as the Great Pueblo Revolt of 1680. All signs of the invading Spanish culture and Christian religion were effectively erased from the Puebloan lands.



The peace lasted for 13 years until Diego de Vargas Zapata, the newly appointed governor, assembled a large force and began to recapture Santa Fe and actively reduce the Pueblos. If the Pueblo submitted, officials, priests and soldiers were stationed there to control it. If it resisted, it was stormed, anyone captured was enslaved, shot or hanged. The Zuni were never entirely subdued and remained free for the rest of the Spanish occupation.

In 1777 there was a terrible three year drought, which devastated the Pueblo way of life. Fields turned to sand hills and even the drinking water became scarce and stagnant. The tribes were offered horse loads of supplies, but they refused saying they had nothing to give in return and as such their customs would not allow it. Starving or prospering they would remain free.

In the 18th century the development of ranching, farming and mining was more thorough, laying solid foundations for the Spanish culture in New Mexico.

In 1821 Mexico achieved its independence from Spain and New Mexico became a province in its own right. Trade was opened with the United States and by the following year the Santa Fe Trail was being traveled by the wagon trains of American traders.

THE AMERICAN INFLUENCE

1846 marked the coming of the Anglo-American culture to New Mexico and it began with the Mexican War.

U.S. Army General Stephen W. Kearny entered Santa Fe in 1846 with 1,700 men. His Army consisted of two regiments of Missouri volunteers, a regiment of New York volunteers, artillery and infantry battalions, 300 of the 1st Dragoons and the famous Mormon Battalion.

Without any opposition Kearny took control of the area. He was named its military governor on August 18, 1846. Two years later the Treaty of Guadalupe Hidalgo ceded New Mexico to the United States.

The treaty was signed on Feb. 2, 1848, in the village of Guadalupe Hidalgo, just outside Mexico City. It confirmed U.S. claims to Texas and set its boundary at the Rio Grande. Mexico also agreed to cede to the United States California and New Mexico (which included present-day California, Nevada, and Utah, and parts of Arizona, New Mexico, Colorado, and Wyoming) in exchange for \$15 million. The treaty was ratified by the U.S. Senate on March 10, 1848, and by the Mexican Congress on May 25.

There was some ambiguity over the exact boundaries and then part of the Compromise of 1850 settled a Texas boundary question in New Mexico's favor and established the territorial borders of New Mexico. New Mexico would be allowed into the Union _with or without slavery.'

The Gadsden Purchase in 1853 insured U.S. possession of the Mesilla Valley near the Rio Grande, the most feasible route for a southern railroad to the Pacific. James Gadsden negotiated the purchase, and the U.S. Senate ratified it in 1854. The area of 30,000 sq miles purchased for \$10 million, now forms the extreme South of New Mexico and Arizona, South of the Gila.

CIVIL WAR

During the Civil War, New Mexico was at first occupied by Confederate troops from Texas, but was then taken over by Union forces in 1862.

Confederate forces conducted a vigorous campaign in New Mexico, led by Lt. Col John R. Baylor, they succeeded in capturing the city of Albuquerque and the capital city of Santa Fe. The Confederates attempted

to reshape their destiny in this region. They briefly established a new territory capital at Mesilla but their reign lasted only one year.

In 1862 Confederate troops under the command of General Henry Hopkins Sibley marched up the Rio Grande after capturing military installations to the south. On February 21, 1862, Sibley's Confederate troops engaged Union troops led by Colonel R.S. Canby. The Battle of Valverde took place north of Fort Craig at Valverde Crossing. Union forces succeeded in holding the fort and half of the Confederate's supply wagons were destroyed. The loss of the remaining supplies at the Battle of Glorieta east of Santa Fe, on March 28, 1862 forced the Confederates to retreat to Texas and ended southern aspirations for military conquest in the West.

Fort Craig was host to the largest U.S. Civil War battle in New Mexico. Situated strategically on the primary north-south road in the Rio Grande Valley the fort was the epicenter of a battle that involved thousands of Union and Confederate troops, many of them New Mexico volunteers under the command of Kit Carson. Troops from Fort Craig included companies of Buffalo Soldiers who were garrisoned here while involved in struggles with hostile Native Americans.



INDIAN WARS

After the Civil War, and coinciding with the withdrawal of the troops, New Mexico was plunged into conflict with the Apache and Navajo. The "White Man's War" had kept them at bay but now their old territory was open. Rejecting their imposed reservation life, Apaches under the leadership of Geronimo, Cochise, Mangas Coloradas, and Victorio staged hundreds of surprise attacks on outposts throughout New Mexico, Arizona and Texas.

The Indian Wars in this area involved every non-Puebloan tribe. The Navajo and Apache conflicts are perhaps the best known, but Arapaho, Comanche, Cheyenne, Kiowa and Ute were also common. Part of this conflict undoubtedly originates in the new settlers avaricious expansion and consumption of the natural resources and wildlife. But also many of these tribes had engaged in a continual cyclic tradition of trading and fighting each other and settlers for centuries.

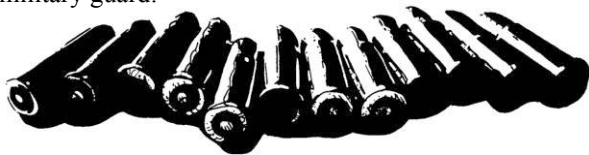
Fort Craig played a crucial role in the Indian War campaigns. The primary function of the fort was to control Apache and Navajo raiding and to protect the central portion of the Rio Grande. This is the main passageway from northern Mexico to Santa Fe. Military excursions from the fort pursued such notable Apache leaders as Geronimo, Victorio, and Nana.

Fort Wingate also played an important role during the Indian wars. Initially founded in 1860 at Bear Springs, and originally called Fort Fauntleroy until 1861 then Fort Lyon until 1868. Its main purpose was to control the large Navajo population to the north, Fort Wingate also became involved in the hostilities with the Apache to the south. Commanding Apache and Navajo scouts with the 137 regular troopers Lt. Gatewood, Wingates' commanding officer, would later manage to convince Geronimo to surrender.

Primary duties at Fort Wingate consisted of patrols, military surveys, and escort functions. The fort also served as a headquarters and outfitting center for southwestern ethnological and archaeological expeditions.

Most of the early buildings at the fort were constructed of adobe and lumber cut and milled from prime timber found in the nearby forests.

New Mexico and Arizona were made into separate territories in 1863, just a few years into the Indian Wars. The effort of the Forts begins to succeed and the surrounding valleys, mesas and plains prosper under military guard.



18 - ACES HIGH: NEW MEXICO

CATTLE WARS

By 1870 the ranchers had taken over much of the grasslands. The Santa Fe rail road arrives in 1879 it encouraged the great cattle boom of the 1880's and the notorious Cattle Wars.

Feuds between cattlemen, as well as between settlers, sheepherders and the authorities were a common occurrence in this period. The cattlemen were unable to keep out sheepherders and were overwhelmed by the homesteaders and squatters. Land claims gave rise to bitter quarrels among the homesteaders, the ranchers, and the old Spanish families, who had claims made under the original grants. Despite overgrazing, ranching survives and continues to be an important factor in this land.

ALBUQUERQUE

Albuquerque is the crossroads of central New Mexico. Following the Rio Grande north takes you to Santa Fe and on to Colorado, west through Fort Wingate and into Arizona, south to Mesilla and Mexico and east through some hard terrain to Texas. While Santa Fe is New Mexico's capital, Albuquerque is its largest city. Albuquerque lies on a plain on the banks of the Rio Grande River. To the east rises the impressive bulk of the Sandia Mountains, while to the west lay the fractured mesas and volcanic plains.

Albuquerque is a melting pot of Native American, Hispanic and Anglo cultures where ancient tradition coexists alongside the modern incursions. The area is surrounded by a number of Reservations and Pueblos.

A group of colonists were granted permission by King Philip of Spain to establish a new city in 1706. They built their new city on the banks of the Rio Grande, choosing a spot at the base of the mountains where the river provided a broad flat area that provided a good opportunity for irrigation of their crops and an abundant source of wood. The site provided good defensive protection from the local tribes and at other times good opportunities for trade.

The Governor of New Mexico, Francisco Cuervo y Valdez, named the new city La Villa de Alburquerque after the Duke of Alburquerque in Spain. Over time the first "r" was dropped, leaving the name of the city as Albuquerque.

The early Spanish settlers were a very religious people. The first building they erected was an adobe church. It became the centre of the city and many other adobe dwellings were erected around it and the adjoining plaza. The buildings were clustered close together to allow some protection from the local tribes. In 1792 the small church collapsed during a summer season of heavy rains, but it was rebuilt a year later and named the Church of San Felipe de Neri. The church has been

added to and enlarged over the decades since its initial build; however the original thick adobe walls remain intact. The impressive church remains the heart of the city with the adjoining plaza being host to many celebrations, fairs and other cultural events.

EXTRAORDINARY PEOPLE

KIT CARSON

New Mexico was home to Kit Carson, an outdoorsman, a rancher, trapper and soldier whose name has become synonymous with adventure in the American West. Kit Carson was born on Christmas Eve in 1809; he spent most of his childhood in Missouri. When he was 9 years old his father died and at 14 he left home for Santa Fe.

Kit Carson used Taos in New Mexico as a base camp for fur trapping expeditions from 1828 to 1831. These excursions often took him far west. Over time Carson integrated himself into the native societies as he travelled. He lived among Native Americans, and his first two wives were Arapahoe and Cheyenne. Renowned for his self restraint and temperate lifestyle, Carson stood out among the other trappers. He has been noted for an unassuming manner with implacable courage as well as being "Clean as a hound's tooth," and a man whose "word was as sure as the sun comin' up."

Carson met John C. Fremont in 1842 who hired him as a guide. The pair explored from Fremont to Oregon and California and through much of the Central Rocky Mountains and the Great Basin over the following



years. Fremont wrote some widely read reports which portrayed Carson in fiction as a rugged mountain man capable of superhuman feats.

In 1846 Carson fought in the Mexican American war. He also played an important role in the Mexican Civil War. He was instrumental in organizing the New Mexico volunteer infantry that saw action at Valverde in 1862.

Despite his familiarity and empathy for the Native Americans most of his military actions were directed against the Navajo. Many Navajo had refused to be confined to a distant reservation. In 1863 Carson began a vicious economic war against the Navajo. He marched through the heart of their territory destroying crops, orchards and livestock. In 1864 most of the Navajo, starving and in shock at their treatment, surrendered to Carson. 8,000 Navajo men, women and children were forced to take the 300 mile 'Long Walk' from their home in Arizona to Fort Sumner. The Navajo had to stay there in diseased confinement until 1868, when a treaty was signed between them and the United States, granting them the 3.5 million-acre reservation that includes parts of New Mexico, Arizona, Utah and Colorado.

Carson died in 1868 after moving to Colorado to expand his ranching business. His remains were moved to a small cemetery near his old home in Taos a year later.

KIT CARSON

Christopher Carson

STR	11	MOV	10	Effort	55
CON	12	HP	11	Stamina	60
SIZ	10	FAT	23	Dam Mod	00
INT	16	MP	15	Idea	80
POW	15	Dex SR	03	Luck	75
DEX	14	Siz SR	02	Agility	70
APP	10	PIETY	13	Charisma	50
EDU	10	SAN	75	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	04	01	Leather
L. Leg	05-08	04-06	04	01	Leather
Abdomen	09-11	07-10	04	01	Trapper
Chest	12	11-15	04	01	Trapper
R. Arm	13-15	16-17	03	01	Trapper
L. Arm	16-18	18-19	03	01	Trapper
Head	19-20	20	04	02	Fur

Weapon	SR	A%	Dam	P%	Ap	Rng
Hawken.68	1/SR	95	3d10+1	--	15	400
H. Ferry.54	1/CR	85	2d8	--	09	62
Knife	3	80	1d3+1	75	15	--

Skills Command 90%. Climb 75%. Dodge 70%. Hide 75%. Languages: Spanish, French, 80% Athabaskan, Uto Aztec 20%. Listen 80%. Ride 90%. Spot 75%. Stealth 90%. Swim 65%.

Notes: A natural born killer capable of frenzied violence, Kit Carson was also superstitious, cautious, fastidious, loyal, honest and kind. Wearing Beaver fur hat, trapper jacket and leather trousers

Extraordinary Abilities: Silver Tongue, Magnetic Personality, Phasmophobia – Minor

BILLY THE KID

Billy the Kid's real name was William Henry McCarty. He is thought to have been born around 1860 or 1861 in New York. As a youngster he first appears in Indiana in the late 1860s and then in Wichita, Kansas in 1870. In 1871 his mother, Catherine McCarty, was diagnosed with tuberculosis and told to move to somewhere warmer and drier. They moved to New Mexico.

In Santa Fe 1873, Catherine McCarty married William Antrim. Catherine didn't recover from her illness and she died in 1874. The Kid was placed in a foster home and his stepfather moved to Arizona. The young William abandoned his foster family and made his way to Arizona and his stepfather, but Antrim wanted nothing to do with him. Alone in the desert, William wandered from ranch to ranch getting what work he could. For the next two years he drifted around New Mexico and Arizona as a ranch hand and gambler.

By 16 William was an outlaw, wanted in Arizona for murder. He changed his name to William H. Bonney and was known as the 'Kid' to his friends. Back in New Mexico he found employment with an Englishman named John Tunstall.

A bitter feud was brewing between John Tunstall and his rival James Dolan which sparked the Lincoln County War. The feud escalated to bloody violence in 1878 when Tunstall was brutally murdered by Sheriff Brady's posse. Tunstall's men, including Billy the Kid retaliated by killing Sheriff Brady and several others. By the time the feud was over, scores were dead and Billy the Kid had cemented his reputation as a dangerous sharpshooter with an itchy trigger finger.

On the run again the Kid evaded the law and his infamy grew. Newspapers wrote with glee about the teenage fugitive. For the next year Billy the Kid and his gang made a living rustling, gambling, and killing.

Pat Garrett was elected sheriff of Lincoln County in 1880 and was made a U.S. Marshal so that he could hunt for Billy the Kid. Garrett managed to capture the Kid in 1880 and he was put on trial in Mesilla. Billy was sentenced to hang for the murder of Sheriff Brady. But the Kid made a daring escape.

Rumors reached Sheriff Garrett in July of 1881 that Billy the Kid was in the Fort Sumner area. Garrett went to question Pete Maxwell, a known associate of the Kid on July 14. There are several different versions of what happened in Maxwell's home, all that is known is that at some point Billy the Kid entered the building and Garrett shot and killed him. Billy the Kid was buried in the Fort Sumner cemetery, between his two fallen companions Tom O'Folliard and Charlie Bowdre.

BILLY THE KID

William Henry McCarty, Kid Antrim, William H. Bonney

STR	12	MOV	10	Effort	60
CON	15	HP	13	Stamina	75
SIZ	12	FAT	27	Dam Mod	00
INT	10	MP	13	Idea	50
POW	13	Dex SR	02	Luck	65
DEX	17	Siz SR	02	Agility	85
APP	10	PIETY	04	Charisma	50
EDU	10	SAN	55	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	04	02	Chaps
L. Leg	05-08	04-06	04	02	Chaps
Abdomen	09-11	07-10	04	00	--
Chest	12	11-15	05	00	--
R. Arm	13-15	16-17	03	00	--
L. Arm	16-18	18-19	03	00	--
Head	19-20	20	04	00	--

Weapon	SR	A%	Dam	P%	Ap	Rng
Lightning	1/SR	120	1d10	--	07	43
Thunder	1/SR	120	2d4+2	--	07	46
Wnch73.32	1/SR	110	1d8	--	14	400

Skills Appraise 65%. Dodge 80. Fast Draw 90%. Hide 70%. Insight 65%. Listen 90%. Ride 90%. Spot 75%. Stealth 70%.

Notes: Good-natured, generous, optimistic, determined, cunning and reckless. He was dependable and would risk his life for those he cared about. He would push his luck to its limits and had a tendency to return to the scene of a crime. He'd trust the wrong people, and did not heed the advice of his friends.

Extraordinary Abilities: Quick Draw, Expert Shot, Statistic Decrease INT -2



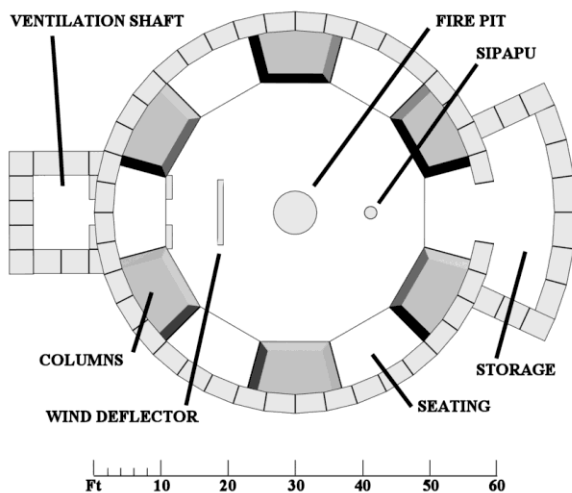
DWELLINGS

HOGAN

A Hogan is the circular earth covered lodge of the Navajo. Usually scattered throughout their territory and only seldom gathered together in villages. The Hogan was introduced by Coyote with the help of beavers, the entrance always faces east to welcome the new day. A Hogan where a person has died is called a "devil house" and is either destroyed by fire or the body is buried in the Hogan and the entrance sealed. Nothing is taken from the cursed Hogan and the building will be abandoned by the tribe.

KIVA

60 feet or more across a Kiva is a holy place used by the Pueblos for religious dances, ceremonial and spiritual rituals, smoking and important dialogue. The old Kiva are typically circular and semi, or entirely, subterranean. Entry is made through a hole in the roof, descending a ladder to the floor of the Kiva. A stone bench runs around the outer wall punctuated by columns that help support the ceiling. There is sometimes a ritualistic hole in the floor called a Sipapu. Near the centre of the Kiva is a fire pit and air is drawn into the Kiva by strategically placed ventilation shafts.



Kivas were originally used by the ancient Anasazi. The Pueblos sometimes construct their Kiva entirely above ground and in a square shape. The subterranean kiva remains 50 degrees Fahrenheit all year round. So for the Ancestral Pueblos, it stayed cool in the summer, and only a small fire was needed to keep it warm in the winter.

PUEBLO

A Pueblo is a close built series of multi-storey rooms made from stone, adobe mud and other local materials. A Pueblo is normally built around a large central plaza;

they have been known to accommodate thousands of inhabitants. This construction is usually close to, or surrounded by fields and a low wall is sometimes constructed around the whole community for defensive purposes. There are 21 recognized pueblo structures in the Americas in modern times but it is entirely possible that there were many more in the distant past that were destroyed or lost during the decline of the Anasazi.



WICKIUP

The Wickiup is a brush shelter that is used by the Apache. A Wickiup is formed with a frame of arched poles covered with some sort of roofing material dependent on the availability of local materials. Bark, cloth, grass, rushes, reeds or animal hides are all used as roofing materials. The Wickiup is a good semi-permanent dwelling that can be constructed quickly and has an inherent strength in the arched support poles. A smoke hole opens above a central fireplace. A hide, suspended at the entrance, is fixed on a cross-beam so that it may be swung forward or backward and the doorway may face in any direction.

FORTS

OPEN FORTS

An Open Fort is a collection of buildings opening onto a large parade ground. This type of fort requires active patrolling of the surrounding countryside and is designed to be an offensive structure rather than a defensive one. Open Forts can be enclosed with barricades between the buildings during times of attack but are not normally surrounded by a defensive wall. Outward appearance can resemble a small village rather than a military outpost.

Open Forts can be quickly constructed in hostile territory and may contain all of the structures from the Small category (see table below) and some from Medium. Open Forts normally only use the Watchtower and Palisade from Defensive Structures.

Open Forts can typically accommodate 1 or 2 companies. Open Forts may contain a field gun or a howitzer with an accompanying battery.

ENCLOSED FORTS

Enclosed Forts are designed around a permanent, primarily defensive structure. Enclosed Forts take lots of time and planning to construct. They typically take advantage of natural geography to supplement their defensive nature.

Enclosed Forts may contain all of the structures from the Small, Medium and Large categories. Enclosed Forts are always enclosed by some form of Stockade and frequently supplemented with many, if not all, of the Defensive structures.

Enclosed Forts can typically support an entire battalion and may be able to accommodate an entire regiment. Enclosed Forts usually contain multiple field guns and howitzer each with its full compliment battery.

CAVALRY STRUCTURE

A Regiment is made up of 4 Battalions.

A Battalion is made up of 3 Companies.

A Company is led by a Captain and consists of two Squadrons, each led by a 1st lieutenant and a 2nd lieutenant.

A Squadron can be further broken down into Squads commanded by NCOs.

3rd 4th and 7th Cavalry Regiments all have a presence in New Mexico in 1875.

COMPANY STRENGTH

1865 company = 96

1869 company = 60 reduced strength after civil war

1876 company = 100 increased strength due to Native American troubles

COMPANY COMMAND STRUCTURE

Company and Squadron Leaders

1 Captain

1 1st Lieutenant

1 2nd Lieutenant

NCOs and Enlisted Men

1 First Sergeant

1 Quartermaster Sergeant

1 Commissary Sergeant

1 Saddler Sergeant

4 Sergeants

6 Corporals

2 Musicians

2 Wagoners

2 Farriers

38 Privates (at 1875, varies depending on the year)

Battery

Artillery crew is usually made up of six men - a gunner and five soldiers.

SMALL	MEDIUM	LARGE	DEFENSE
Barn	Barracks, Cavalry	Bandstand	Adobe Walls
Barracks	Barracks, Infantry	Bakery	Bastion
Corral	Blockhouse	Courtyard	Breastworks
Flag Pole	Chapel	Forge	Crenellations
Headquarters	Commissary Storehouse	Kitchen	Defensive Ditch
Magazine	Granary	Prison	Defensive Parapet
Office	Guardhouse	Quarters, Married Soldiers	Earthworks
Parade Ground	Hospital	Quarters, NCO	Rifle Loopholes
Quarters, Commanders	Wash House	Reading Room	Sally-Port
Quarters, Company	Mess Hall	School Room	Stockade/Palisade
Quarters, Officers	Office, Quartermaster		Watchtower
Shed	Ordnance Room		
Sinks	Quarters, Chaplains		
Storeroom	Quarters, Surgeon		
Trader Post	Quarters, Temporary		
Well	Sawmill		
Workshop	Stable		
	Sutler Store		

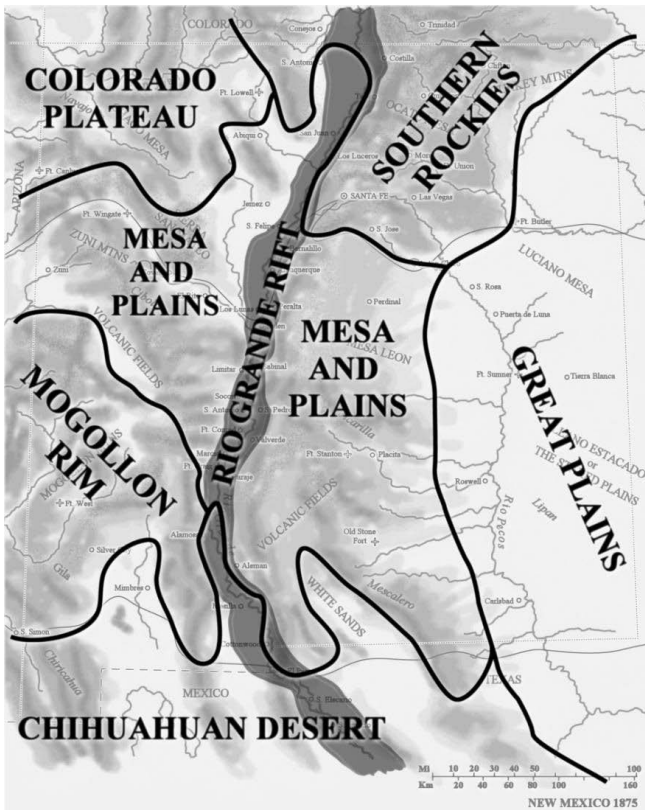
THE LAND

New Mexico, despite petitions from its residents, didn't become a State until 1912. In the 1870's New Mexico is still officially a Territory. It is situated in the South West of the United States, at its northwestern corner are the so-called Four Corners, where Arizona, Colorado, New Mexico and Utah meet at right angles. New Mexico is also bordered by Oklahoma to the North East, Texas to the South East and Mexico to the South. The capital of New Mexico is Santa Fe.

The generally mild, dry, sunny climate makes New Mexico a common location for people with health problems.

New Mexico is split in two by the Rio Grande and has an approximate altitude of 5,200 ft (1,584 m). The geography of the state is marked by broken mesas, wide deserts, heavily forested mountain wildernesses, and high, bare peaks. The mountains to the north are a part of the Rockies; they rise to their greatest height of over 13,163 ft (4,012 m) in the Sangre de Cristo Mountains. All of the mountains are in broken groups, running north to south through the centre of New Mexico and flanking the Rio Grande.

New Mexico can be divided up into a number of geographical zones. Each of these zones has a slightly different weather pattern, each with its own distinctive geography and each with its own localized flora and fauna.



The seven zones are the Rio Grande Rift, the Colorado Plateau, the Southern Rocky Mountains, Mesa and Plains, the Great Plains, the Mogollon Rim and the Chihuahuan Desert.

Random Encounter tables for each zone are offered as an example of the different types of creature that may be found in that zone.

Human Encounters are described on *p. 94 NM*, Animals are described on *p. 22 NM* or *p. 43 AH*.

RIO GRANDE RIFT

The Rio Grande is one of the longest rivers in North America. It originates in the Southern Rocky Mountains of Colorado and flows throughout the length of New Mexico, it then forms the border between Mexico and Texas before joining the Gulf of Mexico. The Rio Grande is the greatest permanent source of water in New Mexico. It is home to the largest cottonwood forests and is locally known as the "Bosque".

The Rio Grande basin above El Paso in Texas is one of the oldest regions of agriculture in the Americas. Agricultural activity extends back centuries to the prehistoric inhabitants of the Rio Grande valley, includes the seventeenth and eighteenth century Spanish colonists, Puebloan Indians and the European Americans of the latter part of the nineteenth century.

The location of the Rio Grande River is controlled by the dominating geological formation of the region, the Rio Grande Rift.

The Rio Grande Rift is a topographical feature that separates the Great Plains to the east from the Colorado Plateau mountain ranges to the west. This diversity of geology can influence and encourage extreme weather patterns.

The Rio Grande Rift is the result of 18 million years of seismic activity, local tectonic plate movement, and volcanism.

The Rio Grande Rift influenced early settlers in the region by defining the most appropriate locations for suitable farm land with access to a useable water source. Early trade routes were influenced by the arrangement of mountain ranges that created natural barriers and boundaries for the early travelers.

The climate is distinguished by plentiful sunshine, low humidity, light precipitation, and wide day and night temperature fluctuations.

FLORA AND FAUNA

Despite the harsh environment there is a remarkable variety and number of plant species. There are more than 1,200 species of plants, including more than 60 different cacti species. The diversity of the region is due to the varied ecology and the dramatic changes in elevation.

Cottonwood forests populate most of the central region of the Rio Grande Rift and the surrounding flood plains. The Gnarly Buttonbush is frequently found along the banks of the river, its strong root system holds the banks in place during the flooding seasons. Other river bank flora includes the Pecan, Cypress, Willow and Cedar trees.

RANDOM ENCOUNTERS

The Rio Grande Rift is one of the most heavily populated wild life regions of New Mexico. Almost every animal that is native to the region can be found in the environment on both sides of the river. There is a 30% chance of a random encounter during the day, 55% chance during the night. Roll every four hours.

Roll 1D20 on the following table

1D20 RANDOM ENCOUNTER

- 1 Bald Eagle
- 2 Beaver
- 3 Bison Herd
- 4 Black Bear or Grizzly Bear
- 5 Buzzard
- 6 Cattle Herd
- 7 Coyote
- 8 Deer
- 9 Fox or Wild Cat
- 10 Elk or Moose
- 11 Gila Monster
- 12 Mountain Lion
- 13 Peccary
- 14 Rabbits or Hares
- 15 Scorpion, Spider or Snake
- 16 Sheep
- 17 Skunk
- 18 Turkey
- 19 Wolf Pack or Wolverine
- 20 Human Encounter – Any

COLORADO PLATEAU

The Colorado Plateau extends into Colorado, Utah, Arizona, and New Mexico, centered on the four corners area, in the northwest of New Mexico. It is a rugged area of tablelands with moderate to high relief dissected by narrow and widely-spaced stream valleys. Characterized with valleys, deep canyons, sharp cliffs, and flat-topped hills called mesas. Steep and unexpected side-walls mark abrupt changes in local relief, often from 984ft to 1968 ft (300 to 600 m).

The Colorado Plateau receives only limited precipitation with very cold winters and hot summers.

FLORA AND FAUNA

Lower elevations are covered with arid shrublands with interspersed grassland. Sagebrush is dominant over large areas, with cottonwoods along the permanent water courses. At moderate elevations, woodland vegetation is dominated by pinyon pine and juniper, with various shrubs. In the high elevations Montane forest, with ponderosa pine and Douglas fir dominant to the south and lodgepole pine and aspen farther north. The region also has large low lying areas containing saltbrush-greasewood.

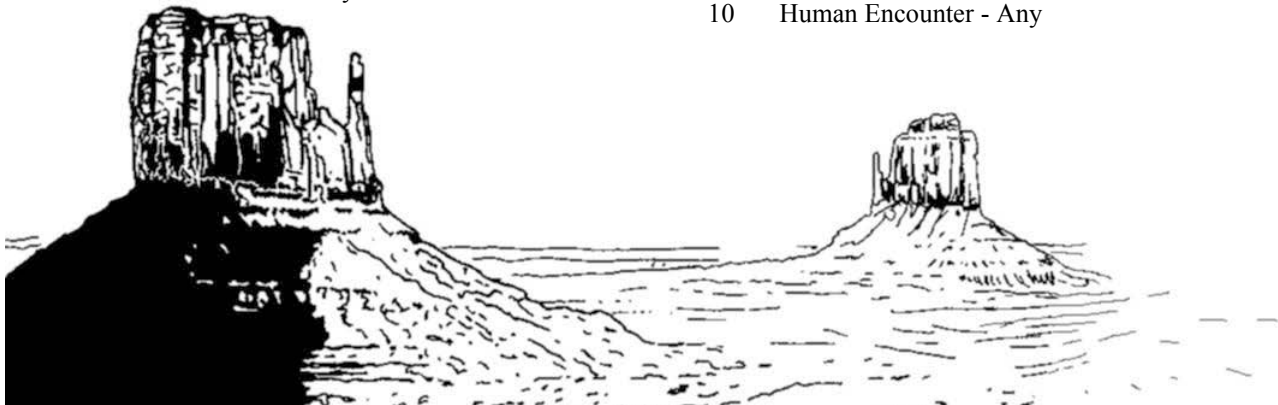
RANDOM ENCOUNTERS

The diverse nature of the Colorado Plateau geography and climate encourages many different species of animal to either live in, or migrate through the area. There is a 25% chance of a random encounter during the day, 50% chance during the night. Roll every four hours.

Roll 1D10 on the following table

1D10 RANDOM ENCOUNTER

- 1 Bald Eagle
- 2 Bison or Deer
- 3 Buzzard
- 4 Dead animal, cow, dog etc
- 5 Gila Monster
- 6 Grizzly Bear
- 7 Rabbits or Hares
- 8 Scorpion or Snake or Spider
- 9 Wolverine
- 10 Human Encounter - Any



SOUTHERN ROCKY MOUNTAINS

The Southern Rockies extend into northern New Mexico. Steep, rugged mountains cover this region, and vegetation varies greatly depending on the elevation. Alpine tundra gives way to various coniferous and Aspen forests. At lower elevations Ponderosa Pine, pinyon-juniper and grasslands dominate the area. Because of the geography, weather, avalanches, fire, insect outbreaks, and disease, forests in the Southern Rocky Mountains tend to be more scattered than in other areas. The landscape is made up of a complex mosaic of meadows and dense forests of varying age.

The Rio Grande River cuts through the Rocky Mountains from north to south. The Sangre de Cristo (Blood of Christ) Mountain range is east of the Rio Grande. Wheeler Peak, the highest point in New Mexico is found in this range. To the west of the Rio Grande are the Nacimiento and Jemez Mountain ranges.



FLORA AND FAUNA

The Southern Rockies are composed of high elevation, steep rugged mountains. Although coniferous forests cover much of the region, as in most of the mountainous regions in the western United States, vegetation, as well as soil and land use, follows a pattern of elevation banding. The lowest elevations are generally grass or shrub covered and heavily grazed. Low to middle elevations are also grazed and covered by a variety of vegetation types including Douglas fir, ponderosa pine, aspen, and juniper oak woodlands. Middle to high elevations are largely covered by coniferous forests and have little grazing activity. The highest elevations have alpine characteristics.

RANDOM ENCOUNTERS

The cooler air in the mountainous areas offers some relief from the humidity and heat of the lower landscapes during the summer periods but is exposed and treacherous during winter. The chances of meeting the local wildlife are rare, there is a 10% chance of a

random encounter during the day, 15% chance during the night. Roll every four hours.

Roll 1D10 on the following table

1D10 RANDOM ENCOUNTER

- | | |
|----|------------------------------------|
| 1 | Bald Eagle |
| 2 | Bison or Deer or Sheep |
| 3 | Black Bear |
| 4 | Elk or Moose |
| 5 | Fox or Peccary |
| 6 | Mountain Lion |
| 7 | Rabbits or Hares |
| 8 | Snake |
| 9 | Wild Cat or Wolf Pack |
| 10 | Human Encounter – Mountain, Forest |

MESA AND PLAINS

Mesas are isolated, flat-topped highlands with steeply sloping sides or cliffs, and are topped by a cap of much harder rocks that are resistant to erosion. The cap protects the softer underlying slopes or cliffs from being quickly weathered away.

The New Mexico Mesa and Plains area is located in the central area. Major landforms are valleys, lowlands, outwash plains, and alluvial fans and terraces. The Rio Grande runs through the Mesa and Plains area, continuing its journey south.

Temperatures are typically 5°F (2.5°C) lower than the average New Mexico Temperature.

FLORA AND FAUNA

The lower elevations are dominated by sagebrush, rabbitbrush, and several herbaceous species. These plants flourish in dry canyon bottoms, in burned areas, and in the transition zone between the mountains and the woodlands.

Woodlands are dominated by juniper and the pinyon pine. Both of these trees rarely exceed 30 feet. Under the canopy and in clearings are bunch grasses, broad-leaved yucca, and prickly pear cactus. Woodlands cover the mesa tops and upper canyon slopes lying at or below 7,800 ft (2377 m) in elevation.

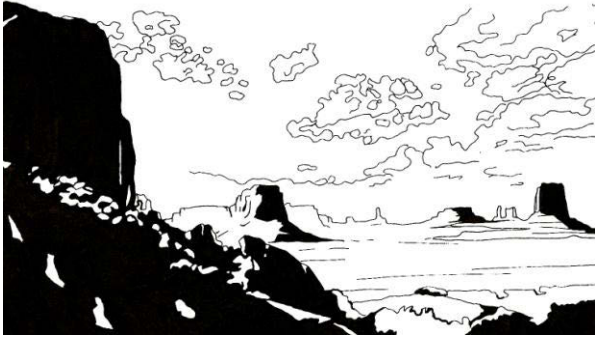
The wooded mountains stretch across the lands from east to west, in a broad swath which extends several miles south from the north rim of the cuesta, at elevations above 7500 ft (2286 m). Typical plant species here include gambel oak, utah serviceberry, mountain mahogany, cliff fendlerbush, and various bunch grasses and flowering perennials. At higher elevations and in sheltered areas in the canyons can be found the gambel oak, douglas fir, quaking oak and ponderosa pine. Fertile strips along water courses have cottonwood, fern, orchids, mosses, buffaloberry, willow and cedar woods.

RANDOM ENCOUNTERS

The wilderness and forested areas of New Mexico see a lot of animal activity, offering shelter from the sun during the summer period and protection from the chill during winter. There is a 25% chance of a random encounter during the day, 35% chance during the night. Roll every four hours.

Roll 1D10 on the following table

1d10	RANDOM ENCOUNTER
1	Beaver
2	Black Bear or Wolf Pack
3	Chupacabra
4	Coyote or Fox
5	Deer or Elk or Sheep
6	Rabbits or Hares
7	Skunk
8	Snake or Spider
9	Turkey
10	Human Encounter – Desert, Plains

**GREAT PLAINS**

The Great Plains extensively cover the eastern third of the state. This region consists of a high plateau intersected by deep canyons. This area is used for sheep and cattle ranches. To the south, dry farming and irrigated agriculture is possible. South of the Canadian River, along the eastern edge of New Mexico, the land is referred to as the High Plains or Staked Plains. These High Plains run along the Texas border in New Mexico.

FLORA AND FAUNA

These high and dry plains are covered with prairie shortgrass dominated by grama, which grows in tufts or clumps or can spread by creeping horizontal stems above or below ground, and buffalo grass, which is one of the grasses that support the great herds of bison that roam the Great Plains. Buffalo grass also provides the sod from which settlers build their houses. There are also extensive areas of shinnery, a midgrass prairie with low shrubs. The area grades into taller grass to the east, to savannah to the south, and more chaparral and pinyon-juniper in the Mesas and Plains area to the west. Grasslands are scattered with low trees and shrubs in the south.

RANDOM ENCOUNTERS

Out in the plains region most of the wild life hides or rests during the daylight hours, especially during the summer period to escape the heat. There is a 10% chance of a random encounter during the day, 25% chance during the night. Roll every four hours.

Roll 1D10 on the following table

1D10	RANDOM ENCOUNTER
1	Bald Eagle or Buzzard
2	Bighorn
3	Bison
4	Chupacabra
5	Dead animal, cow, dog etc
6	Deer Herd
7	Rabbits or Hares
8	Scorpions
9	Snake or Spider
10	Human Encounter - Plains

MOGOLLON RIM

The Mogollon Rim is primarily in Arizona but extends deeply into southwest New Mexico. A lower elevation differentiates this highland from other mountain ranges to the north and east. The Mogollon Rim is an escarpment that defines the southwestern edge of the Colorado Plateau and is characterized by high limestone and sandstone cliffs. It was formed by erosion and faulting, and dramatic canyons have been cut into it. The Mogollon Rim was named after the Spanish Governor of New Mexico, Don Juan Ignacio Flores Mogollon, who governed New Mexico from 1712 to 1715.

FLORA AND FAUNA

Ponderosa pine forests dominate much of this area, with oak woodlands, pinyon-juniper, and chaparral at the lower elevations.

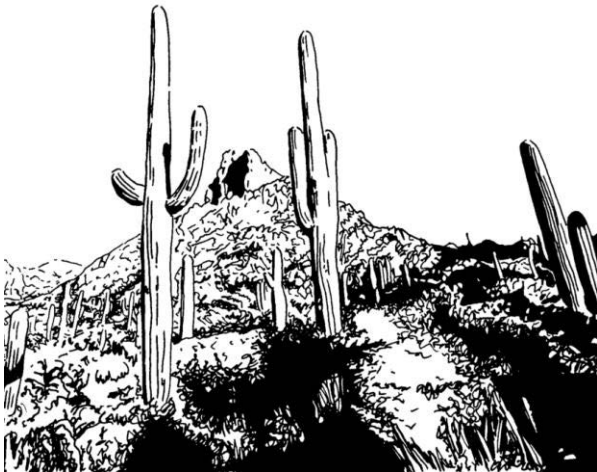


RANDOM ENCOUNTERS

Like the Southern Rocky Mountains region the Mogollon Rim offers cooler air and relief from the humidity of the lower elevations during summer, but is exposed and treacherous in the winter period. The chance of meeting the local wildlife is rare. There is a 10% chance of a random encounter during the day, 15% chance during the night. Roll every four hours.

Roll 1D10 on the following table

1D10	RANDOM ENCOUNTER
1	Bald Eagle or Turkey
2	Bison or Sheep
3	Black Bear
4	Deer or Elk or Peccary
5	Fox or Wild Cat
6	Mogollon Monster
7	Mountain Lion or Wolf Pack
8	Rabbit or Hare
9	Snake or Spider
10	Human Encounter – Mountain, Forest



CHIHUAHUAN DESERT

The Chihuahuan Desert dominates southern New Mexico. Broad basins and valleys bordered by sloping alluvial fans and terraces make up the dry lowlands of this region, punctuated by occasional mesas and mountain ranges. This desert extends from Arizona to Texas. Isolated mesas and mountains are located in the central and western parts of the region. The Rio Grande and Pecos slice through the Chihuahuan Desert and provides an important habitat for breeding, and wintering birds. Other than these two great rivers there are few permanent streams.

FLORA AND FAUNA

Arid grass and shrub land dominates the lowland vegetation, alongside oak-juniper and conifer forests in the higher regions.

Broad, semi-arid plains are particularly prominent in the Southern part of the state. These are covered with

cactus, yucca, creosote bush, sagebrush, and desert grasses. Water is rare in these regions, and the scarce rainfall usually evaporates quickly. There are two other lesser rivers besides the Rio Grande and the Pecos, both are used for irrigation.

Prickly pear cactus, whitethorn acacia, lechugilla, mesquite and creosote cover the Chihuahuan desert. Vegetation is predominantly arid grass and shrubland, except on the higher mountains where oak-juniper woodlands occur.

In the high plateau regions and on the plains, native plants include lechuguilla (an evergreen succulent), mesquite (a common desert shrub), guayule (a rubber producing plant), and ocotillo (a succulent plant with red flowers). In the mountains native plants include pine and fir trees, poplars, and white cedar trees.

RANDOM ENCOUNTERS

If it is out in the desert region most of the wild life will hide or rest during the daylight hours, especially during the summer period to escape the heat. There is a 5% chance of a random encounter during the day, 25% chance during the night. Roll every four hours.

Roll 1D10 on the following table

1D10	RANDOM ENCOUNTER
1	Buzzard
2	Bear or Skunk
3	Chupacabra
4	Coyote or Fox or Wolf Pack
5	Dead animal, cow, dog etc
6	Peccary
7	Rabbits or Hares
8	Sheep or Deer
9	Snake or Spider
10	Human Encounter - Desert



WEATHER PATTERNS

Statistics based on actual temperature and rainfall averages. Roll for Rain once a day or whenever appropriate.

WINTER			SPRING			SUMMER			FALL			
°F/°C	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Average Temperature												
Low	23/-5	27/-3	33/1	41/5	50/10	59/15	64/18	63/17	56/13	44/7	31/-1	24/-4
High	47/8	53/12	61/16	70/21	79/26	89/32	92/33	89/32	82/28	71/22	57/14	48/9
Rain	12%	23%	27%	21%	24%	15%	25%	33%	29%	21%	23%	24%
Critical	01	01	01	01	01	01	01	02	01	01	01	01
Special	02	05	05	04	05	03	05	07	06	04	05	05
Fumble	97	97	97	97	97	97	97	98	97	97	97	97

A **Special** on the Rain chance may result in a Storm from Spring through to Fall, or Snow in Winter.

A **Critical** on the Rain chance may result in a Flood from Spring through to Fall, or Blizzard in Winter.

A **Fumble** on the Rain chance may result in Drought from Spring & Fall, Flash Flood in Winter or Wild Fires in Summer.

EXTREME WEATHER

BLIZZARD

Blizzards are rare in New Mexico but not unknown. The mountain passes and other high elevations can frequently be blocked by snow in winter.

A blizzard is an extreme winter storm characterized by very low temperatures, strong winds, and heavy snow. A blizzard is a snow storm with winds in excess of 35 mph. Visibility is reduced to less than 1300 ft (400 m), but can be restricted to near zero in extreme circumstances. Blizzards can easily paralyze regions for days at a time.

DROUGHT

Periods of extreme drought are not uncommon in the eastern Plains and central highlands. The droughts in this area have been known to last for 50 years or more. Much of the surface water disappears and life becomes exceptionally hard for all people and creatures living in the area.

FLASH FLOOD

Floods are fairly rare in New Mexico. However, heavy summer thunderstorms, delivering several inches of rain very quickly in small areas, are frequently responsible for localized flash floods.

Normally dry arroyos can suddenly be flooded with a sudden burst of runoff, potentially wiping out bridges, roads and buildings that are next to normally placid rivers.

Snowmelt during April to June and heavy rains during August to October can also cause flooding in the larger rivers. During the spring snowmelt, main rivers can burst their banks and cause some damage to the properties along them.

STORM

Wind speeds in New Mexico are usually fairly moderate. However, 30 mph and 50 mph winds are usually associated with advancing storm fronts during spring. On rare occasions tropical hurricanes may cause heavy rain in the eastern, southern and central parts of New Mexico.

Tornadoes are also sporadically encountered in New Mexico, most frequently during the afternoons and early evenings from May through August. Several towns and cities have been devastated by tornado damage over the years.

Thunderstorms are relatively frequent in summer. The northeast area of New Mexico has the second greatest frequency of thunderstorms in the country. Occasionally the thunderstorms are accompanied by hail.

WILD FIRES

In the hottest, driest summers the wilderness can be subjected to large scale, uncontrollable fires. A Wild Fire is of particular concern. They are characterized by the phenomenal speed at which they expand from their original source, the extensive areas that they can cover and their unpredictable nature and direction. Wild Fires easily leap fire breaks and rivers to continue their destruction unabated.

Wild Fires can start their life as an unattended campfire, dropped cigarette or match, from the effects of lightning, or they can be started deliberately. Wild Fires require tinder dry conditions to ignite, like those experienced in a Drought, and strong winds to fan and guide them. They can quickly spread in the right conditions and cover hundreds of miles. They sweep across the countryside incinerating anything that is caught in their path.

INHOSPITABLE ENVIRONMENTS

Travelling through the Desert is a dangerous, strength sapping affair. In the high desert areas there are two things working against you, the strong sunlight and the thin dry air. Covered skin and a hat are considered essential wear during the day. Failure to cover yourself adequately can quickly lead to sunburn, hyperthermia, heat exhaustion and heat stroke. Dehydration is common and to be expected. Frequent small sips of water will help to offset the effects but a minimum of one gallon of water per person is required each day.

Night time travel also has its perils. The temperature can drop by 40°F amazingly fast. Heat literally vanishes as the sun sets. Now it is vital to retain your body heat by any method possible or risk exposure and hypothermia.

Characters should make two Stamina Resistance Rolls during the day and one during the night verses the Environments Resistance. The base Environmental Resistance is 60 in New Mexico during the summer season. This assumes travelling approximately 30 miles in a day through Plains in a dangerous, hot and dry environment.

If the Resistance Roll is failed the character loses 1D10 Fatigue Points. When Fatigue Points reach zero, the character will continue to lose 1D10 Fatigue Points but will also lose 1D6 Total Hit Points. Fatigue can only be regained once the characters reach a town, or if they stop and build, or find, a shelter (such as an Apache Wickiup) to protect them from the environment. See *p. 34 AH* and *p. 32 BRP*.

EXERTION

Characters can alter the Environmental Resistance Roll if they travel slowly or quickly through the environment.

Careful Progress

Covering just 20 miles a day is considered to be relatively safe, as far as exertion is concerned. The Environmental Resistance Roll is reduced by 10.

Reckless Abandon

If the characters push hard and cover 40 miles in a day the Environmental Resistance Roll is increased by 10.

PREPAREDNESS

In addition to the speed at which the characters travel the Environmental Resistance Roll can be modified depending on how prepared the characters are.

If the characters have rushed off into the wilderness without preparation, the Environmental Resistance Roll is increased by 10. If the characters took time to ensure a good supply of water and remembered

to pack their salt tablets the Environmental Resistance Roll is reduced by 10. A Successful Knowledge (Natural History) roll will reduce the Environmental Resistance Roll by 20 for all members of the group. These benefits and penalties are all cumulative.

EXTREME WEATHER EFFECTS

If the characters encounter Extreme Weather Patterns such as Droughts or Blizzards then this will increase the Environmental Resistance by 10.

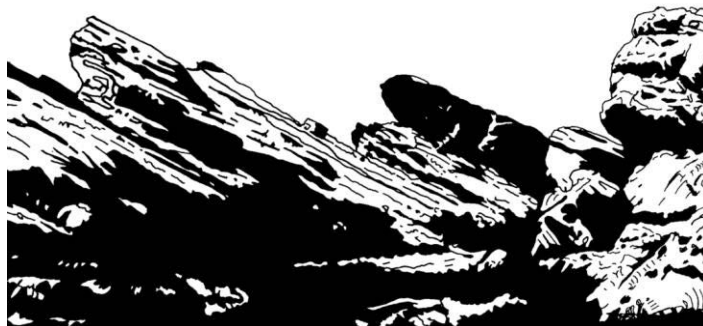
EXPLOITATION

Minerals are New Mexico's richest natural resource; salt, copper, gold, silver, tin, zinc and lead are all sought after, and readily mined. Other unknown, elements and minerals wait for their time to be discovered, identified and exploited. Silver and turquoise have been used in jewelry since long before European exploration.

The principal industries in New Mexico include cattle and sheep farming, lumber, stone, clay and glass products. More than two-thirds of New Mexico's farm income comes from livestock products, especially sheep.

Farming of cotton, and feed crops, fruit, pecans, and sorghum are the most important field crops. Corn, peanuts, beans, onions, chilies, and lettuce are also grown. Most of the irrigated land is in the southern valleys, although some is found along the Rio Grande Valley and the San Juan Valley in the northwest. Livestock can live on the open range throughout the year, grazing in the higher mountain ranges, sheltering from the scorching sun during the summer and moving in to the lower valleys and plains during the winter.

Most of the arable land is given over to grazing because there are few opportunities for irrigation. All year round large cattle and sheep ranches operate on the open range. In the drier farming regions the major crops are hay and sorghum grain. Onion, potatoes and dairy products are also wide spread. Pinon nuts, pinto beans, and chilies are crops predominantly distinctive of New Mexico while pinewood is the main source of lumber.



ANIMALS

This chapter describes some of the native wildlife found in New Mexico. Some of these animals are very dangerous and should be treated with great respect.

Gila Monster	Rabbits and Hares	Snakes
Peccary	Scorpions	Spiders
Pronghorn	Sheep	

GILA MONSTER

Named for the Gila River Basin in the southwestern United States where it can be found. The Gila monster is a species of large, venomous lizard native to southern New Mexico.

A solitary, heavy, slow-moving predator, it can grow up to 2 ft long, the Gila monster is the only venomous lizard native to the Americas. It has a fearsome reputation.

The Gila Monster is a nocturnal carnivore. It eats small mammals, rats, mice, birds, lizards, frogs, and eggs. It senses prey using its long, sensitive tongue. The Gila Monster has a potent venom that is produced in glands in the lower jaw. When the Gila Monster bites an animal the poison flows into the wound via grooved teeth.

The Gila Monster becomes dormant and stays in a burrow during the winter. This lizard can live for months without food as it lives off of the fat stored in its tail. The scaly, bead-like skin is pink, yellow, and black. There are dark bands on the tail. It has a large head, strong jaw, a thick tail, four short legs, and five-toed feet with sharp claws.

The female Gila Monster lays between 3 to 15 eggs in a sandy nest, then covers them up. When the hatchlings emerge they are 3.5 to 4.5 inches long.

Characteristics	Average		
STR	2D6	07	Move 06
CON	2D6	07	Hit Points 06
SIZ	1D6+2	05-06	Fatigue 14
INT	04	04	DEX SR 04
POW	3D6	10-11	SIZ SR 03
DEX	2D6	07	

Location	Melee (d20)	Missile (d20)	Ap/HP/%
Tail	01-04	01-03	02/03/40
L RLeg	05-06	04-05	02/02/25
R RLeg	07-08	06-07	02/02/25
Abdomen	09-11	08-11	02/02/33
Chest	12-14	12-15	02/03/40
L FLeg	15-16	16-17	02/02/25
R FLeg	17-18	18-19	02/02/25
Head	19-20	20	02/02/33

Damage Bonus

-1D4

Weapon

Bite 1D6, 55%, SR 3

Claw 1D6, 45%, SR 3

Skills

Sense 65%

Armor

2 point tough scaly skin

Habitat

Desert

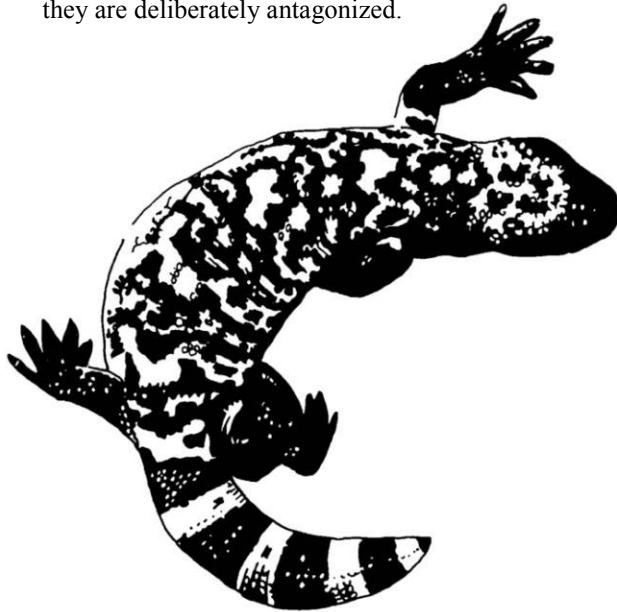
Notes

Night vision, primarily nocturnal

Neurotoxic Venomous bite POT 2D8

Crushing bite, when the Gila Monster successfully bites its target treat as Crushing damage (*p.195 BRP*)

Gila Monsters will only attack when cornered, or if they are deliberately antagonized.



PECCARY

Peccary is from the Brazilian Tupi language and means animal which makes many paths through the woods. They are also known as tayassuids, 'the gnawers of roots'. Their fossil record extends back more than 37 million years in North American.

Peccaries are short, stout animals with coarse, rough hair, large heads and small, deep set eyes. They have long snouts that have a hard, disk-shaped nose pad that they use for rooting for tubers, their self sharpening teeth are used for peeling spiny cacti and prickly pears.

Peccaries look similar to pigs but are classified in a family of their own because of several anatomical differences. Peccaries are smaller than pigs, have longer, thinner legs and smaller hooves. They are speedy and agile. Peccaries have 3 toes on each hind foot and the upper tusks are pointed down. Peccaries have a powerful musk gland on the top of their rump. Their odor is always noticeable, especially when they are agitated or excited.

In the southern states of America peccary herds occur in deserts, where they prefer habitats with an abundance of prickly pear cacti and other high water content plants. They also occur in semi-desert canyons, cliffs and watering holes near cacti, chaparral and oak.

Peccaries are social animals that live in mixed-sex groups. Herd sizes can vary from 4 to hundreds of individuals, although 6 to 12 is more common. They have a complex social system and, unlike other herd animals, they live with the same herd and in the same area for their entire lives. Peccaries have a home range of between 75 to 100 square miles. This space will have designated sleeping, foraging, and defecating areas.

Peccary social hierarchy is maintained through the use of a wide range of vocalizations, which include 'purring', and 'tooth chattering', and behavioral displays (such as grooming among members of the herd). Peccaries are known to be intensely loyal to their herd. Hunters tell tales of being chased into trees after shooting an animal travelling at the front of a herd. They have been known to launch themselves at the trees in an attempt to bring down the tree and the hunter.

JAVELINA

Javelina is Spanish for javelin, they have earned this name from their impressive razor sharp tusks. The Javelina is also referred to as the Collared Peccary, Tayaussa and Musk Hog. Javelina, like other Peccaries have poor eyesight and exceptional hearing.

PLATYGONUS

The Platygonus is the Pleistocene peccary and has been native to North America for more than 10 million years. This species is the largest known peccary ever, weighing up to 360 lbs and standing over 3 feet at the shoulder. The Platygonus has longer legs than its modern relatives, a heavier, larger body and larger tusks.

The Peccary statistics below are a template for different peccaries with the following modifications.

JAVELINA Listen 65%, Spot 25%

PLATYGONUS + 2D6 STR, CON, SIZ, 2D6 Tusks

PECCARY

Characteristics	Average			
STR	1D6+3	06-07	Move	12
CON	2D6	07	Hit Points	07
SIZ	1D6+3	06-07	Fatigue	14
INT	06	06	DEX SR	03
POW	2D6	07	SIZ SR	03
DEX	2D6+6	13		

Location	Melee (d20)	Missile (d20)	Ap/HP/%
RHLeg	01-04	01-04	02/02/33
LHLeg	05-08	05-08	02/02/33
HindQ	09-11	09-12	02/03/40
ForeQ	12-13	13-17	02/03/40
RFLeg	14-15	18	02/02/33
LFLeg	16-17	19	02/02/33
Head	18-20	20	02/03/40

Damage Bonus

None

Weapon

Bite 1D6, 45%, SR 3

Tusk Gore 1D8, 50%, SR 3

Skills

Listen 45%, Dodge 50%, Forage 75%, Sense 60%, Spot 45%

Armor

2 point tough skin and hair

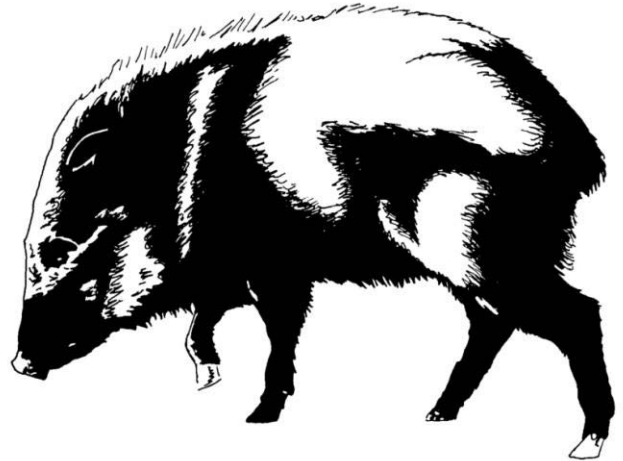
Habitat

Desert, Mountain, Watering Holes

Notes

Peccaries are not usually dangerous but the entire herd can attack if one is wounded or pursued.

Can Bite, then Gore in the same combat round.



PRONGHORN

The Pronghorn is the fastest mammal in North America; able to run at over 50 mph for extended periods. Pronghorns are the only living animal with double branched horns. The male Pronghorn has two pronged horns up to 1 foot long. Females have smaller horns and some females have no horns at all. They are a close relative to antelopes and they live in both small and large herds in grasslands and semi-desert areas. Females always give birth to twins in spring and they generally live for about 7 years.

When a Pronghorn is alarmed their hair stands up on end; this reveals white hair on its hindquarters. Scent glands under the tail produce a pungent smelling liquid when they are alarmed. These two signals let other Pronghorn know that danger is near. The scent glands are also used to mark territory by the males.

Pronghorns have a tan and white coat. They are approximately 3 foot tall at the shoulder and can weigh from 90 to 150 pounds. Pronghorns have large eyes and ears which they effectively use to detect their predators (which can include coyotes and bobcats).

Characteristics		Average	
STR	2D6+6	13	Move 45
CON	2D6+6	13	Hit Points 12
SIZ	3D6	10-11	Fatigue 26
INT	04	04	DEX SR 02
POW	3D6	10-11	SIZ SR 02
DEX	3D6+6	16-17	

Location	Melee (d20)	Missile (d20)	Ap/HP/%
LRLeg	01-02	01	01/03/25
RRLeg	03-04	02	01/03/25
Abdomen	05-07	03-09	01/05/40
Chest	08-10	10-16	01/05/40
LFLeg	11-13	17	01/03/25
RFLeg	14-16	18	01/03/25
Head	17-20	19-20	01/04/33

Damage Bonus

None

Weapon

Headbutt 2D6, 55%, SR3

Kick 1D6, 45%, SR3

Skills

Dodge 70%, Jump 70%, Forage 65%, Spot 75%

Armor

1 point of tough hide

Habitat

Desert, Plains, Woodland

Notes

Normally travel in herds of 50 or more

Will only attack when cornered



RABBITS AND HARES

Cottontails and Jackrabbits are abundant in the brushy woods, deserts, mountains and plains of New Mexico. Many of the animals called rabbits, such as the Jackrabbit and Snowshoe rabbit, are actually hares.

Hares and rabbits have many common characteristics. Both species breed prolifically, they bear four to eight litters a year, with three to eight young in each litter, they have a period of gestation lasting only one month, they reach sexual maturity in about six months, and have a life span of about ten years. These animals feed mainly on herbs, tree bark, and vegetables.

They prefer to live in regions where the soil is loose and dry and where brushwood can offer them some shelter. Rabbits and hares are valued as game by hunters. They are commonly found throughout the U.S. and Canada.

DESERT COTTONTAIL

The Desert Cottontail is found throughout northern and central New Mexico. It can be found at elevations up to 2,000 meters. But it is particularly associated with the dry desert grasslands of the American southwest, though it is also found in less arid habitats such as among the pinyon-juniper forests.

The Desert Cottontail ears are larger than the jackrabbit and are carried erect. It is not a very social animal, and does not make much use of burrows. The Desert Cottontail has a rounded tail with white fur on the underside which is visible as it runs away. They are a light grayish-brown, with white fur on the belly. Adults are 13 to 17 inches long and weigh up to 3.3 lb, or more. The ears are 3 to 4 inches long, and the hind feet are very large, almost half their body length in some circumstances.

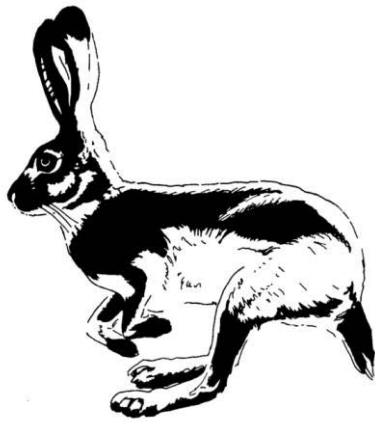
The Desert Cottontail can usually be seen in the early morning or late afternoon. It mainly eats grass, but will eat many other plants, even cacti. It rarely needs to drink, getting its water from the plants it eats or from dew.

The cottontail's normal behavior when faced with a predator is to run away in a zigzag; it can reach speeds of over 19 mph while doing this. Against small predators it will defend itself by kicking.

JACKRABBIT

Jackrabbits are very fast-moving and can run at speeds of up to 45 mph. They normally live a solitary life or in pairs

The Black-tailed Jackrabbit and White-tailed Jackrabbit are common across New Mexico but



variations of the breed can be seen in the Arctic North America as the Snowshoe hare.

Normally a shy animal, the Jackrabbit radically changes its behavior in spring when they can be seen in broad daylight chasing one another around meadows competing for dominance of the females. During their spring frenzy, Jackrabbits can sometimes be seen "boxing" one another.

DESERT COTTONTAILS have +3 to their DEX.

JACKRABBITS have a Move of 40

RABBITS AND HARES

Characteristics		Average	
STR	1D6	03-04	Move 20
CON	2D6	07	Hit Points 05
SIZ	1D6	03-04	Fatigue 07
INT	01	01	DEX SR 03
POW	1D6	03-04	SIZ SR 03
DEX	2D6+6	13	

Location	Melee (d20)	Missile (d20)	Ap/HP/%
LRLeg	01-04	01-04	00/02/40
RRLeg	05-08	05-08	00/02/40
Abdomen	09-11	09-12	00/02/33
Chest	12-13	13-17	00/02/40
LFLeg	14-15	18	00/01/25
RFLeg	16-17	19	00/01/25
Head	18-20	20	00/01/25

Damage Bonus

None

Weapon

Kick 1 point of damage, 45%, SR3

Skills

Boxing 55%, Dodge 60%, Forage 65%, Spot 75%

Armor

None

Habitat

Desert, Plains, Woodland

Notes

Rabbits and hares are small and are *Difficult* to hit. See Small Critters Spot Rule on p. 48 NM.

SCORPIONS

Scorpions are very common in New Mexico. Scorpions have a long, slender body with a segmented tail that is arched over their back. The tail is tipped with a venomous stinger.

Scorpions are normally thought of as desert animals, but they do occur in many other habitats as well, including grasslands and savannahs, deciduous forests, pine forests, rain forest and caves. Color can vary widely, including yellow, blue, reddish brown, and black.

Scorpions are nocturnal predators that feed on insects, spiders, and other scorpions. Larger scorpions occasionally feed on vertebrates, such as lizards, snakes, and mice. Prey is located primarily by sensing vibrations. Their slow metabolism means that they can survive without feeding for months at a time.

Although scorpions are equipped with venom they do fall prey to many types of creatures, such as centipedes, tarantulas, lizards, birds, and mammals (including shrews, grasshopper mice, bats).

During the day scorpions hide under stones, in piles of rocks, in wood piles and under tree bark.

BARK SCORPION

The venom of the Bark Scorpion produces severe pain and swelling at the site of the sting, numbness, frothing at the mouth, difficulties in breathing, muscle twitching, and convulsions. The Bark Scorpion has strong venom, but death is rare. They are pale yellow and small, making them particularly difficult to see.

STRIPED BACK SCORPION

A typical non poisonous scorpion is the Striped Back scorpion. This species is widely distributed throughout New Mexico. It has two broad, dark bands extending the length of the back, on an otherwise yellow-brown body. Its sting is no more deadly than a bee sting.



The Scorpion statistics below are a template for the different types of scorpion with the following modifications.

BARK SCORPIONS have a Neurotoxic venom with POT 2D4 and a SIZ of 1D4.

STRIPED BACK SCORPIONS have a Neurotoxic venom with POT 2.

SCORPIONS

Characteristics	Average			
STR	1D6	03-04	Move	05
CON	1D6	03-04	Hit Points	03
SIZ	1D6	03-04	Fatigue	18
INT	01	01	DEX SR	03
POW	2D6	07	SIZ SR	03
DEX	3D6	10-11		

Location	Melee (d20)	Missile (d20)	Ap/HP/%
Tail	01-02	01-03	02/01/25
R Leg 3	03-04	04	02/01/10
L Leg 3	05-06	05	02/01/10
R Leg 2	07-08	06	02/01/10
L Leg 2	09-10	07	02/01/10
R Leg 1	11-12	08	02/01/10
L Leg 1	13-14	09	02/01/10
R Claw	15-16	10-12	02/01/25
L Claw	17-18	13-15	02/01/33
Body	19	16-18	02/02/50
Head	20	19-20	02/01/33

Damage Bonus

None

Weapon

Pincer 1D4, 65%, SR3

Stinger 1D4, 65%, SR4

Skills

Dodge 55%, Sense 65%

Armor

Tough armor gives 2AP

Habitat

See description

Notes

Scorpions are small creatures and are *Difficult* to hit.

See Small Critters Spot Rule on p. 48 *NM*.

Scorpions resist Stamina based effects with CON x10

SHEEP

The farming and domestication of sheep is as old as the people of America. Bighorn sheep are thought to have crossed the Bering land bridge with the mammoth hunters.

Like the people of this land the Bighorn sheep population has crashed, due to disease and competition with other introduced domesticated sheep. Churro sheep have been used by the Navajo in New Mexico since the Spanish first introduced them.

BIGHORN

Bighorn sheep live in the Rocky Mountains of North America and in some desert areas. Bighorn sheep range throughout the Rocky Mountains and in an area that covers Mexico, California, Nevada and Texas.

Bighorn sheep are closely related to goats and are sure-footed animals that can move easily over rough and even mountainous terrain. Bighorn sheep can live for 15 years or more in the wild.

Bighorn rams engage in brutal head to head combat to determine dominance and win females. The male Bighorn have much bigger horns than the female.

They have a light brown fur coat with hollow hairs that protect them from temperature extremes. Their winter coat is lighter in color than their summer coat. Bighorn sheep are about 3 to 4 foot at the shoulder and can be 5 to 6 feet long.



CHURRO

The Churro is an ancient Iberian breed of sheep, imported by the Spanish settlers to North America in the 16th century. They were originally from Zamora province in Castile and León. The ewes produce the milk for a unique Zamorana cheese; the meat is also highly prized.

By the 17th Century Churros were popular with Spanish settlers in the Rio Grande Valley. Whole flocks of Churros were also acquired by Navajo through raids and trading. The Churro sheep quickly became an important part of their economy and culture.

Their long protective top coat and soft undercoat mean that the Churro is well suited to extreme climates.

Some rams have four impressive horns. The Navajo Churro has developed a high resistance to disease, and does not need special attention to survive and prosper.

The ewes lamb easily and are fiercely protective. Twins and triplets are not uncommon. The flavor of the meat is said to be exquisite and has a very low fat content.

The Sheep statistics below are a template for the two different breeds of sheep with the following modifications.

BIGHORN sheep have a Headbutt damage of 2D6 and Headbutt skill of 75% to attack.

CHURRO sheep have +6 to their CON and have 2 points of armor due to their heavy woolen coat.

SHEEP

Characteristics		Average		
STR	2D6	07	Move	10
CON	2D6	07	Hit Points	07
SIZ	2D6	07	Fatigue	14
INT	03	03	DEX SR	03
POW	3D6	10-11	SIZ SR	03
DEX	3D6+3	13-14		

Location	Melee (d20)	Missile (d20)	Ap/HP/%
LRLeg	01-02	01	01/02/25
RRLeg	03-04	02	01/02/25
Abdomen	05-07	03-09	01/03/40
Chest	08-10	10-16	01/03/40
LFLeg	11-13	17	01/02/25
RFLeg	14-16	18	01/02/25
Head	17-20	19-20	01/02/33

Damage Bonus

None

Weapon

Headbutt 1D6, 55%, SR3

Kick 1D6, 45%, SR3

Skills

Climb 65%, Dodge 70%, Jump 70%, Forage 65%, Spot 75%

Armor

1 point of wool

Habitat

Desert, Plains, Woodland

Notes

Sheep are normally a herd animal

Will only attack when cornered or protecting young

SNAKES

There are 46 species of snake found in New Mexico. Seven types of Rattlesnake and one type of Coral snake are represented here. They are all venomous but vary greatly in size, color, and other characteristics.

Coral snakes have red, yellow or white, and black colored banding. Coral snakes use a pair of small fixed fangs in the front of their top jaw to deliver their venom.

Coral snakes tend to hold onto their prey after biting. Their Neurotoxic venom, while exceptionally toxic, is delivered in very small amounts making them less potent than creatures with equally toxic venom. Coral snakes are not aggressive and most bites occur through accidental contact.

Coral snakes are elusive in nature and spend most of their time buried in leaf litter or underground. They come to the surface when it is raining or during their breeding season.

Coral snakes feed on smaller snakes, lizards, frogs, birds and rodents.

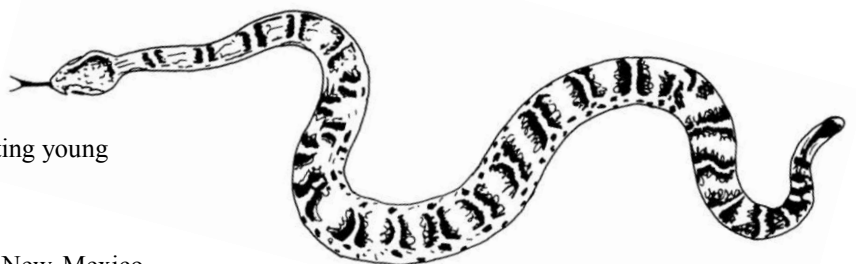
Rattlesnake's scales often match their environment; brown, gray, green, red, pink, or yellow coloring is common. Their scaly skin glistens but is dry to the touch; they usually have dark Vs or diamond-shaped markings along their back.

Rattlesnakes are venomous snakes that have a rattle at the end of their tail. The hollow rattle makes a buzzing sound when it moves, or when it is deliberately shaken to warn off potential predators. Each time the rattlesnake sheds its skin the rattle gets another section added to it. Rattlesnakes continue to grow all their lives, getting bigger and bigger each year.

These, normally solitary snakes, spend winter or cold months in a den with many other rattlesnakes. Females can give birth to about 10 live young.

Rattlesnakes mostly hunt during the night and can sense the heat of their prey through sensory organs in their upper jaws which can "see" infrared images.

Rattlesnakes kill their prey with potent venom delivered by two hollow, retractable fangs. Rattlesnakes prefer to strike and let go immediately allowing their venom to incapacitate their prey.

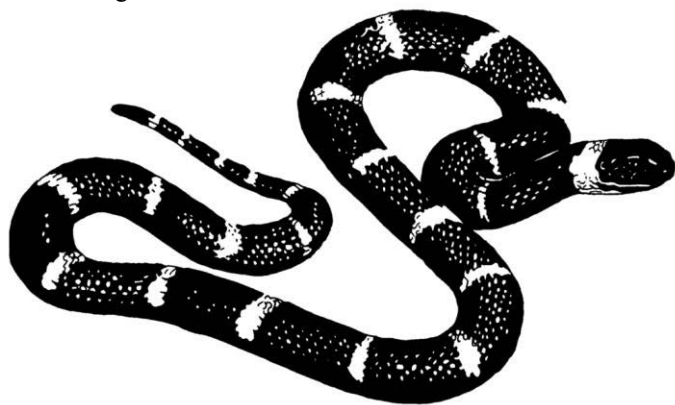


This venom contains a digestive enzyme that starts to dissolve the meat even before the snake begins to eat. Rattlesnakes swallow their prey whole, usually head

first. Their jaws are attached to each other with stretchy ligaments, which let the snake swallow animals that are wider than the snake itself. Rattlesnakes eat rodents, lizards, and other small animals. They normally only attack larger creatures if they are surprised, attacked or injured by them.

ARIZONA CORAL SNAKE

The Arizona Coral Snake is found in the extreme southwest of New Mexico. Although Coral snakes rarely bite, their venom is highly toxic. The Arizona Coral Snake has a black nose and is brightly colored with broad alternating rings of red and black, separated by rings of white or yellow. There are other non-venomous snakes in New Mexico with similar markings, such as the Arizona mountain king snake, and the long-nosed snake.



BLACKTAILED RATTLER

Blacktailed Rattlesnakes are found in southwestern and central New Mexico, where it is sometimes referred to as the Green Rattler. They live mostly in rocky mountainous areas, forests and are occasionally found in lower deserts. It is often colored green or a steely gray but can be sulphur yellow or rust colored. They usually have a dark brown or black tail. Blacktailed Rattlers can climb trees.

DIAMONDBACK

Western Diamondback Rattlesnakes are the most common species of rattlesnake and are found throughout New Mexico. They can be found in flat plains and rocky canyons, from grassland deserts to mountain forests. The Western Diamondback is one of the largest of the rattlesnakes and they have been known to grow up to 7 ft long. They are often a gray-brown, but their color can match their background, many New Mexico snakes have a rust red to pinky gray color. This species has black and white rings on its tail and is sometimes called the “moon-tail” rattlesnake.

MASSASAUGA

The Massasauga Rattler is widely distributed across southern, central, and eastern New Mexico where it

favors the desert grasslands, prairie, bog land or anywhere near water. This snake is usually less than 4 ft long, pale brown, and generally has pairs of spots on its head. Although not usually fatal, bites from this species are extremely painful.

MOJAVE RATTLER

Mojave Rattlesnakes are found in southern California, Nevada, Arizona, Texas, Utah and in the Chihuahuah Desert and the Mojave Desert. The Mojave Rattlesnake prefers desert or low grassland habitats and flat terrain. The Mojave rattlesnake is often green gray or an olive green, with a white belly. Its venom is very strong.

PRAIRE RATTLER

The Western Prairie Rattlesnake is distributed all across New Mexico and across much of the western U.S. In eastern New Mexico, it is often called a “sand rattler” and they live in a variety of habitats, from grassland desert to pine-oak forest. This species is more active after dark, unless it is located at high altitudes. Western prairie rattlesnakes are often green gray or pale brown; they have a series of colored rings on their tails that darken as they age.

RIDGENOSE RATTLER

Ridgenose Rattlers inhabits only a small part of the southwestern portion of New Mexico. They prefer to live in pine-oak woodlands, open grassy hillsides, and humid canyon bottoms. It is usually colored a reddish brown, yellow brown, or gray. Ridgenose Rattlers are active day or night.

ROCK RATTLER

Rock Rattlesnakes can be found in isolated mountain ranges in Southern New Mexico. This snake favors pine and oak forests, but also inhabits mountains with a rugged, rocky terrain. It can be brown-black, greenish, or gray in color.

The Snake statistics below are a template for the different types of snake with the following modifications.

ARIZONA CORAL SNAKES have a Neurotoxic bite with POT 1D6. Arizona Coral Snakes have a STR, CON and SIZ of 1D6.

BLACKTAILED RATTLESNAKES have POT 1D8 Haemotoxic venom. Black-tailed Rattlesnakes have a Climb skill at 65%.

DIAMONDBACKS have a Haemotoxic venom with POT 1D8 and have a STR, CON and SIZ of 3D6.

MASSASAUGA have POT 1D6 Haemotoxic venom and a STR, CON and SIZ of 1D6

MOJAVE RATTLERS have a potent Neurotoxic bite with POT 2D6.

PRAIRIE RATTLESNAKES have a Haemotoxic venom with POT 1D8.

RIDGE-NOSE RATTLESNAKES have POT 1D6 Haemotoxic venom.

ROCK RATTLESNAKES have a unique mix of Neurotoxic and Haemotoxic venom with POT 2D4.

SNAKES

Characteristics	Average			
STR	2D6	07	Move	10
CON	2D6	07	Hit Points	07
SIZ	2D6	07	Fatigue	14
INT	01	01	DEX SR	03
POW	2D6	07	SIZ SR	03
DEX	3D6	10-11		

Location	Melee (d20)	Missile (d20)	Ap/HP/%
Tail	01-04	01-03	00/02/33
Body	05-16	04-17	00/04/50
Head	17-20	18-20	00/02/25

Damage Bonus

None

Weapon

Bite 1D4, 65%, SR3

Skills

Dodge 55%, Sense 75%, Swim 75%

Armor

None

Habitat

See individual descriptions.

Notes

Venomous bite, see individual description

Snakes are mostly active during the day

Infrared vision

SPIDERS

3,500 species of spider make their home in North America and there are literally hundreds of species of spider in New Mexico alone. The Black Widow, Brown Recluse, Wolf Spider and Tarantula represent a small fraction of the more dangerous ones.

BLACK WIDOW

Black Widow spiders are extremely poisonous arachnids. Their venom is much more potent than the venom of the prairie rattlesnake. The Black widow prefers to live in dark places, under logs and rocks.

The female Black Widow eats the smaller male after mating. She will lay between 300 to 400 eggs. The baby spiders are not poisonous but they are cannibals and will eat each other, ensuring that only the strongest survive.

The Black Widow eats flies, moths, crickets, small reptiles and other small animals. Their fangs inject a Neurotoxic venom and digestive juices into their prey. This kills the prey and also liquefies its flesh.

Females are only about 1 1/2 inches across; they have a black body with a distinctive red hourglass shape on their abdomen. Males are smaller, about 3/4 inch across with longer legs and red and yellow markings. The females are much more venomous than the males. Black Widows have a two-part body, strong jaws, poisonous fangs, and a hard exoskeleton.

Black Widow Spiders extrude silk to make a tangled-looking web. This is usually in dark places and near the ground.



BROWN RECLUSE

Brown recluse spiders are usually no bigger than 3/4 of an inch across, but they may grow larger. While they are typically light brown, they do also range in color from a creamy color to a dark brown or black. Their cephalothorax and abdomen are not always the same color.

The Brown Recluse usually has markings on the dorsal side of their cephalothorax, with a black line coming from it that looks like a violin, resulting in the nickname the 'brown fiddler.'

TARANTULA

Tarantulas are large hairy spiders that primarily live in warm areas. The biggest tarantula has a leg span of about 13 inches. These arachnids have a long life span and can live over 30 years.

Tarantulas eat insects, other arachnids, small reptiles, amphibians, and small birds. Tarantulas kill their prey using venomous fangs; they also inject a chemical into the prey that dissolves the flesh. Tarantulas can crush small prey using their powerful mouthparts.

WOLF SPIDER

Wolf spiders have excellent eyesight and are a tough and agile hunter. They are mostly solitary, opportunistic hunters. They can pounce on their prey or

chase it over short distances. Sometimes they wait for their prey to pass the mouth of a burrow.

Wolf spiders carry their egg sacs by attaching them to their spinnerets. Wolf spiders have two eyes out of their eight that are larger and more prominent.

The Spider statistics below are a template for the different types of spider with the following modifications.

BLACK WIDOW spiders have an extremely dangerous POT 2D8 Neurotoxic venom. Black Widow spiders can run as fast as a man and have a Move of 10.

BROWN RECLUSE spiders have a deadly POT 2D4 Cytotoxic Venom.

TARANTULA spiders have POT 1D6 Cytotoxic venom. Tarantula spiders are much larger than the other spiders and have a SIZ 2.

WOLF SPIDERS have a POT 1D6 Neurotoxic venom. Wolf Spiders have Hide and Spot skills at 65%.

SPIDERS

Characteristics	Average			
STR	1	03-04	Move	05
CON	1	03-04	Hit Points	01
SIZ	1	01	Fatigue	14
INT	2D6+6	13	DEX SR	03
POW	2D6+6	13	SIZ SR	03
DEX	3D6	10-11		

Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg 4	01-02	01	00/01/10
L Leg 4	02-03	02	00/01/10
R Leg 3	04-05	03	00/01/10
L Leg 3	06-07	04	00/01/10
R Leg 2	08-09	05	00/01/10
L Leg 2	10-11	06	00/01/10
R Leg 1	12-13	07	00/01/10
L Leg 1	14-15	08	00/01/10
Body	16-19	9-17	00/01/50
Head	20	18-20	00/01/33

Damage Bonus

None

Weapon

Bite 1 point of damage, 75%, SR 3

Skills

See individual descriptions

Armor

See individual descriptions

Habitat

See individual descriptions

Notes

All spiders are small and are *Difficult* to hit.

See Small Critters Spot Rule on p. 48 NM.

MYTHICAL CREATURES

This chapter describes two of the mythical creatures that inhabit New Mexico. These animals are very rare and encounters with them can result in unexpected situations.

**Chupacabra
Mogollon Monster**

CHUPACABRA

The Chupacabra is an ancient, solitary creature that normally feeds on goats, sheep and other small creatures. The name Chupacabra is Spanish and literally means 'Goat-Sucker'. The name comes from the creatures' habit of attacking and draining the blood from livestock.

The Chupacabra is a reptilian being that is vaguely canine in appearance. Its scaly skin is punctuated with sharp quills running down its humped back. It is approximately the same size as a small bear and can jump long distances on its large overdeveloped rear legs.

The Chupacabra has a wolf like face with outsized fangs and large curved claws. A snake-like forked tongue can be seen flicking out of the Chupacabras mouth, which is capable of opening much wider than expected.



The Chupacabra hisses and screeches when it is threatened. The eyes, largely hidden within pronounced eye sockets, are said to glow red when the Chupacabra screeches.

Unlike other predators the Chupacabra does not eat its prey, it drains all of the blood from it. Occasionally the

Chupacabra will tear open its prey to get at blood rich organs, such as the liver, kidneys and heart.

The Chupacabra relies on its abilities to attack prey by surprise. The Chupacabra prefers to jump on to the preys back, grab hold with both Claws, and then Bite in the following combat round.

Characteristics		Average	
STR	2D6+6	13	Move 15
CON	2D6+6	13	Hit Points 10
SIZ	3D6+10	20-21	Fatigue 26
INT	04	04	DEX SR 02
POW	2D6	07	SIZ SR 00
DEX	3D6+6	16-17	
APP	1D6	03-04	

Location	Melee (d20)	Missile (d20)	Ap/HP/%
LRLeg	01-03	01-03	01/07/40
RRLeg	04-06	04-05	01/07/40
Abdomen	07-09	06-09	01/06/33
Chest	10-12	10-16	01/07/40
LFLeg	13-14	17	01/04/25
RFLeg	15-16	18	01/04/25
Head	17-20	19-20	01/06/33

Damage Bonus

+1D6

Weapon

Bite 1D6, 55%, SR 3

Claw 1D6, 45%, SR 3

Skills

Dodge 50%, Jump 70%

Armor

1 point of tough hide

Habitat

Desert, Plains, Woodland

Notes

The Chupacabra may attack twice with its Claws in the same Combat Round and on the same Strike Rank. Two separate attack rolls are required. If both Claw attacks succeed the Chupacabra has caught hold of its prey and a STR vs. STR Resistance Roll is required to dislodge it.

The Chupacabra may only Bite once in a Combat Round and never in the same Combat Round that it has attacked with both Claws, unless it is maintaining its grip. The Chupacabra bites its prey once it is caught with both paws. The Chupacabras Bite only does location damage on the first Bite, each subsequent round that it successfully hangs on it drains 1D6 from Total Hit Points only.

The Chupacabra may Jump DEX in yards once per Combat Round.

SAN Loss

0/1D4

MOGOLLON MONSTER

Mogollon Monsters are a rare race of creatures that have been seen in central and eastern Arizona and New Mexico, throughout the Mogollon Rim.

Mogollon Monsters are an ape-like creature, bipedal and humanoid. They are 6 to 8 feet tall. They have large, wild, deep set red eyes. Their bodies are covered with long dark brown, black or long white hair except for their face, hands and feet which are naked skin. Their chest, shoulders, and arms are massive, especially the upper arms. Their heads are very square; square sides and squared up chin, like a box. They take long strides when they walk.

Mogollon Monsters are timid, nocturnal, omnivores. They are inquisitive and have been known to explore campsites under cover of darkness.

When Mogollon Monsters are threatened they will either throw rocks from somewhere out of view, or sometimes use small trees as clubs. Mogollon Monsters are also capable of producing a stinking odor similar to that of a skunk as a defensive mechanism.

To communicate Mogollon Monsters produce a curious whistling sound and at times emit a blood curdling scream.

While normally solitary, Mogollon Monsters are intelligent and at times seem to crave companionship.

Characteristics		Average	
STR	4D6+6	20	Move 10
CON	4D6+6	20	Hit Points 20
SIZ	4D6+6	20	Fatigue 40
INT	2D6+6	13	DEX SR 3
POW	3D6	10-11	SIZ SR 0
DEX	3D6	10-11	
APP	2D6	07	

Location	Melee (d20)	Missile (d20)	Ap/HP/%
LLeg	01-04	01-03	02/07/33
RLeg	05-08	04-06	02/07/33
Abdomen	09-11	07-10	02/08/40
Chest	12	11-15	02/08/40
LArm	13-15	16-17	02/05/25
RArm	16-18	18-19	02/05/25
Head	19-20	20	02/07/33

Damage Bonus

+1D6

Weapon

Club 1D6, 45%, SR 2, HP 15

Punch 1D3, 65%, SR 3

Kick 1D6, 45%, SR3

Thrown Rock 1D3, 40%, 1/CR, Range 10

Skills

Dodge 70%, Forage 65%, Spot 75%, Stealth 75%

RELIGION**Armor**

2 point of furry hide

Habitat

Throughout the Mogollon Rim, Mountain, Dense Woodland

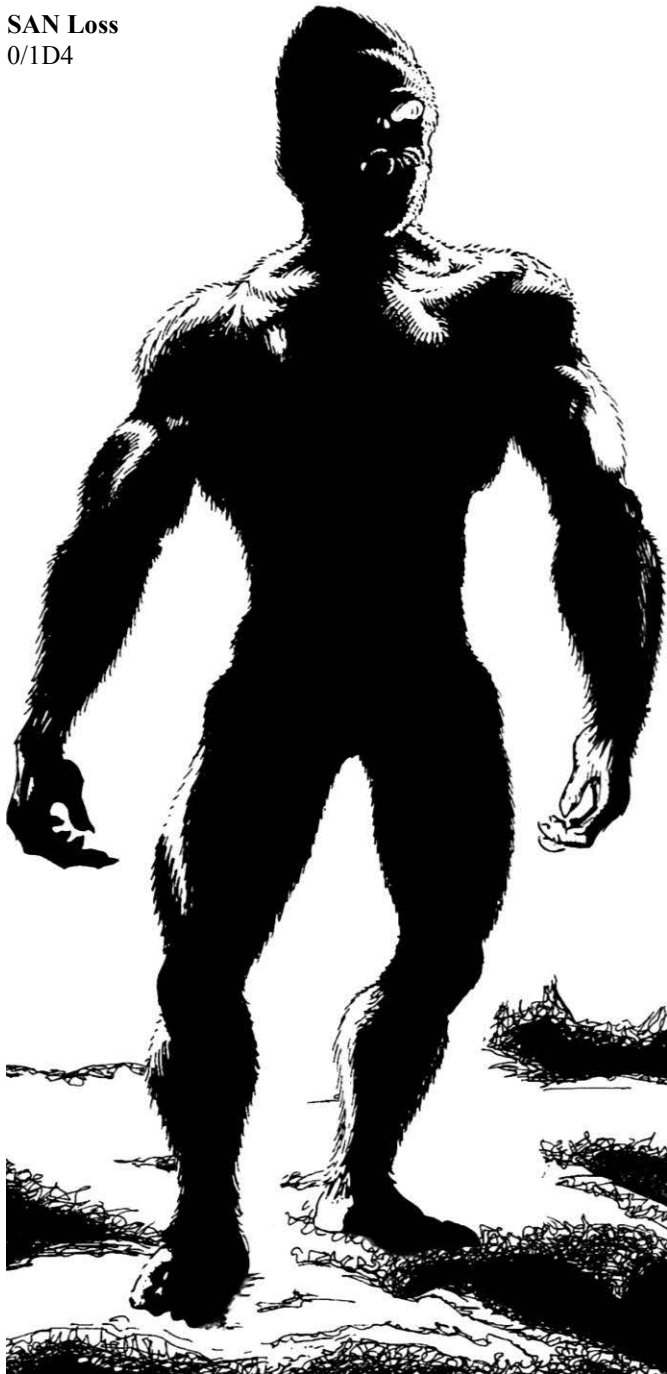
Notes

Mogollon Monsters make use of improvised weapons.

Mogollon Monster stink POT=POW. Make a Resistance Roll of POT vs. CON. A Failed Resistance Roll indicates that the target has been incapacitated due to vomiting. A Successful Resistance Roll indicates the target is just distracted by the stench, all skills are at -25% until the victim is at least 10 feet away from the Mogollon Monster.

SAN Loss

0/1D4



32 - ACES HIGH: NEW MEXICO

KACHINA CULT

All of the Puebloan tribes have developed a religion which uses intricate dance, song and music patterns to call on the help of a diverse group of spirits called the Kachina. The Kachina control the weather patterns and nature itself in this part of America.

The Kachina Cult is seen as totally necessary for the production of healthy crops in this arid land.

The Kachina are Otherworldly spirits that inhabit the land, clouds, lakes and the mountains. When the Pueblo People perform their ceremonial dances the spirits of the Kachina are invited to visit the pueblo by the Society Priests and take part in the ceremony.

Dancers put on elaborate masks representing some of the more powerful or influential Kachina and invite the spirit into their body, for the duration of the dance the dancer literally becomes the Kachina his mask and costume represents.

Cottonwood dolls, also with masked faces and bright colored clothing, represent other Kachina that may also attend the dance. There are literally hundreds of different Kachina; each one has a distinct form, an individual type of dress and a particular use or relevance to Puebloan society.

The primary motivation for the rituals, ceremonies and dances in the Kachina cult is to bring rain to the pueblo gardens and fertility to the people and their livestock.

The Kachina first appear among the people in autumn and then take part in the ceremonies through to spring, when they have to return to their cloud, lake or mountain homes. The tribes Sun Society Priest determines when the ceremonies take place. During this period the people celebrate a number of ceremonies.

The ceremonial year begins in winter. The months of November and December symbolize the time of the creation of the world. The villages tend to be quiet, as the Puebloan People spend time in silence, prayer, and meditation.

All of these ceremonies have their own specific purposes, all in some way are intended to bring the rains, increase fertility and prosperity. Kachina dances are normally cheerful public events, consisting of carefully choreographed dances combined with amusing performances by the clowns.

The clowns act like bad-mannered children; they mock everything and appear to understand nothing.

WUWUCHIM*tribal initiation ceremony*

The ceremonial year begins in November with the emergence ceremony, Wuwuchim. Young men are initiated into adulthood, joining one of the tribes' ceremonial societies. The society a young man joins depends on his sponsor and the child will have ingratiated himself with someone from one of the societies during the previous year.

Upon acceptance, the initiate receives instruction in Kachina creation beliefs, full membership to one of the societies and they will have their personal Totem revealed to them. The young man is then presented with a new name, and his childhood name is never used again.

The initiation acceptance criteria vary. However, this can be abstracted as requiring a successful Dance skill *or* Instrument skill roll *and* a successful POW x2 roll. This may be attempted each hour of the Wuwuchim ceremony until both rolls are successful. Totem Spirits are described on p. 88-89 AH.

SOYALA*winter solstice ceremony*

The Soyala ceremony begins at the time of the winter solstice, in December. It is led by the Sun Priest and attended by the village chief, other Society Priests and tribal dignitaries. It is at this time that ceremonial arrangements for the coming year are planned, success with this ceremony ensures that the coming crops will flourish.

Kachina dances begin with the Soyala ceremony. Kachina spirits actively take part in this ceremony and the following ceremonies and dances.

All participants in the Soyala ceremony must succeed in Dance *and* Instrument skills for the ceremony to be considered a total success. Each failure reduces the beneficial effects of the ceremony. A majority of



failures will result in a disastrous year, possibly resulting in localized droughts or flooding, an introduction of an epidemic disease or some other catastrophic problem that affects the tribe as a whole.

BUFFALO DANCE*fertility ceremony*

In January all of the people in the pueblo take part in the Buffalo dances. The Buffalo dance deals with the desire for increased fertility and ensures that the women and animals will produce strong young.

The majority of participants must successfully perform a successful Dance skill *or* Instrument skill *or* Sing skill during the Buffalo dance for the desired effect to occur. If the majority fails, then the coming year will see decreased fertility and the birth of sickly and weak young.

POWAMUYA*bean dance ceremony*

The Powamuya ceremony takes place in February. It is a 16 day planting festival in which beans are sprouted in the kivas in anticipation of the agricultural season.

This is a great festival, with many Kachina being represented. On the final day the Kachina dancers form a long parade through the pueblo. Children from 10 years old are initiated into Kachina societies during the Powamuya. Ogre Kachina may appear to frighten the children.

This ceremony is supposed to placate the Ogres and the Bad Kachina so that the flourishing crops will not be eaten by them.

This is another tribal ceremony that requires the majority of participants to successfully perform their duties. A successful Dance skill *or* Instrument skill *or* Sing skill is required from each participant. Failure to accomplish this ceremony to the requirements of the Kachina will see fertile crops devoured by Ogres and other pests.

ANKTIONI*plaza dances*

Through March, April, May and June the Kachina dancers perform in several all day ceremonies that last from sunrise until sunset. The dancers and the people watching, focus on a community prayer, calling on the spirits to bring rain for the growing crops.

The intention of these rituals is to encourage and maintain the tribe's crops. A successful Dance skill *or* Instrument skill from the majority of participants ensures healthy crops for the coming year. Disastrous performances at these ceremonies could jeopardize the growing crops.

NIMAN

the home dance

At the summer solstice in June, the plaza dances end and preparations begin for the Going Home Ceremony. In a 16 day ceremony, Kachina dancers present the first green corn ears and then dance for rain to hasten the growth of the remaining crops. Their spiritual work done, the Kachina are now supposed to return to their homes in the mountain peaks, lakes and the otherworld.

This is the last ceremonial dance that relies on the Kachina as active participants.

The Niman dances finish off the growing and calling for rain ceremonies and let the Kachina know that their work is done.

A successful Dance skill *or* Instrument skill *or* Sing skill is required from each participant. A majority failure at this ceremony could still result in destroyed crops but mainly it is about sending the Kachina back to their homes. Failure to correctly thank the Kachina could result in the insulted Kachina turning their backs on the tribe in future seasons.

SNAKE-ANTELOPE DANCE

August sees the final, important, ceremonial dances. The Snake-Antelope Dance is closed to non-Puebloans and takes place in even numbered years. The snakes involved in this dance are often poisonous rattlesnakes, but for this ceremony they act as messengers to the spirits. The Snake-Antelope dance emphasizes war and destructive elements.

Success in this dance will give the warriors of the tribe spiritual help in combat should they need it. Successful demonstrations of Dance, Instrument, *or* Sing are required but the warriors of the tribe must demonstrate their martial prowess through successful use of the Rabbit Stick skill *or* other weapon skill *or* hunting skills. This is usually achieved by a ceremonial hunt where the greatest warriors or hunters return with the largest number of rabbits or the most impressive kill. Snakes and water creatures are never included in the hunt.

Because this ceremony only takes place once every two years it can have a long term effect on the tribe if the ceremony is not completed to the satisfaction of the Kachina.

FLUTE DANCE

The Flute Dance ritual emphasizes the continuity of life after death and takes place during odd numbered years.

The Flute dance is used to ensure that people of the tribe find their way to the Kachina when they die.

Successful performances of Dance skill *and* Instrument (Flute) skill are required to complete the ceremony.

At times the Flute Dance is performed over the body of a particularly noteworthy member of the tribe to give them a good chance of joining the Kachina.

Exceptional performances will see many new and powerful good Kachina come into existence as the people of the tribe die. Failure will result in no new additions to the Kachina pantheon. In extreme circumstances it is possible that some of the existing Kachina will fade from existence altogether, reducing the size of the pantheon. In the worse possible cases another Bad Kachina is introduced into the pantheon.

BUTTERFLY DANCE

The Butterfly Dance is a social dance normally performed by children and mainly celebrates the harvest.

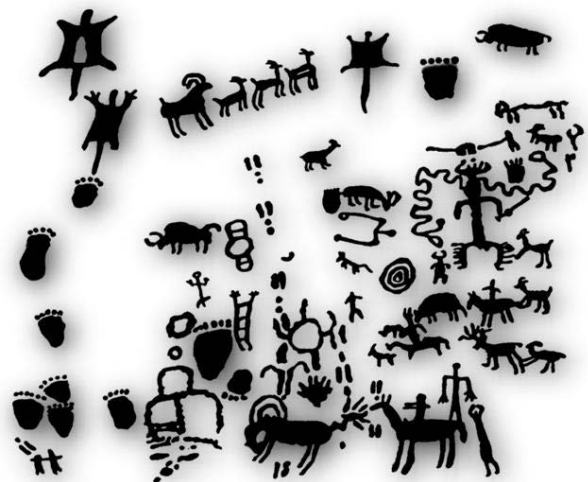
The Butterfly dance gives thanks to the Kachina and the rains for their help with providing the life sustaining crops. Failure during this ceremony risks offending the Kachina and makes them less willing to show or help next year.

MAMRAWT

womens dance

In September, Mamrawt, the principal women's ceremony is held. This dance contains many of the elements found in the, primarily male, Wuwuchim ceremony. An emergence ceremony for the women of the tribe, new names are given to the girls that now become women and they in turn are allowed to join one of the tribal societies.

Successful performance of Sing *or* Musical Instrument *and* a successful POW x2 roll ensures the new woman is accepted into the chosen society. This test may be attempted each hour until a success is achieved.



KACHINA SOCIETIES

The Kachina Societies are shrouded in secrecy. Each of the societies have their own private rituals, their own personal agendas and allowing non-members to know those secrets can invoke the members of the society or the societies patron Kachina into direct action. Punishment is severe, often resulting in death for the transgressor and for those that have learnt this most sacred knowledge. Each society has access to a set of Magic Powers which the member of that society can learn. Each society can also call on their patron to appear. Calling a patron is usually a very secretive ritual requiring the participants to Sing or Dance or Play an Instrument successfully.

The societies are headed by a ceremonial Society Priest and a Kachina Spokesman, both of which have an assistant and four war priests to help them in their duties and to protect the society's secrets. Women are normally allowed to join any of the societies but in practice normally only join the Flute society.

Membership is normally for life. If someone leaves the society they are automatically stripped of any powers that they may have gained and are bound to never speak of the secrets of that society.

Breaking this silence can result in a visit from the Society Patron. Punishment can vary but the Kachina Patron will initially attempt to possess the transgressor. Depending on the possessing Kachina the punishment can be a trivial or deadly affair, ranging from losing a couple of hours to waking up in the desert surrounded by angry scorpions. This behavior may afflict the person for the rest of their life. The only way to stop this from happening is to either appease the offended Kachina spirit so that it will leave the person alone, or to petition another more powerful Kachina for protection. Attracting a more powerful Kachina means that the person has transferred their alliance and also that they now owe the new Kachina Patron a debt of gratitude.

The four main Kachina Societies are described here but, should you wish to expand the selection, then there are many others with different responsibilities, different patron Kachina and different powers. Please consult your Master.

FLUTE SOCIETY

MAGIC: Control, Diminish, Heal, Resistance, Wound.

Flute is the curing society. It is the society of healers and medicine men, their patron is Ahola or Masauwu who has a darker interpretation of the healing arts.

The Flute society has access to cures for knife, war and mortal wounds. The Flute Society teaches First Aid,

Medicine, Insight and Knowledge (Plants) to its members.

The Flute society freely offers its curing services to all Puebloans.

SINGER SOCIETY

MAGIC: Change, Control, Enhance (CON, DEX), Illusion.

Singer is a clown society. It is a society of dancers, drummers, singers and fools; their patron is Kokopelli, the fertile one, the prankster or Koshari, the clown.

The Singer society has access to the skills and powers of obfuscation and performance. The Singer society teaches its members Dodge, Disguise, Perform (any), Sleight of Hand and Stealth.

The Singer society freely teaches the skill Perform (any) to any Puebloan.

SNAKE-ANTELOPE SOCIETY

MAGIC: Blast, Enhance (STR, CON), Protection, Sharpen, Wound.

Snake-Antelope is a war society. It is the society of warriors and hunters, their patron is Toho, the mountain lion or Ka'Toya, the two headed snake.

The Snake-Antelope society has access to the sacred knowledge of war. Snake-Antelope society teaches its members Craft (Flintknapping), Dodge, Knowledge (animals), Melee Weapon (any), Missile Weapon (any) and Stealth.

The Snake-Antelope society is expected to organize the defense of the Pueblo and do the majority of the hunting for food. The Snake-Antelope society freely teaches the skill Missile Weapon (Rabbit Stick) to any Puebloan.

WUWUCHIM SOCIETY

MAGIC: Blast, Flame, Light, Protection, Speak to Mind, Vision.

The Wuwuchim society is a sun society. It is the society of priests and chiefs, their patron Kachina is Tawa the sun, or Ahola the chief.

The Wuwuchim society has access to the skills of leadership and the powers of the sun. The Wuwuchim society teaches its members the following skills Command, Etiquette (Tribal), Knowledge (any), Language (any), Perform (any), Persuade and Status.

The Wuwuchim societies Sun Priests are expected to guide the Puebloan society through their religious rites, to organize the ritual ceremonies and to lead the Pueblo People to a secure and prosperous future.

OTHERWORLD ENTITIES

KACHINA

The Kachina can be mischievous and malign or helpful and loyal; they are usually most active from Autumn through to Spring. The spirits can attach themselves to a weak soul, can influence their decisions and can sometimes become stuck in the mundane world.

Puebloan ceremonies actively encourage possession by certain Kachina spirits. The elaborate masks and costumes that the dancers wear during their ceremonies and dances are specifically designed to honor and encourage the Kachina to take part. In extreme circumstances a participant in a Kachina dance may actually take on the appearance of the spirit without the need for the costume or mask. The Kachina spirits are first woken up and return to the people during the Soyala dance. The Kachina are returned to their spirit homes during the final stages of the Niman dance.

All Kachina were once people of one of the Puebloan tribes. These 'honored ones' were typically heroes or people that had contributed in a great way to the benefit of the tribes. Others have forced themselves into the mythology with deceit or through evil means. All of the Puebloans have the chance during life to achieve this semi-divine state of spirituality at their death.

While the Puebloans are at ease with the ways of the Kachina, outsiders can sometimes have a hard time accepting the willingness of the ceremonial participants to actively encourage possession by the spirits.

In all cases of Kachina possession the attributes and powers of the Kachina are overlaid on the possessed person. The Kachina retains all of the knowledge and skills of that person but adds their own powers and abilities to them.

The Kachina can come from the Otherworld to the Mundane world in one of two ways.

The Kachina can choose to possess the target using the Spirit Possession rules described in the Otherworld Powers section of this book, or the Kachina spirit can choose to overcome the barrier separating the Mundane and Otherworld (*described p. 52 AH*). If the Kachina has independently arrived in the Mundane world then they exist purely as spirits, unless that Kachina has an ability to create a solid body.

In most cases the Kachina may only attempt this crossing of the barrier during the time of year that they are most active. During summer no Kachina spirit may attempt to cross the barrier between the Mundane or the Otherworld.

THE GOOD KACHINA

AHOLA

the chief

Ahola appears as a normal man. He is important because he creates the seed for the crops that sustain life. A healer and a rejuvenator he watches out for his people and aids them in times of need. Ahola is considered to be the chief and he is very wise.

Ahola has a wide fan of turkey feathers surrounding his head. He wears a fur ruff and a carved turquoise necklace. Ahola wears a white kilt, held in place by a belt and sash, along with blue moccasins. Ahola carries a staff in his left hand, decorated with evergreen branches and topped with a pair of carved prayer feathers. Turkey feathers are tied to the base of the staff. In his right hand he carries a Mongko and a sacred ear of corn. Only a Kachina of great importance carries the Mongko.

Characteristics

INT	24	Move = 21
POW	25	

Weapon

Staff 75%, HP 20, 1D8, SR 1

Skills

First Aid 75%, Insight 75%, Medicine 75%, Knowledge Plants 75%

Powers

Control, Heal, Resistance (*p. 95 BRP*)

Moulding (*p.86 AH*)

Fertility, Mongko, Rejuvenation, Spirit Possession (*p. 46 NM*)

SAN Loss

0

Notes

Ahola is revered by all Puebloans.



AWANYU

the horned serpent

Awanyu is the guardian of water, rain and of lightning and thunder. A horned and plumed serpent, Awanyu can become transparent or totally invisible at will. A deeply elemental Kachina spirit, Awanyu is frequently involved with water, thunderstorms, lightning and frequent violent changes.

Awanyu is always honored by the Puebloans during the snake dance ritual, which call for the rains. Sometimes Awanyu is the companion of Kokopelli.

The Awanyu Kachina dancer usually carries a zigzag lightning stick and wears a live rattlesnake around his neck.

Characteristics

INT 16 Move = 24
POW 24

Weapon

Bite 75%, 1D4, SR 3
Horn Gore 75%, HP see location 1D6, SR 2

Skills

Climb 75%, Dodge 75%, Sense 75%, Swim 75%

Powers

Blast, Lightning (p. 95 BRP)
Level 5 Weather Manipulation (RAIN) (p.73 AH)
Manifest, Refraction, Spirit Possession (p. 46 NM)

SAN Loss

0/1D6

Notes

Awanyu only gets the natural attacks Bite and Horn Gore if he is using the Manifest power. Awanyu has a Neurotoxic bite with POT 24.

Manifest Locations, cost = 20 Power Points

		<i>Average</i>		<i>Average</i>
STR	5D6	17-18	Hit Points	12
CON	4D6	14	Fatigue	32
SIZ	3D6	10-11	DEX SR	03
DEX	4D6	14	SIZ SR	02
APP	2D6	07	Dam Mod	+1D4

Location Melee (d20) Missile (d20) Ap/HP/%

Tail	01-04	01-03	12/04/33
Body	05-15	04-16	12/05/50
Head	16-18	17-19	12/04/33
Horn	19-20	20	12/03/25

HE'E'E

the warrior

He'e'e is a warrior spirit. It is either a man dressed in women's clothes or a woman using men's equipment. He'e'e leads a band of fearsome warrior kachinas to protect the holy ceremonies. Because He'e'e is so potent, there are other guards who protect other ceremonies from its dangerous presence. He'e'e is

always shown dressed in black with a face black with soot. He'e'e always carries a bow and a rattle but is known to have mastered all other ancient weapons.

Characteristics

INT 20 Move = 26
POW 26

Weapon

Obsidian Knife 75%, HP 5, 1D4+2, SR3
Rabbit stick 75%, HP 3, 1D4, 1/SR
Hunting Bow 75%, HP 6, 1D6+3, 1/SR

Skills

Climb 65%, Dodge 75%, Hide 70%, Jump 65%, Sneak 75%, Spot 75%, Track 75%

Powers

Protection, Sharpen(p. 95 BRP)
Spirit Possession (p. 46 NM)

SAN Loss

0/1D4

Notes

He'e'e is *Difficult* to Spot at nighttime when Sneaking. He'e'e uses obsidian arrows with the hunting bow.

KACHIN' MANA

the corn maiden

Kachin' Mana is known as the Blue Corn Maiden when she is carrying blue corn, if she is carrying yellow corn, she is known as the Yellow Corn Maiden. This is the only way to identify the Kachin' Mana as she can change her name and appearance at will.

Her presence is a prayer for corn and the ability to feed her people. Kachin' Mana is usually accompanied by other Kachina, either as protection or as companions.

Kachin' Mana dancers are always female and have their hair arranged in buns on either side of their head. They dance with a bowl lined with evergreen and filled with either yellow or blue corn.

Characteristics

INT 21 Move = 17
POW 17

Weapon

None

Skills

Knowledge Plants 75%

Powers

Heal (p. 95 BRP)
Moulding (p.86 AH)
Fertility, Spirit Possession (p. 46 NM)

SAN Loss

0/1D4

Notes

Kachina most likely to accompany Kachin' Mana are Ahola, Kwahu, Tawa or Toho.

KOKOPELLI

the fertile one, the prankster

Kokopelli is usually pictured as humpbacked and playing a long flute. He often has a huge phallus and feathers protruding from his head. Kokopelli dancers have fun by making obscene sexual gestures.

Kokopelli is a trickster god, a fertility god and a rain god; he represents the wild spirit of music. He carries a sack full of seeds on his back and with him usually comes life and abundance.

Kokopelli not only brings blessings to the crops but also leaves the villages full of new mothers.

Characteristics

INT 23 Move = 29
POW 29

Weapon

None

Skills

Dodge 75%, Disguise 75%, Knowledge (Plants) 75%, Perform (any) 75%, Sleight of Hand 75%, Stealth 75%

Powers

Change, Control, Enhance (CON, DEX), Illusion (*p. 95 BRP*)

Level 4 Weather Manipulation (RAIN) (*p.73 AH*)

Fertility, Spirit Possession (*p. 46 NM*)

SAN Loss

0/1D4

Notes

Kokopelli uses his Flute as a focus for his magic abilities.

Kokopelli does not talk but uses his Flute to communicate ideas and impressions.

Kokopellis' sack of seeds never runs out and the seeds it contains always produce strong healthy crops.

KWAHU

the eagle

Kwahu the eagle represents strength and power, is the ruler of the sky and the messenger to the heavens. Kwahu is seen most often leading the Mudheads in the Kiva or Dances of early March.

The Kwahu Kachina dancer imitates the movements and cry of the eagle to honor this great spirit. They wear an elaborate eagle feather cloak to simulate the wings of the eagle and wear a blue faced, yellow beaked eagle mask. The dance of Kwahu is a conscious effort to duplicate the actions and motions of eagles and is a prayer for an increase of eagles.

Eagles occupy a rather unique position among Puebloans, they are treated as honored guests, and are given presents just as the Puebloan children are.

Characteristics

INT 25 Move = 15
POW 15

Weapon

None

Skills

Sneak 75%, Spot 75%

Powers

Control, Enhance (STR, CON), Teleport, Speak to Mind, Vision (*p. 95 BRP*)

Level 4 Weather Manipulation (WIND) (*p.71 AH*)

Moulding, Spirit Possession (*p. 46 NM*)

SAN Loss

0/1D4

Notes

Kwahu may use the Moulding ability to create additional eagle like features and abilities, such as claws and wings.

Kwahu is normally accompanied by 2D6 Mudheads.



MUDHEAD

the game players

The Mudhead Kachina are a multi-faceted clown seen in most Puebloan ceremonies. Mudheads drum, dance, play games, and may act as announcers for the spirits. Mudheads are benevolent and frequently give prizes or presents to good Puebloan people. They are normally accompanied by other Kachina and only appear on their own during the night.

Mudheads are said to be the idiot offspring of incestuous relationships and are frequently the target of pranks. They have a body and head made from mud or clay with protuberant eyes, ears and mouth; they hold feathers in each hand and wear four more feathers on their heads.

Characteristics		Average	
INT	1D6+6	09-10	Move = POW
POW	3D6+6	16-17	

Weapon

Grapple 65%, SR 3

Skills

Hide 65%, Stealth 65%, Throw 70%

Powers

Diminish, Enhance (STR), Protection (*p. 95 BRP*)

Spirit Possession (*p. 46 NM*)

SAN Loss

0/1D6

Notes

Mudheads typically blow their Power Points on Enhancing their Strength or adding Protection, while only occasionally saving a few Power Points for Diminish.

Mudheads act like children, frequently run riot and cause general chaos if not directly controlled by a greater Kachina.

SIYANGEPHOYA

the left-handed hunter

Siyangephoya is dressed in reverse. To draw an arrow he uses his right hand. He moves with strange bobbing steps. Despite his odd behavior, he is an excellent hunter and very powerful in his own right. He is usually accompanied by rabbits or holding an eagle, or carrying a deer over his shoulder.

Characteristics

INT	24	Move = 19
POW	19	

Weapon

Any Ancient or Native American Weapon skill 75%

Skills

Knowledge Animals 75%, Listen 75%, Sense 75%, Spot 75%, Sneak 75%, Track 75%

Powers

Animal Companion, Spirit Possession (*p. 46 NM*)

SAN Loss

0/1D6

Notes

Siyangephoya is the Kachina Master hunter, he is often accompanied by 2D6 rabbits or hares.

TAWA

the sun

Tawa is the creator who formed the world and its inhabitants out of the endless void. He is a benevolent spirit that may be asked for blessings.

Tawa usually carries a spruce tree in his left hand and a bell in his right. When he appears in the Ceremonial Dances, he carries a flute. The face of Tawa is usually surrounded by a fan of feathers sometimes dyed red or yellow to represent the rays of the sun.

Characteristics

INT	26	Move = 26
POW	26	

Weapon

None

Skills

Command 75%, Etiquette 75%, Knowledge (any) 75%, Language (any) 75%, Perform (any) 75%, Persuade 75%, Status 75%

Powers

Blast, Flame, Light, Protection, Speak to Mind, Vision (*p. 95 BRP*)

Level 5 Weather Manipulation (SUN), Moulding (*p. 68, 69 AH*)

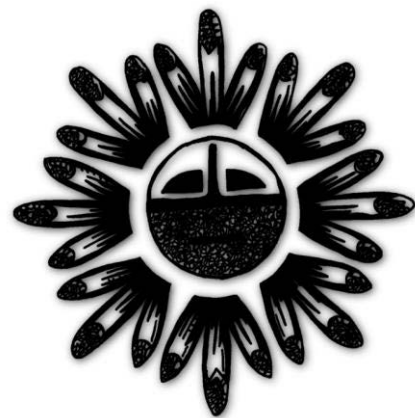
Blessing, Spirit Possession (*p. 46 NM*)

SAN Loss

0

Notes

Tawa is one of the strongest, most important Kachina and frequently leads the ceremonial dances.



TOHO

the mountain lion

Toho often accompanies Kachina animals, such as the Deer or Antelope Kachina when they appear in the spring dance. During Tribal Initiations Toho appears as

an armed guard. Armed with yucca whips, he patrols the ceremony with He-e-e and other warrior Kachina.

Toho is the Puebloans most powerful hunter; Toho is the guardian of the northern direction. He helps the hunter but is also knowledgeable of the healing arts. Toho usually appears as a naked man with whiskers and yellow feathers upon either side of his lion like head. Toho reminds the people to persevere, and move forward. He steadies the hunter and protects his territory.

Characteristics

INT 22 Move = 29
 POW 29

Weapon

Rabbit stick 75%, HP 3, 1D4, 1/SR
 Whip 70%, HP 3, 1D4, SR 1
 Any Obsidian Weapon 75%

Skills

Climb 65%, Dodge 65%, Hide 70%, Jump 65%,
 Knowledge Animals 70%, Sneak 75%, Spot 75%,
 Track 75%

Powers

Healing, Protection (p. 95 BRP)
 Animal Companion, Spirit Possession (p. 46 NM)

SAN Loss

0/1D4

Notes

Toho is often accompanied by the animal spirits of deer and antelope.



THE BAD KACHINA

ACHIYALATOPA

the flint monster

A flying monster with celestial powers that plucks and throws the flint feathers from his wings. Achiyalatopa would swoop down from the high clouds showering his victims with a withering rain of flint feathers, before landing to grab the victim in his massive talons and carrying them off to his mountain top eyrie where he would devour them.

Achiyalatopa has no voice. When it is invited to the Kachina dances it is usually surrounded by strong hunter Kachina to protect the other dancers.

Characteristics

INT 23 Move = 30
 POW 30

Weapon

Flint Claw 65%, 1D6+4, SR 3

Skills

Listen 75%, Spot 75%

Powers

Flint Wings, Manifest, Spirit Possession (p. 46 NM)

SAN Loss

0/1D6

Notes

Achiyalatopa appears as a flint Eagle when Manifest and uses the Flint Wings ability to attack opponents. Achiyalatopa's flint armor is only half as effective against metal weapons.

Manifest Locations, cost = 20 Power Points

		<i>Average</i>		<i>Average</i>
STR	5D6	17-18	Hit Points	17-18
CON	5D6	17-18	Fatigue	35
SIZ	5D6	17-18	DEX SR	03
DEX	4D6	14	SIZ SR	01
APP	1D6	03-04	Dam Mod	+1D6

Location	Melee (d20)	Missile (d20)	Ap/HP/%
L Leg	01-02	01	15/04/25
R Leg	03-04	02	15/04/25
Abdomen	05-07	03-06	15/07/40
Chest	08-09	07-11	15/07/40
L Wing	10-13	12-15	15/06/33
R Wing	14-17	16-19	15/06/33
Head	18-20	20	15/06/33

ATAHSAIA

the cannibal demon

Atahsaia is a giant demonic spirit. A terrible man eating demon of the night, during the day he hides behind rocks and sage brush. The hair that covers his powerful body is as thick and as prickly as the porcupines. His mouth splits his face from ear to ear and his face is swollen and red. He has two yellowed

tusks protruding from his cavernous mouth and long claws on his hands.

He is known as the cannibal demon because as well as eating humans he will also eat other demons if given half a chance.

Atahsaia is a chronic liar, he literally cannot tell the truth. Atahsaia has a huge flint axe, a flint knife "as broad as a man's thigh and twice as long"; he carries a bow made from an oak sapling.

Characteristics

INT 15 Move = 21
 POW 21

Weapon

Bite 75%, 1D6, SR 3
 Claws 75%, 1D8, SR 3
 Huge Flint Axe 75%, HP 6, 1D8+4, SR 2
 Long Flint Knife 70%, HP 6, 1D8+2, SR 2
 Oak Bow 75%, HP 6, 1D8+3, 1/SR

Skills

Hide 75%, Sneak 75%

Powers

Diminish, Wound (p. 95 BRP)
 Moulding (p.68 AH)
 Spirit Possession (p. 46 NM)

SAN Loss

1/1D8

Notes

Atahsaia will use his Moulding ability to create his large claws, tusked mouth and prickly body hair traits while in possession of someone's body.

Prickly Body Hair does 1D4 damage to anyone in hand to hand combat with Atahsaia and gives him 5 points of armor.

KA'TOYA

the two headed snake

Ka'Toya is said to be an ancient Being from the first world that taught the people to be warlike. In his human form Ka' Toya is said to be handsome, but in his snake form Ka' Toya has two large serpentine heads.

Ka' Toya is the serpent who beguiled the people of the First World. He led them away from harmony, from pristine wisdom and into sin. With the aid of Lavaihoya the people became suspicious of one another, accused each other wrongly and became fierce and warlike.

Characteristics

INT 12 Move = 34
 POW 34

Weapon

Right Head Bite 75%, 1D6, SR 2
 Left Head Bite 75%, 1D6, SR 2

Skills

Craft (Flintknapping) 75%, Dodge 75%, Knowledge (animals) 75%, Melee Weapon (any) 75%, Missile Weapon (any) 75%, Stealth 75%

Powers

Blast, Enhance (STR, CON), Protection, Sharpen, Wound (p. 95 BRP)
 Moulding (p.68 AH)
 Manifest, Refraction, Spirit Possession (p. 46 NM)

SAN Loss

0/1D6

Notes

When Manifest Ka'Toya has a Cytotoxic venom with POT 34 and may attack with both heads on the same Strike Rank either at the same target or at two separate targets.

Manifest Locations, cost = 25 Power Points

		Average		Average
STR	8D6	28	Hit Points	21
CON	7D6	24	Fatigue	53
SIZ	5D6	17-18	DEX SR	03
DEX	4D6	14	SIZ SR	01
APP	1D6	03-04	Dam Mod	+2D6

Location **Melee (d20)** **Missile (d20)** **Ap/HP/%**

Tail	01-04	01-03	17/07/33
Body	05-16	04-18	17/11/50
L Head	17-18	19	17/07/33
R Head	19-20	20	17/07/33

KOSHARI

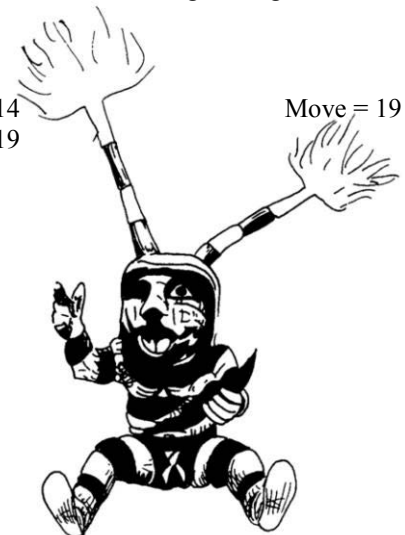
the clown

Koshari is a figure that is both sacred and wicked. His actions, while sometimes highly entertaining, can also be excessively inappropriate.

Dressed in a black and white striped costume with two tasseled horns on his head, Koshari is a watcher, a coward, a wasteful glutton and a thief with an unnatural fondness for chickens. Koshari knows the mysteries of the human soul and can encourage the good or evil within people.

Characteristics

INT 14 Move = 19
 POW 19



Weapon

None

Skills

Hide 75%, Insight 75%, Listen 75%, Spot 75%

Powers

Illusion, Resistance (*p. 95 BRP*)

Goading, Spirit Possession (*p. 46 NM*)

SAN Loss

0/1D6

Notes

Koshari always has at least one distraught chicken with him.

LAVAIHOYA

the talker

Lavaihoya appeared to the first people in the form of a mocking bird. The more Lavaihoya talked the more he convinced the people of their differences.

Lavaihoya exaggerated the difference between people and animals and the differences between the people themselves. Lavaihoya pointed out the differences in the colors of their skins, their speech, and their belief in the plan of the Creator. As Lavaihoya talked and talked the animals began to draw away from the people and the people began to divide and draw away from one another.

Lavaihoya, with help from Ka' Toya helped to break the first world of the people.

Characteristics

INT	33	Move = 22
POW	22	

Weapon

None

Skills

Bargain 75%, Fast Talk 75%, Insight 75%, Language (any) 75%, Persuade 75%

Powers

Control, Illusion, Speak to Mind (*p. 95 BRP*)

Goading, Spirit Possession (*p. 46 NM*)

SAN Loss

0/1D4

Notes

Lavaihoya is often accompanied by Ka' Toya.

MASAUWU

the skeletal man, the spirit of death

Masauwu wears a hideous mask to hide his beautiful, handsome face or at other times he wears a beautiful mask to hide his bloody, fearsome features.

A being of extraordinary contrary disposition, people that encounter him should always be wary. Anyone that sees the true face of Masauwu will be frozen with fright, paralyzed or become like the dead.

Masauwu is a mighty and terrible being that, at times, wears upon his head a bald and bloody mask. He is like death and he clothes himself in the bloody and raw, hides of animals.

Masauwu only walks at night and he carries a flaming torch. Fire is his and he owns the fiery pits of the Otherworld.

Characteristics

INT	19	Move = 28
POW	28	

Weapon

Flaming Torch 75%, HP, 8, 1d6, SR 2

Skills

Torture 75%, First Aid 75%, Medicine 65%, Insight 70%, Knowledge (Plants) 75%

Powers

Control, Diminish, Wound (*p. 95 BRP*)

Burning Touch, Fireweapon, Moulding, Terror (*p.68-70 AH*)

Animate, Corruption, Spirit Possession (*p. 46 NM*)

SAN Loss

1/1D8

Notes

When the Flaming Torch strikes something an additional 1d4 burning damage is inflicted. If the Flaming Torch touches something flammable it may catch fire.

NATA-ASKA AND WIHARU

the black and the white ogre

Nata-aska and Wiharu carry wicked obsidian saws as well as bows and arrows for hunting. They have huge, strong jaws, which they can use to swallow entire crops or, at times, whole people. They accompany Soyok Wuhti when she takes the food from the mesas.

Nata-aska and Wiharu Kachina dancers wear a mask with a huge, gaping jaw. Curved horns project out of the side of their heads and a crescent of tentacles or long feathers fan out behind their head.



Characteristics

INT 23 Move = 13
 POW 16

Weapon

1 Handed Macuahuitl 65%, HP 8, 2d6+2, SR 2
 War Bow 60%, HP 12, 1D8+3, 1/SR

Skills

Hide 75%, Listen 75%, Stealth 75%, Tracking 75%

Powers

Spirit Possession, Swallowing (p. 46 NM)

Nata-aska also has Corruption

Wiharu also has Withering

SAN Loss

1/1D8

Notes

The Ogres use obsidian arrows with their war bows.
 The Ogres almost always escort Soyok Wuhti.

SOYOK WUHTI

the ogre woman

The awesome figure of Soyok Wuhti appears to threaten the lives of the people.

Dressed all in black, with long straggling hair, staring eyes and a wide-fanged mouth, she carries a blood smeared knife and a long yucca whip. When she speaks, it is in a wailing falsetto or with a long dismal hoot of 'Soyoko'-u-u-u.'

She captures her victims with her long whip and puts them in the basket on her back to be savored for later. Or she cuts off their heads with the large obsidian knife that she carries and sucks the blood from their bodies.

Characteristics

INT 28 Move = 35
 POW 35



Weapon

Obsidian Dagger 75%, HP 5, 1D4+2, SR 3
 Yucca Whip 75% HP 4, 1D4, SR 1

Skills

Hide 75%, Listen 75%, Stealth 75%, Tracking 75%

Powers

Frenzy (p.68 AH), Terror (p.69AH)

Spirit Possession (p. 46 NM)

SAN Loss

1/1D8

Notes

Soyok Wuhti is usually accompanied by Nata-aska and Wiharu.

UHEPONO

the hairy giant

Uhepono is a fearsome, wooly skinned giant with eyes as big as saucers. He is chief of the underworld. Uhepono has huge eyes and naked human limbs. He carries enormous obsidian weapons and favors the Macuahuitl because of its ability to tear flesh and cause great pain. Uhepono prefers to maim and injure rather than kill his victims

Characteristics

INT 20 Move = 28
 POW 28

Weapon

Bite 75%, 1D6, SR 2
 2 H Macuahuitl 75%, HP 9, 2d8+2, SR 1
 Obsidian Dagger 65%, HP 5, 1D4+2, SR 3

Skills

Sense 75%, Spot 75%, Torture 75%

Powers

Dark, Sharpen (p. 95 BRP)

Manifest, Spirit Possession (p. 46 NM)

SAN Loss

1/1D8

Notes

Uhepono is used to the darkness and all activities performed during daylight are *Difficult* for him.

Manifest Locations, cost = 20 Power Points

		<i>Average</i>		<i>Average</i>
STR	4D6	14	Hit Points	19
CON	6D6	19	Fatigue	33
SIZ	6D6	19	DEX SR	03
DEX	3D6	10-11	SIZ SR	01
APP	1D6	03-04	Dam Mod	+1D6

Location	Melee (d20)	Missile (d20)	Ap/HP/%
L Leg	01-04	01-03	14/06/33
R Leg	05-08	04-06	14/06/33
Abdomn	09-11	07-10	14/06/33
Chest	12	11-15	14/08/40
L Arm	13-15	16-17	14/05/25
R Arm	16-18	18-19	14/05/25
Head	19-20	20	14/06/33

OCCUPATIONS

COMANCHERO

The Comanchero are natives of northern and central New Mexico. They conduct trade for a living with the local tribes. They cut trails through the wilderness that were later followed by traders, ranchers and settlers. They were named because of their trade with the Texan Comanche, in whose territory they traded and who were considered to be their best customers.

The Comanchero business practices were originally considered to be legitimate. However, increased demand for cattle in New Mexico led them to become "rustlers by proxy", as they traded stolen cattle to the Apache, Puebloans and other tribes. The hostility that this created between Native Americans and settlers led to army intervention in 1874 which saw the Comanchero's eventual downfall.

The Comanchero's distinctive form of trade began with a treaty in 1786 between the Spanish governor of New Mexico and the Comanche Indians. This treaty allowed trade between New Mexico and the Texan Comanche. In return the Comanche would help protect Texas against intruders.

Between 1840 and 1870 thousands of animals were stolen by the Comanche and were traded to the Comanchero in New Mexico and Arizona. The Comanchero, with their access to government and reservation beef contractors could easily pass on the stolen animals for a vast profit.

The addition of firearms, ammunition, and whiskey to the list of trade items added to the Comanchero's worsening reputation. The territorial governors of New Mexico attempted to regulate the trade by requiring licenses for governmental transaction, but Comancheros frequently neglected this law.

As the business in stolen property increased, the Comanchero began arranging meeting times at isolated places with their Comanche customers. Horses, mules, and cattle bearing the brands of Texan ranchers were sold or traded for tobacco, coffee, and whiskey.

Comanchero bargaining might last for as long as three weeks, and a clever Comanchero could trade five pounds of tobacco or a keg of whiskey for a mule, a good pack horse for ten pounds of coffee, or a buffalo robe for next to nothing.

However, the most notorious aspect of the Comanchero operations was their willingness to ransom captives, a practice which dated back centuries. At first inventive Comancheros had bought captive Native Americans for use as mine workers or servants, as times changed they

began to accept Mexican and American captives as well. The Comanchero make large profits from their captives by holding them for a suitable "reward" from distraught relatives, or even from American government officials.

During the Civil War the Texas frontier was virtually defenseless and this allowed opportunist raiders free access to livestock. The Comanchero profited substantially from this stock, much of it unbranded and unattended, which they frequently traded to army posts, reservations, and ranchers for guns, ammunition, and whiskey.

Comanchero often accompanied Comanche on cattle raids in the 1870s. The days of the Comanchero were numbered, however, as Texas Rangers and United States Army patrols mounted increasing pressure on the Comanchero customers. Army commanders began to enlist, or perhaps conscript, Comanchero to guide them to the Native American camps that they had traded with.



SKILLS:

Appraise, Bargain, Drive (Wagon) or Ride (Horse), Firearms (Pistol), Firearms (Rifle), Knowledge (Animals), Language (English or Spanish or any Native American), Listen, Persuade, Spot.

EQUIPMENT:

Any weapon the character has more than 40% skill in, average clothing, horse & tack, sleep roll, lean to, fire maker and tinder, 30' rope, water canteen.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120)

SEER

The Seer is a mystical diviner of insight. They have the ability to foresee the outcome to questions and situations. The Seer is a perceptive person that can read other people as well as other people can read a book.

The Seer can glimpse the future and in knowing the future, can alter its direction. This unique and unpredictable ability more often than not appears at unexpected moments during the Seers life but can at times be forced to reveal the truths that should remain hidden.

The nature of the Seers power means that many will call on them to perform and while the telling is good they are encouraged but when the telling is bad their presence is not tolerated. Seers can only rarely settle down and make true friends. Too many people regard the Seer with suspicion or avarice to allow them to live their life as they would wish.

Sometimes using artifacts to help improve the clarity of their visions, the Seer will frequently be seen consulting tarot cards, peering into clear pools, reading the entrails of sacrificed animals, interpreting the fall of a handful of bones or using some other method to aid concentration and focus their unpredictable power.

Some would say that the Seer can use their powers to aid themselves, to obtain great wealth or to always know the outcome of any given situation. But the Seers great power seems to object to personal gain and if anything more than what is needed is asked for, then the unpredictable nature of their extraordinary power swings wildly between crystal clear clarity and confusion, obfuscation or outright fantasy.

SKILLS:

Bargain, Fast Talk, Fine Manipulation, Insight, Knowledge (any 2), Literacy, Persuade, Research, Spot

EQUIPMENT:

Any weapon the character has more than 40% skill in, average clothing, aid to concentration (tarot cards, diving crystal, silver mirror etc).

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30)

MAGIC:

Astral Projection, Clairvoyance, Divination, Precognition, and Sensitivity (*Pstionics p. 110 BRP*)
Prophecy (*p. 50 NM*)

SOCIETY PRIEST

Each of the four Kachina Societies is lead by a Society Priest. A Flute Priest runs the Flute society, a Singer Priest runs the Singer society, a War Priest runs the Snake-Antelope society and a Sun Priest runs the Wuwuchim society.

Each of these Priests is important to the tribe in general and especially important to their individual societies. However, the Sun Priest is revered above all others and fulfills a special place in Puebloan society. Sun Priests are responsible for determining when the yearly dances and ceremonies are performed. They watch the sun to

ascertain the seasonal cycle and they choose the dates for the planting schedule and can accurately forecast the solstices. The Sun Priest keeps a calendar based on the position of the sun, moon and other astronomical events.

New Priests gain their position by having the societies ceremonial rods passed to them by the previous Priest. The ceremony is always secretive and never shared outside of the society.

ACCEPTANCE:

- (1) must have been an assistant for at least 3 years
- (2) must have been a member of good standing in the relevant society for at least 5 years

FLUTE PRIEST

May have access to the powers of Ahola or Masauwu

SKILLS:

First Aid, Medicine, Insight, Knowledge (Plants)

SINGER PRIEST

May have access to the powers of Kokopelli or Koshari

SKILLS:

Dodge, Disguise, Sleight of Hand, Stealth

SUN PRIEST

May have access to the powers of Tawa and may even be a recipient of a Blessing by Tawa (*p. 46 NM*)

SKILLS:

Command, Knowledge (astronomy), Knowledge (any), Persuade

WAR PRIEST

May have access to the powers of Toho or Ka'Toya

SKILLS:

Knowledge (animals), Dodge, Melee Weapon (any), Missile Weapon (any)

All Society Priests Have The Following.

SKILLS:

Craft (any), Etiquette (Tribal), Language (any), Perform (any), Spirit Lore, Status

EQUIPMENT:

Leather clothing (1pt armor), water skins, ceremonial rod, obsidian knife, weapons, fire maker and tinder, 1D6 fetishes, ceremonial clothing and tools, appropriate Kachina mask and costume, trinkets to the value of \$1D20
Piety between 25% - 50%

WEALTH LEVEL:

Wealthy, 1D6 x \$100 (\$100 - \$600)

MAGIC:

1D3+3 Power Points of Magic

NOTE: The Patron Kachina cannot allow access to the Spirit Possession or Manifest powers.

OTHERWORLD POWERS

ANIMAL COMPANION

Range: Self

Duration: Permanent

Power Point Cost: None

The Being with this power is considered to be the companion of animals. All natural wildlife will be friendly and amiable to the Being. Animals in distress may actively seek out the being for protection, comfort and help. The Being may also speak to any animals within hearing range; they are not obliged to listen or act but may do the beings bidding.



ANIMATE

Range: Beings POW in yards

Duration: Varies, minimum 1 year

Power Point Cost: Varies, minimum 1

The Being with this power is able to imbue inanimate objects with the semblance of life. Most objects already have some physical characteristics; the Animate power is used to add those characteristics that the object does not possess. Once the object has been Animated it can be commanded to behave in a certain way or told to complete a certain task.

Each characteristic point that the Being creates for the object costs 1 Power Point. Each Power Point Animates the object for 1 year.

An object will only become animated once it possesses all of the primary characteristics, STR, CON, SIZ, INT, POW, DEX, APP and Move. Although frequently STR, CON, SIZ and APP are inherited from the materials and do not need to be created.

Determine Hit Points, Characteristic rolls and Derived Characteristics in the normal way *p. 28-31 BRP*. Determine hit point locations based upon the final shape of the animated object.

E.g. a straw based Kachina doll is already made in the approximate shape of a man and therefore has STR, CON, SIZ and APP. When the Being Animates this Kachina doll it will require INT, POW, DEX and most importantly, Move. The minimum number of Power Points that the Being needs to expend to Animate this doll is 4. This would create a stupid, clumsy and slow Animated straw doll that would be able to walk and move for 4 years. Additional Power Points will increase the effectiveness of the doll *and* have the effect last longer.

BLESSING

Range: Touch

Duration: 1 year

Power Point Cost: Varies, minimum 10

The Being with this ability may offer physical benefits to the Target. For each 10 Power Points expended the Being may increase the Targets STR, CON or POW by 1 for a whole year. Should the Target wish to resist this gift, a POW versus POW Resistance Roll is required.

CORRUPTION

Range: Beings POW in yards

Duration: Instant

Power Point Cost: Varies, minimum 2

The Being with this power can cause a disease, a blight or an infection in people, animals, plants and crops. Crops or plants affected by this power develop mould which kills the roots or destroy the fruit of the plant. If the plant is part of a field of crops then the blight will quickly spread throughout the whole crop.

When the Being subjects people or animals to Corruption the power causes a Random Hit Location to be reduced by 1 hit point as that location suddenly swells up to be covered by puss filled boils. The Being using the Corruption power must overcome the Targets POW in a POW versus POW resistance Roll. Each additional 2 Power Points imbued in to the power will reduce the targets location by 1 more hit point.

FERTILITY

Range: Beings POW in yards

Duration: Instant, 1 year

Power Point Cost: 10

The Being with the Fertility power can bless people, plants and animals with healthy and vibrant offspring. The benefits of this ability may not be noticed or felt for months after they have been applied. In the short term a general healthiness may be noticed in the recipient of this ability, as all impurities (including Venoms) are flushed from their system. The Fertility power can be used to halt, and reverse the effects of the Corruption power. In the long term the Target of this power will become vibrant, and very fertile. Females and animals will produce many healthy offspring.

FLINT WINGS

Range: Self

Duration: 1 Day

Power Point Cost: 10

A pair of large flint feathered wings sprout from the Beings back at will. Move = POW for flying with this ability. The Being with Flint Wings can pluck and throw a handful of flint feathers at their target.

The Beings chance to hit is DEX X 5. 1d6 Flint feathers are thrown and they each do 1d4+2 damage. Each flint feather hits a random location.

GOADING

Range: Beings POW in yards

Duration: 5 minutes

Power Point Cost: 2

The Being with this ability can make others act on their inner feelings and their hidden thoughts, those feelings that are normally held in check by self imposed restraint. This Being also has access to those inner thoughts that motivate the Target.

The Being with the Goading power can influence the target by playing on their fears or hopes. The Being may be able to utilize Phobias, Psychosis or other Disabilities to its advantage. In a situation where two people are trying to negotiate a peace treaty or cessation of hostilities the Being with the Goading ability may step in and influence one or other side by forcing one of the participants to become aggressive and cause a fight, a war or just an argument.

The person suffering an attack by Goading should make a POW versus POW of the Being Resistance Roll to resist the effects. Failure indicates that the target behaves in the manner that the Being desires; success indicates that the target has resisted the Goading, the desire that the Being put in to the persons mind is still there but the target has been able to hold back their reaction.

If the target of the Goading has an obvious weakness, such as a Phobia, then the Being can choose to incorporate imagery or thoughts associated with that weakness in subsequent attacks, e.g. a target with arachnophobia may suddenly think that there are spiders crawling over them or the person they are trying to talk to.

MANIFEST

Range: Self

Duration: Varies, minimum 1 hour.

Power Point Cost: Varies, minimum 5.

The spirit that has this ability can make itself corporeal; giving itself a physical body. The Being creates a body from the surrounding area, this could include, sand, rocks, plants, wood, water, or even fire.

The Being does not need to create INT, POW or Move if it already has them, but does need to create the 5 physical statistics STR, CON, DEX, SIZ and APP. For each Power Point used in Manifest the Being gains 1D6 to create a statistic that it does not possess. The newly created body comes with the Beings POW divided by 2 in Armor points. Each Power Point spent to create the Manifest body grants one hour of duration.

E.g. the minimum cost for this power is 5 so that the Being can create all 5 physical statistics at 1D6, lasting for 5 hours. If the Being expended 15 Power Points then it could create all 5 physical statistics at 3D6, or 4 physical statistics at 1D6 and 1 at 11D6, or any combination, this would last for 15 hours.

MONGKO

Range: Touch

Duration: Permanent, until used

Power Point Cost: Varies, minimum 1

The Mongko is a fetish, a flat piece of wood forked at one end, while the other end has been cut in the shape of terraced rain clouds. In the middle a "perfect ear of corn" is tied lengthwise. The mongko usually measures a foot to one and a half feet long. From each end of the fetish are suspended two turkey feathers, and from the center hangs either a ball of earth in a cotton net or a reticulated water gourd.

The Mongko is an ornate fetish for storing and using Power Points. Power Points are fed directly into the Mongko while the Being sings a ritualistic song. Every Power Point poured into the Mongko is doubled and those Power Points can be used to augment other magics and abilities that require Power Points.

The Being will need to touch the Mongko and concentrate to use the stored Power. Power Points used to augment other magical powers are permanently lost.

The process to enchant a Mongko takes one hour per Power Point used and this needs to be completed in one sitting. The Being creating the Mongko will also need to make a Stamina and a Sing roll at the start of each 5 hours (or part thereof) that the ritual takes. If the ritual takes 20 hours or more the Stamina and Sing rolls become *Difficult*. If a roll is failed it marks the end of the ritual.

REFRACTION

Range: Self

Duration: Varies, minimum 5 minutes

Power Point Cost: Varies, minimum 2

The Being with this power may bend light around their body and anything they are carrying, effectively making them invisible to casual observance. Closer inspection may reveal shimmers or flaws in the invisibility and the outline of the being may be discerned. When the Refraction power is employed this

ability increases the Beings Stealth by +25% and makes all chances to Spot the Being *Difficult*.

For each 2 Power Points invested in the ability the duration of the ability increases by 5 minutes.

REJUVENATION

Range: Beings POW in yards

Duration: Instant

Power Point Cost: Varies, minimum 5

Rejuvenation causes the target to become younger. The purpose is to rejuvenate the elderly back to a useful, healthy and active age. The Target can make a POW versus POW Resistance Roll to resist the effects of the Rejuvenation power. Each 5 Power Points employed in the Rejuvenation power will reduce the Targets age by 10 years until they reach the age of 17. Once the Target is 17 years old, each additional 5 Power Points will remove another year and 5% of the total of all skills and Statistics.

SWALLOWING

Range: Touch

Duration: Permanent

Power Point Cost: Varies, minimum 2

The Being with this power can stretch their mouth open to extreme lengths allowing them to swallow huge amounts in one gulp. For each 2 Points of Power invested in this ability the Being may swallow 5 SIZ points. If the Being invests 10 Points of Power into this ability it can swallow a SIZ 25 creature or a modest sized field of crops.

The Swallowing Being needs to make a successful Bite attack to swallow a person or animal. The victim can only Dodge to avoid being swallowed, parrying is ineffective. Once a victim is swallowed they will take 1d6 damage to Total Hit Points at the end of the Combat Round and 1/1d6 San loss as they begin to be digested by the being. The victim is compressed in the beings stomach and all physical actions require a *Difficult* Agility roll. While weapon attacks should be considered *Easy*, physical attacks do not get the benefit of a damage bonus.

WITHERING

Range: Beings POW in yards

Duration: Instant

Power Point Cost: Varies, minimum 5

Withering causes the target to rapidly age into decrepitude. The Target must make a POW versus POW Resistance Roll to resist the effects of the Withering power. For each 5 Power Points employed in the Withering power the Target will age by 10 years until they reach the age of 40. Once the Target is 40 years old then each additional 5 Power Points will age the Target an additional year (see Aging & Inaction p.183 BRP).

SPOT RULES

SMALL CRITTERS

In the new Animals section we have supplied hit locations for some very small critters. The Hit Locations are primarily supplied for the leg pulling antics of psychopaths or for the possibility of meeting supernaturally enlarged creatures.

In normal situations, for creatures with a SIZ of 1 or 2, Total Hit Points and Hit Locations can be ignored. A single successful attack should be more than enough to kill a spider or a scorpion.

SPIRIT POSSESSION

Spirit Possession is accomplished with a POW versus POW resistance roll. If the spirit overcomes the targets POW, they lose 1d3 Power Points. If the target overcomes the spirits POW it loses 1d3 Power Points. This spirit combat continues until either the target or the spirit is out of Power Points.

If the spirit successfully overcomes the target then it may possess the body, taking control of it and having access to the targets knowledge and skills.

If the target overcomes the spirit then, assuming they have the knowledge, they may bind it, control it or in some other way, contain it. Without this knowledge the spirit is defeated and banished from the Mundane world.

The Pueblo People normally actively encourage possession by the Kachina spirits and because of this the spirit does not need to engage in this fight for control of the body. The Pueblo People give up their free will and allow the possession to happen willingly.

While the target is possessed by the spirit they do not see or know what their body is doing. However, the spirit may allow the target to see what is going on at its discretion. The target does not have any control during these periods unless the spirit allows it.

VENOMS

The venomous animals described in this book are each assigned a Type of venom and a Potency (POT). The types of venom are described below and the method for dealing with POT is covered under the rules for Poisons on p.229 BRP, with examples on p.273 BRP. In most cases this essentially boils down to the target making a CON vs. POT resistance roll. If the venom overcomes the targets CON, the target takes the full POT of the venom in damage to total hit points, *unless otherwise stated*. If the target overcomes the venoms POT then the target will suffer a lessened effect,

usually half the POT in damage to the characters total hit points. In all cases the successful use of the First Aid or Medicine skills can be used to offset some of the venoms deadly effects.

CYTOTOXIC

Cytotoxic venoms do permanent damage to the affected location and Total Hit Points. If the victim successfully resists the venoms POT the permanent damage is halved.

Cytotoxic venomous bites become painful and itchy after 1 to 2 hours; the pain worsens over 1D6+12 hours after the bite with the permanent damage developing into necrosis over the next 1D4 days. Victims will need to make a Stamina roll to accomplish any activity which requires concentration during this period.

Necrosis is the premature death of living tissue. Cells that die due to necrosis stop sending chemical signals to the immune system this leads to a build-up of dead tissue and cell debris at or near the venoms entry point into the body. It is often necessary to remove necrotic tissue surgically to avoid secondary infections.

HAEMOTOXIC

Haemotoxic envenomation becomes quickly apparent and can cause persistent bleeding, extreme pain and permanent damage to the victim. The area around the point of entry for the venom swells at a rapid rate; discoloration and pain are experienced in 1 to 2 hours.

The Haemotoxic venom contains specialized digestive enzymes that disrupt blood flow and prevent the blood from clotting. The initial wound received after the Haemotoxic envenomation will bleed as per the Special Success Bleeding rules on p. 195 BRP.

Haemotoxic venoms are an advanced, concentrated fluid that can digest and destroy tissue. If the victim fails a Stamina Resistance Roll the affected location and Total Hit Points are reduced by half of the venoms POT, permanently.

NEUROTOXIC

Neurotoxic venoms produce a number of debilitating effects which can last for 1D6 days before fading out over the next 1D6 weeks, during which period the victim will suffer occasional cramps and uncontrollable twitching. Neurotoxic venoms do not normally result in permanent damage, except maybe death...

Neurotoxic venoms spread slowly through the body. The initial effects are not felt until 1D4 hours after the venomous bite is received; this period will be shortened if the victim is involved in any physical activity.

A severe pain is initially felt in the muscles nearest to the bite. This pain and the venom effect spreads to adjoining locations. The spread relates to the toxin being carried by the lymphatic system until it reaches the blood stream. Once the venom is in the blood stream it is transported by the body's circulation and is deposited at the nerve ends.

Bite is on a leg – also affects abdomen
 Bite is on an arm – also affects chest
 Bite is on the abdomen – also affects chest and legs
 Bite is on chest – also affects abdomen, arms and head
 Bite is on head – also affects chest.

Neurotoxic venoms prevent muscles from relaxing, causing constant, violent and painful muscle contractions. The initial pain is usually followed by severe muscle cramps. The bitten location becomes extremely painful and may become unusable. The only sign of a bite mark will be a rash or slight redness of the skin.

If the victim successfully resisted the POT of the venom, they will still suffer from continual headaches, spells of dizziness, nausea, vomiting, fatigue and joint pain. The victim will need to make a Stamina Roll before attempting any complex action, a failure means that the action is possible but it is *Difficult*.

If the victim did not resist the POT of the venom, they will need to make a Stamina Roll or they fall into a coma for 1D6 days, this is possibly the best result the victim could hope for. If the victim successfully made their Stamina Roll they will remain conscious during the most painful period of the envenoming. Even normal, mundane activities are considered to be *Difficult* and all other strenuous activities should be considered to be *Impossible*. The victim is literally wracked with pain, extreme fatigue, nausea and is prone to excessive vomiting.

As the Neurotoxic venom is fading the victim will continue to suffer from muscle spasms, tingling, nervousness and weakness. Affected locations suffer muscle cramping and impaired use. Any activity that uses one of the affected locations is considered *Difficult* for the final duration of the envenomation.



SKILLS

CRAFT, FLINTKNAPPING

Base Chance: 05%

Category: Manipulation

Flintknapping is the shaping of flint, chert, quartz or obsidian by using a hammer stone to chip flakes off the core stone. The final shape is refined with antler, wooden or bone tools. The flakes are often very sharp, with an edge only a few molecules thick. They can be used directly as tools or modified into other implements.

Obsidian is usually found near ancient volcanoes. Flint and Quartz is readily found all over North America. Chert is a fine-grained sedimentary rock that can contain small fossils. It varies in color from white to black, but is often seen as gray, brown, light green or a rusty red depending on impurities in the rock.

Flintknapping is used to make primitive knives of all shapes and sizes, common cutting and drilling tools for wood and bone, arrowheads, axe heads and spearheads.

Effects: Refer to *p. 54 BRP*.

KNOWLEDGE, PLANTS

Base Chance: 05%

Category: Knowledge

Part biology, part botany, part chemistry, this skill represents a very general knowledge of plant life.

The skill Knowledge, Plants will allow the character to successfully sow seeds and grow healthy crops from them. The character will be able to recognize wild plants and be able to determine whether they are safe to eat, or not. The character is able to recognize poisonous plants and may also be able to prepare them for practical uses.

Effects: Refer to *p. 64 BRP*.



KNOWLEDGE, ANIMALS

Base Chance: 05%

Category: Knowledge

Part biology, part zoology, part animal psychology, this skill represents the study of animals in a very general sense.

The skill Knowledge, Animals will inform the character about the well being, health and fitness of the animal being studied. This Knowledge does not include any scientific information such as genus or anything about specific related species but can allow the character to make informed decisions on how to care for the animal in question, or what the expected behavior of that animal may be.

If the character also has the Appraise skill they will be able to effectively associate a price to any animal they are offered for sale.

Effects: Refer to *p. 64 BRP*.

PROPHECY

Base Chance: 00%

Category: Psionic

Range: Self

Duration: 1 full turn

Power Point Cost: 1

A Prophecy is a message that has been communicated to the prophet, which the prophet then interprets. The Prophecy can appear in many forms; as thoughts, images, words or whole played out scenes. The contents of a Prophecy cannot be controlled but when the prophet requests a prophecy about a certain thing they will receive a significant piece of information about that thing from some point in the future.

If a sequence of prophecies is received, the prophet will be aware of the order of events but will not know when the events are due to occur. Although, the prophet may be able to extrapolate information from the Prophecy, star alignment, time of day, etc depending on what form the Prophecy takes.

Crystal balls, Tarot cards, tea leaves, ceremonial meditation and the entrails of animals have all been used to help focus and clarify the contents of a Prophecy.

A Prophecy can be asked for but is a *Difficult* skill roll. The prophet may use a focus to aid concentration and can receive a bonus at the Masters discretion. Prophecies can also occur when the prophet is not expecting it.

Effects: Refer to *p. 111 BRP*.

WEAPONS

ANCIENT WEAPONS

OBSIDIAN WEAPONS

Obsidian is a natural glass that has the sharpest edge of any material found on earth. Pure obsidian is usually a dark color, though the color may vary depending on the presence of impurities. Iron and magnesium give the obsidian a dark green to brown or black color. In some stones the black glass can have a white snowflake pattern. Obsidian can also contain gas bubbles remaining from the lava flow, aligned along layers created while the molten rock was flowing. These bubbles can produce unusual effects such as a golden sheen or an iridescent, rainbow-like sheen.

The Anasazi use of obsidian was extensive and refined; including carved and worked obsidian for tools and decorative objects.

The Aztecs also made a type of sword with obsidian blades mounted in a wooden body. Called a Macuahuitl, the weapon was capable of inflicting terrible injuries, combining the sharp cutting edge of an obsidian blade with the ragged cut of a serrated weapon.

Obsidian weapons have an extremely sharp edge. Obsidian weapons have a +2 to their damage when compared to metal weapons.

Obsidian weapons are brittle and have half as many hit points as their metal counterpart. When an obsidian weapon strikes metal it will do the same amount of damage to its own Hit Points as it does to the target.

MACUAHUITL

Primarily an Aztec, or South American weapon, the Macuahuitl is between 3 and 5 feet long, and three inches wide, with a groove along either edge, into which sharp-edged pieces of flint or obsidian are inserted. The rows of obsidian blades are sometimes placed with a significant gap between the teeth and occasionally placed so close together that they form a continuous ragged edge.

Most effective when used with a chopping then dragging motion, the Macuahuitl is made as either a one-handed or two-handed weapon.



1 Handed Macuahuitl

BS% 15, **Skill** 1 H Macuahuitl, **HP** 8, **Damage** 2d6+2, **Special** Bleeding, **STR/DEX** 11/11, **ENC** 2, **S.R.** 2

2 Handed Macuahuitl

BS% 10, **Skill** 2 H Macuahuitl, **HP** 9, **Damage** 2d8+2, **Special** Bleeding, **STR/DEX** 15/13, **ENC** 4, **S.R.** 1

OBSIDIAN ARROWS

Puebloans make and use arrowheads for both hunting and warfare. Made from flint, quartz, and even bone, arrowheads have a distinctive shape. The point and sides are sharp to cut through both animal hides and enemies. A flaking technique in which some of the material is knocked off is used to create the sharp edges and points.

Obsidian arrow heads may be successfully recovered and used again if a successful Luck roll is made. If an obsidian arrow hits metal or stone the arrow head will shatter and become unusable.

OBSIDIAN AXES

Puebloans make axes the same way as they make their other cutting tools. The long axe edge is shaped with the help of hammers and billets using the flaking technique. Sharpened stone axes are attached to sturdy handles and then used to chop wood.

BS% 15, **Skill** Axe, **Damage** 1d6+4, **HP** 6, **Special** Bleeding, **STR/DEX** 9/11, **ENC** 0.5, **S.R.** 2

OBSIDIAN KNIVES

Knives of all shapes and lengths are crafted to cut food, wood and hide for clothing. The Puebloans shape and sharpen different types of quartz and chert as well as flint to make household cutting tools. The knives are then attached to handles made from cottonwood root, other types of wood, horn or even bone.

BS% 25, **Skill** Knife, **HP** 5, **Damage** 1d4+2, **Special** Bleeding, **STR/DEX** 7/11, **ENC** 0.2, **S.R.** 3



OBSIDIAN SPEARS

Obsidian spears start construction in the same manner as knives or arrow heads. Arrowheads and other sharpened cutting tools are attached to the ends of long wooden poles to create spears that can be thrown or stabbed at opponents and animals.

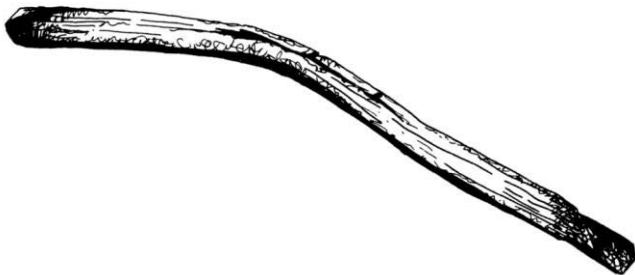
BS% 15, **Skill** Spear, **HP** 7, **Damage** 1d6+3, **Special** Impaling, **STR/DEX** 12/10, **ENC** 2, **S.R.** 2

RABBIT STICK

This missile weapon is used by the Puebloans to hunt rabbits, turkeys, prairie dogs, coyotes and other small game. Although the Rabbit Stick does not return to the thrower it is constructed along the same aerodynamic principles as the Australian boomerang. One end is fashioned into a handle and it is thrown low, straight and parallel to the ground.

Within Zuni folklore, the best rabbit hunters were the young men that get up early in the morning, run to keep themselves fit, and practice throwing the rabbit stick constantly. The Puebloan tribes organize large, high speed horseback rabbit hunts with the rabbit stick being the only weapon allowed. The men compete to collect the greatest number of rabbits before sundown. These events are often preceded by a ceremonial dance. The men dance bare-chested, painted with the images of the rabbit. Once the hunt is complete it is followed by offering the finest rabbits caught to the spirits, and then a feast on roast and stewed rabbit meat.

BS% 10, Skill Missile, Damage 1D4, Attacks 1, Special Crushing, Range 40, HP 3, Parry No, STR/DEX 9/11, ENC 0.3, SR 1/SR.



YUCCA WHIP

A Yucca whip is made by braiding and drying the leaves of the Yucca plant into a long stiff, flexible rod. They are typically no more than 1 or 1.5 yards long. During the Kachina ceremonies and dances the Yucca whip is used by the Kachina to whip any children that get in the way or that aren't paying attention.

The Kachina Soyok Wuhti always carries a Yucca whip. She has been known to whip at children's legs until they cannot walk.

BS% 10, Skill Whip, Damage 1D4, Attk 1, Special Bleeding, HP 4, Parry No, STR/DEX 7/11, ENC 0.5, SR 1/SR.

MODERN WEAPONS

ARTILLERY

a dead shot at any distance

FIELD GUN

Smoothbore field guns were designed to fire solid shot projectiles at high velocity, over low trajectories at targets in the open, although case shot and canister were acceptable for use. The barrels of the guns were longer than similar sized howitzers, and called for higher powder charges to achieve the desired performance.

Field guns were produced in 6 pounder (3.67 inch bore), 9 pounder (4.2 inch bore), and 12 pounder (4.62 inch bore) versions, although the 9 pounder was unpopular because it was almost as difficult to support and maneuver as the 12 pounder.

The major shortcoming of these heavy field guns was mobility, they required six-horse or eight-horse teams to transport them.

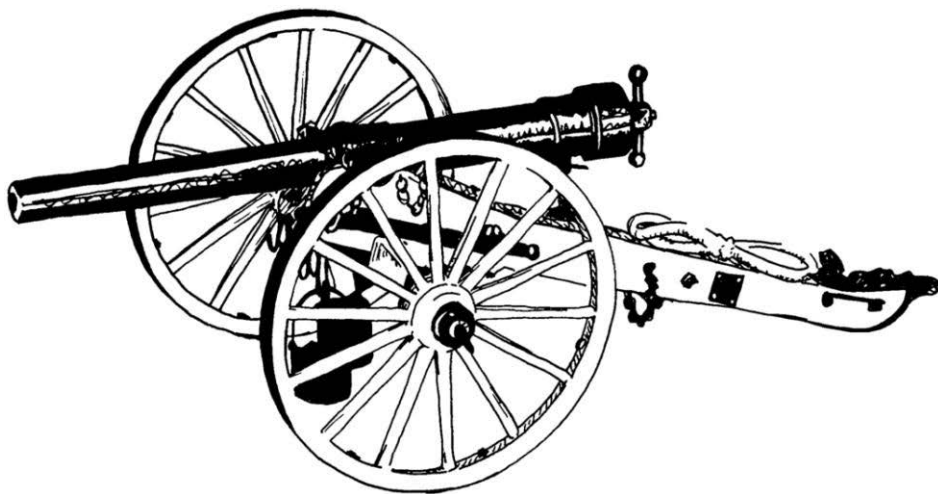
The smooth bore 12 pounder, the 'Napoleon', was the most popular field gun in the late 1800's. It was named after Napoleon III of France and was widely admired because of its safety, reliability, and killing power, especially at close range. It did not reach America until 1857. When it did it was frequently used alongside the 12-pound Howitzer. This combination required single caliber ammunition and also reduced the training required for the gun crews.

6 pounder Field Gun 1841

BS% 01, Cal. 3.67, Damage 7D8, Special Crushing, Range 368, Ap. 18, Malf. 98-00, Ammo 1, Length 60", SR 1/5CR, Enc 356, Year 1841

12 pounder "Napoleon" 1857

BS% 01, Cal. 4.62, Damage 13D6, Special Crushing, Range 404, Ap. 19, Malf. 99-00, Ammo 1, Length 66", SR 1/5CR, Enc 922, Year 1875



HOWITZER

A Howitzer is a small, lightweight cannon designed to be highly portable. They are used where larger field guns are unable to pass.

First produced in 1835, the howitzer wasn't standardized until 1841. They were used by the United States Army from the 1830's through to the 1870's; technological advances produced heavier, rifled howitzers towards the end of this period. Howitzers saw service during the Indian Wars, the Mexican-American War and the American Civil War.

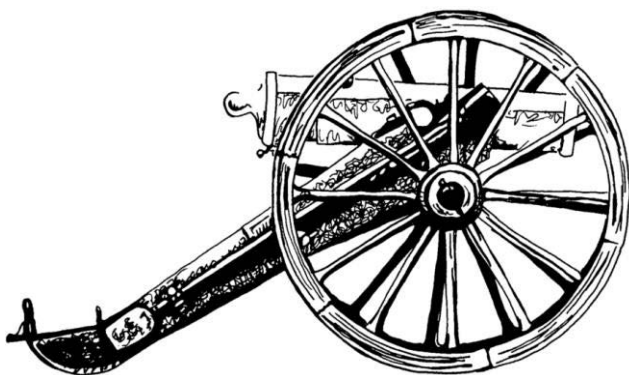
Howitzers were designed to be able to be broken down into three loads for pack animal transport, including ammunition.

Howitzers are deployed for indirect fire, e.g. firing at a target that is obscured by an intervening obstacle. On rare occasions howitzers were fired over the heads of troops they were meant to be supporting.

Anti-personnel, 'canister' ammunition is used against opposing infantry or cavalry.

12 pound Mountain Howitzer 1841

BS% 01, **Cal.** 4.62, **Damage** 13D6, **Special** Crushing, **Range** 245, **Ap.** 11, **Malf.** 96-00, **Ammo** 1, **Length** 40", **SR** 1/5CR, **Enc** 90, **Year** 1841



Artillery Ammunition:

SHELL – The standard shell is a hollowed cannonball filled with black powder. This delivers a big punch but only affects a relatively small area. Damage for the artillery described above is assuming the weapons are using the standard shell. This ammunition is used in the Field Gun and the Howitzer.

Shell ammunition does the stated damage and has an area affect of 4y radius.

CASE SHOT – The case shot uses the same case as the shell above but this type of ammunition includes added .69 caliber lead balls mixed in with the black powder. This delivers a medium punch over a medium sized area. This type of ammunition is only used in the Howitzer.

Case Shot ammunition does 8d6 damage, with an area affect of 8y radius for a 12 pounder, 5d6 and 5y radius for the 6 pounder.

CANISTER – The canister ammunition is a tin cylinder filled with .69 caliber lead balls. This type of ammunition delivers a relatively small punch but scatters the shot over a big area, like a shotgun. This type of ammunition is only used in the Howitzer.

Canister ammunition does 4d6 damage for the 12 pounder, 2d6 for the 6 pounder and has an area affect of total damage in yards radius.

SEE...

Area Attacks *p.213 BRP*, Explosions *p.222 BRP*
 Artillery *p.265 BRP*, Shrapnel *p.268 BRP*
 Damage to Inanimate Objects *p.276 BRP*

COLT FRONTIER SIX SHOOTER

best quality and finish, warranted, perfect and accurate

The Colt Frontier Six Shooter was Colt's 1873 "Model P" type revolver, manufactured in .44-40 Winchester caliber instead of the .45 Colt, so as to make it compatible with the Winchester Model 73 ammunition. The model name was often acid-etched on the left side of the barrel along with the caliber.

Late in the 19th Century it was common for an individual to own a rifle or carbine and a revolver. The users of the .44-40 Winchester cartridge appreciated the convenience of being able to carry a single caliber of ammunition which they could use in both their revolvers and rifles.

The Colt Frontier Six Shooter Revolver and the Winchester Model 73 in .44-40 calibers was one of the most common combinations. Following on in this tradition the Colt Frontier Six Shooter also became available in the .38-40 and .32-20 calibers. However, when it was available, the more powerful .44-40 was always the first choice.

Colt frontier six shooters are normally available in a blued finish with a walnut grip; it is possible to get this pistol with a nickel finish for an extra \$2.00.



The Colt Frontier Six Shooter .44-40

BS% 10, **Cal.** 44-40, **Damage** 1D12, **Special** Impaling, **Range** 12, **Ap.** 8, **Malf.** 99-00, **Ammo** 6, **Length** 11", **SR** 1/SR, **Enc** 1, \$ 19, **Year** 1873

The Colt Frontier Six Shooter .38-40

As Colt Frontier Six Shooter .44-40 *except* **Cal.** 38-40, **Damage** 1D10, **Range** 11, \$ 18.00, **Year** 1875

The Colt Frontier Six Shooter .32-20

As Colt Frontier Six Shooter .44-40 *except* **Cal.** 32-20, **Damage** 1D8, **Range** 9, \$ 17.00, **Year** 1875

HAWKEN

wouldn't you rather own a genuine Hawken Rifle

In the early 1800's Jacob and Samuel Hawken formed a business as gun-makers in St. Louis and began producing the "Hawken Rifle" right up to the early 1900's.

The Hawken was a strong, reliable gun, often custom made for the client. Because of their custom nature a Hawken can be anything from an old Kentucky style rifle, to a full-stocked or half-stocked plains rifle. This careful attention to detail meant that Hawken rifles cost more than twice that of a comparable flintlock rifle.

Gun production in the Hawken shop peaked around the time of the 1849 Californian Gold Rush with around 200 rifles being constructed per year. Between 1840 and 1855 the Hawken was the standard firearm of the plains. The largest documented market was at Santa Fe and Bent's Fort in the 1840's.

Hawken .50

BS% 05, **Cal.** 50, **Damage** 1D12+1, **Special** Crushing, **Range** 70, **Ap.** 13, **Malf.** 96-00, **Ammo** 1, **Length** 45", **SR** 1/CR, **Enc** 6.4, \$ 20.00, **Year** 1823

Hawken .53

As Hawken .50 *except* **Cal.** 53, **Damage** 1D12+2, **Range** 75, **Length** 48", **Enc** 6.7, \$ 24.00

Hawken .68

As As Hawken .50 *except* **Cal.** 68, **Damage** 3D10+1, **Range** 80, **Length** 51", **Enc** 7.0, \$ 28.00

WINCHESTER 1873

light, strong, handsome, and simple in construction

Winchester rifles were among the earliest repeating rifles, and the Winchester name became a partially generalized trademark synonymous with lever-action rifles.

One of the most successful Winchester rifles was the Winchester Model 1873, originally chambered for the .44-40 cartridge, although it was later produced in .38-40 and .32-20, all of which also became popular handgun cartridges.

The Winchester Model 1873 repeating rifle was produced in such huge quantities that it became a common sight in the American West, leading to the rifle being nicknamed "The Gun that Won the West" on account of its popularity throughout the culture.

The Winchester is initially presented with a walnut stock and a blued finish. However, the following modifications were also available for the additional costs.

- +\$2.00 octagon or half-octagon barrel
- +\$1.50 swivels and sling strap
- +\$3.00 bayonet
- +\$3.00 nickel plated trimmings
- +\$5.00 full nickel finish
- +\$5.00 silver-plated trimmings
- +\$10.00 gold-plated trimmings
- +\$5.00 fancy walnut stock
- +\$15.00 fancy walnut pistol-grip stock

Winchester 1873 .44-40

BS% 05, **Cal.** 44-40, **Damage** 1D12, **Special** Impaling, **Range** 135, **Ap.** 16, **Malf.** 99-00, **Ammo** 15, **Length** 49", **SR** 1/SR, **Enc** 5, \$ 30.00, **Year** 1873

Winchester 1873 .38-40

As Winchester .44-40 *except* **Cal.** 38-40, **Damage** 1D10, **Range** 120, \$ 28.50

Winchester 1873 .32-20

As Winchester .44-40 *except* **Cal.** 32-20, **Damage** 1D8, **Range** 100, \$ 27.00



INCIDENT AT ALICE

DARK DAYS IN THE LAND OF ENCHANTMENT

There's something not quite right about Alice.
Perhaps it's the isolation, perhaps it's the infernal, ceaseless, strength sapping sun.
Perhaps it's the damn fine cooking!

It all seems to be pleasant enough. The People are friendly, they're always making sure you have enough to eat or drink. Some of them are friendlier than others of course.
But still, there's something *not quite right*.

There are Indians in the hills and monsters in the mountains.
Things that can send you mad lurk in the darkness, voices seem to whisper from the shadows, and the mountains glow with the very lights of hell itself.

But there's definitely something not right in Alice!

The following section is intended for the Masters eyes only.
If you are intending to play the Incident at Alice scenario you should *stop reading now*, or risk spoiling your enjoyment.



SCENARIO**INCIDENT AT ALICE****DARK DAYS IN THE LAND OF ENCHANTMENT**

'Incident at Alice' has been placed at the edge of the Colorado Plateau in New Mexico, during the height of summer, making the environment a particularly noteworthy opponent.

The incident is set in 1875, after the American Civil War but before the trains arrive at Santa Fe, before the big push for expansion into the west and just before the cattle wars of the 1880's.

Towns and cities do exist out here but the big population boom has yet to occur. That said, with a little work there is no reason that the scenario could not be moved around in time or space to a better suited period for your own game.

Few roads traverse this inhospitable terrain of sand and rock. Sparse collections of hardy plant life and cactus dot the landscape. There are signs of wildlife but it mostly hides from the ferocious sun. Tumble weed will be the travelers' companion and that fleetingly in the sharp desert wind.

**PROLOGUE**

To the east and south lie two serrated mountain ranges, the implacable desert flows between them. Through the desert coils a track, at times obscured by sand drifts, it marches north leading to some half imagined promise, maybe a reprieve from the blazing sun.

In the day, the boiling heat, the relentless sun and desert wind constantly torment the inhabitants of this tortured landscape. The serrated mountains claw at the painfully blue skies, at times wreathed in clouds of dust and smoke.

In the numbing cold that accompanies the darkness of night the eastern mountains continue to glow. But not with the pure, white light of the moon. Rather they glow with a raw, aching redness. Something to hint of abuse, of bruising or just possibly, of exploitation. Many shambling figures trudge about their unknown business here; there is no respite, no reprieve, day or night they mindlessly toil doing what they have been created to do, endlessly.

There is also something more like life out here. Here is a town, a mere patch of rectangular buildings seemingly adrift in the desert, caught beside the rocks. People move about, talk, laugh and cry behind closed doors. This looks almost normal, but there is a current that sweeps through this town, like a stagnant river that crawls through fetid swampland. Something is happening here, something big and far reaching, something terrifying and very, very final...

Alice spreads her tarot deck. Lays the cards in their arcane pattern and sees the laughing strangers, sees the sun shine bright on an obsidian blade, sees herself in a party dress, sees her father, and a chill runs through her. Her route is clear, she accepts the outcome.

With a sigh she looks lovingly at her husband, as he cleans his guns in the shade of an old withered tree. Alice thinks there will be time for suffering later, but for now she carefully collects her cards and walks through the heat haze towards her love.

INTRODUCTION

The Diabolist, Franklin Lawrence, is the co-founder of a town called Alice, situated near the edge of the Colorado Plateau. The location of the town is important to Franklin primarily because of the 'Glow Mountains', a superlative source of minerals and semi-precious ores. Franklin owns the mining company, foundry and smelting facilities which supply the town with its major source of income.

Many years ago Franklin and his friend, 'Old Man' Travis, where prospecting for gold and other precious metals in the region. They stumbled across something else, an ancient Anasazi burial site.

In their ignorance and greed they disturbed the carefully prepared artifacts and inadvertently created a weakness, a breach to the Otherworld. Horrors and

ancient spirits, previously held at bay, trickled through and minutely influenced the two men.

Over time ‘Old Man’ Travis sought silence and tranquility away from people. He wandered the mountains and deserts searching, but unable to understand what he was searching for.

Franklin, always hungry for knowledge, found that he was now motivated to discover things that he had never even considered before. His mystical skills have led him to believe that *‘immortality waits beyond the veil’*. His research has led him on a journey of mystical discovery, he believes its culmination will result in endless life and he will trample and crush any that get in his way. Franklin’s powerful spirit goads and guides him on a route of discovery that has required obscene acts. Franklin has embraced this path fully and without question, scheming, lying and murdering where ever he has deemed it necessary. He has been responsible for bribery, torture and persecution of those around him to forward his twisted ambitions.

Franklin Lawrence has spent years in preparation for his immortality and has assembled a group of corrupt soldiers to back up his aims and actions.

The players are required to destroy Franklin Lawrence, his soldiers, his empire and his plans. They need to remove the rancid stain that Franklin has spread over this small part of the desert. They need to return the spirits to their natural state.



TIMELINE

ANCIENT HISTORY

- 500AD** An Anasazi hero emerges, Yanauluha. He creates and uses an enchanted bowl and obsidian dagger to fight monsters for the benefit of the Anasazi.
- 600** The Anasazi society flourishes
- 1100** Athabascans start their southward migration bringing with them the Wendigo psychosis
- 1250** Athabascans, with guidance from their Wendigo, move into the New Mexico area
- 1300** Anasazi adopt the Wendigo psychosis in an attempt to fight off the invaders
- 1350** The dagger and bowl are found by another hero and used to free the Anasazi from the Athabascans. Not fully understanding its power he also breaks their society
- 1400** Anasazi become the Hopi, Keres and many other Puebloan tribes, while the Athabascans settle down and spread out to become the Apache and Navajo

RECENT HISTORY

- 1840** Franklin Lawrence fathers a daughter, Alice, with a unique power to a gypsy fortune teller.
- 1855** While touring Texas with the Gypsy troupe Franklin meets and befriends ‘Old Man’ Travis, a prospector heading for the New Mexican mountains.
- 1860** Franklin Lawrence and ‘Old Man’ Travis begin prospecting in the San Mateo Mountains as the Gypsy troupe heads north
- 1861** Alice meets and marries Yates.
- 1865** Franklin Lawrence and ‘Old Man’ Travis find the Anasazi hero cave. They divide the treasure including an ornate bowl and an obsidian dagger.
- 1866** Removal of the bowl and dagger creates a weakness in the Mundane world and dark forces start to press through
- 1867** Franklin Lawrence founds the town called Alice, naming it after his rarely seen daughter. He also begins mining the silver from the local mountains in earnest.
- 1869** ‘Old Man’ Travis goes wandering in the mountains. With time on his hands Franklin Lawrence discovers that the ancient bowl is a magical artifact.
- 1870** Franklin Lawrence revisits the Anasazi hero cave to try to fully understand the bowls properties but becomes possessed by the Kachina spirit Masauwu. Franklin Lawrence starts to behave strangely.
- 1872** Franklin Lawrence assembles a group of vicious soldiers as personal body guards and individually takes them to the Anasazi hero cave. Each one is possessed by another Kachina.
- 1873** Franklin Lawrence uses his solders to kill the miners when they complain that he is being unreasonable and with the power of Masauwu raises them as undead automata.
- 1874** Saturday nights in the town of Alice become a night of debauchery as Franklin Lawrence begins to harvest power for his, and Masauwu’s, diabolical aims.
- 1875** ‘Old Man’ Travis returns from his wanderings. Things have changed in town and ‘Old Man’ Travis becomes worried about his old friend.

Jan	Fearing for his life and believing that Franklin's behavior is connected to the Anasazi items, 'Old Man' Travis sends the obsidian dagger to the Albuquerque bank for safe keeping.
Feb	'Old Man' Travis sends a letter to Alice, Franklin's daughter, about Franklin's new, strange behavior. Knowing of her 'gift' he also asks her to look into the properties of the obsidian dagger, telling her where it is
Mar	Through conversations with Masauwu, Franklin Lawrence begins to suspect the properties of the Obsidian dagger and decides that it would be better for his plans if it were not in circulation.
Apr	Franklin Lawrence kills and then reanimates 'Old Man' Travis, then sets him free to wander the San Mateo mountains forever.
May	Franklin plans a bank raid for TwoTombs, a gang of apache outlaws, Mexican thieves and cut throats to retrieve the dagger.
Jun	Alice has a vision of TwoTombs stealing the dagger before she can get to Albuquerque.
Jul	Using her seer powers, Alice, Yates and some of the gypsies begin to actively hunt TwoTombs and the dagger.

THE PRESENT

Aug01	Monday - Players arrive in Albuquerque.
02	The Sheriff and most of his deputies in Albuquerque are called out of town when a Mexican peasant rides in saying that a band of outlaw apaches are raiding a farmstead to the north. Once the Sheriff and his posse have ridden out of town, TwoTombs and his gang ride in and rob the Albuquerque bank of the contents of one safety deposit box. The Mayor of Albuquerque organizes a smaller posse to chase after TwoTombs and his gang. The Players join the posse. The posse leaves Albuquerque hot on the trail of TwoTombs and the bank robbers.
03	Riding fast from Placeres to LosLunas.
04	Los Lunas to Laguna Pueblo, TwoTombs pushes forward to Moguino. TwoTombs and his gang ride into Alice and her party, there is a shoot out. Some of TwoTombs gang is killed, Alice is kidnapped and the rest of her party is killed. The posse find Yates on the verge of death he hands them a locket with a picture of his wife in it and says — .find Alice...” before dying.
05	TwoTombs changes his direction and heads through the foothills towards Grants.
06	TwoTombs enters the Wendigo Caves.
07	TwoTombs heads towards Alice. The Posse emerges from the Wendigo Caves.

It is Monday

The following Saturday night is the last party night in Alice because at Midnight Franklin will perform a cataclysmic ceremony for Masauwu.



CAST OF CHARACTERS

A brief introduction to the main non-player characters that may influence the actions of the players.

THE PROTAGONISTS

Franklin Lawrence – a greedy and jealous individual. Owner of the Glow Mountain Mining Company, one of the founders of the town called Alice, an accomplished Diabolist, curious and grasping for the secret to eternal life. *Illustrated on p. 79 NM*

“Five Soldiers for the mining baron, each one bearing a mystical gift, all of them hoping to share in their masters’ final work.”

TwoTombs – Outcast Apache warrior. Franklins first and fiercest soldier and scout, even his own tribe cast him out. *Illustrated on p. 66 NM & p. 89 NM*

Rodrigo ‘Rattlesnake’ Ramirez - Comanchero, outlaw and murderer, even before he joined Franklin and his empire. *Illustrated on p.71 NM & p. 112 NM*

Josephine Angel – Fallen Dove, she is Franklins eyes, ears and tongue at the Maison de Dieu. *Illustrated on p.80 NM & p. 112 NM*

Charles ‘Newt’ Newton – a Hired Killer, a shootist, a gunman, tricked into servitude by Franklin. *Illustrated on p.112 NM & p.128 NM*

John Grant – a bank robber and explosives specialist with a notable lack of morals. Wanted in 5 states for crimes too heinous to mention. *Illustrated on p.77 NM & p. 112 NM*

THE VICTIMS

Alice – the Seer with a weight of fear and anguish. She senses what is going to happen. Wife to Yates, daughter to Franklin. *Illustrated on p. 57 NM*

Yates – Bounty Hunter, husband to Alice. His life is ripped from him by greed and jealousy. All that remains of him is a husk of anger and pain.

‘Old Man’ Travis – the Prospector trying to escape civilization and his mistakes by hiding in the mountains, driven by unknown forces.

THE KACHINA

Masauwu – the bad spirit of the dead that seeks to alter the Mundane world through an obscene amalgamation of sorcery and animism. *See p.42 NM*

Ahola – the good spirit of the chief attempting to pierce the veil of deceit that Masauwu has created. *See p.36 NM*

CHAPTER I

THE ALBUQUERQUE BANK RAID

It is curious that such a small thing should have such a long reach. Millennia have passed waiting for this single incident to occur. My part in this is almost done now. My heart aches with my coming loss at the same time as it swells with hope. Please, rescue me. Rescue us all!

Albuquerque, August 2nd, 1875.

The people move slowly in the blistering heat. Each of their ponderous steps produces a small cloud of bone dry dust. They stick to the shade from awnings and adobe overhangs whenever possible. Walking down Romero Street towards the plaza the smell of spicy cooking assaults the senses, tingles the taste buds in anticipation. The twelve long gongs of the San Felipe de Neri church signifies the midday retreat from the hottest part of the day.

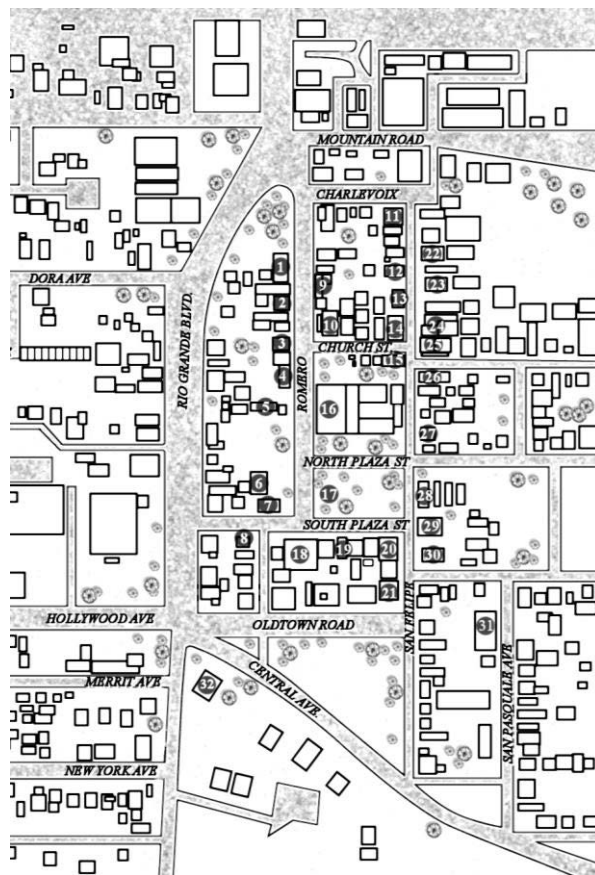
A sudden commotion, a Mexican rider gallops through the streets. Townsfolk cast their weary eyes in his direction. His horse is lathered having been ridden hard through the sweltering heat of the day.

The rider charges his mount towards the Sheriff's Office, narrowly missing a mule drawn wagon. The mules buck and bray. As the team leader tries to calm them as he shouts and swears at the Mexican rider. He is ignored.

The rider leaps from his horse and runs into the Sheriff's Office as the horse dips its nose gratefully into the lukewarm water trough. Sudden rapid, excited conversation, partly in English, partly in Spanish, erupts from inside. Passersby peer into the shaded gloom of the office. The conversation is hard to follow but "...Apache bandits..." translates well between the two languages. This causes the people outside to consider the safety of their loved ones and they scurry off or look to their own safety, and their own weapons.

The Sheriff organizes his deputies as he tries to get more information from the panicked rider. Horses are called for, weapons primed. Satisfied that he knows where to go the Sheriff and a handful of men ride North in a thunder of hooves, a cloud of dust.

Three men remain in the Sheriff's Office, the old Deputy, too old to be off riding after Apache bandits, a prisoner in the cell at the back of the building and the Mexican rider. The Mexican rider exchanges a look with the prisoner and casually asks the Deputy if he can have another drink of water. While the deputy turns his back to reach for the water, there is a glint of cold steel, a sudden movement and then there are only two people left alive in the Sheriff's Office...



See Albuquerque map on p.113 NM

See Albuquerque Bank Raid map on p.114 NM

Part 1.1 The Bank Robbery

*They ride in from the west under a cloak of deceit,
the Desert Ghost with a troupe of Mudheads.
Violence and bloodshed shall follow them,
for the price of a shard of flint.*

Shortly after the Sheriff and his deputies' ride out of town the First National Bank of Albuquerque is robbed.

Gunshots can be heard from south of the town center. Six bank robbers burst from the bank and leap onto horses. One of the bank robbers looks like an Apache while the rest appear to be Mexican. Some of the gang are on the opposite side of the plaza, others hiding in nearby alleys, all are mounted. They explode into action as the bank robbers make their break. Guns are fired into the air, at windows, walls and people. The gang swiftly draws together outside the bank.

The townsfolk either run for cover or draw their weapons (not many are walking around town armed though). The Players may get shot at if they are antagonistic, or just obvious and in the area, after a round or two.

There are 12 members of the gang. Once all are mounted they charge along the South Plaza road and then out of town, south along the Rio Grande

Boulevard, blasting at anyone in their way. They present a *Difficult* target to hit while galloping.

The gang escapes out of town, heading South, leaving corpses scattered along the streets. Curious, bewildered and shell-shocked residents congregate near the bank and the Sheriff's Office. The old deputy is dead, lying in a pool of his own blood, stabbed in the back, the cell doors are open.

The Mayor calls a quick town meeting and can say for certain, based on witness descriptions, that at least two of the gang are wanted outlaws in a couple of states. One of the gang seems to have been the Comanchero that the Sheriff locked up just the previous day. Others of the gang may also match descriptions of wanted outlaws. The Mayor is adamant that the perpetrators need to be brought to justice, saying "... *we can't let a motley gang of savages ride roughshod through our town, destroying the people's confidence in our bank...*"

A bank teller was shot in the chest during the raid but survived and while details and motives seem to be sketchy, the gang seems to have had a special interest in one safety deposit box which was only recently secured. They did also take the contents of several apparently random deposit boxes and a significant amount of cash but the apache, who seemed to be the leader of the gang, specifically targeted the one box before ordering the gang to kill everyone in the bank. Six people are dead and three seriously injured.

The Mayor quickly takes control of the situation while the Sheriff is out of town and organizes a posse to hunt down the gang. The characters are selected...



HOOK OPTIONS

Being chosen to form the posse to hunt the bank robbers is the simplest way to involve the characters in this scenario. Outlined below are some alternative methods and motivations that may be appropriate to help encourage your characters to join in.

The Mystical Hook

The Mystical character senses that the Mayor's request for help will lead to something greater than the appearance of simply hunting down a bank robber. The mystical character could be plagued by visions of the dead walking the streets of a dusty town, or dreams of the earth sickening, or animals and spirits burning and screaming in pain, or an endless, pounding rain.

The Long Arm of the Law Hook

Any Law men or Bounty Hunter characters will probably accept the opportunity of being offered admission to the posse. However, this hook option can offer them additional access to wanted outlaws that they do not have posters for. It can be used to update their list of known local outlaws and provide links to other outlaws in the area.

The Greedy Hook

Money is a great inspiration to some people and the rewards placed on these bank robbers is generous. Best leap in quick before the Mayor realizes he is being too generous with the rewards he is offering.

The Noble Hook

Characters with a conscience should be able to see that this gang of robbers is trouble for innocents. The only really logical action is to stop them in their tracks. That can either be demonstrated by returning the robbers to town to face the legal system, or it could involve a more direct approach...

The Righteous Hook

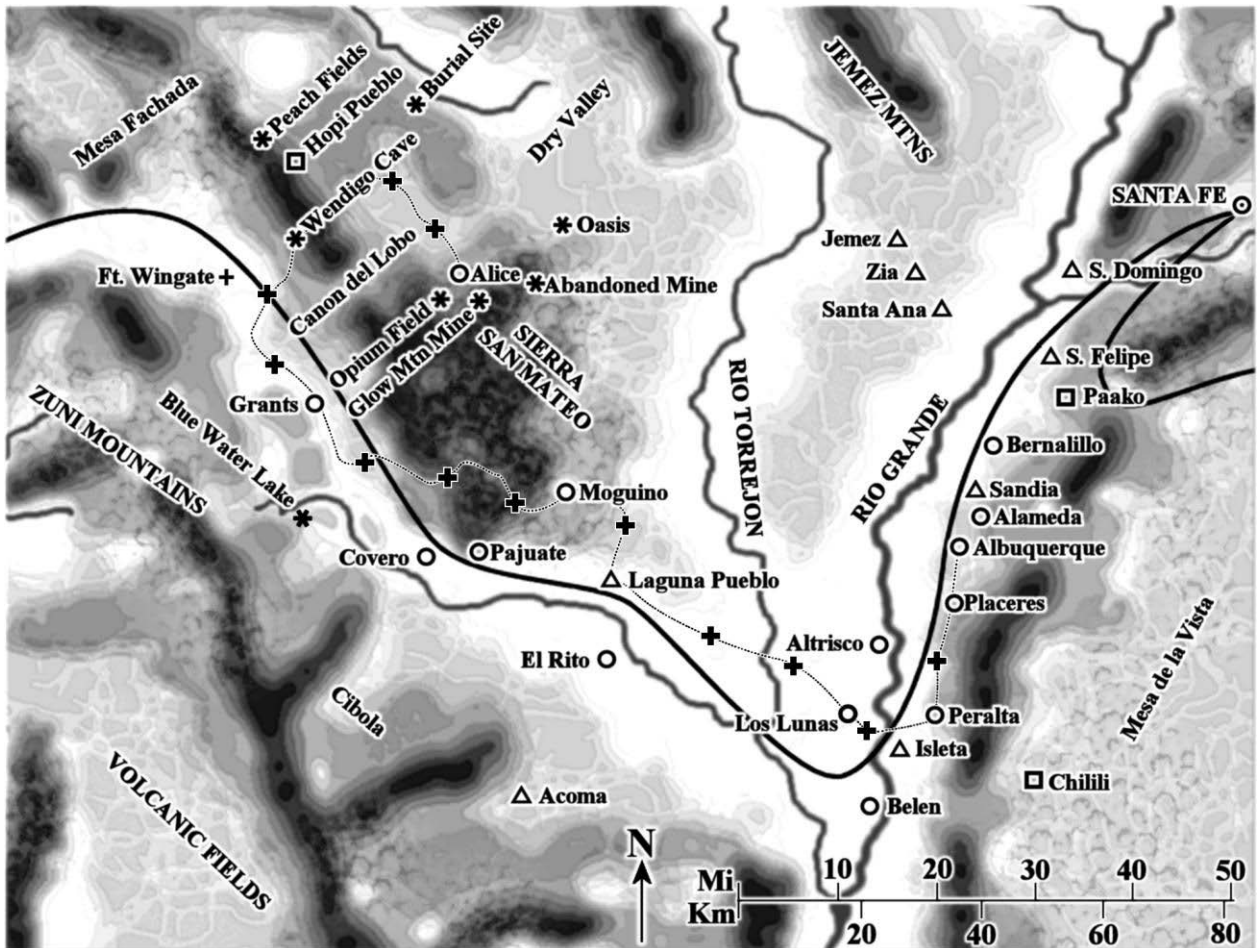
Characters with a high Piety should be able to see that this situation needs to be mediated by the just hand of the Lord. The Pious character may want to pursue the robbers in the hope of making them see the error of their ways or simply to face the wrath of a vengeful god.

The Revenge Hook

Make it personal for the character. As the gang are raiding the bank one of the robbers shoots the character's wife, child, favorite horse or dog etc. Hooking up with the posse is the only way to ensure that the gang gets their comeuppance in a very personal way for this character.

The Psychopathic Hook

Any psychopathic characters should be able to see this as an opportunity to have a little bit of fun at someone else's expense, and get paid for it! Or maybe they need to get out of town for a while due to some indiscretion.



See Scenario map on p.115 NM

Wanted posters of the recognized outlaws are hastily located in the Sheriff's office. The Mayor asks the Posse to bring the gang back dead or alive. He says he can offer a further reward of \$100 to return the gang leader and \$50 for anyone else in the gang.

The wanted posters are from crimes that were committed more than 2 years ago. It can be assumed that at least some of this gang have been out of trouble or in hiding for a while. The apache leader of the gang is unknown, but because of his despicable actions the Mayor can guarantee the \$100 reward for him.

If the posse need them, horses can be loaned to them, additional ammunition and supplies can be bought at 50% of the book price from the local shops.

If the characters do not have a capable tracker the Master should make sure an NPC Tracker is selected as part of the posse. A handful of reticent locals can also join the posse, but once the excitement has worn off they will return to Albuquerque, they have businesses to run or loved ones to look after. They may have been caught up in the spur of the moment and once the reality of the situation occurs to them they will be less inclined to commit to a long trek chasing savage renegades and cheating bandits.

Part 1.2 Hunting The Gang

The time of my greatest peril, my greatest pain and I can see nothing other than the Desert Ghost. Oh mother! Where is your knowledge, your resolve?

The posse leaves Albuquerque hot on the trail of the bank robbers. The gang was seen heading south but to confirm this someone will need to successfully Track them. Tracking the gang shouldn't pose too much of a problem at this time. A Special success at this point will inform the Tracker that there are twelve members of the gang (*if all escaped from Albuquerque*) and that the lead horse seems to be unshod, a Critical success will inform the Tracker that the gang are at full gallop and that all of the horses are of exceptional quality.

TwoTombs and his gang stop off at a couple of small towns and cause trouble along the way. They are moving hard and fast but seem to be deliberately causing trouble along their route. They are attempting to leave a trail that suggests they are heading south.

Placeres – gang arrives here at 13.30

Placeres is about 5 miles south of Albuquerque. The gang stormed through Placeres taking pot shots at anyone on the street. By the time the posse arrives the town will still be cleaning up the mess.

Placeres is a small Frontier Settlement, boasting a rundown saloon, a mediocre hotel for travelers and few other amenities. There is no resident Sheriff in Placeres, they usually rely on Albuquerque for defense and justice. It is primarily used as a stop off point for wagons heading north to Albuquerque and Santa Fe or south and west, following the road to Fort Wingate and Arizona.

If questioned the shell shocked survivors will be able to tell the posse that a gang of Mexicans and Apaches rode through town a while ago. They didn't stop but seemed hell bent on causing trouble. Those not quick enough to get off the street were either shot at or run down by the charging horses. One person is dead and four people are injured. The gang then carried on, heading south along the road.

The gang leaves obvious tracks on the road, heading south out of Placeres. They are still riding hard and may be beginning to increase their lead over the posse by now.

RANDOM ENCOUNTER OPTION

This may be a good point to throw in a Random Encounter. Throughout the scenario you will find Random Encounter boxes. They will appear at about the time that the suggested encounter occurs. As well as highlighting the occurrence there is also a Suggested encounter these have been drawn from the Human Encounters table (p.94 NM).

Please feel free to ignore the Random Encounters altogether, to insert an Animal Encounter or any other incident that you feel will benefit the scenario.

Comancheros (p.95 NM)

Peralta – gang arrives here at 14.30

In a repeat performance of the encounter at Placeres, the gang once again rides through town shooting at anyone that is too slow to get out of the way. Then they carry on south following the road.

Peralta is also a small town that mainly serves travelers on the Fort Wingate to Albuquerque road. A couple of small farms growing wheat and corn operate just outside of Peralta. At this time of year the crops are ripe, full grown and will soon be ready for harvest.



A mile outside of town the gang leaves the road and heads west. Taking a shortcut to Los Lunas, they follow a farmers track through a corn field. The corn is full grown and about 8 foot tall. A successful Spot and Tracking roll will be needed for the posse to stay on the gangs tracks. If they succeed their Spot the path through the cornfield is obvious and causes some suspicion. If they make their Track roll they can clearly see the gangs tracks here, they have slowed their speed to a fast canter to easily negotiate the trickier terrain.

If the posse fail to spot the farmers track or they lose the gangs tracks altogether and continue south following the road it cuts west to cross the Rio Grande bridge. At this point there is also a rough track heading south towards Fort Craig and eventually Mexico.

At the Rio Grande bridge junction there are many horse and cart tracks, but a successful Tracking roll will reveal that the gang did not pass this way. The posse may notice that they are not following the gangs tracks at this point and they should realize that they have to retrace their steps, or they may be lucky and pick up the tracks at Los Lunas if they push on in the right direction.

The gang are actually heading cross country to Los Lunas avoiding all roads from this point on. This is the gangs first attempt to actively lose anyone following them.

Crossing the Rio Grande – gang arrives here at 15.00

If the posse are still on the gangs trail they will be led to a river crossing a few miles north of the Rio Grande bridge. The Rio Grande is slow and fairly low at this time of year. The gang has found a shallow part of the river to cross. The water doesn't get to more than 5 feet in depth here but it is still quite fast flowing. An *Easy Ride* roll will be needed to get the posse and their horses across the river without any mishap. Failure here could result in the horse and rider being swept down river.

The gangs tracks can be picked up on the opposite side of the river with an *Easy Track* roll. It looks like they might have briefly stopped here and then resumed their high speed riding.

RANDOM ENCOUNTER OPTION

Mexican Hold Up (p.97 NM)

Los Lunas – gang arrives here at 15.30

Los Lunas is a small town located approximately 25 miles south of Albuquerque. There is little of interest here for outsiders apart from the small hotel and the old adobe brick restaurant, *'Alinstantiate'*, which also acts as a bar and meeting place for passersby and the locals.

Questioning the locals here will reveal that a number of people did spot the gang pass around town in the afternoon. But they were calm and standoffish. They only stood out because there were so many of them and because an Apache was leading them.

Careful Tracking will be needed to follow the gang from this point on. The gang is now actively attempting to be discrete.

RANDOM ENCOUNTER OPTION

CS1 Crime Scene (p.95 NM)

Crossing the Rio Terrejon – gang arrives at 17.30

The gang crosses the Rio Terrejon about 10 miles north of the road in the late afternoon.

Streams and rivers that feed the Rio Terrejon have eroded down through thick sandstone leaving abrupt cliffs that rise several hundred feet above the valley floors. Numerous volcanic necks protrude through the bedrock and sheets of black lava make glistening floors of some of the valleys.

Just getting down to the river will require a *Difficult* Ride roll or the posse will have to go on foot and take an easier, slower route. Crossing the river itself while mounted is an *Easy* Ride roll. The entire crossing from eastern steep bank, crossing the actual river and climbing the western steep bank is about 100 yards.

The gang has been riding hard for most of the day by the time they cross the Rio Terrejon. They camp on the western bank and rest for the night. They are still wary and at least four guards are always on watch. They try to remain discrete and have a cold camp while paying particular attention to the eastern bank. If the posse catches up with the gang at this point they will be met with rifle fire from the west bank potentially making their river crossing especially hazardous. The majority of the gang including TwoTombs will immediately break camp and continue their journey at night if they are discovered. Four of the gang will remain behind to pin down the posse, to delay them as long as possible.

The gang continues to head west, cross country and running parallel to the main Fort Wingate to Albuquerque road.

RANDOM ENCOUNTER OPTION

CS2 Hostile Campers (p.96 NM)

Laguna Pueblo – gang take 2 hours to arrive here

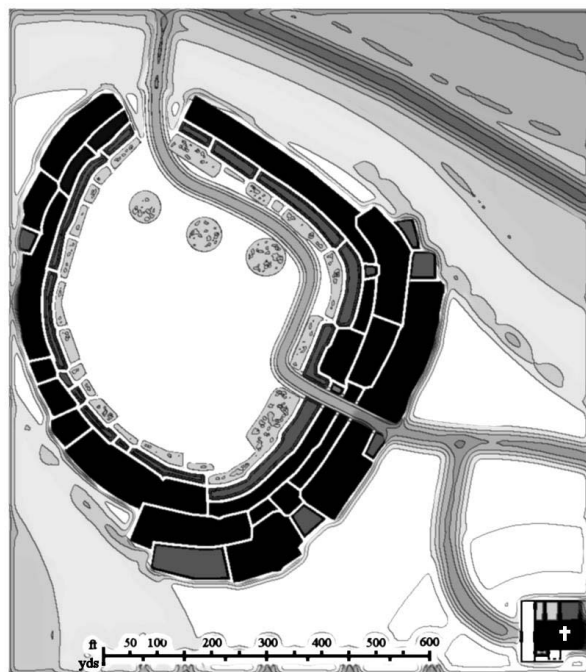
Laguna Pueblo is a large scattered community consisting of six separate villages; Encinal, Laguna, Mesita, Pagate, Paraje and Seama. The Laguna Pueblo is a little off the beaten path but it provides the cultural center for the Keresan tribe.

Laguna Pueblo is one of the largest Keresan pueblos. Multileveled, constructed to enclose a central plaza, it sits atop a plateau overlooking the surrounding land.

The mission church, ‘San Jose de Laguna’ allowed the Laguna Pueblo to be officially recognized by the Spanish government in 1699. Constructed of stone and adobe it sits some way outside the main pueblo. The interior of this one-story mission has a beautiful 18th century carved wood altar with spiral pillars, a hand-carved pulpit, an adobe altar and an early 17th-century painting of San José on buffalo hide.

Ernesto Esteban, the mission’s friar, will be very happy to speak to wanderers. He can offer limited medical help if required and will happily share the mission’s meager supplies with any that need it. He could be a good source of information and advice if the posse intends to talk to the Keres tribe in the main pueblo and may even offer to introduce the posse to the headman. He has no knowledge of TwoTombs himself but he could help the posse with some general information concerning the differences between the Apache and the Pueblos.

The Laguna Pueblo is situated in a semi-arid region. Irrigation systems have been established for hundreds of years. However, flooding during the torrential rains of July and August can be a particular menace to the Laguna inhabitants.



See Laguna Pueblo map p.116 NM

The gang causes a stir when they arrive at Laguna Pueblo. The Keres Headman is not happy to see the gang and in particular TwoTombs. They grudgingly trade some supplies and allow access to their water. The Keres tribe has had dealings with TwoTombs and

his gang in the past. While it has been beneficial to the tribe it has also been, at times, unwholesome...

The gang does not stay long at Laguna Pueblo, once they have their supplies they head north.

Laguna Pueblo is inhabited by the Keresan tribe, a very private and insular group of Puebloans. Tribal members may be seen tending the fields of corn and maize around the pueblo. If approached they will back off and indicate that they do not want to speak. The majority of the people at Laguna Pueblo either does not speak English, or Spanish, or will pretend that they do not understand. This is especially true when any strangers approach the pueblo.

Iska Osadza, the Keresan headman at Laguna Pueblo will only speak to the posse if they persist in bothering his people or they are accompanied by the friar. He will be accompanied by his Sun Priest and two braves whenever dealing with outsiders.

Iska speaks Spanish very well and passable English. He has nothing to hide from the posse and will tell them anything they want to know about the gang. He will tell the posse that TwoTombs is dangerous and, if possible, should be avoided at all costs. He knows that the gang have occasionally raided local farms and stages. Iska says that TwoTombs is not on a warpath but follows the orders of someone else, but doesn't know who. Iska has forbidden TwoTombs from staying long at Laguna Pueblo, he is too unpredictable.

If the posse makes a successful Insight roll they will be able to tell that Iska is holding something back. If he is pushed on this he will state that TwoTombs carries the Ka'toya Kachina but will not elaborate on this and he will then call their meeting to a close and ask the posse to move on. He will point in the direction that the gang left in and offer a prayer for the posse as they leave the pueblo.

This is the first time the Kachina may be introduced to the posse. If the posse treats the people of Laguna Pueblo with respect, it could be to their advantage later when they encounter the Coyote Clan Hopi.

The gang have followed an old, rarely used track

heading north. They skirt the eastern and southern contours of the Sierra San Mateo mountain foot hills, before gradually turning west again. The scenery here is mostly mesa, desert and mountain foot hills, with only sparse vegetation. It is rugged and unforgiving terrain for the unwary.

RANDOM ENCOUNTER OPTION

Happy Campers (p.96 NM)

Moguino

This long abandoned pueblo used to be inhabited by the Keres tribe before some unknown trauma befell the community. Now, Moguino is rarely troubled by the passing cares of people as it slowly collapses through neglect.

The gang ride into Moguino, they have used this location in the past to rest and recover among the dilapidated and partially collapsed adobe buildings. TwoTombs and his gang were planning to stop off here and rest before cutting through the mountains to the town of Alice.

But Alice and Yates have intercepted them...

Alice has used her powers of prophecy to track down the dagger that 'Old Man' Travis warned her about (see 'A Letter to Alice' in the Props section p. 108 NM). They were initially attempting to get to Albuquerque before the bank raid but were too late for that. Alice has been leading her party, consisting of her husband, Yates, a bounty hunter, and five loyal Romany escorts.

While Alice has been able to put herself and her party in the correct location to intercept the dagger they were not prepared for the arrival of TwoTombs and his large gang. There was a brief, vicious gun fight in the open plaza which left all of the Romany dead, Yates seriously injured and left for dead and six of TwoTombs gang dead and a couple more are wounded. During the melee TwoTombs recognized Alice as Franklin's daughter. He decided to kidnap her and bring her back to him as the combat came to a close.

The posse arrive on the scene of the shootout some time later. Yates, riddled with bullets, bleeding



copiously, has dragged himself, in the full glare of the sun, after TwoTombs and the vicious gang. He is about to die.

With his last breath Yates gives the party a locket wrapped around a notebook saying “*My wife! He has her...please...go to...Alice...*” before dying. His spirit is not ready to pass on though and the locket acts as a link between the posse and Yates spirit until Alice has been released from captivity and their mission is concluded.

The locket will allow the GM an opportunity to help the players out if they become stuck later by bringing back Yates as a Ghost or Drifter when things start to get tricky. *See Drifter p. 77 AH*

The note book (see ‘The Prophecies of Alice’ in the Props section p. 109 NM) is Alice’s prophetic diary. In it she has written down the visions and insights she has picked up from her special gift. She started writing down these clues after receiving the letter from ‘Old Man’ Travis. That letter is also folded up and inserted into the note book, see ‘A Letter to Alice’ p. 108 NM.



See Moguino Pueblo map p.117 NM

Part 1.3 Backstab Switchback

I see them for the first time! I am wracked by doubt, are these the ones? Have I gambled on a false prophecy? What have I done, to risk all on this deathly game?

Wilderness

TwoTombs is unsettled by the fact that his hideout appears to have been compromised and decides to

make a detour through the foothills while checking that they aren’t being followed before heading for home.

The gang is severely reduced in numbers, some are injured, and now they have a hostage to contend with, their progress is slower. They are expecting to be followed and will make their tracks harder to spot from now on. The gang will go out of their way to cross terrain that will hide their progress, across rock, along animal tracks and taking the least obvious route. With no obvious path or road to follow, Tracking is now *Difficult* for the posse.

Because a couple of the remaining gang are injured spots of blood may be noticed by the posse as they track the gang.

RANDOM ENCOUNTER OPTION

Cannibal Campers (p.94 NM)

Comanchero Camp out

A couple of TwoTombs’ Comancheros were injured during the incident at Moguino, by Yates and the Romany. TwoTombs has decided to leave these two behind because they are slowing his progress down and he wants them to slow down any pursuers. TwoTombs has told them to hide out along the path and try to shoot as many of the posse as they can. He has also told them that he will secure their captive and double back to aid in the ambush, but he is lying and has no intention of returning.

Because the Comanchero are fatigued and wounded they will have to make each skill roll as though it were *Difficult*. However, they will have had time to gain the high ground and some decent cover, and they might have the advantage of surprise.

There are boulders, trees and rough terrain to hide behind, they have selected a good place for an ambush. The Comanchero will have cover from attackers, from behind boulders or from behind trees. This effectively reduces the number of locations that can be hit with missile fire. Also, initially the Comanchero will require a *Difficult* Spot roll to be successfully seen hiding, before they open fire.

They are hoping to kill as many of the posse as they can as quickly as possible. However, the Comanchero are likely to surrender if they are outmaneuvered or hopelessly outclassed, and given the chance to surrender.

One of the Comanchero has a map of a rendezvous point. Initially this was given to some of the gang in case they got separated and needed to regroup. That was what TwoTombs told them any way. In fact the map leads directly to the entrance of the Wendigo caves. It turns out that TwoTombs was sending any lost

Comanchero to their death. He hopes to achieve the same trick with the posse.

See Comanchero NPC Stats on p.101 NM

See Rendezvous Point map on p.119 NM

RANDOM ENCOUNTER OPTION

Apache Store (p.94 NM)

This store appears to have been recently opened, raided and then hastily covered up again.

Coming down out of the mountain foothills the gang appears to have crossed over the Fort Wingate to Albuquerque road and headed southwards into the foothills on the other side of the road. A successful Tracking roll will show that the gang actually turned west again to follow the road a few miles parallel to it.



Grants

Grants is named after the three Grant brothers, Angus, Lewis and John. This location is no more than a large camp site at present. A couple of large log cabins dominate the area surrounded by a small tent village, other, smaller, ramshackle buildings, a small blacksmiths and a large barn, stables and livery enclosure.

The Grant brothers have been contracted to build the railroad through this region of New Mexico. They have established base camps along the route of the proposed train route where they are stockpiling materials in preparation.

Piled up around this campsite are stacks of cut timber for railway ties, piles of ballast and the iron rails that will guide the train through this area. The workers at

this camp are primarily concerned with cutting down the forest to supply the sawmill with wood for the ties.

A handful of big draft horses are used to pull the heavily laden wagons and for other brute force duties. A small stables and livery occupies the edge of the camp for the horses.

Dust from the piles of gravel and sawdust from the mill have stained the land brown. In high winds they conspire to create localized dust storms, or, during the infrequent rain bursts, turning the ground to a treacherous boggy hazard.

The people at Grants will be helpful to the posse but don't really have anything to contribute. Supplies are basic and they will suggest heading to Fort Wingate if the posse require anything beyond their meager capabilities.

If the posse stop to talk to the residents of Grants, they will learn that a group of riders were observed passing the camp. They did not stop and didn't seem friendly.

RANDOM ENCOUNTER OPTION

USGS (p.97 NM)

Crossing the Road

The tracks run parallel to the road for 10 or 15 miles before suddenly heading directly north. Cutting over the road and heading into the mountains.

If the posse misses this change of direction they will end up at Fort Wingate.

FORT WINGATE

Fort Wingate is a small open frontier fort which is primarily responsible for controlling the Navajo to the north. Fort Wingate has a major Stage Post and a respectable Post Office adjacent to the fort itself. The Fort can offer aid or trade to any that need it.

Enclosed for all of its length by mountain slopes or red rock mesas, the Fort Wingate Valley is a hundred-mile link in an ancient trade route from the Rio Grande to California.

This post was established in 1860 with the initial purpose of the fort being to control the large Navajo tribe to its north. One officer stated that "...the Navajo Indians were most persistent trouble-makers".

The post was enlarged during the Civil War, and it supported Kit Carson's highly successful and ruthless Navajo campaign of 1863. The post was relocated almost 40 miles to the northwest in 1868, to comply with another Indian treaty, where it exercised surveillance over Indian affairs.

From 1873 until 1886 the garrison was concerned with the Apache Wars and hundreds of Navajo Scouts were enlisted at the fort specifically to hunt down the Apache.

Fort Wingate was built solidly, with the idea in mind that the post would be the central military depot of supplies for the Navajo Country. The fort is west-northwest of Albuquerque, about 150 miles from it by road and about 45 miles southeast of Fort Defiance in Arizona.

The fort serves as a base for ethnological, archeological and geological expeditions in this region. The early US Geological Society is active in this region, producing highly detailed maps of the area throughout the 1870's.

Fort Wingate proved to be a good post. It is blessed with *"...a good location and fine climate, it appealed to soldiers and Indians alike because it furnished the necessities of a good camp - a spring of water, wood in the hills and grass in the valley, and in the early days plenty of game. The surgeons report from the early Seventies shows that there was considerable sickness but very few deaths from disease."*

The fort falls within the traditional territory of both the Zuni and Navajo people. The Zuni and Navajo are primarily farmers and in 1875 the hostilities between these two tribes and the fort have calmed to such an extent that they supply what is needed to supplement the dry issues from the commissary. Superb Navajo blankets and intricate Zuni silverware and turquoise ornaments are readily available from makeshift trading camps outside the fort.

Traders stock at fort Wingate is down-right exotic. It has a stock of goods of the very best quality. These include raisins, almonds, figs, olives, honey, preserves, pickles, canned salmon and other fish, and varieties of wines and liquors, all of California production.

If the posse ask around, they may be able to find a Trapper who noticed a group of suspicious types heading north, into the mountains, possibly towards the abandoned, derelict pueblo there. He can put the posse on the trail but will not accompany them to the pueblo itself, saying *"...it chills me bones to go up there!"*

RANDOM ENCOUNTER OPTION

Lone Kid (p.97 NM)

Part 1.4 Desert Ghost

*The shade of death returns,
the Desert Ghost fades.
The others pursue,
into old horrors.*

The mountains here do not seem to be particularly high but they have a tendency to be abrupt. What can seem

like a moderate slope can end in a sudden drop of a hundred feet or more. The ground and rocks are orange/red and dusty sandstone.

Strange rock formations are a regular feature. Tall, serrated columns of stone protrude from the ground, natural stone bridges cross voids and deep crevasses punctuate the scenery. Foliage is generally sparse, short and hardy with tough, sharp thorns.

The posse has a chance to catch up with the remaining members of the gang, and Alice, in the wilderness and mountain foothills, but only if they have been moving quickly and have not lost the gangs tracks.

If the posse does catch up with the gang then TwoTombs will order any remaining members of the gang to try to take out the posse while he tries to escape with Alice. If this is not possible TwoTombs will abandon Alice and attempt to escape on his own, using his Refraction power.

If the posse does manage to rescue Alice, she can be very helpful to them. However, she will insist on completing her own mission, avenging her husband and she will do this alone if necessary. Initially that will involve continuing to chase TwoTombs, he has the dagger and that is her primary concern at the moment.

However, catching TwoTombs before he reaches Franklin Lawrence is not going to be possible. Once he is free of his gang he can move like a ghost through the landscape. He will use his skills to deliberately lead the posse into as much trouble as possible in an attempt to lose them. On his own TwoTombs is always *Difficult* to track.

If TwoTombs manages to escape with Alice his progress will be slower. He will pick up Alice and fade from view using his Refraction power. On foot and carrying Alice his progress is still startlingly rapid. He will not have time to cover his tracks but will use the terrain to make things difficult whenever possible.

TwoTombs quickly ascends the mountain, choosing a path that horses have great difficulty negotiating (*Difficult* Ride roll). If the posse goes on foot leading their horses TwoTombs will be able to pull ahead. He is leading the posse towards an old, long abandoned Anasazi pueblo with a bloody history.

CHAPTER 2

*The blood soaked caves,
reach out from dark histories.
The hungry one gnaws on dry bone, trapped,
the others are swept along.
The starving monster,
pleading, never sated.
Feeding creates hunger,
hunger creates pain.*

DEATH IN THE DESERT

Part 2.1 Wendigo Pueblo

Even the Desert Ghost needs to rest it seems. I wasn't sure at first but he is human. I daren't delay him for too long, I fear he will kill me without a second thought. He clutched at something around his neck under his shirt and things changed. I struggle to understand. Help me!

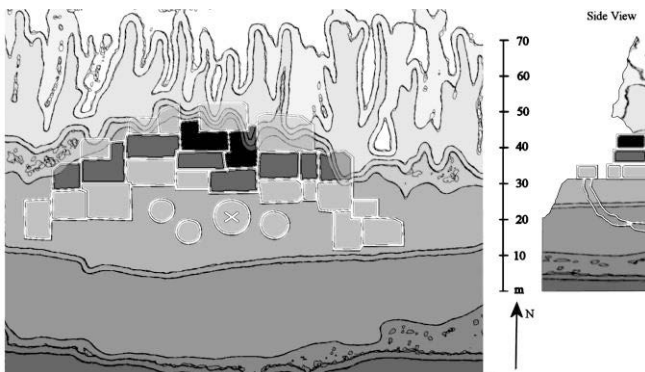
TwoTombs leads the posse into the mountains. At the foot of a steep incline the posse may find his horse stripped of anything valuable and set free. It is a fine mustang pony.

The posse will have to leave their horses behind or lead them on foot to negotiate the increasingly rocky and mountainous terrain. It is difficult to track the apache across the rocks. But he seems to be forcing Alice along with him so occasionally there will be *Easy* tracks to follow (if Alice is still with TwoTombs).

The ground varies between soft loamy soil between the pinyon pine to rugged volcanic rocks and outcrops. Tracking rolls will be required to keep the posse on TwoTombs route through the mountains, calling for the occasional Climb roll should be considered as well. The going is tough and physically demanding. If you want to drive the point home with your players ask for Stamina rolls as well as Tracking and Climbing.

Eventually the posse are led to a ruined and overgrown Pueblo. This is an ancient, largely forgotten, Anasazi pueblo. The thirty buildings that make up this pueblo are all in a partial state of collapse. The general construction seems to be very similar to those seen at Laguna and Moguino, but this place is obviously much older. Only one building seems to remain mostly intact, the large Kiva at the center of the compound. Tracks can be found entering the old Kiva.

Inside the Kiva it is cool and dark. A string of petroglyphs run round the interior telling the story of the ancient civilization that used to live here, and of their demise.



See Wendigo Pueblo map p.119 NM

This Kiva has a 4 foot wide hole in the floor, where the sipapu would normally be. A rope hangs over the stained edge into the gloom and the damp. Attached to a roof support the rope looks to have been hastily secured.

With a successful Spot roll the characters can deduce that the stains around the edge of the sipapu hole are ancient blood stains and that the rope is only loosely and dangerously secured, possibly deliberately.

Part 2.2 Long Drop to the Dark Caverns

We travelled through the blood soaked caves! There is some horror here but the Desert Ghost hid us from it. I swear I saw him smile, but there was no humor in it. I fear for the others that follow. I think this is a trap.

OPTION

The Kiva is old and crumbling, over grown with weeds that have penetrated the adobe floor and weakened the foundations of the entire structure.

The Kiva may collapse when too much SIZ is present. If a total of 40 SIZ is in the Kiva at any one time the floor collapses and spills everyone down into the first chamber of the Wendigo caves. If people are already below they may be hit by falling rubble if they fail a Luck roll. Agility checks could be called for to grab hold of hanging vines and weeds to slow the characters descent.

Bear in mind that falling the full 20 yards would lead to 7d6 damage, so give the posse a couple of chances to save themselves.

The rope hangs 20 yards down into the darkness. Two successful *Easy* Climb rolls are required to negotiate the precipitous drop via the supplied rope. These are *Difficult* rolls if the characters decide to ignore the rope and Climb down the slick walls unaided. If more than one character is using the rope at any time they will have to make a Combined SIZ vs 25 Resistance Roll or the rope comes undone. Falling Damage is 1d6 per 3 yards fallen. Anybody being perceptive should be able to Spot the dangerous nature of the rope and secure it.

TwoTombs' tracks can be found at the bottom of the drop shaft (unless it has become covered in rubble) with a successful Track roll. If Alice is still with him, a Special success here will show up a minor scuffle that TwoTombs had with his captive, a Critical success will tell the posse that it appears TwoTombs ended up knocking out his captive, then picking her up and he has started carrying her again.

Lots of very old bones, animal and human, are scattered around the cavern floor. Most seem to be immediately beneath the Kiva hole. Examining the bones will reveal that they appear to have been gnawed, a Special Spot roll will reveal that some have been gnawed on recently, a Critical will allow the character to determine that the gnaw marks have been caused by a human.

Tracking rolls further into the tunnel complex will be either *Difficult* or *Impossible*. There just isn't enough light, or the surface is too hard to show tracks.

There is no light in the pitch black caverns beneath the Pueblo. A light source will be needed or the posse will be blind, and in a lot of trouble.

The caves were formed by ancient lava tubes and appear to worm their way through the mountain. The ground surface is smooth and slippery in places, ragged and sharp in others. The height and width of the tunnels varies from 2 yards up to about 10 yards. The walls appear to have step, or tide marks caused by once liquid rock. The larger areas of the tunnels have rough 'lavacicles' and drip stalagmites, some of these features have razor sharp crystals and jagged rock imbedded into them.

The main, negotiable, tunnels are frequently intersected by much smaller lava tubes, some of which are just a few inches across. Damp breezes and dripping sounds may be noticed flowing through some of these smaller tunnel systems.

The floor undulates and twists from the entrance point but progress is primarily in a downward, approximately northern, direction. See Wendigo Caves map p.120 NM

1 – an easy incline at about 30 degrees over 25 yards. The area immediately below the sipapu is littered with animal and human remains.

2 – the tunnel opens up a bit and suddenly descends at 45 degrees for 30 yards. *Easy Climb* roll or *Agility* roll every 10 yards, failure indicates the character has lost their footing and is sliding down the tunnel. Characters may attempt to stop their slide every 10 yards with an *Effort* or *Agility* roll.

3 – Falling characters have one more chance to rescue themselves before a 10yard drop into a shallow sloping tunnel. Falling into the tunnel does 3d6 damage.

4 – a shallow decline over 40 yards. A Successful

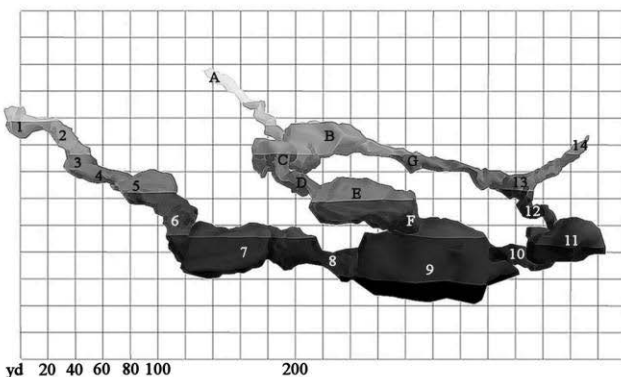
Sense roll will tell the character that the temperature is starting to rise and a rotten, moldy smell will be noticed. The walls appear to be slightly damp at this point and patches of moss can be seen clinging to the walls.

5 – the roof of the tunnel rises to nearly 20 yards as the floor drops away (*Agility* roll or *Easy Climb* to remain standing). At the bottom of the slope the floor appears to be reasonably flat but is also damp and there is a fine humid mist hanging just above the floor. Moss has crept halfway up the walls in this area. At the beginning of this section the moss is healthy but as the posse traverse the length of the tunnel it slowly turns yellow and becomes powdery towards the next section.

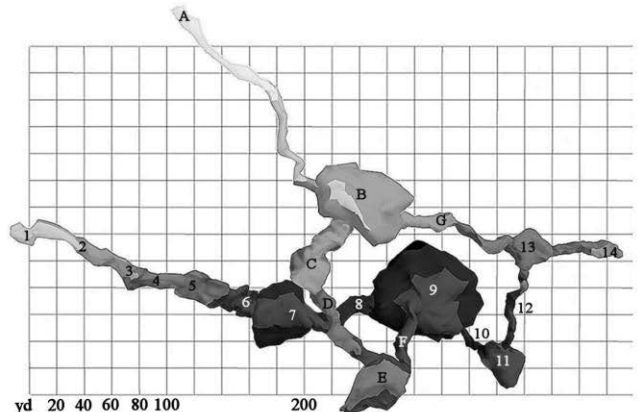
6 – a long jagged drop (*Easy Climb*), with several ledges that are adequate for resting. Dropping over 60 yards down into the crystal cave. A noticeable breeze of hot humid air flows up the tunnel from this point. Approximately 40 yards wide, 40 yards high and 60 yards long this part of the tunnel is very humid. Giant crystals have grown throughout this chamber blocking most of the space and turning footing into a treacherous, laborious process. The buildup of heat and humidity requires an *Environment Resistance Roll* vs. 60 in this room. See p.34 AH.

7 – the crystal chamber rises by about 10 yards over its length then suddenly drops into a chamber with smaller crystals surrounding a bottomless boiling pool. Steam and scalding walls greet the posse as they drop down into this room. Because of the excessive heat the *Environment Resistance Roll* is vs. 80 in this room.

8 – the walls and ceiling suddenly drop to 5 yards as the tunnel begins its downwards journey again. The floor is very slippery here and requires an *Agility* or *Easy Climb* roll. The Temperature also starts to noticeably drop. There is a small hot pool at the bottom of this section; moss and hardy lichen grow here. A successful *Spot* may reveal signs of recent activity, TwoTombs foot prints, Alices foot prints (if she is still with him) and bare foot prints older but not very old have all trampled the mosses.



Wendigo Tunnels Side View



Wendigo Tunnels Top View

Part 2.3 Ravenous

*A cave of dripping fangs,
clamps down upon them.*

*A ray of light,
points the way.*

9 – the Wendigo cave is a large, roughly circular cavern with a diameter of approximately 120 yards. The entire cavern is punctuated by irregular lava stalagmites and stalactites, there is loose rubble on the floor, rocks and old wood. A blocked tunnel in the roof allows a continuous drip of fresh, cool, water to fall to the cavern floor. The dripping water has formed a small pool in the south east of the cavern. A cool breeze flows through this chamber north to south.

Something is in the darkness!

A starved looking Indian, Deg Xit'an, dressed in rags approaches the posse and pleads for help. He seems very hungry and is uncomfortable in bright light.

Communication is hard, Deg doesn't speak English or Spanish. He speaks a centuries old version of the Athabascan language...

If Deg Xit'an is examined closely it is apparent that he is emaciated. His ribs are all clearly visible and his belly and cheeks are unbelievably sunken. A Successful First Aid or Medicine roll will suggest that he is suffering from extreme starvation. A Special will reveal that he should probably be dead but is actually in quite good condition, none of his organs have failed and his skin is healthy. A Critical will reveal that he is in perfect health, probably healthier than the posse are, but he does look very hungry.

Deg Xit'an hasn't seen anyone recently but did smell fresh meat earlier and that has piqued his appetite.

If the posse ignores him, he will follow them, staying behind.

Deg Xit'an is a Wendigo. He has been trapped here since the Anasazi abandoned the pueblo, living off of anything that has fallen into the cave complex through the Kiva entrance. He is hungry, but not stupid, and will attempt to hold back from feasting for as long as possible.

He will try to isolate one of the posse, kill them and eat them (not necessarily in that order). If that is not possible he will try to tag along in the hope that they will be able to free him from this cave complex.

If Deg Xit'an successfully separates and kills one of the posse he will pile rocks on the corpse to make it look like a cave in and then try again until he is discovered. This obfuscation will not hold up to any

close scrutiny but may give Deg valuable time to grapple his next victim.

He may wait for the posse to go to sleep and then try to lure one of them into the darkness. If discovered or driven off the wendigo will try to escape into the darkness and harass the posse when they are least expecting it.

Loud noises or gun fire in this chamber is at serious risk of shaking loose the blockage in the submerged tunnel (**F**). Anyone in the south east portion of the chamber is at risk of being knocked off their feet or hit by falling rocks as flood water from **B, C, D, E** and **F** suddenly starts to cascade into this chamber. A Luck roll is required to avoid the falling water and a Luck or Dodge roll to avoid the rocks if anyone is in the area. Failure to avoid the down pour of water requires an Agility check to remain standing and the character will require another Agility roll to get back on their feet or to be helped by someone else. Failure to avoid the falling rocks will result in being hit by 1D4 falling pieces of rubble for 1D4 damage each to a random location. Over about 20 minutes the Wendigo cave will fill up to about 20 yards of water, not quite enough to flood the crystal chamber or reach the escape tunnel though.

With the roar of the falling water and the spray thrown up all actions will become Difficult. Movement will be halved as the water level rises and eventually the posse will have to Swim, or cling (use Climb or Agility) to the stalagmites and stalactites to keep their heads above the water level. If the Wendigo isn't dead at this point he will hang back and either try to harass people who are having trouble or will follow as the posse escape.

10 – the escape tunnel. An overhang about 30 yards up leads into a tight tunnel. It is a Difficult Climb to make unless the Wendigo cave has been flooded, then it is a Normal Climb roll. On the lip of the tunnel TwoTombs and Alices tracks may be spotted with a Spot or Track roll.

11 – the gift chamber. There are old and rotten Native American gifts here. Some items of jewelry in silver and turquoise, old food offerings, painted bowls, some Native American silver wear and some old corn dolls can be found with a successful Spot roll. Some of the objects in this chamber look fairly recent, but they have all been very recently disturbed. The walls of this chamber are studded with small crystals. A dim light seems to be coming from the exit to this chamber (**12**).

12 – another tight and winding tunnel that rises about 20 yards over its 60 yards length. The walls are rough with tiny crystals that seem to funnel light from the chamber ahead (**13**).

13 – the painted cavern. The smooth walls of this chamber have been daubed white and then petroglyphs have been painted on the walls to tell the story of the captured Wendigo. See p. 110 NM.

14 – exit hole. A steep climb up a dry tunnel leads to an opening high in the northern side of the mountains.

A – entrance hole high up the side of the mountain leads down a long and winding tunnel into **B**. The floor in this tunnel is particularly treacherous as it is slick with dampness and worn smooth by hundreds of years of runoff water and bat guano.

B – the flooded bat cave. Over the years water has trickled into this chamber from point **A** and has slowly filled the lowest portion of this chamber, while completely submerging points **C**, **D**, **E** and **F**. Bats have made the roof of this chamber their home and frequently uses **A** and **G** tunnels to get to the outside world.

C – a submerged chamber

D – a submerged tunnel

E – a large submerged chamber

F – another submerged tunnel. This tunnel is blocked with detritus and rubble where it enters the roof of the Wendigo Cave (9). The blockage only allows a small trickle to enter the Wendigo cave. However, it is a weak obstruction and excessive noise has a chance of shaking the blockage loose causing the water that is backed up in points **B**, **C**, **D**, **E** and **F** to suddenly drain into the Wendigo cave.

G – a 100 yard + long twisting, tight tunnel that compresses down to 3 feet wide about half way along its length. The floor is slick and treacherous on its steep sections, but relatively safe on the flatter sections.



CHAPTER 3

At this point the scenario takes on a much less structured manner. There are no sequential incidents until the end of the week when time and sequence becomes critical. The posse are free to explore the local environment at their will. Indeed, it is vital that they do explore to achieve a successful and satisfactory ending.

INCIDENT AT ALICE

Emergence! Into the blinding, glorious sun. The journey is almost over for the others. And yet the bulk of their work is yet to be done.

*People of the cliffs are waiting,
they know not what for.
The loss of their loved ones,
or the loss of an idea?*

Nothing more can be divined, actions have come too close to separate them, we are entwined. Only hope lies with you. Even now you do not know what horrors you face. I'm afraid I cannot tell you anything more. Your actions are my reactions and I am blind to you now.

Good luck, Gods speed. Alice.

Part 3.1 Emergence

The posse emerges from the caves, high up on the northern side of a low mountain range running east and west, overlooking a desert. The area immediately around the cave entrance has been flattened and it is clear that some effort has been expended to effectively conceal the entrance from the outside.

The arid heat of the sun beats down relentlessly, a stark contrast to the chill, dark confines of the cave. In the height of summer this land is parched dry and brilliantly bright.

In the distance, to the south east – is that a town?

Careful observation at this point may reveal hints of the Hopi pueblo to the West, thin wisps of smoke or the reflection of something metallic, but really the scene is overwhelmingly of barren mountains, mesa and desert.

Spot or Tracking rolls will reveal the sign of TwoTombs and Alice's tracks (if she is still with him). They head east and take a precarious route down the side of the mountain range.

Special successes can tell that TwoTombs is either pushing Alice ahead of him or at times dragging her behind him, or even carrying her.

Critical Success should allow the players to tell that TwoTombs has a few hours head start and that he is moving at a potentially dangerous speed for the terrain.

Also, TwoTombs tracks are not the only ones in this area. Faint tracks, partially eroded by the wind and the shifting nature of the ground, of other moccasin type foot prints can be discerned. These are older tracks, maybe as much as a month old. It is difficult to tell but these other tracks seem to enter the cave and maybe move about the plateau. These are the tracks of the Coyote Hopi. The Hopi come once a month to leave an offering to the Wendigo in the cave that the players have just escaped from.

The posse will have to climb down the side of the mountain and cross the desert the hard way, on foot. If they take it easy then it will take them a number of hours to get out of the mountainous terrain. If they want to push it they will have to make Agility or Climb rolls to get to the bottom without upset.

While the players should be focused on catching TwoTombs it is also possible that they may decide to pick up on the clues for the local Hopi and head in that direction.

RANDOM ENCOUNTER OPTION

Eternal Prospector (p.95 NM)

RANDOM ENCOUNTER OPTION

Friend in Need (p.96 NM)

Part 3.2 Welcome to the Town of Alice!

A couple of miles out from town the posse can see an old, sun bleached sign proudly proclaiming ...

*"Welcome to the Town of Alice,
1,000 souls an growin!"*

Through the heat haze a small Frontier Town, largely constructed from wood, can be seen. Alice seems to be mid way between a slump in two apprehensive mountain ranges. A thick cloud of smoke is rising on the wind from the mountains to the south east. To the north east of town lies a stark, bone white desert.

The town called Alice is an isolated Frontier Town with a recorded population of 1,000. Most of this population supposedly live at, and work for, the Glow Mountain Mining Company, situated a short distance south east from town, in the mountains.

The town called Alice is approximately 100 miles west of Albuquerque and only about 30 miles north east of Grants, through the Canon del Lobo.

The area to the east and south is mountainous, with desert, semi-desert and scrubland between and stretching to the north. The temperature may rise higher than 30C during the summer period and drop below -10 in winter. There are few natural occurrences of water in the area; those that do exist are usually jealously guarded.

The Glow Mountain Mining Company is approximately 10 miles south east of the town. Two thirds of the recorded population of the town (approximately 1000 people) spends their entire lives at the mining companies' facilities. Basic human needs are accounted for but the complex resembles a shanty town in its own right. All of these inhabitants work at the mines or in the processing foundry. They never come to town and have their own community. Few people ever willingly go to the Mining Company complex. The produce from the mine, gold, silver and other semi-precious minerals, is usually brought to town once a week in a dusty wagon pulled by four unhealthy looking oxen. It is then delivered to Albuquerque, sold and distributed.

The town appears affluent and well maintained, if a little dry and warped by the sun. However, dense, grey smog hangs over the nearby mountains, a side effect caused by the mines. Occasionally, when the wind changes direction, this smog descends on the town, covering everything with a fine grey powder. Work is usually stopped at these times to allow the smog to clear, the wind to change direction and blow away the dust. Otherwise, the foundry and mine are in 24 hour operation. During the night a red glow is thrown up the mountains near the foundry, creating an eerie, hellish backdrop to the town.

Once a week, on Saturday through to Sunday morning, most of the townsfolk go to the Maison de Dieu for an orgy, much to the vociferous distress of Father Moreton, the towns priest. Within the Maison de Dieu there are many prostitutes and a surprisingly large quantity of opium and narcotics. Everyone is given as much opium, alcohol and sex as they can afford. At times the proprietor, Franklin Lawrence, supplies the debauchery for free.

WHAT WENT BEFORE

Franklin Lawrence and Old Man Travis founded this town more than 20 years ago and called it Alice after Franklin's daughter. They came to this area in search of valuable minerals and precious metals. Franklin was also looking for personal power, a way to increase his Diabolist knowledge. The local mountains proved rich in sulphur, sulphide ores, gold, silver and galena, a peculiar concoction of minerals resulting in unusual and unique combinations.

Franklin grew greedy as the years passed. He developed his diabolist powers and as Old Man Travis spent longer and longer in the mountains looking for other minerals, Franklin gradually transferred all of the political power to himself, becoming the sole owner of the town called Alice. Eventually Travis was forbidden to enter the town he helped birth and a fatal accident was arranged for him about 5 months ago, allowing Franklin, with his new

understanding of native spirits, to raise Travis as a prospecting Animated corpse. Franklin paid special care in creating this, his first animated dead, as he wished to continue using Travis as a prospector indefinitely. _Old Man_ Travis now inhabits the mountains within view of the town, half randomly digging test mines wherever his slowly rotting skills suggest. He is compelled to make occasional reports to Franklin but as he ages in his death he is also regaining some of his free will. This sad, shambling corpse is helped by a friendly spirit of the Hopi.

Franklin has had _Old Man_ Travis watched by one of his soldiers, on a regular basis.

Franklin maintains this surveillance because he suspects that _Old Man_ Travis has become something more than he created.

Franklin Lawrence has been busy with his soldiers in town. Sparing TwoTombs for the First National Bank robbery in Albuquerque, Franklin and his dubious soldiers have reasserted their influence in town. One of these soldiers will always be with him wherever he goes. Having control of the town, Franklin assigned some of its growing population as Mayor, Sheriff and took control of other amenities and people.

All of the workers at the refinery and mines are animated dead created by Franklin. This is not a normal ability of Diabolists but he has been inhabited by the Kachina spirit of Masauwu. Over the last 5 years Masauwu has slowly encouraged Franklins research and obsessions for his own needs.

The animated dead tend to deteriorate over time, they do not look after themselves and Franklin has discovered that they need to be replaced once they reach a certain level of decline.

With cooperation from the new Chinese inhabitants a regular supply of opium has been secured. The Chinese have set up a small opium plantation just outside town; Opium addiction is now rife in town. Franklin has also introduced a mild form of Diabolism, in the form of a ritualized orgy, which now attracts more people on Saturday night than Church services do on Sunday morning.

Franklin uses his specially formulated ritualistic technique during the Saturday night festivities in conjunction with an ancient artifact that he and Travis discovered many years ago.

During each weeks opening ceremony Franklin lights a large candle and as he invites his _guests_ into the Maison de Dieu he recites a formal welcome to everyone waiting...

"All souls are welcome in this house. You may walk safely here. When you lie down, your sleep will be sweet. All I ask is that you give freely of yourself and you will in turn receive your most base of desires."

With greed in their eyes the townsfolk accept and unwittingly seal their fate. Franklin likes to personally shake the hands of everyone entering the Maison on Saturdays.

WHAT HAPPENS NEXT

When the posse arrives at Alice they will probably be thirsty after their long walk from the Wendigo caves. The inhabitants of the town will probably be surprised and a little suspicious but most of them will not be able to maintain this level of concentration for any extended period. Opium addiction is rife and one of the side effects of that is a general easy going, careless nature. So long as the posse has coin to pay for their food and drink they will be welcomed.

When the posse start asking about TwoTombs the locals will suddenly fall into two distinct factions.

The majority of residents owes their living and their business to Franklin and will be apprehensive about passing on information about one of Franklins well known soldiers. This group will evade the question, change the subject quickly or outright lie to the posse. Some people may say that they have never heard of or seen anyone like what the posse describes, others may say that Indians do sometimes come to town but that they do not recognize the person the posse describes. Most of this obfuscation is due to the knowledge that Franklin probably has some kind of hold over that person and upsetting Franklin is likely to lead to unpleasant outcomes.

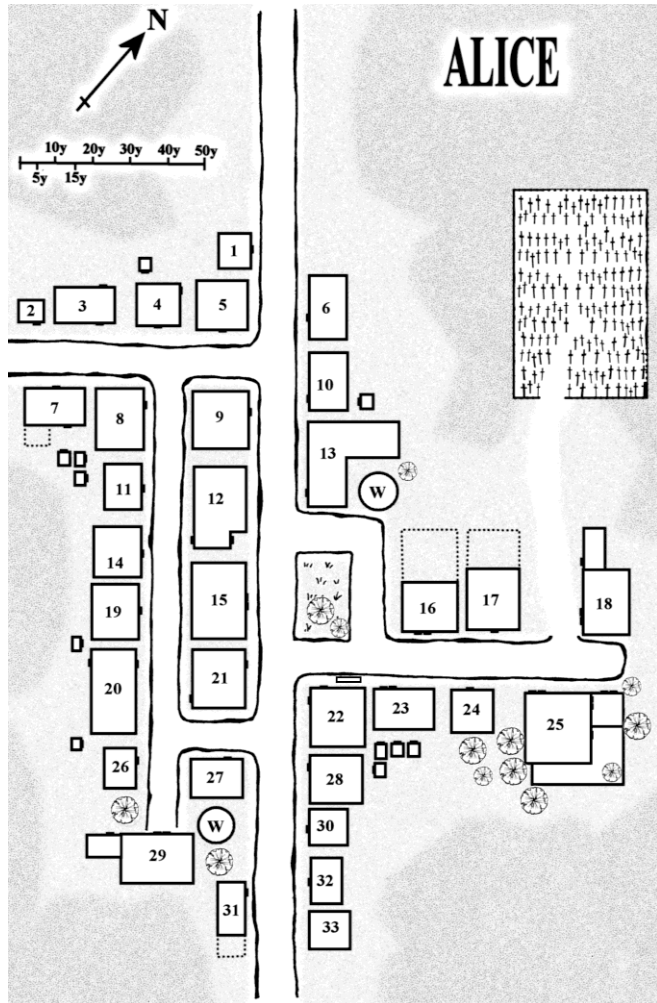
The other group of residents which includes those people that do not directly owe their livelihood to Franklin may be more forthcoming. A Persuade, Fast Talk or Bargain roll will probably be needed to convince these people to speak out. Even then these people will probably not want to engage in a conversation about Franklin's activities on the street while other people could be listening or watching. If these people are convinced to speak out it will be in private and somewhere quiet. They may not owe Franklin directly, or have any secrets, but they do realize that they are inviting violence and pain into their lives if they cross him.

Most people in town do not truly understand what Franklin is capable of and the only people that know what his grand plan entails are either dead or in his direct employment.

If the posse confronts Franklin about his arrangement with TwoTombs he will tell them that he is sorry, that

he has had no problems from dealing with the Apache and that he met him a few years ago as a loner in need of help. Franklin will state that the news the posse has brought him is disturbing and that he will not have any more dealings with TwoTombs. Franklin will also say that he doesn't know where TwoTombs is at present and that he will alert the posse just as soon as he finds out. All of this is a lie. Franklin will warn TwoTombs of the posses presence and tell him to remain hidden and out of view until the weekend.

INSIDE TOWN



See Town of Alice map p.121 NM

SCENARIO NOTE

Some of the buildings in Alice have a 'Counter' that shows that businesses most common items for trade. These are not exhaustive lists and should only be used as guidelines for the type of things that business sells.

Much of the food and drink for sale in town is tainted with opium. Item groups followed by 'Opium Potency' are considered to be tainted. The following number is the Resistance Roll to avoid the effects and addiction. See p. 110 NM for the Effects of Opium.

1 – BLACKSMITH (5)

The blacksmith, Bob Black, is competent at his work, although not imaginative. The blacksmith's strength lies in his knowledge of metals and minerals. He was a prospector before he found himself in Alice, where he has settled down to enjoy the depravity and watch the world go by. Occasionally Franklin calls on Bob for advice on how to treat certain ores and minerals.

Bob has a Serious opium addiction.

BLACKSMITH COUNTER

Horse shoes 18c (all 4)
Nails 8c 1b
Screws 14c 1b

Bob also makes items to order out of metal and wood.

2 – RESIDENTIAL (6)

Muanelito Hernandez the barber lives here.

3 – RESIDENTIAL (4)

Charlie Billings the bakers home.

4 – BAKER (3)

The baker, Charlie Billings, buys top quality flour and grain to produce delicious cakes, bread and biscuits. These are sold on a weekly basis direct to the General Stores, Hotel and the Saloon as well as being available over the counter for passing trade. All of the produce from the baker has a small quantity of opium mixed in; once again this is supplied by Franklin Lawrence. He literally has his finger in many pies.

Charlie Billings has an Acute opium addiction.

The Baker sells cakes, pies and pastries to passing trade as well as to the places in town which offer food to their patrons.

BAKER COUNTER

Apple Pie 5c
Apricot Pie 7c
Peach Pie 6c
Bread Loaf 2c
Sugared Pastry 2c
Opium Potency 8

5 – RESIDENTIAL (1)

Bob Black, the blacksmiths home.

6 – BARBER (2)

Muanelito Hernandez plies his barbers trade here. He is constantly nervous and all too aware of some of the internal politics that swarms through town. He is aware that he is one of the towns little people and hopes to avoid being singled out.

Muanelito has a Minor opium addiction.

BARBER COUNTER

Haircut 10c
 Beard trim 5c
 Straight razor shave 5c
 Cologne 2c
 Shoe shine 3c
 Shaving Soap 2c

7 – RESIDENTIAL & CHICKENS

Robert Craig, an old miner and prospector has decided to retire here. He has a medium sized residential house with a chicken coop out back. Largely self sufficient and frugal, Robert occasionally makes it to the Maison on Saturday nights.

Fresh eggs can be bought here for 2c each.

8 – RESIDENTIAL (11, 12)

Gary Murdock the General Store owner lives here with his wife.

9 - POST OFFICE & STAGEHOUSE

This town is a dead end as far as the post and stage are concerned.

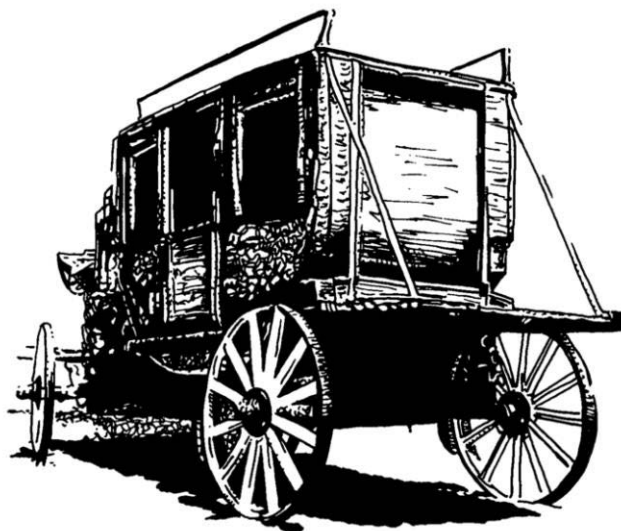
Post is taken from Alice by stagecoach once a week. It takes the road south out of Alice and then joins up with the Fort Wingate to Albuquerque road. The journey takes 3 days direct, longer if the stage has to drop off or pick up travelers at any of the small towns along the way. Residents of Alice have to wait a minimum of 7 days for the stage to return and usually it only does one visit a week.

The Stagecoach charges \$5.00 for a one way trip to Albuquerque, this is quite expensive but the only other option would be to walk.

The Stagehand/Post Master, Julio Costega, seems surprised whenever someone wants to post something or request a stage ride somewhere. Not many people do, mostly all that comes on the stage is correspondence for Franklin and supplies. Julio does remember a queer incident from awhile back when an old, smelly prospector shambled into the post office and asked for a package and a letter to be delivered to the bank at Albuquerque. He says *“The old fella paid in gold, seemed to be distracted as though he was expectin” to be collared and then left as soon as the package was put on the stage. Which was fine by me ,cause he stunk to high hell.*” He hasn’t been seen since.

Julio also remembers that one of Franklins soldiers came to visit *“His gun man, Newt, came a few days ago... mebee a week... or a few months, don’t rightly remember...”* and quizzed him about the package. But other than this Julio can’t remember any other details.

Julio has a minor opium addiction.

**10 - DRUGSTORE**

The drugstore is another business in town which owes its existence to Franklin Lawrence. He financed and oversaw the construction of these premises. Franklin is also partly responsible for which stock is ordered. The soda fountain, tobacco and other prescription drugs are all expertly mixed with traces of opium by the sallow and suspicious, shortsighted storekeeper, Phillip O’Neal.

Some exotic and unusual remedies are available from this drugstore. Henbane, mandrake, foxglove, peyote and leeches are kept on a high shelf and only sold to special customers. A staggering array of narcotics from all around the world is obtainable in small quantities. The druggist sometimes gets the Chungs to help with the preparation of more obscure drug concoctions.

Phillip O’Neal has a Serious opium addiction.

DRUGGIST COUNTER

Hypodermic Syringes (in nickel case) \$1.50
 Ear Trumpet \$2.00
 Shaving Soap 4c
 Perfume 25c 1oz bottle
 Peppermint Essence 15c 2oz bottle
 Herbal teas 20c
 Petroleum Jelly 6c 2oz

Soda fountain 2c per glass
 Blackberry Brandy 35c per bottle
 Worm Syrup 20c per bottle
 Liquor Habit Cure 50c
 Rheumatic Cure 70c
 Consumption Cure 20c
 Insect Powder 15c 1/4lb
 Sleeping Pills 75c
 Ague Pills (for the cure of chills and fever) 50c
 Cough Syrup 20c 1oz
 Early Fig Laxative 20c small bottle
 Nerve and Brain Pills 60c
 Bronchial Pills 8c
Opium Potency 8

Catarrah Snuff 20c
 Tobacco, Smoking 30c for 2 oz pouch
 Tobacco, Chewing 22c for 14 oz
 Cigar, low quality 1c each
 Cigar, good quality Havana 5c each
 Cheroots, 5c for a pack of 5
 Laudanum 10c 1oz bottle
 Laudanum 18c 2oz bottle
 Laudanum 28c 4oz bottle
 Cordial for Neutralizing bowel problems 28c 4oz
Opium Potency 14

11 – BARN (8, 12)

Used by Mr. Murdock of the General Store. Large items are stored here. The doorway is usually secured with a heavy padlock and chain.

12 - GENERAL STORES (8, 11)

This is a well stocked business with many useful and not so useful items for sale. Organization is not the proprietors' strength and while salt tablets and other necessary desert survival gear may be obtained here they will have to be searched for. However, many of the edible items have been tainted with opium, this is another business that has been in some way funded and supported by Franklin.

The Murdocks have a Minor opium addiction.

The red headed Storekeeper, Mr. Murdock, is talkative and friendly, a good source of rumors and other information.

TOWN RUMORS roll 3d6

3	False	The redskins sometimes sneak into town and carry off children.
4	False	Franklin Lawrence is an honest, God fearing and noble gentleman.
5	True	Franklin Lawrence helped me build my (probably) business.
6	True	The graveyard is haunted by lost souls
7	False	Franklins soldiers were recruited from the Pinkerton Detective agency.
8	False	The Sheriff is the fastest draw in town.
9	False	The Mormons tried to build a church here but Father Moreton chased them off.
10	False	Father Moreton can't satisfy his wives needs without his bible in his hands.
11	True	I heard that Old Man Travis helped found this town with Franklin.
12	True	The mountains are rich in gold and other precious materials.
13	False	The drugstore soda water is made from pure mountain water.
14	False	The bank has the safest vault in the state.
15	True	Father Moreton would forgive you even if you shot his wife and burned down his church.
16	True	Josephine Angel cheats at poker in the Maison.
17	True	Newt can hit a dime at 40 paces.
18	True	The redskins can change the direction of the wind.

GENERAL STORE COUNTER

Rice 4c lb
 Californian Raisins 10c lb
 Wheat per bushel \$1.00
 Flour per barrel \$3.00
 Flour 4c lb
 Corn per bushel 40c
 Oranges 50c dozen
 Dried figs 20c lb
 Dried apples 10c lb
 Dried apricots or peaches 15c lb
 Fresh peaches x 3 for 10c
 Fresh apples x 2 for 5c
 Sugar 10c lb

Paint 20c 1/2lb
 Planting Seeds 45c lb

Molasses, gallon 15c
 Lard 6c lb
 Butter 15c lb
 Cheese 5c lb
 Stick Candy 1c each
 Extract of Vanilla 10c 1oz
 Extract of Lemon 9c 2oz
 Extract of Apple 23c 2oz
 Worcester Sauce 24c 1oz
 Tobasco Sauce 40c 1oz
Opium Potency 8

Cigars, average 5c each
 Cigars, finest 10c each
Opium Potency 14

13 – SHERIFF OFFICE & JAIL HOUSE (19, 20)

The Sheriff and his deputies have been put in their positions by Franklin Lawrence. The Sheriff is weak, ineffectual and scared of Franklin. Franklin knows secrets about the Sheriff.

The Sheriff, Oswald Dulacey, is husband to the School Ma'am Marian. Oswald had a perverse interest for little girls. The Sheriff killed a child once 3 years ago while trying to stop her from screaming. Franklin Lawrence just happened to hear the clamor and caught the Sheriff at a good time to blackmail him for life. Instead of blackmail, Franklin gave Oswald the job of Sheriff and encouraged this perversion, before the town ran out of children.

The Sheriff's office has 4 sturdy cells connected to the main building. All made from heavy duty stonework with inch thick iron bars. Oswald, or one of his four deputies are always present at the Sheriff's Office, day or night. No wanted posters are kept on the premises.

The Sheriff has four lazy, insolent deputies to carry out town duties and to enforce the law in Alice. They are the face of the Law in Alice, but Franklin can, and frequently does, veto matters of law.

Oswald Dulacey has an Acute opium addiction. The deputies all have Serious opium addictions.

14 - UNDERTAKER

Two people live at the undertakers in cramped and fairly squalid conditions, Enrique Martinez the undertaker and Colin the gravedigger. Enrique measures and builds the coffins while Colin does most of the heavy lifting, labor and grave digging.

Enrique takes his job deathly seriously and will never pass on any information about his clients. Colin, however, will say anything if bribed and could make something up if he thought he could get the bribe increased. Colin's only really useful piece of information is that he knows that *...sometimes people die and aren't buried in town. Even though we buries a coffin for them.*"

Enrique has a Minor opium addiction.
Colin has a Serious opium addiction.

15 - MAYOR OFFICE

The Mayor and his lackeys have been put in their positions by Franklin Lawrence.

The Mayor, Jack Quinch, has become an opium addict since he killed his wife in a drunken haze. Once again Franklin Lawrence arrived at an exceptionally good time for blackmailing purposes, but instead made Jack Mayor of the town called Alice. The Mayor now spends almost all of his time high on opium or drunk with alcohol, a continuous supply is supplied by Franklin.

Jack has an Acute opium addiction.

16 – STABLES, LIVERY & CORRAL

Clinton Hudson owns and operates the livery, stables and corral. Having wandered here from Texas a couple of years ago with a small team of ponies, he has now managed to shoe horn a respectable business in town. As well as looking after other peoples horses he also teaches riding and wrangling skills that he learnt as a rancher.

He owns a large 2 floor, barn like structure which offers its ground floor as stables and livery. The upper floor is a rustic living quarters for Clinton. There is a small corral out back.

Clinton Hudson has a Serious opium addiction.

STABLE COUNTER

Horses can be stabled and bought from here.

- Stable a horse for a day 10c
- Stable a horse for a week 60c
- Horse Bridle \$2.20
- Horse, average work horse \$150.00
- Horse, good saddle horse \$200.00
- Farm Wagon \$45.00
- Two wheel Buggy \$20.00

17 – RESIDENTIAL & MILK COW

Paulo Gibson stopped off here while on his way to Santa Fe and just never seemed to get around to leaving. Paulo is friendly, if a little confused, and acts as though he has forgotten, or lost something. Paulo suffers from an acute opium addiction and his general malaise and careless nature are all effects of that addiction.

This is a large residential home with an enclosure behind containing a healthy milk cow.

Paulo has an Acute opium addiction.

Fresh milk can be bought from here for 20c.

18 - CHURCH

Father Quintin Moreton and Lucinda Moreton share the small house attached to the church.

The Church is on the verge of dilapidation, the roof leaks; some of the glass is broken or missing. Pews are rough and sport graffiti. Up to ten people from town actually make it to church on Sunday mornings (8 o'clock) all of whom have just left the Maison from Saturday night's party.

Father Moreton is a depressed and sickly individual. On Saturday night his wife offers her body to customers at the Maison de Dieu while father Moreton vainly tries to dissuade townsfolk from entering. He is sometimes beaten up for his words.



Father Moreton is usually ignored by most of the Town, his wife included; when he is not ignored he is usually the butt of malicious humor. Even the churchgoers during Sundays services largely ignore him.

Father Moreton is only vaguely aware of the trouble that Franklin is brewing. He knows that several people have been unexpectedly buried in the graveyard, but he is too scared to challenge Franklin about them. He knows that too many people come to town and are never seen again or go to work in the mines. Strangely most of the mine workers seem to have an increased life expectancy as few are buried in the Towns cemetery "... *maybe they have their own graveyard up at the mines...*"

GRAVEYARD

Many people appear to be buried here. By examining the tombstone dates there seems to be an even spread of death and burial over the towns life time. However, most of the graves are actually empty, or are only filled with an empty coffin.

The graveyard is a weak link to the Otherworld. Ghosts sometimes haunt this place of despair.

On closer inspection (Spot) there seem quite a few children buried here.

19 – RESIDENTIAL (13, 20)

Marian (the school Ma'am) and Oswald Dulacey (the Sheriff) have made this building their home.

20 – SCHOOL (13, 19)

Marian Dulacey is the School Ma'am, she is the wife of the Sheriff, Oswald. The school can cater for up to 15 children, but none are attending at the moment. School is open from Monday to Friday, 9 o'clock to 3 o'clock. Mature students can rent private lessons in the evenings from Marian, she is quite a good teacher but like many others in town is addicted to opium, and so she occasionally drifts off.

Saturday nights see Marian at the Maison de Dieu with the other prostitutes. Marian used to supply children to Franklin for her husband's perverse pleasures. Over time the trauma caused to these children has resulted in a high proportion of runaways and 'accidental' deaths. There are no children currently in Alice.

21 - TANNER

The Tanner, Pete Clements, is capable of producing some surprisingly good quality items of leather work, but spends most of his time fixing and repairing existing leather work. He has an excellent eye for details and is incredibly perceptive.

Pete is quiet, introverted and very difficult to engage in small talk. A successful Command or Persuade roll is required to get him to open up. If he is successfully

prompted he will say that he doesn't like Franklin or his soldiers but has in the past had to create 'special items' for Franklin. Bindings and bondage that Pete believes were for holding a human. Pete can also tell the players which of the people in town work for Franklin.

Pete is forbidden by Franklin from leaving town, his services are 'required' and he knows too much. Should he try to leave he will be hunted down and returned, or killed.

Pete has a Minor opium addiction.

<p><i>Who works for Franklin?</i> Lucinda Moreton wife to Father Moreton (18) The Chung family (32) Julio Costega the Postmaster (9) Sheriff Oswald Dulacey and his wife (13) Mayor Jack Quinch (15) Alec Johnson the bank manager (28) Dr McLane and his wife (23) General Store owner Murdock (12) Charlie Billings the baker (4) Phillip O'Neal the druggist (10)</p> <p><i>Who does not work for Franklin?</i> Hotelier Iain Waltham (22) Father Quintin Moreton (18)</p> <p><i>The unknowns.</i> Blacksmith Bob Black (1) Undertaker Enrique (14) Gravedigger Colin, but "he is not trustworthy" (14) Paulo Gibson (17) Peter and Betsy Taylor at the Glow City Saloon (23)</p>

Pete the Tanner has a few leather items for sale.

<p>TANNER COUNTER</p> <p>Rawhide Lariat, 40ft long \$7.20 Riding Chaps \$8.00 (2AP legs) Saddle Bags \$2.90 Horse Bridle \$1.10 Lightweight Saddle \$15.00 Cowboy saddle \$30.00 Buggy Harness \$20.00 Wagon Harness \$27.00</p>
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22 - DESERT HOTEL & WATER TROUGH

The Hotel is run by Iain Waltham and his family; they occupy rooms at the back of the building. A dining room, common room and plush lounge are available for guests to use. A good dinner and breakfast are included in the charge for a room for the night. There are 10 rooms available for guests and there are no guests staying at the hotel at present.

Iain keeps a clean hotel with the help of his family. This is one of the few places in town that is not directly influenced by Franklin. However, because of the

isolated nature of the town it is inevitable that opium contaminated food will appear on the table.

The Waltham family are all suffering from a Minor opium addiction.

DESERT HOTEL COUNTER

Room for a night \$1.00
 Room for a week \$6.00
 Room for a month \$15.00
 Cost includes breakfast

Tea 15c
 Lunch can be supplied for an additional 20c
 Dinner can be supplied for an additional 30c

Opium Potency 6

23 - GLOW CITY SALOON

This saloon is relatively small compared to other buildings in town. Up to 6 guests can be accommodated in the cramped, upstairs rooms. The Glow City Saloon is usually quiet and never very busy. The Barman, Peter Taylor, is a bit slow in thought but he keeps the building clean and tidy with the help of his wife, Betsy, they both enjoy their drink.

Pete and Betsy both have a Serious opium addiction.

SALOON COUNTER

Room rental per night 50c

Beer 15c
 Bottle of whiskey \$1.50
 Shot of whiskey 30c
 Hot meal/breakfast 30c

Opium Potency 8

23 - DOCTORS SURGERY

Doctor Charles McLane can be relied upon to be sober and free from intoxication most of the time, except for Saturday nights and Sunday mornings. He is fair with his costs and can double up as a vet if necessary. This is a well equipped surgery (+20% to Medicine skill) which does have a qualified nurse to hand. Complicated surgery can be performed on these premises by the Doctor and his nurse, including amputations and bullet extractions.

Like many people in town Dr McLane owes Franklin Lawrence. The surgery and equipment were all donated by Franklin. The Doctor is, in turn, occasionally asked to perform unnecessary or unusual procedures by Franklin. A small price to pay...

Dr McLane mixes or sources all of his own drugs and therefore this is one place which is not so heavily influenced by opium addiction. However, the Doctor and his wife do frequent the Maison on Saturdays, where they indulge wholeheartedly.

Dr McLane and his wife and nurse, Emma, live above the surgery they both have Serious opium addictions.

25 - MAISON DE DIEU

The Maison de Dieu is the largest building in town, the most obvious, the most elaborate and one of the most frequently visited. It only opens its doors between dusk and dawn. During these periods the atmosphere is always raucous. Franklin Lawrence is the proprietor and he can usually be found on the premises during open hours.

A large portrait painting of Franklin's daughter hangs on the wall behind the long bar (Spot roll to recognize that it is the same person from the locket haunted locket *p.108 NM*). The portrait is surrounded by an exceptional selection of spirits and wines. A large crystal chandelier hangs over the center of the main bar area. It is clear that no expense has been spared on the furnishings in this building. Polished brass gleams in the smoky spacious interior, the posse may be able to surmise that most of the wealth of the town has gone into making this building exemplary above all others.

Food and drinks are served throughout the night. The large kitchen is capable of producing some truly exquisitely fine foods. Although most of the clientele only demand simple fare Franklin, however, has a taste for the exotic.

Prostitution is always available and rooms can be rented by the hour or for the night.

The Maison is the only building in town which has a proper roulette wheel.

The gardens are off limits to customers. They are lush and maintained at great expense.



The Maison is especially busy on the Saturday night when a free drink, free sex, free opium policy is in effect. Semi-clad women offer their bodies indiscriminately; some do not even make it to a private chamber before their business is done. Alcohol flows like water, the smell of drink and the smoke of opium hangs heavily in the air.

If TwoTombs has successfully returned Alice to Franklin she will be kept locked up in the private room at the top of the spiral stairs, while Franklin sleeps in the basement room. If Alice is with the posse this room is used as Franklin's private suite. The office is used by Franklin to interview or interrogate visitors in private. There are always two guards at the door to dissuade anyone from attempting to enter, these guards are usually Franklin's soldiers, but sometimes the Sheriff or his deputies fulfill the role of bodyguard.

This is the only place in town where opium is served openly. Franklin tries to prohibit his soldiers from partaking but is not always successful. Franklin finds it amusing to watch his patrons, especially when some of the more up standing people in town make a show of turning down the opium pipes when offered.

Food and drinks are served from two different sources in the Maison. All of the guests get their opium laced consumables from a different source than Franklin's soldiers who receive specially prepared meals and drinks on the house. Prices during the week at the Maison are generally the cheapest in town.

Most of the long term supplies are stored at the foot of the stairs in the basement. A heavy, locked door is in the shadows on the southern wall. Only Franklin has a



key for this door and no one goes through it without him. Beyond this door are seven secure rooms. Franklin has used these in the past to hold prisoners for torture, interrogation or experimentation. Inside they are dingy, squalid cells.

One of the cells has a hidden door onto Franklin's summoning room. A successful Spot is required to find this door, it is locked and will require a successful Fine Manipulation roll to open it.

The summoning room is shocking on first entrance. The walls are draped in crimson velvet, the ceiling is covered in deep red satin, the floor is stained as black as pitch. The whole room appears to breath as candle light flickers and shimmers on the varying textures. A thick white pentagram is precisely painted in the center of the floor. Five large golden candle holders have been placed in each of the points of the pentagram.

The west wall is dominated with Franklin's library, containing a diverse mix of books including in depth analysis of Satanic rituals, studies in Native American mythology, chemistry and geology books next to alchemic philosophies, human biology next to pornography and the complete works of the Marquis de Sade.

On the south wall there is a large table with a dark, stained sheet covering... something. Pulling the sheet off the table results in any observers having to make a KNOW roll or lose 1/1d4 SAN as a shackled animated dead man is revealed. His skin has been peeled back to reveal the musculature beneath. One arm has been flayed back to the bone, the flesh quivering with unnatural life even though it has been separated from the body. His eyes swivel in their pits and lock on to the nearest player, his body strains at his bonds but he is too well chained and too much abused to escape.

Next to the operating table is an altar, covered in black velvet. Two heavy golden candle holders with fat black candles in them squat either side of a large tome. The book lays open at a page clearly showing diagrams of the animated corpse, surrounded by arcane formulae and hastily scribbled notes. This is Franklin's Satanic Bible. In it is recorded all of his experiments, thoughts and his entire accumulated diabolic knowledge. Reading a couple of pages of the book will call for a KNOW roll or lose 1/1d4 SAN.

On the west wall is a large, heavy, iron bound, padlocked chest. It is *Difficult* to pick the lock with Fine Manipulation. Inside are Franklin's ritual materials and tools. A long black, hooded robe with silver satanic symbols sewn on to it, an iron brazier with a sooty stink about it, an obscene, ornate, jeweled knife, an inverted silver crucifix pendant on a heavy silver chain and at the bottom of the box, wrapped in soft goat skin, is the Collection Bowl.

The Collection Bowl is taken from the box, set on the brazier in the center of the pentagram, then activated shortly before Franklin goes upstairs to admit his patrons for the Saturday night orgies. At all other times the Collection Bowl remains safely locked up in the heavy chest.

Also on the east wall is a small door which leads to a low, unlit tunnel that eventually emerges in the floor of the nearest latrine to the building. The latrine is marked as 'Out of Order' and anyone opening the door is met with a truly repulsive smell in the obviously squalid, dark compartment. A *Difficult Spot* roll is required to see the hidden trap door.

See Maison de Dieu map on p. 122 NM

MAISON DE DIEU COUNTER

High Class Fallen Dove \$25.00 *Saturday Nights*
 Low Class Fallen Dove \$10.00 *Fallen Doves are free*

Beer 10c
 Bottle of whiskey \$1.30
 Shot of whiskey 20c
 Meat and Potatoes, basic meal 30c

Opium Potency 10

NOTE

La Maison de Dieu from the Tarot deck represents "...a punishment for presumptuous pride, pursuit of forbidden knowledge, a transgression of moral codes and also symbolizes the burning flame of divine inspiration..."

26 - THE PRINT HOUSE

A weekly newspaper issues forth, proclaiming 'All is normal'. See p.111 NM

The print house produces a periodical every week called 'The Star of Alice'. This journal contains old news from outside town, mostly from Albuquerque or Santa Fe and rumors and speculation about the world in general. The bulk of the contents of the journal is taken up with tedious stories concerning the townfolk. 'Cow has calf', 'Water levels down another inch', 'Expect a hot week' are regular front page headings. The journal also contains town gossip; strangers will inevitably get a front page mention. Some of the residents of the town attempt to get themselves in the journal on a regular basis.

The Star is conservative in content and generally portrays Alice as quiet and normal. The journal is circulated on Saturday mornings to the Saloon, Hotel and General Stores and costs 2c. Every week the front page offers free entry to the Maison de Dieu for first time visitors. 'Just show this advert to the man at the door and you shall receive your just rewards!'

The Star of Alice once served a useful function for the town but has since been suppressed by Franklin. The Chief reporter, editor and printer Stewart Henderson

has been threatened and abused too often to take on any potentially controversial stories now.

Stewart has a Minor opium addiction.

27 – RESIDENTIAL (28)

Alec Johnson, the Bank Manager lives here.

28 – BANK (27)

The bank manager, Alec Johnson, is physically and mentally weak but apparently friendly. He has inadvertently prospered in the wake of Franklin's control of the town. Many people in town are scared or suspicious of their neighbor and hide their shameful property, and their wealth, in the banks large vault.

Alec Johnson is not above dipping into other peoples savings. He does however steer clear of the deposits from Franklin, even though he knows that Franklin has stored a significant sum of money and other objects in the vault, the fear of being caught is just too great.

Alec has an Acute opium addiction.

Franklin has used several of the deposit boxes.

BANK DEPOSIT BOXES

- 1 \$11,500
- 2 Books of financial accounts which implicate many of the townfolk
- 3 Wanted posters of Franklins 'soldiers.'
- 4 A sealed envelope with a curse and a note. *—Let all those who read this note understand that your doom is sealed by the blood of one thousand innocent souls. You shall never rest in peace. A shade of the Otherworld follows you now."*
- 5 Hundreds of little trinkets and mementoes stolen from the miners.
- 6 4 old Spanish coins worth \$10 each
- 7 An apache medicine pouch, containing dust
- 8 A pouch of gold dust worth \$150
- 9 A childs doll.
- 10 A blood stained girls dress
- 11 10 wanted posters, including Franklins soldiers
- 12 \$50 in coin
- 13 4 small diamonds worth \$20 each
- 14 \$100 in fresh bank notes
- 15 A pair of ornate Colt Frontier pistols
- 16 4 Gold nuggets worth \$200 each
- 17 A small photograph of 4 children
- 18 Bank Tellers Log – recording deposit boxes against their depositors.

- 1-5 Franklin Lawrence
- 6-7 Muanelito, Barber
- 8 Lucind Moreton, Priests Wife
- 9-11 Oswald Dulacey, Sheriff
- 12 Gary Murdock, General Store
- 13 Marian Dulacey, School Ma'am
- 14 Jack Quinch, Mayor
- 15 Colin, Undertaker
- 16 Oldman Travis
- 17 Pete Clements, Tanner

29 - RESIDENTIAL

This building is used by Franklin Lawrence's soldiers as a bunk house. There is a small stable attached to the building which has an entrance directly into the main building.

30 - BARN

An abandoned and somewhat run down old barn, long since forgotten about by the residents of Alice. This building used to belong to Oldman Travis and it is stacked, wall to wall and floor to ceiling with items and equipment useful for mining, prospecting and desert survival, there is even an old covered wagon. Most items here are covered in dust from long neglect but careful searching will reveal a sturdy strong box that appears to have been fairly recently (within a few weeks) opened. Oldman Travis hid the obsidian dagger in this box, a successful Know or Idea roll will suggest that an item approximately a foot long lay in the straw in this box for a long time. A Critical success may reveal the weapons outline in the desiccated straw.

31 – BUTCHERY & PIGS

Jimmy Fernandez owns and lives in this property. This small butchers shop quite clearly has a pigsty attached. The smell is clearly apparent as people enter town. Jimmy may be willing to sell a piglet, boiled ham or cured bacon if asked. He normally relies on trade within town to make a living and sells direct to the various hotels and saloons in town.

Jimmy would dearly like to get hold of Paulo's milk cow (17) and butcher it and may be willing to pay passing strangers to "...*help that situation along.*"

Jimmy also occasionally buys fresh chickens from Robert (7). But Robert is capable of preparing his own chickens, should he wish to butcher them.

Jimmy has a Minor opium addiction.

BUTCHER COUNTER

Piglet \$5.00
Cured Bacon 10c
Boiled ham 40c

32 – CHINESE LAUNDRY (33)

The Chung family has been allowed to live on the edge of town. Never fully accepted into the town as equals, they are happy now that they are somewhat outside of the towns more unusual activities. Franklin had their building constructed and has encouraged them to set up as a laundry in the main building.

The Chung family are not usually allowed to attend the Maison as customers but do supply the majority of the opium. They like to keep their distance from the inhabitants in Town. They can see the path that the town is on and would like to get out but are scared of

what Franklin would do to them if they tried to leave. They regard the towns' folks as unpredictable, insecure or outright insane.

The Chung family are acutely aware of the opium addiction which is rife in town and take great pains to avoid eating or drinking any of the contaminated food and drink. The Chungs always prepare all of their own food and never accept consumable 'gifts' from the other townsfolk.

33 –BARN (33)

The barn behind the Chinese Laundry is mainly used by the Chungs for the preparation of the opium that they have been told to grow. They have a covered field someway outside town where they grow the poppies, someone always watches the field.

WATER TOWER

The two water towers in town are 30 feet tall with a large wooden drum on top of a wooden girder like structure. Once a week fresh water is pumped up to the storage drum manually from an underground aquifer and this usually supplies the town with its pure water needs for the following week.

OUTSIDE TOWN**OPIUM FIELD**

The Chung family tends the opium crops in an allotment in the foothills of the San Mateo Mountains. Early each morning the father and one other member of the family make the trek out to the field to harvest a small crop of opium poppies. Returning to the barn they own in town around midday to process the drug.

Because they know the route so well and because the terrain is hard and rocky, it should be *Difficult* to Track the Chungs to the opium field without being spotted.

The opium field itself is approximately 100 yards square, is sustained by irrigated runoff from the mountain and is partially concealed in a dip in the geography.

The Chungs will immediately act hostile to any interlopers that seek to find their special crop. If faced with an obviously overwhelming force they will abandon the crop and return to town to seek help from Franklin directly. Likewise if the father does not return to town by midday the wife or one of the Chung children will seek out Franklin and his soldiers.

Should the field be discovered and destroyed while the Chungs are in town they will report the incident to Franklin as soon as they discover it.

The effects of the opium addiction will start to become apparent in the people of Alice within a couple of days if the supply is cut off.

GLOW MOUNTAIN MINING COMPANY

The mining and foundry facilities lie approximately 10 miles east of town. The mining company is 'home' to 1,000 animated dead and a handful of real live people. This population grows each time someone Franklin Lawrence doesn't like or cannot manipulate comes to town. These unfortunate souls are kidnapped by Franklin's soldiers and brought to the mining town house where they are ritually sacrificed and then animated. Franklin Lawrence puts minimal effort into most of these creations producing automata which will work the mines until they literally fall apart.

Franklin Lawrence also uses this house for his experiments and diabolic activities.

The live inhabitants give the mining town its vague semblance of life. These people live and go through the motions of working at the few businesses here. They will take control of any situation that requires interaction with wanders.

The animated dead are programmed with a few basic instructions. A *Difficult Spot* roll is required to notice that something isn't right with the miners.

- 1, work at the mines for 18 hours
- 2, go to the mining saloon for 1 hour
- 3, go to a shack and wait 5 hours
- 4, if you are discovered for what you are kill

All of the zombies start and stop work at different times, resulting in a constant stream of trudging bodies between the shacks, the foundry and the mine face.

Some of the fresher looking zombies are tasked with working in the foundry, these being the most likely to be spotted by unexpected visitors. All of the mining towns inhabitants are covered in a thick layer of grey dust and grime which aids to their 'disguise' as living people and discourages living people from getting too close.

This whole area is covered in a layer of ash and fine grey dust. The live inhabitants wear scarves over their nose and mouth to avoid choking when they are outside.

The foundry is a monstrous machine of belching smoke, terrible stench and unworldly noises. As it crushes rocks into powder a choking cloud of dust and embers are thrown into the air illuminated by a sickly, sulphurous fire.

The wind is generally easterly in this area but it occasionally reverses as temperatures change. When this happens the cloud of dust and ash descends from the mountains and onto the town called Alice. Franklin Lawrence usually halts production at these times until

the air has cleared or the wind has changed direction again.

Any of the zombies that finally become useless are dumped into one of the massive fire pits and incinerated.

The network of mines forms a bewildering maze of tunnels under the mountains. Minor cave collapses are common and the whole area is unbelievably treacherous to the living. At some time in the future the whole network of tunnels will collapse, burying anyone or anything which is inside.

DESERT 'SNAKE' OASIS

Out amongst the dry death of the desert is an explosion of vibrant green and the sound of trickling water. Desert flowers, grasses and a stunted tree cluster around a pool of deep clear, cool water. The air is still and it seems that the world is hushed in reverence to this sparkling jewel.

The Oasis has witnessed atrocities and their memory still lingers here, in the few bleached skulls of animal and human alike. But the water is pure and Awanyu the horned serpent Kachina spirit dwells here. Because of this the area has a high proportion of snakes. The snakes, however, do not threaten those that make it to the oasis and seem to dreamily slither around the open pool, or bask in the scorching sun. See *Nest of Vipers p.103 NM*.

Awanyu watches and listens to all visitors to this place and judges them on their actions. If they are found lacking Awanyu and the nest of vipers will make stopping here impossible, if the visitors are deserving Awanyu may see this as an opportunity to get back into the affairs of the people.

Should the posse arrive here and discuss their situation Awanyu may see this as an opportunity to join in. Awanyu will select a member of the posse and surreptitiously attempt to possess them. See *Possession p.48 NM*. Awanyu suspects Masauwus plan and is desperate to thwart it.



UNABANDONED MINE

This mine was the first place that Old Man Travis and Franklin started their excavations. The rock face proved easy to mine and a small pool of water would gather in a depression at the entrance, but the silver seam petered out and the two men abandoned the site.

Old Man Travis has since become transfixed with the location and cannot seem to leave it alone. Since his death he has regularly returned to this mine and slowly expanded the system of tunnels. Unknown to Old Man Travis this is the location that Yanauluha buried the collection Bowl and the Breaking Blade before it was rediscovered by the Two-Hearts hero. Even though the items were taken from this spot many years ago the site is still a weak link to the Kachina and sleeping here or resting for an extended period can allow contact with the Kachina. See the Easy Contact Spirits table below.



DRY VALLEY

The valley floor shimmers silently in the eternal heat. The air is sharply clear, distances are telescoped, and the sky, except perhaps for a wisp of transient cloud, is a deep, deep blue. For much of the year the unmerciful heat dominates this environment. For the remainder, the heat releases its grip only slightly.

It's going to be a tough trail to get all the way out here. The posse will have to cross a barren landscape which offers very little in the way of shade or protection.

Any Kachina or Native spirit can be contacted in this holy site, where the barrier between worlds is weak. Some kind of sacrifice is needed to attract the attention of the spirits. Part of that sacrifice will be achieved in reaching the location. An acceptable sacrifice can be in the form of lost Fatigue, but is not limited to that. Native Americans travelling to this location to speak to the spirits abstain from eating and drinking on the journey and then sit or stand or dance until the spirits notice them. The loss of 50 Fatigue is enough to awaken the spirits, but could also be achieved through sacrifice of possessions, of food and water, or by other direct actions such as sacrificing an animal and dedicating it to the spirits.

Those with an appropriate Knowledge, Spirit Lore, Blasphemous Lore or Occult, can call for a particular, named spirit, if they know of any. Those without the knowledge may end up with something totally random, unexpected and very unhelpful. There are some Good Kachina that are desperate to get involved in the Incident at Alice, see *p. 93 NM*. These Kachina may leap at the chance to possess someone involved in obstructing Masauwu's plans.

EASY CONTACT SPIRITS	
Any Kachina not already in use, good or bad, roll 1D10	
1	Kachin' Mana, the corn maiden
2	Siyangephoya, the left-handed hunter
3	Kwahu, the eagle
4	He'e'e, the warrior
5	Tawa, the sun
6	Toho, the mountain lion
7	Achiyalatopa, the flint monster
8	Atahsaia, the cannibal demon
9	Koshari, the clown
10	Uhepono, the hairy giant

RANDOM SPIRIT CONTACT	
Any spiritual being, roll 1D10	
1	Any Kachina not already in use, good or bad. Roll on the Easy Contact table above.
2	Animal Ogres <i>p.53 AH</i>
4	Demonic Spirits <i>p.54 AH</i>
5	Drifter <i>p.77 AH</i>
6	Ghost <i>p.55 AH</i>
7	King Rattler <i>p.58 AH</i>
8	Men Serpents <i>p.59 AH</i>
9	Thunderbird <i>p.63 AH</i>
10	Animal totem <i>p.89 AH</i>

In cases where the possessor isn't strictly a spirit (e.g. Animal Ogres, King Rattler, or Men Serpents), but still achieves possession, merge the players characteristics with the other beings characteristics accepting only the highest values. If the player retains their INT they keep control of the newly merged body. If the possessing being retains its INT the body is theirs to control. In all cases possession may not be immediately obvious and may only show itself during times of stress.

Old Man Travis first came all the way out here a couple of years ago while searching for precious minerals at Franklin's behest. On his recent wanderings he became possessed by Ahola. Ahola recognized the corruption that _Old Man_ Travis had been inflicted with as the Animate power of Masauwu and has decided to hitch a lift to find out what is going on. Over time Ahola has been slowly attempting to heal the corruption within _Old Man_ Travis and it is these small changes that prompted Travis to send the Breaking Blade to Albuquerque and to contact Alice asking for her help.



HOPI PUEBLO OF THE COYOTE CLAN

"We are the Coyote Clan of the Hopi Tribe"

A small community of Hopi Indians has a permanent pueblo settlement approximately 25 miles west from Alice. Their total population of just under 100 supports 30 healthy males, the rest being women, children or elders.

The Coyote Hopi are primarily farmers in this area; in fact their most prized crops of peaches and watermelon grow in a basin in a nearby mesa. More mundane crops, such as maize, corn and squashes grow nearer the village using the Three Sisters method. See _Three Sisters_ below.

The Coyote Hopi pueblo is carefully hidden on the north face of a shallow mountain range. Casual observers will not notice the small pueblo nestled in the rock face. Careful examination of the landscape around the pueblo will indicate many vague pathways through the rocks. Cultivated crops may also be spotted but they are grown in such a manner as to suggest natural growth. Smoke from cooking fires may be noticed within a few miles of the pueblo if a successful Spot is made. However, the pueblo has been deliberately constructed to hide the entire complex in the shadow of the mountains and spotting the buildings from the foot of the mountains is a *Difficult* roll.

THREE SISTERS

The Hopi are renowned for their skilled farming techniques. Growing their crops in stepped, irrigated gardens where water management is key. Sweet corn, beans and squash are grown in the Three Sisters method. The wide growing squash plant shades the ground, preventing weeds from growing and helping to slow the evaporation of water. Sweet corn grows above the squash while the climbing beans use the sweet corn stalks to climb up. This method provides excellent ground utilization, maximizes crop returns and allows each of the crops to benefit the others in some way. Corn has special significance to the Hopi who believe that it was brought to this world from the previous three worlds.

Chile, cress, and onions are also grown in smaller fields around the main crops. The planting of crops begins in April and harvesting usually takes place during September or October.

The Hopi Pueblo is partially built into the rock face. It is multileveled and surrounded by a low wall to help pen in their animals, but also to offer some defense from attackers.

There are many smaller Clans within the Puebloan society. The Bear Clan is considered to be the most important because they know all of the ceremonies and rituals for calling the rains. The Bear Clan lives at the Hopis most important Pueblo, Oraibi in Arizona. The Coyote Clan plays an important role though. They are responsible for following the rest of the tribes and ensuring that their backs are protected. The Coyote Clan in this area are at the outermost influences of the main Hopi settlements in Arizona. They continue to follow their spiritual role and protect the extremities of the main society.

The Coyote Clan Hopi have been treated badly in the past by the people from Alice. Recognizing that the inhabitants of Alice represent some kind of threat to the Hopi way of life the Coyote Clan has decided to stay in this area until the corruption has been cleansed. Now they watch and wait for their opportunity, learning what they can, while trying to maintain their distance and not become infected themselves.

HOPI ORCHARD

In a complicated mesa there is a roughly circular basin which the Hopi have cultivated and irrigated to produce peaches, watermelon and other juicy fruits. It is one of their jealously guarded secrets and enables the tribe to maintain a healthy lifestyle.

The problem with this lush garden is that the clan has invested so much effort and time in making this work that they have essentially given up on the idea of moving to a safer place to live. They must remain here to continue to cultivate their valuable crops.

BURIAL SITE

Hundreds of years ago a Puebloan hero buried himself with a pair of artifacts of awesome power in this location to protect his people and to atone for his weaknesses.

Many years later 'Old Man' Travis spotted a discrepancy in the stratification of the rocks in this area and with Franklin Lawrence they excavated the cave behind the rubble. Inside they found an ancient mummified corpse surrounded by the remnants of what were obviously ceremonial robes, some gold trinkets, jewelry, and a large pottery bowl with an obsidian dagger resting in it.

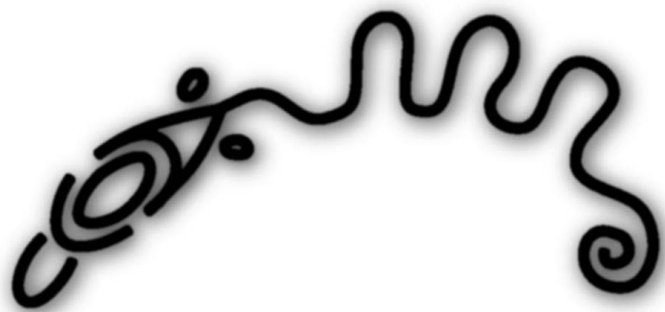
The bowl and dagger looked to have escaped the weight of time that had dulled the rest of the items in the cave. Franklin became attracted to the Bowl noticing strange almost mystical drawings covering it. Travis became drawn to the Obsidian Dagger. Even at this point the Kachina spirits were looking on and beginning to formulate their plans.

When the items were removed from the cave their influence over the site began to wane. A weakness developed in the barrier between worlds. This weakness was eagerly watched by Masauwu.

Later, Franklin returned to the cave looking for answers to questions that the Collection Bowl had raised in his consciousness. While searching the area Masauwu possessed him. Masauwu saw the Diabolist powers in Franklin and became intrigued. Holding back from complete control Masauwu allows Franklin control of his actions but sits in the back of his mind observing and carefully influencing the choices that Franklin makes.

Now the Burial Site presents an uninteresting man-made cave about 4 yards across with the long rotted remains of an unidentifiable corpse. However, the cave is still a weak link between worlds and occasionally unnatural things lurk here.

Use the Random Spirit Contact table on the previous page to determine any Otherworldly encounter in the caves.



THE WISDOM OF THE ANCIENTS

THE POWER OF FOUR

The Puebloan tribes believe that the number four holds a special, spiritual significance.

Many Puebloans do ritualistic actions in fours to encourage good luck, prosperity and to bring the rains. When they offer prayers to the gods and the spirits they make an offering to the four compass points. When hunting in small groups, the smallest size group is four. Puebloans believe that they exist in the fourth world, the previous three having been destroyed because the people moved away from their religious beliefs and into wickedness.

If the posse make use of fours they may receive unexpected bonuses, either from the spirits who will interpret the use of four as an attempt by the players to honor them, or from the local people who may see it as a sign, or good omen.

WHO CAN DO WHAT THE KACHINA DO

There is a division among the Kachina spirits. Two groups have formed with opposing intentions.

Masauwu, the Lord of the Underworld plans to use the Collection Bowl to capture enough Power Points for something truly destructive.

Masauwu has possessed Franklin Lawrence and together they are experimenting with the combination of their two different styles of magic power. Franklin and Masauwu share Franklin's body and mind, although Masauwu can take complete control at any time, if he wanted. Experimenting with the people and the Anasazi collection bowl has led Masauwu to believe that he can end this world and usher in a new one more to his liking.

Ka'Toya, the Two Headed Snake, has inhabited TwoTombs. Ka'Toya has allowed TwoTombs the use of the Refraction power at the behest of Masauwu. Ka'Toya is willing to let TwoTombs control his body most of the time but is always present in his thoughts.

Lavaihoya, the Talker, has possessed 'Newt' Newton and granted him the gift of Goading.

Soyok Wuhti, the Ogre Woman, has possessed Josephine Angel and instilled the power of Frenzy to the fiery Fallen Dove.

Nata-aska, the Black Ogre, has possessed Rattlesnake Ramirez and has engendered the power of Corruption within him.

Wiharu, the White Ogre, has possessed John Grant and has allowed him to draw on the power of Withering.

Ahola, the Chief, has found Old Man Travis and has

inhabited his body. Using his powers of Fertility and Rejuvenation Ahola has brought some life back to the dead man's tortured soul.

Toho, the Lion, seeks to return Ka'Toya but has no willing host.

He'e'e, the warrior, seeks to return Soyok Wuhti but has no willing host.

Tawa, the Sun, seeks to return Lavaihoya but has no willing host.

Siyangephoya, the Left Handed Warrior seeks to return Wiharu but has no willing host.

Kwahu, the Eagle seeks to return Nata-aska but has no willing host.

Awanyu the horned serpent has chosen the Snake Oasis as a place to meditate and contemplate. The blasted dry desert prevents him from being able to leave this location until the autumn fall when Awanyu will return to the Otherworld. Listening to the sighing wind Awanyu is aware of all that occurs but is powerless.

When each of these Kachina are in possession of a human body they are not available to perform their duties to the Pueblo peoples. This would be obvious during any of the major Puebloan dances or ceremonies and would be treated as a Bad Sign.

WHAT THE PEOPLE KNOW

Information the Coyote Clan Hopi are happy to talk about.

The Hopi view the mines and the town of Alice as unwanted mockeries of their Kachina beliefs. The Hopi avoid and are avoided by the townsfolk.

They know of 'Old Man' Travis from before he became one of the animated dead they call him 'Rotten Smile' now. He used to be regarded as a friend. The Hopi can lead people to Travis but will not go within 100 yards of him.

The Hopi know of Franklin Lawrence and call him 'Spirit Eater'. They know that Masauwu inhabits Franklin's body but Franklin avoids them whenever he can.

The Hopi headman and some of his chiefs have seen and spoken to TwoTombs. They do not like him and call him 'Desert Ghost'.

The Hopi know of an ancient burial site to the north in the fractured mesa. Kachina ceremonies

used to be carried out in this holy area. Contact to the Otherworld is easy there.

The Hopi will not tolerate vandalism to any of their important sites. Any kind of desecration will be met with hostility from the Hopi and probably from any nearby Kachina too.

The burial site is always watched and the orchards are constantly guarded by two Hopi braves, their main duty is to report to the headman if strangers are observed in these areas.

WHAT OUR ANCESTORS KNEW

Information the Hopi may be willing share if the posse appears to be friendly.

KACHINA

If the posse try to learn about the Kachina from the Hopi they will be told that sharing of this sacred knowledge does not normally happen among non-Puebloans. However, if the posse has ingratiated themselves with the tribe in some way then some, or all of the information contained in the Kachina section may be available to them.

The Hopi will differentiate between inviting possession from a Kachina for ceremonial reasons, inviting possession for personal power (calling it 'Two-Hearts') and being surreptitiously possessed by a Kachina for unknown reasons.

In the first two types of possession it is the person which calls the spirit, whether knowingly or not.

In the third type of possession it is the Kachina which initiates the possession. Reasons for why this happens are diverse and largely unknown. It may be that the Kachina just wants to see the world through human eyes but also it may be because the Kachina has some act to perform that cannot be accomplished without a physical body. Also, the person may not even know that they are carrying a Kachina spirit until something happens to make it obvious.

The Hopi will also be willing to say that there are some sites in the area that are naturally easy for contacting the Kachina and that there are other places where Kachina sometimes reside.

WENDIGO CAVES

If the posse mention the Wendigo caves to the Hopi they will get an excited reaction from the headman and the shaman will relate a story that has been passed down through the generations.



A hush falls over the group as the mood turns somber, this story is a history lesson of the Coyote Clan and has been heard only rarely...

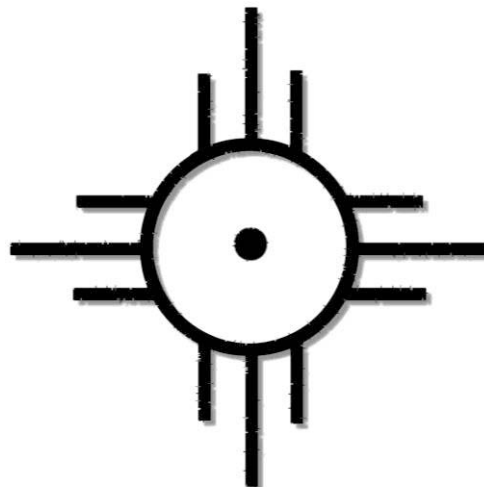
“They came from the north in the coldest winter, when the snow drifts covered the bison.”

“The enemy ignored the old ways of war, slaughtered the people and infected our society with the hunger of their beast. The people repelled them but the damage was done and the society of people began to crumble from within. Weakened by their infection the people tried to appease the new beast by feeding it. But the beast could not be appeased, sealing their fate, condemning themselves; the people were fed to the beast in the dark belly of the mountain.”

“A Two-Heart Hero emerged to rescue the people from the enemy. After many nights of searching he returned to the people with the Dagger of Moqui and the Shield of Tawa. With this great medicine he severed the bond that the beast had shackled the people with and separated the people from all of their gods, so that they might hide for a time and become as new.”

“The people had to discard their old society, their old ways and they had to abandon their old places and traditions. They lost many on this journey and much knowledge in this changing but they would live on.”

“The Two-Heart Hero, having succeeded in his task was satisfied that he could do no more for the people, but saddened that his people had forever lost their way of life. He wandered the deserts lost to the people that he loved and had sacrificed everything for. It is said that his spirit still walks the mountains with the shield of Tawa and the dagger of Moqui, but we know where he slept.”



SCENARIO NOTE

...much later _OldManˆ Travis and Franklin Lawrence found the Dagger of Moqui and the Shield of Tawa at the Burial site.

While Travis managed to keep possession of the dagger Franklin took the shield.

_OldManˆ Travis posted the dagger to his Albuquerque bank account, when he was prompted by Ahola.

Franklin later learnt that _OldManˆ Travis had posted the dagger to Albuquerque. Franklin then sent TwoTombs and his gang to rob the bank and pick up the dagger. For no other reason than because Travis was trying to hide it.

See Props on p. 107 NM

BURIAL SITE

“The Two-Heart Hero slept there but his remains were disturbed and defiled by Rotten Smile and Spirit Eater. Since then we keep our distance from it. Darkness can flow from the cave mouth, it brings unexpected and unwanted things with it.”

“Many moons later Spirit Eater returned with others, one of them was Desert Ghost. They seemed to call to the spirits and each new soul was bound in mockery of our beliefs. Spirit Eater does not know that he is a puppet, and the others he brought are also puppets. They should all be treated with caution.”

ROTTEN SMILE

Talking about _OldManˆ Travis...

“Rotten Smile still wanders the mountains and deserts, he is not disturbed by us, a Kachina stays with him always, but we know not which one. He may be Two-Hearts but he acts as though he is One-Heart, it is disturbing.”

“We know his location and follow his movements. We fear the powerful Kachina within him and hope it does not wish to harm us. He stays away from these mountains; we believe that he fears our ceremonial sites which protect us from the greater misfortune and hardship.”

SPIRIT EATER

Franklin Lawrence is called Spirit Eater by the Hopi.

“The Spirit Eater always seems to be hungry for words and pictures. We do not approach him. The corruption around the laughing strangers flows out of their chief. From a distance we can see that Spirit Eater is perverting those around him but we are as sand under his corrupting gaze.”

“Spirit Eater is Two-Hearts with Masauwu, lord of the underworld. Masauwu is part of a balance, his actions disrupt that balance. He must be returned to his rightful place, order must be returned or there will be great hardship all over this land.”

DESERT GHOST

Hopi talk about TwoTombs ...

“The Desert Ghost has visited us, he is possessed by a bad Kachina, he is Two-Hearts. The mischievous spirit hides from us. Desert Ghost relishes the power the spirit allows him. He is corrupted and fears no-thing and no-one. He has the power of a shaman but this

power is as corrupt and twisted as the man, luckily he does not know how to use this great power."

"The Desert Ghost can bend the suns light, can fade from view. Though you may not see him he is still there. Desert Ghost is a great hunter and with this power he is something to fear, respect him because of it."



THE LAUGHING STRANGERS

Talking about the Town of Alice...

"We have observed this stink of a village. We have seen the way the strangers look at each other and talk and laugh. But they do not see each other and they do not recognize the corruption that flows about them."

"We do not go there anymore. They may all be Two-Hearts, this village needs to burn to cleanse and release the land from its pestilence."

TWO-HEARTS

The Hopi have a legend concerning witches and corruption within their society. The people that do not follow the pristine path of the creator are said to have Two-Hearts.

The people with One Heart are the true human beings. The people with Two-Hearts may have a choice to become One-Heart but it will mean the deconstruction of all that they know.

Wickedness is caused by the conscious actions of the Two-Hearts people. They are said to have bargained away their own heart for personal gain. They must steal another's to extend their lives. They encourage contact with the spirits for the wrong reasons, personal and spiritual power. They corrupt themselves and those around them. This is a true horror as far as the Hopi are concerned.

In the Kachina ceremonies any possession by the spirits for anything other than the benefit to the tribe is considered an act of the Two-Hearts. In the town of Alice, away from the prying eyes of the Hopi there are many Two-Hearts and they revel in their freedom.

THE FIREPITS

Talking about the mines...

"This town with the womans name has altered the balance of nature, our crops and livestock are not so healthy because of that. The fire pits at the mine cover our dwellings and crops with the ash of their corrupt intentions."

"They care not for the people, they care not for each other and they care not for the land which sustains them. In time they will become dust and be carried away by the winds but we fear that this will not be witnessed by the people or by their ancestors."

THE WHITES

Talking about white people in general...

"Our lives were peaceful and holy before the pale faces built their towns. The tribe is still prosperous but the malign Kachina are more vigorous and more enduring than the great spirit intended them to be."

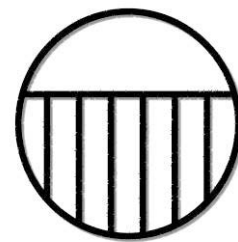
"The Kachina walk the land even when it is not their time. We avoid the white mans contact as though he were disease."

SNAKE OASIS

There is an oasis to the north of the Hopi pueblo that they refer to as the 'Snake Oasis'.

"An oasis lives beyond the town providing shade and sustenance to visitors with honor. Snake Oasis is always cool in summer, always mild in the winter when we visit."

"Take care where you tread in this oasis, Awanyu and his kin have made this their home for now. This is a good place, when we honor the Kachina at the waterhole, everyone is pleased."



DRY VALLEY

"The mountains are gifted with great fertility and the desert is visited by divine beings. Beyond the snake oasis lays a sacred site of curious rocks."

"Nothing alive lives long here."

"Only the wind blows through this dry valley, but at times the divine beings listen to these winds and they may be questioned if their attention is attracted, but a sacrifice will be expected."

CLANS OF THE HOPI

The Hopi Tribe is divided into many Clans, comprised of several families. The Clans normally take the name of a bird, beast or living entity. Each Clan also has a guardian Kachina. Most of the important Clans possess a ritual or complete set of ceremonies that will benefit the Tribe as a whole.

When the Clans arrived in the Fourth World they were all tasked with a great migration to explore the new land, to face hardship, to test themselves and to learn. Once their migrations were completed they were all to assemble at Oraibi, The Center of the World. The Bear Clan was the first to complete their migration and they began building Oraibi.

Bear Clan

Parrot Clan

Eagle Clan

Badger Clan

Spider Clan

Fire Clan

Snake Clan

Water Clan

Pumpkin Clan

Bow Clan

Black Seed Clan

Coyote Clan

Succession of power is based on when the Clans arrived at Oraibi. The Bear Clan is the acknowledged leader of the Clans. It lays out the life plan in the great Soyala ceremony, the Cacique of Oraibi must be a member of the Bear Clan.

The four most important Clans are the Bear, Parrot, Eagle and Badger, whose chiefs are called the Naloonongmowgit. Together they represent the four directions from which the Clans entered Oraibi upon the conclusion of their epic migrations.

The Snake Clan had a war with the Bow Clan during the migration period. Clan fought clan as deity fought deity. The Bow Clan eventually admitted defeat and from that day on the Bow Clans deity is pictured carrying a snake in his mouth, while the Snake Clan now uses a bow in its Kiva ceremonies.

The Bow Clan is an interesting addition to this list because in the Third World they were the ruling Clan and it is their wickedness and corruption that led to its destruction. The other Clans left the Third World secretly just before it was destroyed by water and made their emergence into the present Fourth World. They did not tell the Bow Clan they were leaving because they did not want the Bow Clan to follow. Long after the other Clans arrived and began their migrations over the new continent of the Fourth World the Bow Clan was washed ashore.

No one knows why they were not destroyed or how they managed to get to the Fourth World. The Hopi only know that the power of evil is very great.

Coyote Clan were the last to enter Oraibi completing the tradition of the migration. However, the Coyote Clans great power is to summon rain and hail and this power is cherished by all of the other Clans. While their arrival at Oraibi forces them into the least important role among the Hopi, their great power and self sacrifice are greatly admired by the others.

CHAPTER 4**END GAME**

Franklin and his soldiers are almost impossible to kill during the week leading up to the final ceremony. If any of them are shot and killed Masauwu will simply animate the corpses (unless they have been destroyed) and invite the possessing Kachina back into the empty vessel. The only chance the posse have of killing any of them permanently is with the Breaking Blade and Franklin is likely to have that in his possession if TwoTombs managed to reach town before the posse. Franklin hasn't devoted much time to researching the Breaking Blade, suspects that it is not beneficial to his plans and may have put it in a safety deposit box in the bank for safe keeping until he can get round to studying it.

The finale should occur during the final Saturday nights ceremony at the Maison de Dieu. This is the critical point for Franklin Lawrence and Masauwu. While they are busy with the ritual they will not be able to influence events going on around them. Franklin and Masauwu will not be able to do anything other than concentrate on the ritual.

The ceremony starts as people are being let into the building at about 8 o'clock and should reach its climax at midnight. As the guests enter the building Franklin recites a formulaic conjuration over the Collection Bowl. Everyone is plied with alcohol, drugs and sex. Josephine Angel and Newt Newton will use their Kachina powers to Goad people into a Frenzy of debauchery, violence and excesses of corruption.

At midnight Franklin and Masauwu will complete their ritual and drain the life from everyone present, including any other Kachina spirits that are present. This will give Masauwu enough Power Points in the Collection Bowl to employ the knowledge he has stolen from Franklin to Summon the Kachina Awanyu, to possess him and then to use Awanyu's rain powers to cause a flood that will envelope the entire world. Masauwu is attempting to wash away the stain of all of the corrupt people, to recreate the world with his ideals.

Franklin's soldiers will be completely overcome by their controlling Kachina spirits and they will fight as hard as possible, their future depends on the outcome of the ritual too, or so they think. They will be unaware that Masauwu plans on draining their power until the final moments when they will realize they too have been betrayed.

If the posse caught up with and killed TwoTombs then they may have possession of the Breaking Blade. That will only help them if they can discover its use in time.

If the posse have not discovered the relevance of the Breaking Blade from the Hopi or a possessing Kachina, Alice may have an insight and may even be able to guide the posse to its location, may even be able to glean its use. But she will need undisturbed time to do this.

To add to the confusion, while Franklin and Masauwu are concentrating on the ritual the miners will suddenly find themselves uncontrolled. While many of them will wander off aimlessly, or simply stop what they are doing some of them will have a glimmer of a memory of the slight that has been done to them and will return to town with a burning hatred of the living. They will attempt to kill as many people as possible, while in their dull way seeking to kill Franklin. The 10 mile walk from the mines into town will take the animated dead approximately 4 hours, allowing them to arrive at midnight as the ceremony is reaching its climax.



EPILOGUE

For the posse to complete this scenario entirely satisfactorily they will need to achieve a number of objectives.

PRIMARILY

Release all the possessing Kachina
Kill Franklin
Kill his soldiers

Killing Franklin or his soldiers with mundane weapons will only briefly disrupt Masauwu's plans. Masauwu has the power to animate the corpses and invite the Kachina spirits back into the empty vessels.

Killing Franklin will temporarily leave all of the animated miners with the ability to control their own actions, they will be angry, they will try to return to town. However, as soon as Masauwu reasserts his control by reanimating Franklin's corpse they will immediately be back under his control.

Releasing the Kachina with the Breaking Blade and the Collection Bowl will reduce Franklin and his soldiers to normal people, will allow 'Old Man' Travis and the miners to finally rest, will return all of the possessing Kachina to the Otherworld, will please the Hopi who will now have access to their full complement of Kachina spirits for their ceremonies and disrupt Masauwu's plan.

OPTIONALLY

Destroy the Maison de Dieu
Burn the town to the ground
Destroy the opium fields
Kill as many animated dead as possible
Return the Blade and Bowl to the Hopi

To do all of this the posse will need help. This can come from the Hopi, directly from possession from friendly Kachina, from the few friendly people in town or from Alice's insights.

FAILURE

What happens if the posse does not complete the Primary objectives?

Failing to release the possessing Kachina spirits will ensure that the local Puebloan tribes will be spiritually weaker. They rely on the Kachina for day to day benefits, to ensure healthy and plentiful crops. The Puebloans derive their power directly from interactions with Kachina spirits and if some of them are out of reach their collective power is reduced.

If Masauwu successfully completes the final ritual he will use his powers and Franklins Diabolist knowledge to Summon (see *p.69 AH*) the Kachina Awanyu, the Horned Serpent. Masauwu will then attempt to possess (see *p.48 NM*) Awanyu to gain his powers of weather manipulation. Masauwu could probably beat Awanyu in a spiritual fight but he will use Franklins Power first, Franklin is now a disposable resource. Once Masauwu has possessed Awanyu he will begin to summon the Floods (*p.74 AH*). Using the full 2,500 Power Points that have been stored in the Collection Bowl from their many months of sacrificing, Masauwu will have enough Power to call Floods that will affect every part of the Mundane World for years to come.

What happens if the posse does not complete the Optional objectives?

If the town is not destroyed then time will eventually remove it, regardless of whether the Primary Objectives are accomplished. Franklin is the driving force behind the town of Alice, if Masauwu is successful there will essentially be no more Franklin and nothing to bind the town together. The Town of Alice will be washed away with sudden and violent mountain run off.

In a few years the town of San Mateo is due to be founded on the same location as the town of Alice. San Mateo is a small mining town that will persist, but not flourish, through to modern times.

The posse only need to worry about the animated dead if they have failed to banish Masauwu and they may have more pressing issues. They derive their power from Masauwu and will remain animated, but uncontrolled, for as long as Masauwu is present in the Mundane World. If the posse failed to banish Masauwu then it would be nice if they at least attempted to clear up their mess, but not necessary. However, people will be bothered by animated dead for a few years in the area if they are left to their own devices.

The only safe place for the Breaking Blade and the Collection Bowl is with the Hopi. They understand the potential problems if these artifacts are left in the wrong hands. The local Hopi Clan could become the artifacts guardians for the future. At the very least they would ensure that they are effectively hidden.

Of course the posse may not want to hand these artifacts over to the Hopi. In which case word would be spread throughout the Puebloan societies that the posse should be looked for and that the artifacts should be liberated from them at the earliest opportunity.

If the posse hands over the artifacts they will earn the respect of the local Hopi clan and eventually, through word of mouth, all of the Puebloan tribes.

Failure to end Masauwu's plans could result in an extended campaign. The posse may want to fix their failures, Masauwu may at times drop in on the posse to annoy them, just because he can. All future encounters with Puebloan tribes could become rather difficult for the players if they have earned a bad reputation among them. Constant, heavy pounding rain and wandering dead people will be a reoccurring theme for characters in the wilderness of New Mexico. The animated dead may even clump together and destroy some outlying settlements.

It would certainly not be safe for wanderers in the foreseeable future.

EXTENDED PLAY

As well as the options outlined in the Epilogue above. If you are continuing to play in this area after the completion of the Incident at Alice scenario, then the following points may need to be considered...

Where do the surviving townsfolk go to? And how do they behave when they get there? With years of abuse and opium addiction behind them, do the individuals hang together or separate and search for a new life? Do they try to maintain their lifestyle? Maybe some of them set up in a backwater and attempt to invoke their own form of Diabolism. Alternatively do they see the error of their ways and take a different route? Do some of the townsfolk become crusaders against all that is evil?

What happens to the zombie miners – do they just wander off into the desert until the magic that sustains them runs out? If Masauwu has been banished the power that sustains them will wear off in a few years. But if he escaped somehow, the power that sustains the dead will remain for years. A campaign could be drawn from the wandering dead. In popular culture zombies can pass on their condition by biting victims, this is not covered in the Aces High rules, but could be introduced for a 'Land of the Dead' western crossover.

What do the Kachina do? The spirit guides of the Puebloans are intelligent self aware creatures, they will have seen or heard about the incidents that have occurred around the town of Alice. While many of them are solely concerned with seeing their people benefit, grow and prosper others are not quite so benevolent and may attempt to re-enact Masauwu's plan for the destruction of this world. So long as the Breaking Blade and the Collection Bowl are safe these plans should not be able to progress, but if the artifacts resurface in the wrong hands...

Did the Wendigo, Deg Xit'an, escape, what is he up to now? After spending hundreds of years in a cave he will probably go on a hunger driven rampage but once he is partially sated he may be able to consider his surroundings. Deg will certainly not want to be confined to a cave in the future and may start to form plans for his future. Where can he go where his predilections will not be obvious and yet still find enough to eat? The inhospitable mountains and dense forests could supply him with plenty of places to run and hide from his bloody antics. But there just aren't enough people to satiate him in the wilderness...



MOTIVATIONS

MASAUWU

Masauwu has seen the people be responsible for destroying the previous worlds and has decided from his observations that the people will probably be responsible for destroying this world too. He has decided to hurry the process along by taking some direct action himself using a willing participant, a greedy, stupid, diabolist, and usher in a new world more to the liking of Masauwu.

FRANKLIN LAWRENCE

Franklin has been lead to believe that the power and knowledge of Masauwu can be used to increase his own power and knowledge. With the Animate power of Masauwu he thinks he can extend his life indefinitely. This is a fallacy that Masauwu has encouraged. Franklins conceit is that he believes he is smarter and more powerful than he actually is.

FRANKLINS SOLDIERS

All of the soldiers were lured in with promises of power or cash. TwoTombs has no need of cash but he knew of the powers of the Kachina. He was an outcast from his own tribe and lost the powers that his spiritual connection to them supplied. TwoTombs sees the Kachina powers as an alternative way to regain some of that lost power. The rest of Franklin's soldiers are drawn from desperate thieves, murderers and liars.

GOOD KACHINA

The Good Kachina that seek to interfere with Masauwu and his plans still believe that the people are capable of sorting themselves out and want to let life play out as it will, without the direct influence that Masauwu seems to seek. They see it as a great imbalance that could end the world prematurely. If they are given the opportunity they will try to extend their influence into the Mundane world for the benefit of mankind.

Ahola has already inhabited 'Old Man' Travis but is lacking direction and will make no aggressive moves until the last possible moment.

The following Kachina are all attempting to gain access to the Mundane World and will leap at the chance of hitching a ride on anyone that doesn't understand the possibilities. They could use the local tribes but because they are knowledgeable about the Kachina they could enforce some kind of protection, or in some way inadvertently disrupt their plans.

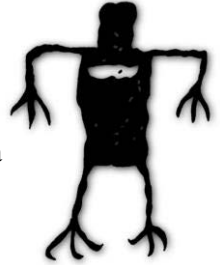
Awanyu
He'e'e
Kwahu
Siyangphoya
Tawa
Toho



BAD KACHINA

The Kachina that have sided with Masauwu all believe that they will be able to carve out a portion of the new world that Masauwu wants to create. He has promised them an escape from the endless annual retreat to their mountain home that is enforced upon them by the Puebloan religion. They are all seeking a way out of this cycle and Masauwu has convinced them that there is a way.

Franklin Lawrence and Masauwu
TwoTombs and Ka'toya
Josephine Angel and Soyok Wuhti
Rattlesnake Ramirez and Nata-aska
John Grant and Wiharu
Newt Newton and Lavaihoya



ALICE

Alice has seen some of what may come to be if her Father achieves his aims, and it doesn't look good. The note from 'Oldman' Travis caused her to concentrate on the possibilities and she is hoping to influence the future with her actions. If the posse rescues Alice she will want to delay entering town until she has found the 'people of the cliffs' from her visions.

HOPI

The Hopi just want all of their Kachina back to where they are supposed to be and to be left alone to get back on their pristine path.

Some Hopi Words

One	Suukya	Man	Taaqa
Two	Looyo	Woman	Wuuti
Three	Paayo	Sun	Taawa
Four	Naaloyo	Moon	Muuyaw
Five	Tsivot	Water	Kuuyi
Black	Qomvi	Wolf	Kwewu
White	Qootsa	Lion	Toho
Green	Mokingpu	Raven	Angwusi
Turquoise	Sakwa	Squirrel	Sakuna
Red	Paalangpu	Coyote	Iisaw
Corrupted	Koyaanis	Snake	Chu'a
Sand	Tuuwa	Horse	Kawayo
Life	Qatsi	Bear	Hoonaw
War	Naqoy	Buffalo	Mosayru
Transformation	Powaq	Rabbit	Taavo

THE PEOPLE OF ALICE

The motivations of the people of the town of Alice are many and varied. Most of them do not see beyond getting through another day, a side effect of the rife opium addiction which saps personal drive. Some of them are active collaborators for Franklin and his burgeoning empire, while others seek to merely survive in relative comfort from day to day. Only a very few people in town actively oppose Franklin and these people try their hardest to remain hidden, staying in town purely out of fear of Franklin or because they fail to see the possibility of escape.

HUMAN ENCOUNTERS

In the Land section of this book there are generic random encounters that may be used during any wilderness excursion in New Mexico. Those natural Random Encounters are designed to provide quick flavor to the environment without relying on too much preparation by the Games Master. Most of the encounters can be avoided, ignored, used as an opportunity to gain additional food and supplies or just observed for their inherent beauty by the players, some can become unexpectedly deadly in the case of the venomous creatures.

The Random Encounters outlined below have been tailored to provide additional help or trouble for the Players and have been selected because they are either appropriate to the specific area that the scenario takes place in, or the encounter exists because it is a result of the scenario itself.

In all cases the Scenario Random Encounters can prove more beneficial or more deadly than the Natural Random Encounters. In most cases the Scenario Random Encounters are only designed to be used once. In the case of the building encounters and Apache Stores, their location should be marked on the map so that if the players come back that way they may be able to utilize the structure again.

<i>1d10</i>	DESERT	MOUNTAIN	FOREST	PLAINS
1	Apache Store	Apache Store	Apache Store	Abandoned Shack
2	Cavalry Unit	Bandito Banquet	Cannibal Campers	Apache Store
3	Comancheros	Cannibal Campers	Forest Brook	Cavalry Unit
4	Desert Oasis	Crime Scene	Forest Cabin	Comancheros
5	Friend in Need	Eternal Prospector	Friend in Need	Happy Campers
6	Hunting Party	Hostile Campers	Happy Campers	Lone Kid
7	Lone Kid	Hunting Party	Lone Kid	Mexican Hold Up
8	Raiding Party	Lone Kid	Mexican Hold Up	Raiding Party
9	USGS Team	Prospector Shack	USGS Team	USGS Team
10	War Party	USGS Team	War Party	War Party

ABANDONED SHACK

Location: Plains

A roughly constructed shack made from planks that have long ago become sun warped is nestled off of the main path. A fallen down animal pen is adjacent to the building, partially obscured by the rampant vegetation.

Seemingly abandoned years ago, weeds grow up the walls and through the windows and doorway. Old wagon wheels and rusted, metal tools can be found in the shack alongside planks of wood and a very basic sleeping area. A stone based fireplace has weeds growing in it and up the chimney.

This rough building must have been used as a stop off point for a stage coach or wagon train at some point in the past. Careful searching may reveal useable tools, hammers, chisels and nails but none of the stored supplies have survived the years untainted.

APACHE STORE

Location: Desert, Forest, Mountain, Plains

The players Spot a concealed opening. Closer examination exposes camouflaged mud and dirt covering a loose rock wall or floor. Pulling out the rock reveals a shallow cave containing bundles of dried food. Sun dried berries and cured meat, flour and nuts, tough bread and the leaves of edible plants are stacked up and protected in wicker baskets wrapped in cloth. This is the emergency supply store of an Apache band.

The Apache frequently create these types of hidden cache for when the seasons are less generous.

BANDITO BANQUET

Location: Forest, Mountain, Plains

The Players discover a sheltered campsite with four Mexicans enjoying a barrel of liquor and a roasting sheep. They will welcome the players into their camp after an initial challenge; will explain that they are Vaqueros (a Mexican cowboy) and that after a long season of working with the herds they are traveling back home to Mexico to their families. They have plentiful supplies; certainly more than enough to go round and they are not stingy with the portions. They appear well equipped and heavily armed (if the players succeed with a Spot roll) but they are in fact Banditos who have just completed a successful raid on a farmstead nearby. They are now laying low waiting for the heat to cool down as they know that they are probably being hunted. If the players sleep at this campsite the Banditos will attempt to kill and rob the Players of their belongings during the night.

CANNIBAL CAMPERS

Location: Forest, Mountain

The Players wander upon a campsite at dusk with three people sitting around a modest fire. They will offer to let the party stay with them for a while and will offer to share their food and drink. If they accept, they will learn that the three men are drifters; they talk about

recent events or tell stories of the past, they share an odd sense of humor that may inexplicably creep the players out (successful Insight roll). The food is good but the three men remain hungry after all of the food is gone. If the players scrutinize the bones they may make a Medicine roll to identify the fact that the remains are human! They are cannibals and have the hunger of the Wendigo. If the party sleeps in the camp the three men will try to silently subdue and bind, or kill the players and then eat them, or drag them into the mountains to eat them later.

CAVALRY UNIT

Location: Desert, Plains

A Cavalry troop is on patrol in the area. They may be on the trail of bandits or Apache runaways from the nearest reservation; they could just be traveling on official business to meet a local dignitary. Depending on the makeup of the party; do they look like bandits, Indians or typical cowboy types, the Cavalry may be helpful or a massive hindrance. If the party is antagonistic they could find themselves taken into custody until their identities can be verified. If the party acts respectable they may be offered aid or advice.



COMANCHEROS

Location: Desert, Plains

The Players wander upon a campsite at dusk with three Mexicans sitting around a modest fire; packhorses and a small wagon form a backdrop to the campsite. They

have a lot of supplies and may be willing to trade with the players. A modest selection of supplies and weaponry can be bought from the Comancheros. If the party are friendly the Comancheros will relax and tell ghost stories, the Mogollon Monster may come up as well as stories of Apache War bands and the Chupacabra.

CSI CRIME SCENE

Location: Forest, Mountain

The party discovers a bloody camp site. Two unidentifiable Indians, one male, one female have been killed, scalped and stripped of all their possessions. Blood has literally sprayed around the area. Closer examination may reveal non fatal gunshot wounds to both of the victims and canine bite marks on the woman's legs and arms. The tatters of the couples clothes lies in shreds and scattered around. Careful searching or tracking will tell the Players that two large men wearing moccasin type foot wear entered the area accompanied by a dog of some sort. The tracks may be anywhere between one to three days old. See CS2, Hostile Campers below.

DESERT OASIS

Location: Desert

The Desert Kachina may reside at any Oasis the party discovers in a desert (roll 1 on a d6), if it is there then the place will feel relaxed, wild animals will essentially ignore natural prey (unless directly antagonized). If anyone actively defiles the area, kills something unprovoked or attempts to pervert the area in anyway the Kachina will be exceptionally displeased and will orchestrate the present flora and fauna to eject the intruder. Water will suddenly taste rank, food will rot before it is eaten and any shade will seem to miss the target. In extreme cases the Oasis may dry up, evaporating before the players eyes.

ETERNAL PROSPECTOR

Location: Mountain

At any time during the day or night the players hear the chink of pickaxe against stone echo from the walls of a mountain rock face. Closer investigation will reveal a lone, dusty figure mindlessly hacking at the rock. The miner's old, beaten hat, long lank hair and raggedy beard hide his sun dried leathery skin. His old dungarees and tattered shirt are caked in dust and mud. As the players watch the miner chops at the cliff face, occasionally stumbles in the rubble and continues hacking in a slightly different place further on. If the players make a spot roll they will notice that the rock face for over 100 meters has been hacked at by the miner, seemingly at random, some places he has dug quite deep into the surface, in other places he seems to have struck the wall only a couple of times before moving on. If the players challenge the miner he will ignore them and carry on attacking the rocks, if they

get up close and touch the miner or try to physically restrict him in any way he will divert his attention to the nearest player and start to attack them with his pick axe. The Eternal Prospector is a rogue, escaped zombie from the mines of Alice. Up close it can be clearly seen that his skin is withered and shriveled, the zombie's dead eyeballs stare out of their cavernous sockets. It will continue to attack the nearest living thing until it is totally destroyed.

FOREST BROOK

Location: Forest

Forest Water Holes can be the source or the culmination of a stream. They are usually surrounded by dense foliage, unique plants grow in the area, berries and fruits, medicinal herbs and other edible treats. Forest animals will warily visit the Brook to drink, but can be easily scared off if there is any sign of humans in the area.

FOREST CABIN

Location: Forest

In a clearing, in the forest, or on a level part of the mountains, the party discovers an old log cabin. A rain barrel is half full with water and a sizeable pile of logs is stacked up against the wall next to the door. Small shuttered windows puncture the thick, heavy walls. It all appears to be locked up and abandoned. The cabin has not been used in a while, maybe not since the end of winter. From the exterior it looks a bit dilapidated and while the interior will be dusty and unkempt it is warm and useable, more importantly the roof and walls are intact and well built. There are a couple of bunk beds, over the large, open fire place there is a generous cooking pot and an old beaten kettle. Searching the cabin will reveal some old animal hides that are too damaged to be worth much but could be used to keep someone warm, some dried meat of a selection of local animals, deer, bear and turkey. A successful Spot will reveal an aged bottle of whiskey, and a pair of ivory handled Colt Frontier pistols with 24 bullets in a greased holster hidden under a loose floorboard.



FRIEND IN NEED

Location: Desert, Forest, Plains

The posse spot a group of Indians congregated around something. They can hear occasional screams and crying. This is a group of Apache that have captured a couple of Hopi. They are torturing the male and will kill him; they have a female captive as well and plan to torture, rape her, and then offer her back to the local Hopi tribe for a ransom. If the party helps the Hopi, the tribe will be very grateful and offer them the best that they can offer, which won't actually be much as the Hopi are quite a poor tribe. If the party helps the Apache then they will be met with grudging respect, will get some information out of them (if the party ask) but will not get any long term benefits.

HAPPY CAMPERS

Location: Forest, Plains

Wagon tracks are spotted heading in a westerly direction. Up ahead four wagons with a couple of outriders are setting up a campsite. This group of people has headed out from Santa Fe and is planning on settling in California. They are well stocked with provisions and tools. Among the settlers are a couple of families which are expecting to set up a farmstead, they bring lots of seed, a couple of cows and various farming implements. One group is heading for the gold fields with the hope of striking it rich and the last family group is intending on setting up a trade and general store in a 'nice little town'. They will be openly hospitable to other travelers, may even ask the players to accompany them as protection. They are heading towards notorious Apache territory and while they seem to know what they are going to do when they get to California they have little idea what to expect along the way.

CS2 HOSTILE CAMPERS

Location: Forest, Mountain

The party Spot a small camp with a couple of large, scruffy, armed, mountain men, dressed in rough animal skins and wearing moccasins, sitting in front of the fire with a dog. As the Party approach, the men will raise their weapons and one of them will tell the players to go away. If the players ignore him they will start shooting and the dog will attack the nearest player. If the Party kill the men and the dog and then search the campsite they will find, amongst some meager supplies, a couple of bloody Indian scalps and a small stash of silver and turquoise jewelry (worth \$50 - \$100). These two men found, killed and then robbed a Navajo woman and her husband of their possessions.

HUNTING PARTY

Location: Desert, Forest, Plains

An Apache Hunting Party of three to five is tracking deer in the area. They will try to avoid the party if they

can, they are traveling light and their main priority is to capture enough game for a coming ceremony and gathering of clans. They will only attack the party if they get in the way or spoil the hunt by scaring off their chosen prey.

LONE KID

Location: Anywhere

A lone rider hails and if allowed, approaches the players campsite. On closer inspection the teenage boy looks hungry but well armed with a pair of pistols. He carries a sleep roll and his own meager supplies. If asked he will say his name is Henry McCarty and that he is working his way east as a ranch hand after his father kicked him out. He has come from Adamsville in Arizona and is heading to Santa Fe. The kid takes himself seriously and will offer to take a watch.

If he is treated well then he will respond in kind. If he is threatened or ridiculed he will quickly become aggressive and offer to prove himself in a shoot out. He is supernaturally fast and deathly accurate with his pistols. Young Henry doesn't have much of a life left ahead of him, but he will become famous as 'Billy the Kid'.

MEXICAN HOLD UP

Location: Forest, Plains

Up ahead, and near a road, the players spot a wagon being robbed by a gang of Mexican Banditos. The Bandito gang has driven the wagon off the road and is attempting to kill the occupants. They are riding their horses round the wagon and shooting at the people on board. If the players approach swiftly they can help the people in the wagon before they're executed, but if the players arrive too late the people will be killed and the gang will attack the players.

PROSPECTOR SHACK

Location: Mountain

An old roughly built wooden shack next to a shallow stream. Prospector's tools are strewn around the building; it has been abandoned for years. The old occupants were killed by an Apache raiding party; their skeletal remains may be discovered by an exploring party. The inside of the cabin is mostly weather proof and there are still logs piled up outside for the large stone built fireplace. A lean-to shelter looks like it may have been used as a make shift stable. Inside the shack there is a selection of old prospector's tools, pickaxe, gold pans, a couple of small shovels, an old bucket, a coil of rope, a pry bar and some old, fairly unstable, dynamite. No weapons are present, the Apache would have taken anything that useful, but a successful Spot will reveal a small pouch of silver dust, approximate value \$40.

RAIDING PARTY

Location: Desert, Forest, Mountain, Plains

A small raiding party of five to seven Apache Indians is in the area. They are looking for an easy target, an isolated homestead, passing wagon train or a small group of individuals. They are mainly interested in stealing horses and guns but will also be looking out for food supplies and iron weapons. If the party is not paying attention the Raiding Party may have time to set up an ambush. Raiding parties generally try to hit hard and fast, grabbing what they want quickly and then retreating to a safe distance. If the party put up a good defense they may be able to drive off the Raiding Party, if they are surprised they may lose their horses and weapons. Apache Raiding Parties like to get up close and personal, the attack may start with firearms but will quickly evolve into hand to hand combat. If the Raiding Party sustains more than a couple of fatalities they will suddenly abandon their attack and attempt to get out of combat swiftly. The Raiding Party will probably pick and chose their targets carefully; they want the horses, valuables and supplies for themselves and therefore do not want to damage them.

USGS TEAM

Location: Anywhere

A military led Geological survey team is mapping the area. A troop of US Army Engineers accompanied by Indian scouts, Executive Officers, field astronomers, and topographical assistants are cataloguing, measuring and scouting the area. The USGS team will be interested in the landscape and may be able to give the party information concerning the geography. They will be happy to listen to any insight that the party can give them and will be friendly (depending on the demeanor of the party) and hospitable. The party may be able to get an up to date, accurate map of the area from them.

WAR PARTY

Location: Desert, Forest, Plains

An Apache War Party of seven to ten is attracted to the party. War Parties are not especially interested in looting but in killing and possibly scalping. The Apache will be distinguished by the war paint that they wear on their faces and bodies. They will try to surround the party, cut off any escape routes and cut them down in a withering crossfire. A War Party can be driven off if they sustain enough wounds or fatalities but they like to keep some distance between themselves and their prey and it could be some time before the party is even aware that the War Party has been driven off. A normal tactic for the War Party retreat will be for them to slip away in ones and twos. Gradually letting their number reduce to just one warrior, keeping their target pinned down. A War Party is not concerned with valuables or potential collateral; they will not worry about shooting horses, destroying property or causing general mayhem.

ANTAGONISTS AND VICTIMS

ALICE

Lover of the Bounty Hunter, daughter of the Gypsy Queen and the Sorcerer, Seer. Age: 35

STR	8	MOV	10	Effort	40		
CON	9	HP	9	Stamina	45		
SIZ	9	FAT	17	Dam Mod	0		
INT	16	PP	16	Idea	80		
POW	16	DexSR	3	Luck	80		
DEX	11	SizSR	3	Agility	55		
APP	17	PIETY	23	Charisma	85		
EDU	12	SAN	84	Know	60		
Location	Melee	Missile	Hp	Ap	Armor		
R. Leg	01-04	01-03	3				
L. Leg	05-08	04-06	3				
Abdomen	09-11	07-10	3				
Chest	12	11-15	4				
R. Arm	13-15	16-17	2				
L. Arm	16-18	18-19	2				
Head	19-20	20	3				
Weapons	SR	A%	Dam	P%	Ap	Rng	
No3ColtDerr	1/SR	45	1d10+1	.	5	10	
Knife	3	65	1d4+2	15	15	.	
.	
Skills:							
Bargain 65%, Etiquette 60%, Fast Talk 65%, Insight 75%, Know (Occult) 70%, Know (Folklore) 75%, Know (Religion) 65%, Literacy 55%, Persuade 60%, Research 70%							
Notes:							
Incredible Parents							

Alice is the daughter of Franklin Lawrence and a Romany fortune teller. Yates is a Bounty Hunter, even since before he met and fell in love with Alice.

Alice and Yates have been married since 1861. Together they have made a formidable bounty hunting partnership. Alice's Seer skills have helped track down many criminals that would otherwise have been very difficult to find and Yates' skill with gun play has brought their target down with the minimum of fuss. They used to travel with a small group of Romany still loyal to Alice, but the shoot out at Mognuino has ended this relationship.

Old Man Travis knew Alice from when she was born. At that time he was friends with a curious fellow that inspired Travis to put his geological knowledge to some physical, tangible use. That man was Franklin Lawrence and their friendship was true and strong to begin with but over time Franklins drive led him down darker paths in the search for power and influence. Ultimately 'Old Man' Travis became just another pawn in Franklin's megalomaniac plan.

'Old Man' Travis is inhabited by the Kachina spirit Ahola. Ahola keeps Travis' body from rotting too much and sometimes takes control to transport him to various locations. Ahola is trying to help but only understands a small fraction of what Masauwu is trying to achieve. Ahola through his use of Travis could lead the posse to some of the spiritual sites in the area in the hope of recruiting additional good Kachina to help disrupt Masauwu's plan.

YATES

The Bounty Hunter, his life torn from him before he could finish his business. Age: 37

STR	13	MOV	10	Effort	65		
CON	12	HP	13	Stamina	60		
SIZ	14	FAT	25	Dam Mod	+1d4		
INT	13	PP	12	Idea	65		
POW	12	DexSR	1	Luck	60		
DEX	20	SizSR	2	Agility	100		
APP	13	PIETY	1	Charisma	65		
EDU	10	SAN	56	Know	50		
Location	Melee	Missile	Hp	Ap	Armor		
R. Leg	01-04	01-03	4	2	Leather		
L. Leg	05-08	04-06	4	2	Leather		
Abdomen	09-11	07-10	4	2	Lng Coat		
Chest	12	11-15	5	2	Lng Coat		
R. Arm	13-15	16-17	3	2	Lng Coat		
L. Arm	16-18	18-19	3	2	Lng Coat		
Head	19-20	20	4				
Weapons	SR	A%	Dam	P%	Ap	Rng	
Grapple	3	65	SpC.	25	.	.	
Schofield	1/SR	70	1d10+2	.	8	25	
Schofield	1/SR	70	1d10+2	.	8	25	
Skills:							
Dodge 55%, Fast Draw 65%, Hide 50%, Know (Blasphemous Lore) 45%, Listen 70%, Repair (Firearm) 75%, Ride (Horse) 75%, Spot 70%, Two-Pistol Style 70%							
Notes:							
Extraordinary DEX							

'OLD MAN' TRAVIS

Business partner, prospector, betrayed, possessed zombie... Possessed by the spirit of Ahola. Age: 65

STR	12	MOV	10	Effort	60		
CON	14	HP	15	Stamina	70		
SIZ	15	FAT	26	Dam Mod	+1d4		
INT	15/24	PP	33	Idea	75		
POW	8/25	DexSR	3	Luck	40		
DEX	13	SizSR	2	Agility	65		
APP	8	PIETY	9	Charisma	40		
EDU	13	SAN	40	Know	65		
Location	Melee	Missile	Hp	Ap	Armor		
R. Leg	01-04	01-03	5				
L. Leg	05-08	04-06	5				
Abdomen	09-11	07-10	5	1	Trapper		
Chest	12	11-15	6	1	Trapper		
R. Arm	13-15	16-17	4	1	Trapper		
L. Arm	16-18	18-19	4	1	Trapper		
Head	19-20	20	5	2	Fur Hat		
Weapons	SR	A%	Dam	P%	Ap	Rng	
Hawken.50	1/CR	45	1D12+1	--	13	275	
Pickaxe	1	40	1d8+2	--	20	--	
Skills:							
Appraise 70%, Bargain 55%, Climb 60%, Demolition 50%, Drive (Wagon) 45%, First Aid 65%, Navigate 60%, Science (Geology) 75%, Spot 60%, Swim 55%							
Notes:							
Animated Dead, cannot be killed until Masauwu is returned to the Otherworld.							
See Ahola p. 36NM							

FRANKLIN LAWRENCE

The sorcerer, inhabited by Masauwu, searching for the gift of immortality. Age: 55

STR	10	MOV	10	Effort	50	
CON	11	HP	12	Stamina	55	
SIZ	13	FAT	21	Dam Mod	0	
INT	18/19	PP	49	Idea	90	
POW	21/28	DexSR	3	Luck	105	
DEX	15	Siz SR	2	Agility	75	
APP	15	PIETY	-25	Charisma	75	
EDU	14	SAN	36	Know	70	
Location	Melee	Missile	Hp	Ap	Armor	
R. Leg	01-04	01-03	4			
L. Leg	05-08	04-06	4			
Abdomen	09-11	07-10	4	1	Lthr Coat	
Chest	12	11-15	5	1	Lthr Coat	
R. Arm	13-15	16-17	3	1	Lthr Coat	
L. Arm	16-18	18-19	3	1	Lthr Coat	
Head	19-20	20	4			
Weapons	SR	A%	Dam	P%	Ap	Rng
Philly	1/CR	75	1d6	.	6	6
Peacemaker	1/SR	60	1d10+2	.	8	23
Rapier	2	70	1d6+1	5	8	.

Skills:

Craft (Torture) 60%, Craft (Metallurgy) 65%, Disguise 60%, Etiquette 55%, Know (Blasphemous) 70%, Know (Occult) 75%, Language English 65%, Literacy 70%, Persuade 70%, Research 70%

Notes:

Gift of Masauwu - Animate
Sorcerous Parents
Extraordinary INT
Serious Phobia - Spiders
Rapier hidden in sword cane
See Masauwu p.42 NM

Masauwu, through the actions of Franklin, is playing a grand game. He knows that when Franklin opens a portal to the Otherworld it won't be Franklin going through or gaining immortality, but Masauwu gaining access to new and unique powers, he hopes to capitalize on Franklins assumptions for his own benefit. As he hopes to benefit from Franklin he is also expecting to benefit from the power that the other Kachina bring to this group. In the final ceremony Masauwu plans to drain the power from all creatures, beings and Kachina, and use that power for his own purposes in his own apocalyptic plan.

Franklin sees his association with Masauwu as a means to gaining great Otherworldly power. His greed has blinded him to the damage that he has done to his old friends and his family.

TwoTombs sees in Franklin the potential to regain his standing among his own tribe. He hopes to profit spiritually from his association with Franklin and, for the moment at least, follows Franklin's commands.

Hector Newton, called *_Nəwt'* by those that know him, is unnaturally adept with firearms but is unfortunately easily led and easily confused. Franklin saw the potential in Newt as a personal bodyguard and through Newts addiction to opium Franklin has managed to manipulate him in to doing just about anything that he wants.

TWOTOMBS

Powerful Apache outcast, possessed by the spirit of Ka'Toya.

Age: 30

STR	15	MOV	10	Effort	75	
CON	15	HP	15	Stamina	75	
SIZ	14	FAT	30	Dam Mod	+1d4	
INT	12/12	PP	50	Idea	60	
POW	16/34	DexSR	3	Luck	80	
DEX	14	Siz SR	2	Agility	70	
APP	8	PIETY	22	Charisma	40	
EDU	10	SAN	51	Know	50	
Location	Melee	Missile	Hp	Ap	Armor	
R. Leg	01-04	01-03	5	1	Leather	
L. Leg	05-08	04-06	5	1	Leather	
Abdomen	09-11	07-10	5	1	Leather	
Chest	12	11-15	6			
R. Arm	13-15	16-17	4			
L. Arm	16-18	18-19	4			
Head	19-20	20	5			
Weapons	SR	A%	Dam	P%	Ap	Rng
Brawl	2	65	1d6+2	25		
Dagger	3	75	1d4+2	15	15	.
Colt Dragoon	1/SR	60	2d6	.	14	30
Winchester	1/SR	65	1d6+3		14	600

Skills:

Craft (Torture) 75%, Dodge 75%, Hide 75%, Listen 65%, Ride (Horse) 75%, Spot 60%, Stealth 75%, Track 70%

Notes:

Gift of Ka'Toya - Refraction
Keen Eyesight (+20% Spot & Track, -¼ Aim)
See Ka'Toya p.41 NM

HECTOR 'NEWT' NEWTON

The Hired Killer, firearms specialist, tricked into servitude by the Sorcerer, possessed by Lavaihoya. Age: 28

STR	13	MOV	10	Effort	65	
CON	14	HP	15	Stamina	70	
SIZ	15	FAT	27	Dam Mod	+1d4	
INT	9/33	PP	36	Idea	45	
POW	14/22	DexSR	2	Luck	70	
DEX	18	Siz SR	2	Agility	90	
APP	15	PIETY	-7	Charisma	75	
EDU	12	SAN	49	Know	60	
Location	Melee	Missile	Hp	Ap	Armor	
R. Leg	01-04	01-03	5			
L. Leg	05-08	04-06	5			
Abdomen	09-11	07-10	5	2	Lng Coat	
Chest	12	11-15	6	2	Lng Coat	
R. Arm	13-15	16-17	4	2	Lng Coat	
L. Arm	16-18	18-19	4	2	Lng Coat	
Head	19-20	20	5			
Weapons	SR	A%	Dam	P%	Ap	Rng
Brawl	3	65	1d3	25	.	.
Colt Frontier	1/SR	85	1d12	.	8	25
Colt Frontier	1/SR	85	1d12	.	8	25

Skills:

Dodge 50%, Fast Draw 70%, Hide 60%, Insight 45%, Listen 70%, Repair (Firearm) 75%, Ride (Horse) 75%, Spot 55%, Two Pistol Style 85%

Notes:

Gift of Lavaihoya - Goadng
Sure Shot (+15% - pistols)
Highly Perceptive (+5% Perception skills)
Opium Addiction, Serious
See Lavaihoya p.42 NM

JOSEPHINE ANGEL

Fallen Dove, eyes and ears of Franklin, possessed by the spirit of Soyok Wuhti. Age: 26

STR	10	MOV	10	Effort	50		
CON	10	HP	12	Stamina	50		
SIZ	13	FAT	20	Dam Mod	0		
INT	16/28	PP	44	Idea	80		
POW	11/35	DexSR	2	Luck	55		
DEX	16	Siz SR	2	Agility	80		
APP	17	PIETY	-2	Charisma	85		
EDU	10	SAN	41	Know	50		
Location	Melee	Missile	Hp	Ap	Armor		
R. Leg	01-04	01-03	4				
L. Leg	05-08	04-06	4				
Abdomen	09-11	07-10	4	2	Lng Coat		
Chest	12	11-15	5	2	Lng Coat		
R. Arm	13-15	16-17	3	2	Lng Coat		
L. Arm	16-18	18-19	3	2	Lng Coat		
Head	19-20	20	4				
Weapons	SR	A%	Dam	P%	Ap	Rng	
Rem.95	1/SR	55	1d10+1	.	5	8	
Dagger	3	70	1d4+2	.	15	.	
Whip	1	70	1d4	.	3	.	
Skills:							
Bargain 65%, Love 75%, Dodge 75%, Etiquette 45%, Gambling 65%, Fast Talk 75%, Insight 60%, Know (Streetwise) 75%, Perform (Sing) 55%, Sleight of Hand 65%							
Notes:							
<i>Gift of Soyok Whuti - Frenzy</i> Extraordinary Appearance Opium addiction, Minor See Soyok Wuhti p.43 NM							

John Grant and Josephine Angel have developed a relationship since they were thrust together by Franklin’s machinations. They try to hide it from casual observance; Franklin would frown on any emotional interactions between his soldiers. However, Rattlesnake Ramirez caught the two in a tryst. He occasionally makes sly remarks concerning the two and uses his knowledge to lever pure opium from Josephine.

These three have a complex relationship that transcends the mundane world. Their possessing Kachina have a traditional relationship, Wiharu and Nata-Aska are supposed to act as Soyok Wuhti’s guards and backup. Their connection to these three mundane people has confused the people’s perceptions of each other. John Grant believes that he is in love with Josephine while Ramirez believes that he should watch out for Josephine. Josephine thinks that Ramirez and Grant should get along but doesn’t know how to make that happen.

All three are confused about their feelings and thoughts for each other and it is largely Franklins constant cajoling, spurred by the thoughts of Masauwu, and his dominance that has kept the situation from developing into something much more violent.

Violence is what these three Kachina excel at.

It is when they are violent that they act as one.

RODRIGO ‘RATTLESNAKE’ RAMIREZ

Comanchero, possessed by Nata-aska the Black Ogre. Age: 28

STR	16	MOV	10	Effort	80		
CON	18	HP	17	Stamina	90		
SIZ	16	FAT	34	Dam Mod	+1d4		
INT	9/20	PP	38	Idea	45		
POW	10/28	DexSR	3	Luck	50		
DEX	13	Siz SR	1	Agility	65		
APP	10	PIETY	-8	Charisma	50		
EDU	10	SAN	50	Know	50		
Location	Melee	Missile	Hp	Ap	Armor		
R. Leg	01-04	01-03	6	2	Chaps		
L. Leg	05-08	04-06	6	2	Chaps		
Abdomen	09-11	07-10	6				
Chest	12	11-15	7				
R. Arm	13-15	16-17	4				
L. Arm	16-18	18-19	4				
Head	19-20	20	6				
Weapons	SR	A%	Dam	P%	Ap	Rng	
Brawl	3	55	1d3	25	.	.	
ColtNavy	1/SR	65	2d4	.	13	27	
Shotgun	1/SR	45	3d6	.	14	100	
Winchester	1/SR	75	1d6+3	.	14	600	
Skills:							
Appraise 65%, Bargain 55%, Ride (Horse) 75%, Know (Animals) 65%, Lang. (Apache) 30%, Listen 45%, Persuade 60%, Spot 70%							
Notes:							
<i>Gift of Nata-aska - Corruption</i> Opium addiction, Acute See Nata-Aska p. 42 NM							

JOHN GRANT

Bank Robber, wanted in 2 states, possessed by Wiharu the White Ogre. Age: 30

STR	18	MOV	10	Effort	90		
CON	16	HP	16	Stamina	80		
SIZ	16	FAT	34	Dam Mod	+1d6		
INT	9/20	PP	41	Idea	45		
POW	13/28	DexSR	3	Luck	65		
DEX	10	Siz SR	1	Agility	50		
APP	10	PIETY	12	Charisma	50		
EDU	10	SAN	45	Know	50		
Location	Melee	Missile	Hp	Ap	Armor		
R. Leg	01-04	01-03	5				
L. Leg	05-08	04-06	5				
Abdomen	09-11	07-10	5				
Chest	12	11-15	6				
R. Arm	13-15	16-17	4				
L. Arm	16-18	18-19	4				
Head	19-20	20	5				
Weapons	SR	A%	Dam	P%	Ap	Rng	
Brawl	3	55	1d3	25	.	.	
Grapple	3	65	Spe.	25	.	.	
Dagger	3	45	1d4+2	.	15	.	
Shotgun	1/SR	75	3d6	.	12	100	
Skills:							
Climb 50%, Demolition 65%, Fine Manipulation 45%, Hide 40%, Streetwise 60%, Repair (Firearm) 55%, Ride (Horse) 60%, Spot 70%							
Notes:							
<i>Gift of Wiharu - Withering</i> See Wiharu p.42 NM							

COMANCHERO

Notes:

All of the following NPC stats are examples. Feel free to reuse for different encounters or create your own.

There are two Comanchero waiting to ambush the posse at the 'Comanchero Camp out' encounter. They are injured and fatigued, all of their Skill rolls are *Difficult*. Select any two of this group of desperadoes and disable an arm and a leg. Reduce their Total Hit Points by about 50%.

Assign Skill percentages between 35% and 60%

Assign 1 Short Weapon and 1 Long Weapon

Short Weapon	SR	A%	Dam	P%	Ap	Rng
Brawl	3	55	1d3	35	.	.
ColtNavy	1/SR	50	2d4	.	13	27
Dagger	3	65	1d4+2	.	.	15
LeMat	1/SR	45	2d4	.	8	15
Schofield	1/SR	50	1d10+2	.	8	25

Long Weapon						
Sharps	1/MR	40	2d6	.	13	500
Springfield	1/CR	60	2d6	.	12	300
Winchester	1/SR	60	1d6+3	.	14	600

Name: Carlos Rivera **Age** 33

STR	13	MOV	10	Effort	65
CON	10	HP	12	Stamina	50
SIZ	14	FAT	23	Dam Mod	+1d4
INT	9	PP	11	Idea	45
POW	11	DexSr	4	Luck	55
DEX	8	SizSr	2	Agility	40
APP	11	PIETY	16	Charisma	55
EDU	12	SAN	41	Know	60

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5	02	Chaps
L. Leg	05-08	04-06	5	02	Chaps
Abdomen	09-11	07-10	5		
Chest	12	11-15	6	01	Leather
R. Arm	13-15	16-17	4	01	Jacket
L. Arm	16-18	18-19	4	01	
Head	19-20	20	5		

Skills:
Appraise, Bargain, Ride (Horse), Know (Animals), Lang. (Spanish), Listen, Persuade, Spot

Name: Miguel Romero **Age** 29

STR	12	MOV	10	Effort	60
CON	12	HP	10	Stamina	60
SIZ	8	FAT	24	Dam Mod	0
INT	18	PP	15	Idea	90
POW	15	DexSr	3	Luck	75
DEX	15	SizSr	3	Agility	75
APP	9	PIETY	13	Charisma	45
EDU	10	SAN	23	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	3		
L. Leg	05-08	04-06	3		
Abdomen	09-11	07-10	3		
Chest	12	11-15	4	01	Leather
R. Arm	13-15	16-17	3	01	Jacket
L. Arm	16-18	18-19	3	01	
Head	19-20	20	3		

Skills:
Appraise, Bargain, Ride (Horse), Know (Animals), Lang. (English), Listen, Persuade, Spot,

Name: Paulo Gonzalez **Age** 31

STR	15	MOV	10	Effort	75
CON	9	HP	13	Stamina	45
SIZ	17	FAT	24	Dam Mod	+1d4
INT	10	PP	15	Idea	50
POW	15	DexSr	3	Luck	75
DEX	15	SizSr	1	Agility	75
APP	11	PIETY	18	Charisma	55
EDU	8	SAN	27	Know	40

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4		
Chest	12	11-15	5		
R. Arm	13-15	16-17	3		
L. Arm	16-18	18-19	3		
Head	19-20	20	4		

Skills:
Appraise, Bargain, Ride (Horse), Know (Animals), Lang. (Spanish), Listen, Persuade, Spot

Name: Francisco Mendez **Age** 28

STR	18	MOV	10	Effort	90
CON	18	HP	17	Stamina	90
SIZ	15	FAT	36	Dam Mod	+1d6
INT	17	PP	8	Idea	85
POW	8	DexSr	3	Luck	40
DEX	10	SizSr	2	Agility	50
APP	17	PIETY	-1	Charisma	85
EDU	12	SAN	23	Know	60

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	7		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Skills:
Appraise, Bargain, Drive (Wagon), Know (Animals), Lang. (Redskin), Listen, Persuade, Spot

Name: Ramiro Florez **Age** 28

STR	13	MOV	10	Effort	65
CON	15	HP	12	Stamina	75
SIZ	8	FAT	28	Dam Mod	0
INT	15	PP	15	Idea	75
POW	15	DexSr	3	Luck	75
DEX	14	SizSr	3	Agility	70
APP	8	PIETY	15	Charisma	40
EDU	11	SAN	39	Know	55

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4		
Chest	12	11-15	5		
R. Arm	13-15	16-17	3		
L. Arm	16-18	18-19	3		
Head	19-20	20	4		

Skills:
Appraise, Bargain, Ride (Horse), Know (Animals), Lang. (English), Listen, Persuade, Spot

APACHE

Notes:

Apache warriors will normally be carrying at least 1 firearm and 1 melee weapon.

Assign Skill percentages between 45% and 70%

Assign one of the Totems

Assign 1 Melee Weapon and 1 Missile Weapon

Skills:

Dodge, Hide, Lang.(Athabaskan), Listen, Navigate, Ride (Horse), Spot, Stealth, Track, Climb, Grapple, Hide, Jump, Listen, Climb, Grapple, Jump, Lang.(English), Spirit Lore, Missile Weapon, Fast Draw Melee Weapon, Rifle, Pistol, Craft Torture

Weapons	SR	A%	Dam	P%	Ap	Rng
Melee						
Brawl	3	65	1d3	55	.	.
Colt Army	1/SR	50	1d8+2	.	13	27
Dagger	3	75	1d4+2	65	15	.
Axe	2	65	1d6+2	55	12	.
Missile						
Axe	1/CR	70	1d6+2	.	12	20
Dagger	1/CR	65	1d3	.	15	15
Hunt Bow	1/SR	75	1d6+1	.	5	120
War Bow	1/SR	60	1d8+1	.	12	200
Winchester	1/SR	65	1d6+3	.	14	600

Name: Yuma Yuyutsu (Son of Chief Eager to Fight)

Age 33

STR	18	MOV	10	Effort	90
CON	13	HP	17	Stamina	75
SIZ	18	FAT	33	Dam Mod	+1d6
INT	17	PP	11	Idea	85
POW	11	DexSr	3	Luck	55
DEX	9	SizSr	1	Agility	50
APP	18	PIETY	10	Charisma	90
EDU	12	SAN	22	Know	60
Location					
	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	7		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Name: Tilichile (Hawk breast)

Age 17

STR	18	MOV	10	Effort	90
CON	16	HP	13	Stamina	80
SIZ	10	FAT	34	Dam Mod	+1d4
INT	12	PP	12	Idea	60
POW	12	DexSr	2	Luck	60
DEX	18	SizSr	2	Agility	90
APP	14	PIETY	29	Charisma	70
EDU	13	SAN	58	Know	65
Location					
	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4		
Chest	12	11-15	5		
R. Arm	13-15	16-17	3		
L. Arm	16-18	18-19	3		
Head	19-20	20	4		



Totems:

Wolf – Enhance (CON), Wound
 Coyote – Change, Control, Perception
 Cougar – Enhance (DEX), Sharpen
 Buffalo – Enhance (STR), Resistance
 Hawk – Blast, Perception

Name: Cocheta Shidaa (The Unknown Eye)

Age 24

STR	11	MOV	10	Effort	55
CON	10	HP	12	Stamina	50
SIZ	14	FAT	19	Dam Mod	0
INT	15	PP	14	Idea	75
POW	14	DexSr	2	Luck	70
DEX	17	SizSr	2	Agility	85
APP	10	PIETY	13	Charisma	50
EDU	11	SAN	42	Know	55
Location					
	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4		
Chest	12	11-15	4		
R. Arm	13-15	16-17	3		
L. Arm	16-18	18-19	3		
Head	19-20	20	4		

Name: Goshe Nashota (Dog Twin)

Age 32

STR	13	MOV	10	Effort	65
CON	18	HP	17	Stamina	90
SIZ	15	FAT	31	Dam Mod	+1d4
INT	13	PP	10	Idea	65
POW	10	DexSr	3	Luck	50
DEX	15	SizSr	2	Agility	75
APP	13	PIETY	19	Charisma	65
EDU	13	SAN	24	Know	65
Location					
	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	7		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Name: Lichii Shigan (Red Hand)

Age 27

STR	19	MOV	10	Effort	95
CON	15	HP	17	Stamina	75
SIZ	18	FAT	34	Dam Mod	+1d6
INT	14	PP	9	Idea	70
POW	9	DexSr	2	Luck	45
DEX	18	SizSr	1	Agility	90
APP	10	PIETY	29	Charisma	50
EDU	12	SAN	22	Know	60
Location					
	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	7		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

THE WENDIGO

Deg Xit'an

The Wendigo Deg Xit'an is very old and remembers the times when his people used to honor and revere him, and feed him tasty morsels too. His abandonment for 200 years has left him more hungry than ever but this hunger is also tinged with a desire for revenge. Deg wants revenge against the people that confined him to an inescapable vault beneath the earth, wants revenge for being treated like an honored guest and then for being ignored. If Deg manages to escape the Wendigo caves he will be a menace to all sentient life within a hundred miles.

STR	21	MOV	10	Effort	105
CON	22	HP	20	Stamina	110
SIZ	18	FAT	43	DamMod	+1d6
INT	12	PP	8	Idea	60
POW	8	DexSr	3	Luck	40
DEX	10	SizSr	1	Agility	50
APP	8	PIETY	**	Charisma	70
EDU	00	SAN	**	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	7	6	Natural
L. Leg	05-08	04-06	7	6	Armor
Abdom	09-11	07-10	7	6	
Chest	12	11-15	8	6	
R. Arm	13-15	16-17	5	6	
L. Arm	16-18	18-19	5	6	
Head	19-20	20	7	6	

Weapons	SR	A%	Dam	P%	Ap	Rng
Claws	3	85	1d6	25	.	.
Bite	4	70	1d3			
Grapple	3	66	**			

Skills:

Dance 70%, Dodge 75%, Hide 85%, Listen 95%, Spirit Lore 75%, Spot 65%, Stealth 80%, Swim 65%

Notes:

SAN Loss 0/1d6
 Natural Weapons Claws 1d6
 Natural Armour 6
 Increased STR, SIZ and CON

The Wendigo ages at the same rate as a normal human and can suffer the same modifiers that humans receive as described in Aging and Inaction p.183 BRP.

However, if the Wendigo consumes the brain of a sentient being, Mundane or Otherworldly, the age that the degenerative effects begins at is increased by the INT of each of the sentient creatures eaten.

E.g. if the Wendigo eats 10 people, with an average INT of 10, the Wendigo will not suffer the degenerative effects of aging until it has reached its 140th year.

Deg Xit'an is approximately 500 years old, having consumed hundreds of people in the past.

The Nest of Vipers are supplied for the encounter at the Desert 'Snake' Oasis. Initially these snakes will appear uninterested in any interlopers, it is only if those interlopers cause a nuisance or in some way dishonor the oasis that the vipers will become a threat. Until this point they are effectively pacified by Awanyu, the serpent Kachina.

The Oasis is potentially home to many more snakes than the four outlined here. Reuse these ones or make up your own as necessary.

A NEST OF VIPERS

Mojave Rattler					
STR	9	MOV	10	Effort	45
CON	3	HP	6	Stamina	15
SIZ	9	FAT	12	DamMod	0
INT	1	PP	6	Idea	5
POW	6	DexSr	3	Luck	30
DEX	11	SizSr	3	Agility	55
Location	Melee	Missile	Hp	Ap	Armor
Tail	01-04	01-03	2		
Body	05-08	04-06	3		
Head	09-11	07-10	2		
Weapons	SR	A%	Dam	P%	Ap Rng
Bite	4	55	1d3		
Skills:	Dodge 65%, Sense 75%, Swim 75%				
Notes:	Venom - Neurotoxic POT 7				

Prairie Rattler

STR	10	MOV	10	Effort	50
CON	7	HP	9	Stamina	35
SIZ	10	FAT	17	DamMod	0
INT	1	PP	7	Idea	5
POW	7	DexSr	2	Luck	35
DEX	17	SizSr	2	Agility	85
Location	Melee	Missile	Hp	Ap	Armor
Tail	01-04	01-03	3		
Body	05-08	04-06	4		
Head	09-11	07-10	2		
Weapons	SR	A%	Dam	P%	Ap Rng
Bite	4	35	1d3		
Skills:	Dodge 60%, Sense 75%, Swim 75%				
Notes:	Venom - Haemotoxic POT 5				

Blacktailed Rattler

STR	2	MOV	10	Effort	10
CON	12	HP	12	Stamina	60
SIZ	12	FAT	14	DamMod	0
INT	1	PP	8	Idea	5
POW	8	DexSr	3	Luck	40
DEX	12	SizSr	2	Agility	60
Location	Melee	Missile	Hp	Ap	Armor
Tail	01-04	01-03	4		
Body	05-08	04-06	6		
Head	09-11	07-10	3		
Weapons	SR	A%	Dam	P%	Ap Rng
Bite	4	45	1d3		
Skills:	Climb 65%, Dodge 65%, Sense 75%, Swim 75%				
Notes:	Venom - Haemotoxic POT 4				

Massasauga

STR	1	MOV	10	Effort	5
CON	4	HP	5	Stamina	20
SIZ	5	FAT	5	DamMod	-1d4
INT	1	PP	7	Idea	5
POW	7	DexSr	3	Luck	35
DEX	11	SizSr	3	Agility	55
Location	Melee	Missile	Hp	Ap	Armor
Tail	01-04	01-03	2		
Body	05-08	04-06	2		
Head	09-11	07-10	1		
Weapons	SR	A%	Dam	P%	Ap Rng
Bite	4	40	1d3		
Skills:	Dodge 65%, Sense 75%, Swim 75%				
Notes:	Venom - Haemotoxic POT 5				

THE HOPI

Three notable headmen of the Coyote Clan Hopi.

While there are many things that bother them, the continual encroachment of the Apache, Navajo and the white man on to the Hopi tribal lands, what really disturbs them are the missing Kachina from their important rituals. This is highlighted by the presentation of only three Hopi in any delegation. Four is their spiritual number but this Hopi clan chooses to only ever greet outsiders in threes. It is a symbolic representation of their knowledge of their loss and they will continue to do things in threes until their missing Kachina return to them.

Normally exceptionally private, the Coyote Clan Hopi will challenge any outsiders in the hope of learning what their missing Kachina have been up to. This will make them a little anachronistic in their approach to unusual situations. While normally private, they challenge everyone on their land. While actively hiding their pueblo from casual observance they will invite outsiders back to it in the hope of leaning what has happened.

Chu'a-qatsi in particular seems to be affected by this schism in his religious beliefs and traditional actions. At times he is wracked by doubt, plagued by irrational fears and mania, at other times he is calm, poised and deadly concise.

SUUKYA-TAAWA (ONESUN) HOPI HEADMAN

STR	15	MOV	10	Effort	75
CON	18	HP	15	Stamina	90
SIZ	12	FAT	33	Dam Mod	+1d4
INT	13	PP	9	Idea	65
POW	12	DexSr	2	Luck	60
DEX	17	SizSr	2	Agility	85
APP	17	PIETY	48	Charisma	85
EDU	8	SAN	41	Know	40

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	6	01	Leather
R. Arm	13-15	16-17	4	01	Leather
L. Arm	16-18	18-19	4	01	Leather
Head	19-20	20	5		

Weapons	SR	A%	Dam	P%	Ap	Rng
Brawl	3	75	Spec1.	25	.	.
Obs Axe	2	65	1d6+4	15	6	10
Obs Spear	2	60	1d6+3	15	7	--

Skills:
Brawl 50%, Command 75%, Dodge 55%, Etiquette Tribal 75%, Perform Dance 80%, Persuade 65%, Spirit Lore 65%, Status 75%, Teach 65%, Speak Spanish 55%, Speak English 45%

Notes:
Fox Totem: Heal, Invisibility
Wuwuchim Society member: Protection, Sensitivity, Sharpen
Blessing of Tawa (CON +2)
Coyote Clan Power: Cooling Rain *p.73 AH*

QOMVI-KWEWU (BLACKWOLF) HEAD WARRIOR

STR	15	MOV	10	Effort	75
CON	15	HP	16	Stamina	75
SIZ	17	FAT	30	Dam Mod	+1d4
INT	12	PP	13	Idea	60
POW	16	Dex SR	3	Luck	80
DEX	15	Siz SR	1	Agility	75
APP	12	PIETY	50	Charisma	60
EDU	12	SAN	60	Know	60

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5	01	Leather
L. Leg	05-08	04-06	5	01	Leather
Abdomen	09-11	07-10	5		
Chest	12	11-15	6	02	Bone
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Weapons	SR	A%	Dam	P%	Ap	Rng
Brawl	3	85	Spec1.	25	.	.
Obs Dagger	3	75	1d4+2	.	5	10
Obs Bow	1/SR	70	1d6+4	.	12	200
Rabbit Stick	1/SR	90	1d4	.	3	40

Skills:
Brawl 75%, Craft Flintknapping 65%, Dodge 75%, Fast Draw (Melee Weapon) 75%, Knowledge Animals 65%, Perform Dance 70%, Spirit Lore 65%, Stealth 70%, Throw 65%, Speak Athabascan 45%

Notes:
Mountain Lion Totem: Sharpen
Snake-Antelope War Chief: Toho aspect – Protection, Wound

CHU'A-QATSI (SNAKELIFE) SUN PRIEST

STR	8	MOV	10	Effort	40
CON	10	HP	13	Stamina	50
SIZ	15	FAT	18	Dam Mod	0
INT	16	MP	17	Idea	80
POW	20	DexSr	2	Luck	100
DEX	18	SizSr	2	Agility	90
APP	10	PIETY	54	Charisma	50
EDU	13	SAN	85	Know	65

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5	1	
L. Leg	05-08	04-06	5	1	
Abdomen	09-11	07-10	5		
Chest	12	11-15	6		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Weapons	SR	A%	Dam	P%	Ap	Rng
Brawl	3	55	1d3	25	.	.
Obs Daggr	3	65	1d4+2	25	5	.

Skills:
Command 65%, Perform Dance 75%, Perform Sing 75%, Etiquette Tribal 70%, First Aid 70%, Insight 80%, Medicine 65%, Spirit Lore 80%, Status 70%, Stealth 60%, Teach 70%, Speak English 30%, Speak Spanish 40%

Notes:
Open Minded
Exceptional Parents
Manic/Depressive
Thunderbird Totem: Countermagic, Protection, Lightning
Wuwuchim Society Sun Priest: Astral Projection, Divination, Flame, Light, Prophecy, Speak to Mind, Vision
Coyote Clan Power: Cooling Rain *p.73 AH*



THE GLOW MOUNTAIN DEAD

Notes:

0/1d8 SAN loss to recognize a zombie
 1 SAN loss for every bullet that should, but does not kill

Because of the nature of their creation (by the Kachina Animate power), these animated dead are not deactivated by a shot to the head like the Zombies described on p.67 AH. Impaling attacks will do 1 point of damage to the corpse, however, severing body parts will leave all of the parts still active. Only total destruction, such as incineration, will stop them being a threat. However, a headless miner isn't going to be much of a physical threat, only a psychological one. All of the Glow Mountain Zombies are equipped with 1 weapon, but they could just as easily drop that weapon and rely on their bite and claws in combat. All of their equipment, clothing, tools and weaponry will be in poor shape, encrusted with potentially years of grime, dust and other organic matter.

Assign Skill percentages between 25% and 45%

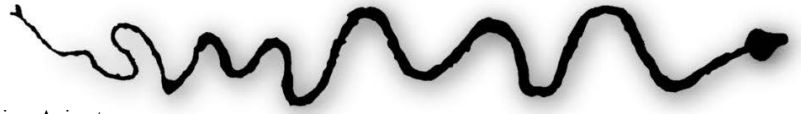
Assign 1 Weapon & Bite & Claw

Weapons	SR	A%	Dam	P%	Ap	Rng
1hHammer	3	30	1d4+2	--	15	--
2hHammer	2	35	2d6+2	--	20	--
Axe	2	20	1d6+1	--	12	--
Bite	4	30	1d3	--	--	--
Claw	3	45	1d6	--	--	--
Dagger	3	25	1d3+1	--	15	--
Pickaxe	1	40	1d8+2	--	20	--

Skills:

Obey Command 99%, Pursue Flesh 99%, Attack Wall 50%, Carry Rubble 50%, Mindless Groan 90%

ZOMBIE 01	HP	10	Dam Mod	+1d4
STR	16	POW	1	MOV 4
CON	11	DEX	4	DexSr 4
SIZ	9	APP	6	SizSr 3
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	3	
L. Leg	05-08	04-06	3	
Abdomen	09-11	07-10	3	02 Leather
Chest	12	11-15	4	02 Apron
R. Arm	13-15	16-17	3	
L. Arm	16-18	18-19	3	
Head	19-20	20	3	
ZOMBIE 02	HP	11	Dam Mod	0
STR	11	POW	1	MOV 4
CON	10	DEX	12	DexSr 3
SIZ	12	APP	3	SizSr 2
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	4	02 Leather
L. Leg	05-08	04-06	4	02 Chaps
Abdomen	09-11	07-10	4	
Chest	12	11-15	4	
R. Arm	13-15	16-17	3	
L. Arm	16-18	18-19	3	
Head	19-20	20	3	
ZOMBIE 03	HP	10	Dam Mod	0
STR	8	POW	1	MOV 4
CON	12	DEX	13	DexSr 3
SIZ	8	APP	3	SizSr 3
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	3	
L. Leg	05-08	04-06	3	
Abdomen	09-11	07-10	3	01 Trapper
Chest	12	11-15	4	01 Jacket
R. Arm	13-15	16-17	3	01
L. Arm	16-18	18-19	3	01
Head	19-20	20	3	02 Fur Hat



ZOMBIE 04	HP	17	Dam Mod	+1d6
STR	16	POW	1	MOV 4
CON	17	DEX	9	DexSr 4
SIZ	17	APP	2	SizSr 1
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	6	
L. Leg	05-08	04-06	6	
Abdomen	09-11	07-10	6	02 Long
Chest	12	11-15	7	02 Leather
R. Arm	13-15	16-17	4	02 Coat
L. Arm	16-18	18-19	4	02
Head	19-20	20	6	
ZOMBIE 05	HP	12	Dam Mod	0
STR	9	POW	1	MOV 4
CON	14	DEX	12	DexSr 3
SIZ	10	APP	6	SizSr 2
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	4	
L. Leg	05-08	04-06	4	
Abdomen	09-11	07-10	4	
Chest	12	11-15	5	
R. Arm	13-15	16-17	3	
L. Arm	16-18	18-19	3	
Head	19-20	20	4	
ZOMBIE 06	HP	12	Dam Mod	+1d4
STR	10	POW	1	MOV 4
CON	8	DEX	12	DexSr 3
SIZ	16	APP	1	SizSr 1
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	4	
L. Leg	05-08	04-06	4	
Abdomen	09-11	07-10	4	
Chest	12	11-15	5	
R. Arm	13-15	16-17	3	
L. Arm	16-18	18-19	3	
Head	19-20	20	4	
ZOMBIE 07	HP	12	Dam Mod	+1d4
STR	8	POW	1	MOV 4
CON	13	DEX	10	DexSr 3
SIZ	10	APP	2	SizSr 2
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	4	
L. Leg	05-08	04-06	4	
Abdomen	09-11	07-10	4	
Chest	12	11-15	5	
R. Arm	13-15	16-17	3	
L. Arm	16-18	18-19	3	
Head	19-20	20	4	
ZOMBIE 08	HP	13	Dam Mod	0
STR	14	POW	1	MOV 4
CON	17	DEX	8	DexSr 4
SIZ	8	APP	4	SizSr 3
Location	Melee	Missile	Hp	Ap Armor
R. Leg	01-04	01-03	4	
L. Leg	05-08	04-06	4	
Abdomen	09-11	07-10	4	
Chest	12	11-15	5	4
R. Arm	13-15	16-17	3	4
L. Arm	16-18	18-19	3	4
Head	19-20	20	4	Buffalo Coat

TOWNSFOLK

Notes:

A mixture of Mexican, Spanish and Anglo people to populate towns and other random encounters.

Assign Skill percentages between 30 and 55

Assign 1 Short Weapon OR 1 Long Weapon

Weapons	SR	A%	Dam	P%	Ap	Rng
Short						
Brawl	3	55	1d3	25	.	.
Colt Army	1/SR	40	1d8+2	.	13	27
Colt Navy	1/SR	40	2d4	.	13	27
Dagger	3	35	1d4+2	30	15	.
Lasso	1/SR	45	Spc.	.	10	3
Sawn Off	1/SR	50	3d6	.	12	10
Whip	1	40	1d4	.	.	3
Long						
Henry Rifle	1/SR	45	2d6	.	10	400
Kentucky Rifle	1/CR	55	2d6	.	13	80
Shotgun	1/SR	35	3d6	.	14	100
Springfield	1/CR	35	2d6	.	12	300

Name: Alexander Wood **Age** 28

STR	11	MOV	10	Effort	55
CON	12	HP	11	Stamina	60
SIZ	10	FAT	23	Dam Mod	0
INT	14	PP	9	Idea	70
POW	9	DexSr	3	Luck	45
DEX	11	SizSr	2	Agility	55
APP	15	PIETY	9	Charisma	75
EDU	10	SAN	19	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	6		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Skills:
Appraise, Fast Talk, Dodge, Gaming, Insight, Know (Region), Listen, Spot, Brawl, Shotgun

Name: Fernando Campbell **Age** 29

STR	15	MOV	10	Effort	75
CON	14	HP	13	Stamina	70
SIZ	12	FAT	29	Dam Mod	+1d4
INT	14	PP	8	Idea	70
POW	8	DexSr	3	Luck	40
DEX	13	SizSr	2	Agility	65
APP	10	PIETY	5	Charisma	50
EDU	8	SAN	20	Know	40

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	6		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Skills:
Appraise, Bargain, Dodge, Drive (Wagon), Know (Region), Ride (Horse), Spot, Brawl, Pistol, Lasso

Name: Lester Ferguson **Age** 26

STR	14	MOV	10	Effort	70
CON	11	HP	13	Stamina	55
SIZ	15	FAT	25	Dam Mod	+1d4
INT	8	PP	11	Idea	40
POW	11	DexSr	4	Luck	55
DEX	9	SizSr	2	Agility	45
APP	15	PIETY	14	Charisma	75
EDU	13	SAN	30	Know	65

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	6		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Skills:
Bargain, Dodge, Drive (Wagon), Jump, Repair (Plumbing), Ride (Horse), Spot, Brawl, Shotgun, Whip

Name: Raul Gonzalez **Age** 42

STR	15	MOV	10	Effort	75
CON	17	HP	15	Stamina	85
SIZ	12	FAT	32	Dam Mod	+1d4
INT	14	PP	8	Idea	70
POW	8	DexSr	4	Luck	40
DEX	8	SizSr	2	Agility	40
APP	9	PIETY	2	Charisma	45
EDU	8	SAN	33	Know	40

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5		
Chest	12	11-15	6		
R. Arm	13-15	16-17	4		
L. Arm	16-18	18-19	4		
Head	19-20	20	5		

Skills:
Dodge, Hide, Listen, Navigate, Ride (Horse), Spot, Stealth, Swim, Track, Rifle

Name: Terry Ross **Age** 30

STR	14	MOV	10	Effort	70
CON	8	HP	8	Stamina	40
SIZ	8	FAT	22	Dam Mod	0
INT	8	PP	8	Idea	40
POW	8	DexSr	3	Luck	40
DEX	15	SizSr	3	Agility	75
APP	10	PIETY	19	Charisma	50
EDU	12	SAN	15	Know	60

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	3		
L. Leg	05-08	04-06	3		
Abdomen	09-11	07-10	3		
Chest	12	11-15	3		
R. Arm	13-15	16-17	2		
L. Arm	16-18	18-19	2		
Head	19-20	20	3		

Skills:
Appraise, Bargain, Craft (Cooking), Dodge, Drive (Wagon), Know (Region), Repair (Plumbing), Spot, Brawl, Rifle

PROPS

THE BREAKING BLADE

The Dagger of Moqui, the departed ones

The Breaking Blade is a knife with a long blade of finely crafted obsidian. The handle is a sculpted piece of silver inlaid with turquoise. The blade and handle are etched with Hopi petroglyphs which are inlaid with a yellow ceramic. The weapon feels warm to the touch, the etchings, and other geometric designs on the hilt, glow faintly in the dark.

The Breaking Blade is used to destroy any otherworldly links to something on the Mundane world when it is plunged into that thing. The weapon has to be physically stabbed into the target for the effects to work. A POW vs. POW Resistance Roll is called for. The Breaking Blades Damage acts as a POW multiplier for the purpose of the Resistance Roll.

The Breaking Blade can literally destroy any Otherworldly power it comes into contact with.

If the blade is stabbed into a Kachina, which is only a spirit, it will be banished if it fails the Resistance Roll.

If the blade is stabbed into someone who is possessed by a Kachina the blade will do normal damage to the person and banish the possessing Kachina.

If the blade is stabbed into a person with an Otherworldly ability, failing the Resistance Roll will destroy that power.

If the target has multiple otherworldly abilities then each successive attack will destroy one randomly determined Otherworld ability or power.

BS% 25, **Skill** Knife, **HP** 5, **Damage** 1d4+2, **Special** Bleeding, **STR/DEX** 7/11, **ENC** 0.2, **S.R.** 3



THE COLLECTION BOWL

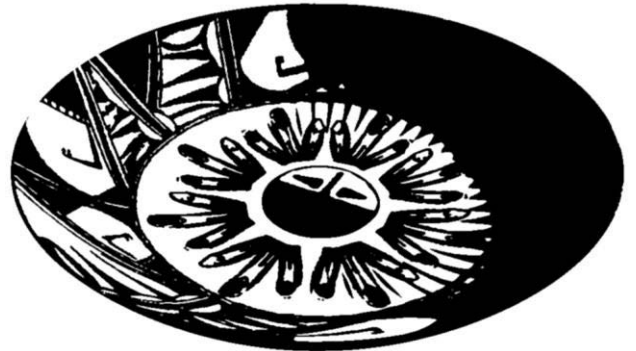
The Shield of Tawa, the sun

The Collection Bowl is a matching artifact to the Breaking Blade. A shallow, black pottery bowl inlaid with faintly glowing Hopi glyphs of a geometric design and the face of Tawa in yellow ceramic. The bowl is about 3 feet across, feels light and warm but is deceptively rugged.

The Collection Bowl can be used to collect the essence of beings, both Mundane and Otherworldly. The bowl allows the permanent storage of Power gained from a Sacrifice, or similar ritual. The collected POW is represented by a dark, slowly swirling liquid that cannot be tipped out of the bowl.

To recover the stored POW in the Collection Bowl an ancient Anasazi song needs to be recited over the bowl. This is represented by a successful Speak Language (Anasazi), followed by a successful Sing. Masauwu knows the language and song and will take full control of Franklin when the moment is right.

As the final few words are spoken the liquid in the bowl evaporates and the POW is transferred to the singer. It would be possible to share the POW among a group of singers but Masauwu wants the entire collected POW for himself.



The Collection Bowl is designed to be used in conjunction with the Breaking Blade. If the Breaking Blade is forcibly stabbed into the liquid the POW is released all at once in a spiritual explosion. The radius of effect is equal to 1 yard per 1 POW in the bowl. All Otherworldly beings or beings with Otherworldly powers or abilities need to make a POW vs. POW in the bowl resistance roll or be compelled to return to the Otherworld. This Otherworld nullifying power lasts for POW in the bowl number of years in the area of affect.

When the Bowl and Dagger are used together they are also affected by their own nullifying powers.

Removing magic items or people with innate Otherworldly powers from the area of effect will allow them to slowly regain their powers. Instead of years the effect will last for minutes multiplied by the POW in the bowl.

What the Hopi Say...

"A hero called Yanauluha created both of these artifacts in a time when the Ancient Ones first came to these lands. Yanauluha used the Breaking Blade and the Collection bowl separately to subdue the monsters that threatened his people. The power and effectiveness of these artifacts was so great that the Ancient Ones society flourished for hundreds of years. When

Yanauluha saw that the lands were safe he hid the artifacts to ensure that they were not used for evil."

"However, many years later the enemy tribes started to harass the Ancient Ones and a new spiritual hero emerged to defend them. This unnamed hero uncovered the artifacts and used them in a cataclysmic event that went dreadfully wrong."

"This new hero was not pure and hoped to gain many wives and great power from his actions. He was Two-Hearts and his understanding of the artifacts was tainted by his arrogant confidence. The Two-Hearts Hero broke the Ancient Ones society and separated them from their spirits and gods allowing the enemy to move in and dominate the area and the people. Their magnificent society crumbled under the wave of violence that the enemy wrought on the land and its people. Without their powers the Ancient Ones were separated from each other and were pushed into isolated regions, their tribe was shattered into many clans."

"Seeing the mistake in his actions the Two-Hearts Hero created his own burial chamber and collapsed the entrance. Sealing the artifacts and himself behind a wall of rock, he went in search of his one heart and faded into the mists of time."

The burial chamber remained safe for centuries until Franklin Lawrence and 'Old Man' Travis stumbled upon the chamber while searching for precious metals.

THE HAUNTED LOCKET

The Bounty Hunter Yates possesses a gold locket with a finely painted portrait of Alice in it. Yates carries this locket with him always. As Yates dies his spirit becomes bound to the locket that holds the image of his beloved. His spirit will not be released from the locket until Alice is freed from the clutches of Franklin Lawrence and their original mission is completed. Until that time the spirit of Yates may be able to intervene in situations for the benefit of that aim.



A LETTER TO ALICE

Date: 11 February, 1875

Dear Alice,

I do not wish to worry or to entangle you in my problems but felt that I should contact you with some urgency.

It seems that my mind has wandered, as I have wandered through the mountains here. I have been searching, but when I became aware that I did not know what I was searching for I also realized that years had passed, as if in the blink of an eye.

Your Father always expressed great merit in your unusual skills and while I may have scoffed at such mystic mumbo jumbo in the past I now find myself requiring your special insight.

In the past I would have talked such matters over with your father, but Franklin has changed. He behaves strangely. It is as though some other plays him like a marionette or a mudhead? I can't explain it in any more detail, it doesn't make sense.

This all seems to have begun when we were searching the mountains for ore. While following a silver seam we uncovered a cave. It had quite clearly been deliberately hidden, but hidden hundreds of years ago!

We began a brief survey of the cave, the silver seam petered out but was intersected by galena and pitchblende and a most unusual concoction of minerals.

Deeper inside we found an old obsidian knife and an ornate bowl. Both were within reach of a desiccated corpse of some old Indian. It looks like the departed one was buried with some ceremony, he was adorned with many trinkets and there were strange drawings on all of the caves walls. For some reason Franklin became fascinated with the bowl and I had an overwhelming urge to protect the knife. I have no idea where this urge came from, but I took the knife and it appears I have kept it safe!

While I still have my faculties about me I have determined to post his curious knife to the Bank at Albuquerque. For some reason I don't think Franklin should have it. Maybe I am a marionette myself? I realize you are far away but could I urge you, in all haste, to collect the knife, examine it and come to Alice and calm an old mans worries.

Yours faithfully

„Old Man“ Travis

THE PROPHECIES OF ALICE

I will be recording my thoughts, someone may be able to make some sense from them when I am no longer able to act.

...

The letter finally arrived. Things are cloudy, as they always are when the future concerns me and my people. At least we know which direction to head in now.

...

I am reading the cards regularly. They tell me conflicting things at the moment. As we approach Albuquerque it should begin to become clearer.

...

*A blinding light flashes from a rough blade.
blood soaks into the swirling sun.*

*The departed return to the people,
they scream their warnings on deaf ears.*

...

The rough blade must be this knife that Travis wants me to look at. But the blood soaking into the sun and the screaming people do not make much sense to me at the moment.

...

The departed ones are the knife, is the sun a bowl?

...

We are in New Mexico now and should be in Albuquerque in less than a week. There is a very great presence of ancient spirits in this land. This wild power bothers me and interferes with the cards, even my troupe is affected.

...

*The crawl of eons spreads the people across the land,
they fight and grow and think and see.*

*Their collective power is focused and tuned,
interpreted incorrectly it is ultimately lost.*

...

I am beginning to get a sense of the bigger picture as it evolves around us.

...

It is curious that such a small thing should have such a long reach. Millennia have passed waiting for this single incident to occur. My part in this is almost done now. My heart aches with my coming loss at the same time as it swells with hope. Please, rescue me. Rescue us all!

...

*They ride in from the west under a cloak of deceit,
the Desert Ghost with a troupe of Mudheads.
Violence and bloodshed shall follow them,
for the price of a shard of flint.*

...

The time of my greatest peril, my greatest pain and I can see nothing other than the Desert Ghost. Oh mother! Where is your knowledge, your resolve?

...

I see them for the first time! I am wracked by doubt, are these the ones? Have I gambled on a false

prophecy? What have I done, to risk all on this deathly game?

*The shade of death returns,
the Desert Ghost fades.*

*The others pursue,
into old horrors.*

...

*The blood soaked caves,
reach out from dark histories.*

*The hungry one gnaws on dry bone, trapped,
the others are swept along.*

...

We travelled through the blood soaked caves! There is some horror here but the Desert Ghost hid us from it. I swear I saw him smile, but there was no humor in it. I fear for the others that follow. I think this was a trap.

...

*The starving monster,
pleading, never sated.*

*Feeding creates hunger,
hunger creates pain.*

...

*A cave of fangs,
clamps down upon them.*

*A ray of light,
paints the way.*

...

Emergence! Into the blinding, glorious sun the journey is almost over for the others. And yet the bulk of their work is yet to be done.

...

*People of the cliffs are waiting,
they know not what for.*

*The loss of their loved ones,
or the loss of an idea?*

...

*The soldiers with two-hearts protect their master,
filth and corruption are their companion.*

*The scales have tipped over too far,
the balance seeks to right itself.*

Stay pure of heart, avoid temptation in the desert, you do have allies. But they may not know they are your allies yet.

Tread careful, don't tip the balance further, it can't take much more.

...

Nothing more can be divined, actions have come too close to separate them, we are entwined. Only hope lies with you now. Even now you do not know what horrors you face.

I'm afraid I cannot tell you anything more. Your actions are my reactions and I am blind to you now.

Good luck, god speed, Alice.

EFFECTS OF OPIUM

The effects of opium work fastest when smoked. The opiate chemicals pass into the lungs, are quickly absorbed by blood vessels and sent to the brain. The effect occurs slower when the drug is eaten or mixed with liquid.

The user experiences a rush of pleasure, followed by an extended period of relaxation, freedom from anxiety, and the relief of physical pain. Breathing slows and the pupils of the eyes become like pinpoints.

Opium also restricts muscle movement in the bowels, leading to constipation, or the inability to have a bowel movement. It works on the part of the brain that controls coughing and can dry out the mouth and the mucous membranes in the nose. The effects of a dose of opium last for about four hours.

Prolonged use of opium produces two effects:

- 1) tolerance, or the need for greater and greater doses to achieve the same effect
- 2) dependence, a physical and psychological craving

When higher doses are taken, or if opium is taken more often, the user runs the risk of overdosing. An overdose can kill because people just stop breathing and then die of asphyxiation.

Dependence occurs when the user begins to experience withdrawal symptoms when the drug's effect wears off. The symptoms occur because the brain stops making its own pleasure enhancing compounds. The body adjusts to the presence of the drug.

When the user stops taking opium, the body begins to go through withdrawal symptoms that mimic the flu. Symptoms include watery eyes, runny nose, sneezing, yawning, muscle pains and involuntary motion, anxiety and agitation, nausea, diarrhoea, insomnia, and cold sweats. Some people experience goose bumps, which is where the term "cold turkey" comes from. These unpleasant symptoms last 1D4+2 days. Most opium users also suffer an extended period of anxiety, depression, and a lessened enjoyment of life.

Most of the permanent residents in Alice have some level of dependence on opium and visitors have to make a Stamina Resistance Roll versus the Opium Potency **every time** they consume contaminated food or drink.

Poppy seed oil is straw-yellow in color, odorless, and has a pleasant, almond-like taste. A *Difficult* Sense or Medicine roll is required to identify the contamination.

See Opium Potency throughout the locations in the Town of Alice and consult *The Effects and Curing of Dependencies (p.12 AH)*.

WENDIGO CAVES PETROGLYPHS



THE STAR OF ALICE

ESTABLISHED 1870

ALICE, AUGUST 6TH 1875

PRICE 2 CENTS

Blown Up

NEW YORK, July 29. — Two river pirates were blown up by an explosion of an oil lighter, which they had fired.

Temperance Temper

Another editor is evidently weakening on the temperance question, he says: When we find that a drunken man can fall over a bank a distance of one hundred feet without the slightest injury or inconvenience, as Albert Ablatofy, of Kingston, did, we begin to think that the temperate people are enemies to the human race. We'd like to see a temperate man do it and escape the undertaker.

Indian Affairs

OMAHA, July 29.—The Indian Corn missioners while here made several important discoveries as to the way supplies have been furnished the Indians. One miller testified to having put up 87 pounds of flour in sacks he knew were turned in at 100. A beef contractor lost by freezing 700 cattle that the Indian agent gave receipts for. The people in this section back Prof. Marsh up—many from personal knowledge.

Indian Interviews

Long Branch, July 30.—The Indian Commissioners had a long interview with the President, who announced his unflinching confidence in the humane and Christian policy by him adopted. The President said he was earnest in pledging the full power of the Executive in reforming any part of the service, and pledged his hearty co-operation with the Board, with whom he is in entire accord. Neither the Secretary of the Interior nor the Commissioner of Indian Affairs was present at the conference.

The gradual removal of all the Indian in the country to the Indian Territory south of Kansas, was discussed, and measures adopted looking to the carrying out of the plan.

Revolting Miners

They don't come to town much, but their stench can be smelt from here! Some of our kind residents have expressed curiosity as to why the miners stay away from town. The answer is simple really! They have all they could want right where they are. And it is right near their place of work. Who could ask for more?

Brigham Young on Free Schools

Brigham Young, a martyr to his faith, addressed the Salt Lake conference on the 11th of April last in the following manner. The text was Free Schools: "Education," he said, "renders a boy worthless. All our congressmen and governors of states are the spawn of free schools. These men never performed a days useful labor in their lives, and they would be far more valuable to the community if they would lay down their robes of office and go to work in the cornfield. Would you have your children grow maudlin and worthless? I had no schooling, yet God chose me for the most exalted position on earth. Your college professors, and men, cunning in

all the wisdom of Egyptians, often want a meal while I have laid up millions and can buy up every congressman, every reader, every editor and preacher in the country. Go away to your cornfields. I am opposed to free schools; and, understand me, although you come begging to me on your knees, I will not give one dollar to educate another mans child."

Governor Axtell

Hon. S. B. Axtell, the newly appointed governor of New Mexico, arrived this morning, pursuant to yesterday's announcement, and is a guest at the Exchange. His commission and oath were recorded at the Secretary's office this morning; acting Governor Kitch retiring and Governor Axtell assuming the executive duties.

Gov. Axtell is a gentleman of medium size, rather heavy build, about fifty five years of age and of apparently quiet, retired habits. He is manifestly intelligent, pleasant and entertaining in conversation and we believe will be counted a good Governor,—a governor for the people.

We bespeak for him a fair trial and in all good words and works it will always be a pleasure for the New Mexican to record due and ample credit.

Republican Convention

The Rio Arriba county republican convention was held at Camila yesterday presided over by Don Jose Paulo Gallegos of Abiquiu. Resolutions were adopted strongly endorsing Hon., S. B. Elkins, after which the following ticket was nominated:

For Probate Judge - Jose Pablo Gallegos
For Senator - Luis Clark
For Representatives - Jose Dionicio Vargas, Pedro Jose Gallegos
For County Clerk - Vicente Archuleta
For Sheriff - Jose Nemecio Lucero
For Treasurer - Juan Gallegos
For Coroner - Vicente Mestas
For School Commissioners - Jose Maria Chaves, Miguel Velasquez, Jose Miguel Ulibarri and Pelagio Ortiz

Mesilla Arrest

From the Mesilla News, we glean: On Sunday night July 18th, in a difficulty between Servulo Lujan and Pedro Carrera at Dona Ana, Lujan was cut in the hand with a knife; and some minutes afterwards Jose Molenado look part in the row and took the part of Pedro Carrera and finally Melenado jerked out a pistol and shot Lujan, the ball lodged in the body, and after about eight hours of great pain and suffering Lujan died, at 7 o'clock Monday morning July 19th. Molenado was arrested and brought before Justice Heinzleman of Las Cruces, and after a short preliminary examination was released from arrest. It is said this may not be the end of the affair. The reports are somewhat conflicting but we give the facts as we received them.

Army Movement

The Eighth Cavalry, which has for several years past been serving in Southern Colorado and New Mexico, will depart for Texas without delay, and relieve the Ninth regiment of cavalry now stationed on the lower Rio Grande. The movement can be made by detachments, either of companies or battalions, via Fort Bliss, Davis, Stockton, etc., unless there is some nearer and better route.

As the companies of the Eighth relieve those of the Ninth, the latter will be put in motion for New Mexico. The commanding generals of the Departments of Missouri and Texas will arrange any further details necessary for the movement.

Says the Pueblo (Colorado) Chieftain: Gen. Wesley Merritt, one of Sheridan's cavalry division commanders, is in the city, on his way to inspect the Eighth United States Cavalry, in New Mexico, previous to its departure for Texas. Gen. Merritt is Lieutenant Colonel of the Ninth United States Cavalry (colored) which takes the place of the Eighth in New Mexico. Our people will soon bare an opportunity to see what kind of soldiers the black race make.

SCOTLAND**Great Fire at Glasgow**

GLASGOW, July 28. Grant's cotton mills were destroyed by fire, today. Several girls and two firemen were severely burned. Three hundred employees effected an escape with difficulty. Loss \$500,000.

GERMANY**The Centennial**

BERLIN, July 28. Colonel Forney goes to St. Petersburg to induce Russia to participate in the Philadelphia exhibition. Baron Schloesser, German Ambassador to the United States will soon return to Washington.

**DR. C. McLANE'S
CELEBRATED
LIVER PILLS,
FOR THE CURE OF
LIVER COMPLAINTS,**

**DYSPEPSIA AND SICK HEADACHE
Symptoms of a Diseased Liver**

PAIN in the right side, under the edge of the ribs, increase on pressure; sometimes the pain is in the left side; the patient is rarely able to lie on the left side; sometimes the pain is felt under the shoulder blade, and it frequently extends to the top of the shoulder, and is sometimes mistaken for a rheumatism in the arm. The stomach is affected with loss of appetite and sickness; the bowels in general are costive, sometimes alternative with lax; the head is troubled with pain, accompanied with a dull, heavy sensation in the back part. There is generally a considerable loss of memory, accompanied with a painful sensation of having left undone something which ought to have been done. A slight, dry cough is sometimes an attendant. The patient complains of

weariness and debility; he is easily startled, his feet are cold or burning, and he complains of a prickly sensation of the skin; his spirits are low; and although he is satisfied that exercise would be beneficial to him, yet he can scarcely summon up fortitude enough to try it. In fact, he distrusts every remedy. Several of the above symptoms attend the disease, but cases have occurred where few of them existed, yet examination of the body, after death, has shown the LIVER to have been extensively deranged.

AGUE AND FEVER

DR. C. McLANE'S LIVER PILLS, in CASES OF AGUE and FEVER, when taken with Quinine, are productive of the most happy results. No better cathartic can be used, preparatory to or after taking Quinine. We would advise all who are afflicted with this disease to give them A FAIR TRIAL.

P. S. Dealers and Physicians ordering from others than Fleming Bros. will do well to write their orders distinctly and take none but Dr. C. M'Lane's Liver Pills, prepared by Fleming Bros., Pittsburgh, Pa, the market being full of base imitations. To those wishing to give them a trial, we will forward or mail. Post-paid, to any part of the United States; one box of pills for twelve three-cent postage stamps, or one vial of Vermifuge for fourteen three-cent stamps. All orders from Canada must be accompanied by twenty cents extra.

**DR. C. McLANE'S
VERMIFUGE**

Should be kept in every nursery. If you would have your children grow up healthy, strong, and ... give them a few doses of

**McLANE'S VERMIFUGE,
TO EXPEL THE WORMS**

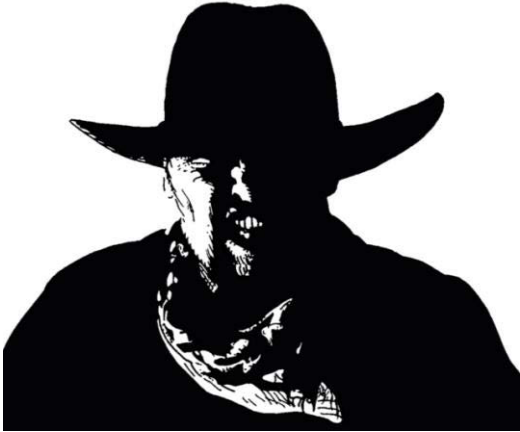
IN Florida, last week, two doctors undertook to kill a turtle and the local paper says: "The turtle was first liberally dosed with prussic acid, then beheaded, then completely disembowelled, but at last accounts was alive and doing as well as could be expected under the circumstances." Evidently they didn't half try. They should have treated it for some disease, and the odds are ten to one that the first prescription would have killed it.

**FRANKLIN LAWRENCE
INVITES ONE AND ALL TO THE
MAISON DE DIEU
FIRST TIME ATTENDEES
SHOW THIS PAPER AT THE DOOR
AND YOUR FIRST DRINK AND
YOUR FIRST SEX WILL BE FREE!
Saturday Nights Only!**

Don't miss this week's extravaganza. Our great benefactor is rumored to have something special in store for all participants. Doors open an 8 o'clock. Just show this advert to the big guy at the door and you shall receive your just rewards!

WANTED

\$5,000 REWARD

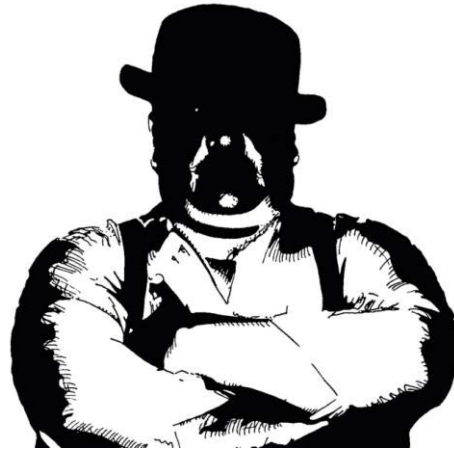


**HECTOR 'NEWT' NEWTON
DEAD OR ALIVE**

FOR THE UNPROVOKED MURDER
OF WOMEN AND INNOCENTS.

WANTED

\$3,000 REWARD



**JOHN GRANT
DEAD OR ALIVE**

FOR THE ROBBERY OF THE FIRST NATIONAL
BANKS OF BOTH TEXAS AND COLORADO

A SADISTIC KILLER WITH NO REGARD
FOR THE LIVES OF OTHERS
APPROACH WITH CAUTION

WANTED

\$2,000 REWARD



RODRIGO 'RATTLESNAKE' RAMIREZ

A WELL KNOWN PERFDIOUS HORSE THIEF
IN ARIZONA NEW MEXICO,
TEXAS AND MEXICO

WANTED

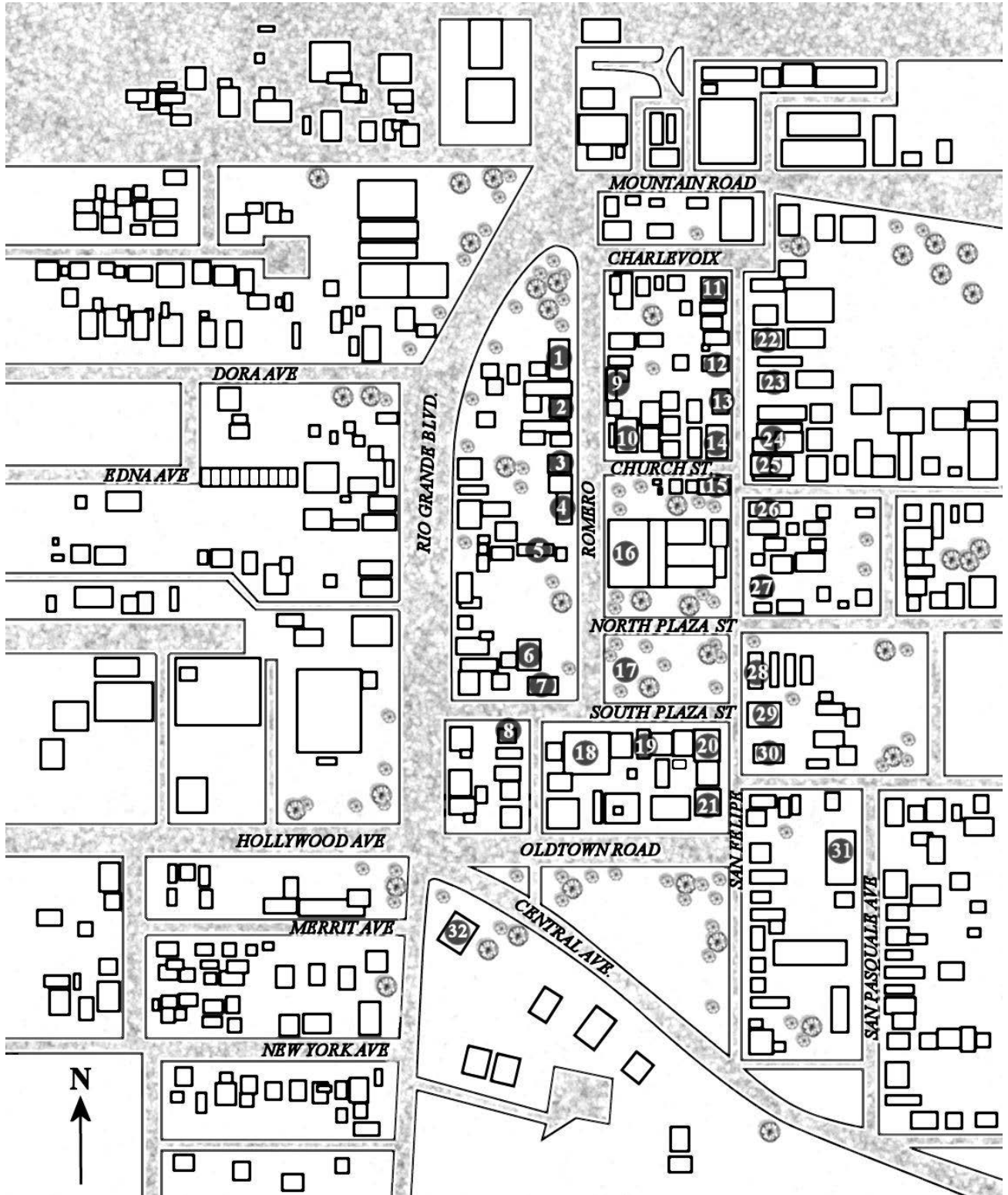
\$1,000 REWARD



JOSEPHINE ANGEL

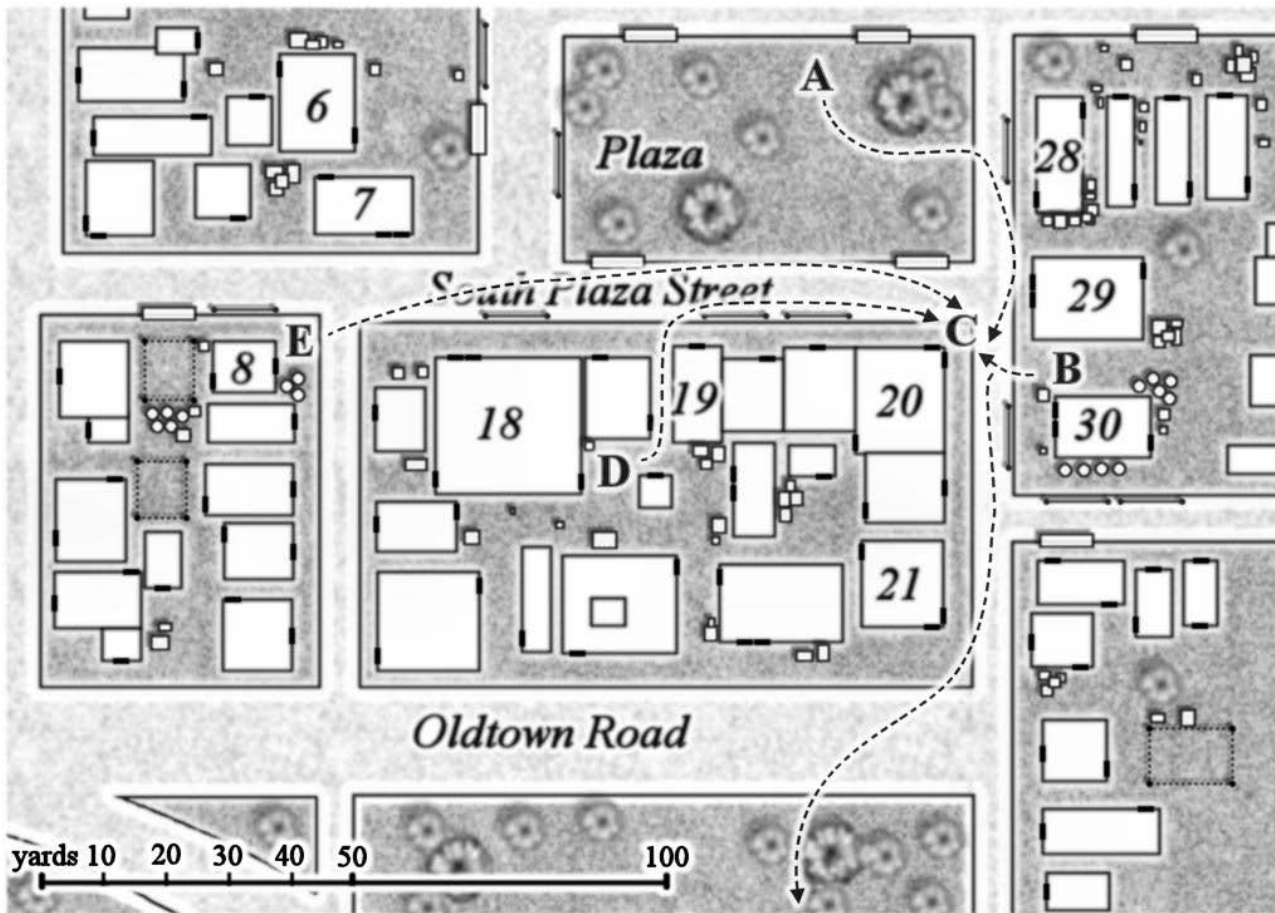
aka JOJO aka RED
WANTED FOR REPETITIVE PETTY THEFTS
OVER THREE STATES, CUTTING ONE MAN
AND RELIEVING ANOTHER OF HIS MANHOOD

MAPS - ALBUQUERQUE



- | | | | |
|------------------|---------------------------|--------------------------------|----------------------------------|
| 1. General Store | 9. Casa Grande Restaurant | 17. Plaza | 25. Town Hall |
| 2. Bakery | 10. Theatre | 18. Mayor's Office | 26. Christo Hotel |
| 3. Tailors | 11. Print House | 19. Sheriff's Office | 27. Maria Teresa Restaurant |
| 4. Drugstore | 12. Gun Shop | 20. First National Bank | 28. Centennial Hotel |
| 5. Laundry | 13. Jailhouse | 21. Lawyers | 29. Bernalillo County Courthouse |
| 6. Doctor | 14. Rio Grande Stage | 22. Casa de Fiesta Restaurant | 30. High Noon Saloon |
| 7. Barber | 15. San Felipe School | 23. Butcher | 31. The Springer House (brothel) |
| 8. Cactus Saloon | 16. San Felipe Church | 24. Post Office | 32. Wells Fargo |

ALBUQUERQUE BANK RAID



The gang enters town in small groups, they are all initially disguised as Mexican farmers wearing sombreros and ponchos. The ponchos are used to conceal the gang's weaponry.

TwoTombs and 6 others use the space behind the Sheriff's and the Mayor's office to stash their horses at point **D**.

Two Mexicans pull up outside the Cactus Saloon at point **E** and watch the South Plaza Street.

One Mexican and an Apache dressed as a Mexican stop at point **A** near a water trough in the Plaza. They watch the Plaza and San Felipe road.

Two more Mexicans take up position beside the High Noon Saloon at point **B** and watch the San Felipe road and the bank's entrance.

TwoTombs takes 5 of the gang, 3 Mexicans and 2 Apache, with him into the Bank, leaving an Apache to tend to the horses and bring them when they are needed.

When the church bell starts to chime High Noon at 12 o'clock the two groups at **D** and **E** start to make their way towards the bank at point **C**.

By the time the bell strikes its last chime, the **D** and **E** groups are coming up on the bank's entrance.

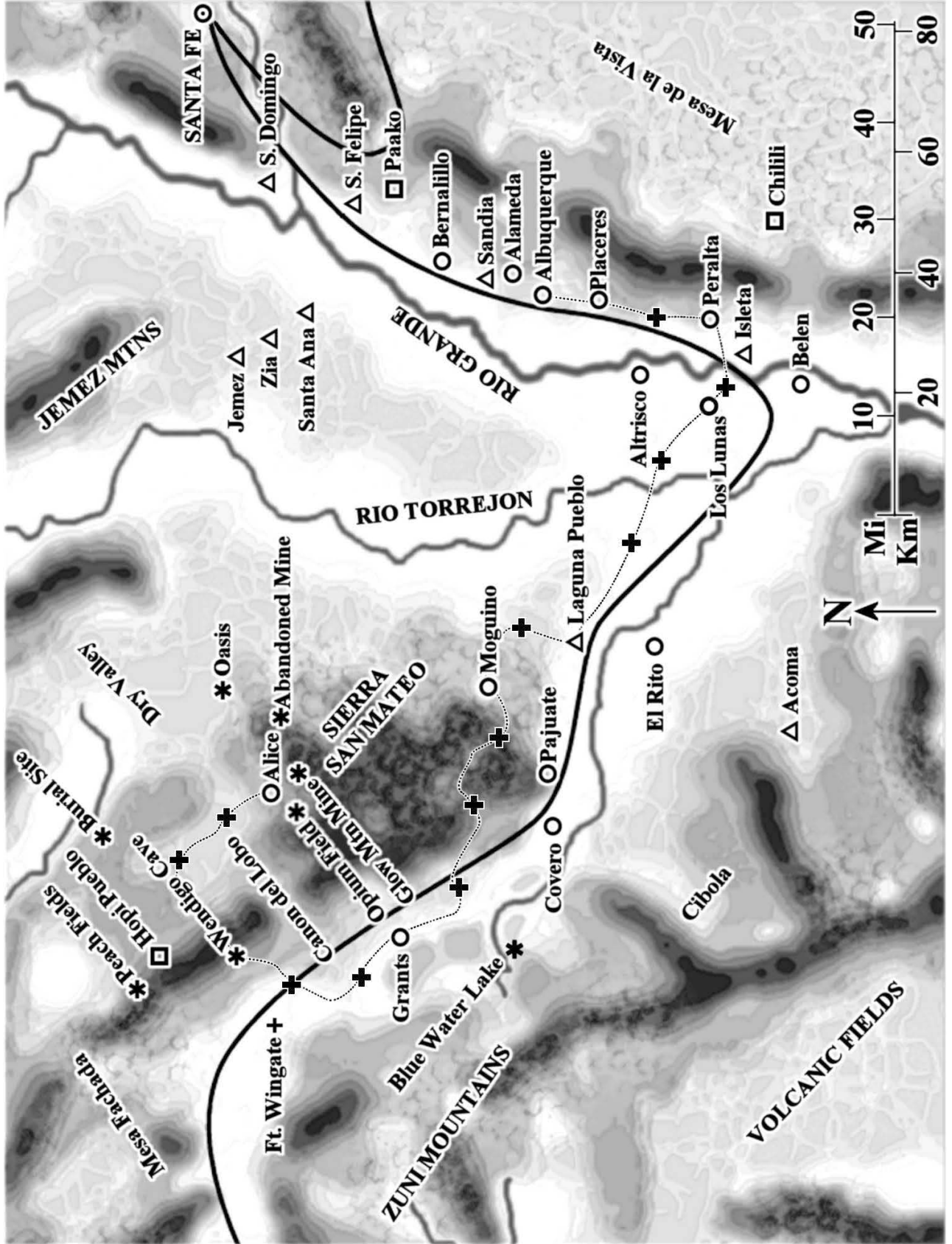
Groups **A** and **B** pull out their guns and start to shoot wildly, sometimes at people, and shout. Apache reveal themselves by casting aside their disguise and whooping. At this point it is not the gang's intention to specifically kill people just to spread fear and panic among anybody in the area and to distract people as to what is going on in the bank.

This commotion is also linked to the actual bank raid as TwoTombs threatens the bank teller and makes a grab for the box that he is interested in. Other gang members in the bank rob anyone else in there and the bank of more usual cash and valuables.

Once the bank is robbed the gang converges on point **C** where there are now 6 spare horses providing cover for the robbers. **A**, **B** and **E** groups offer covering fire and will single out anyone that isn't running for cover as the gang quickly gets mobile.

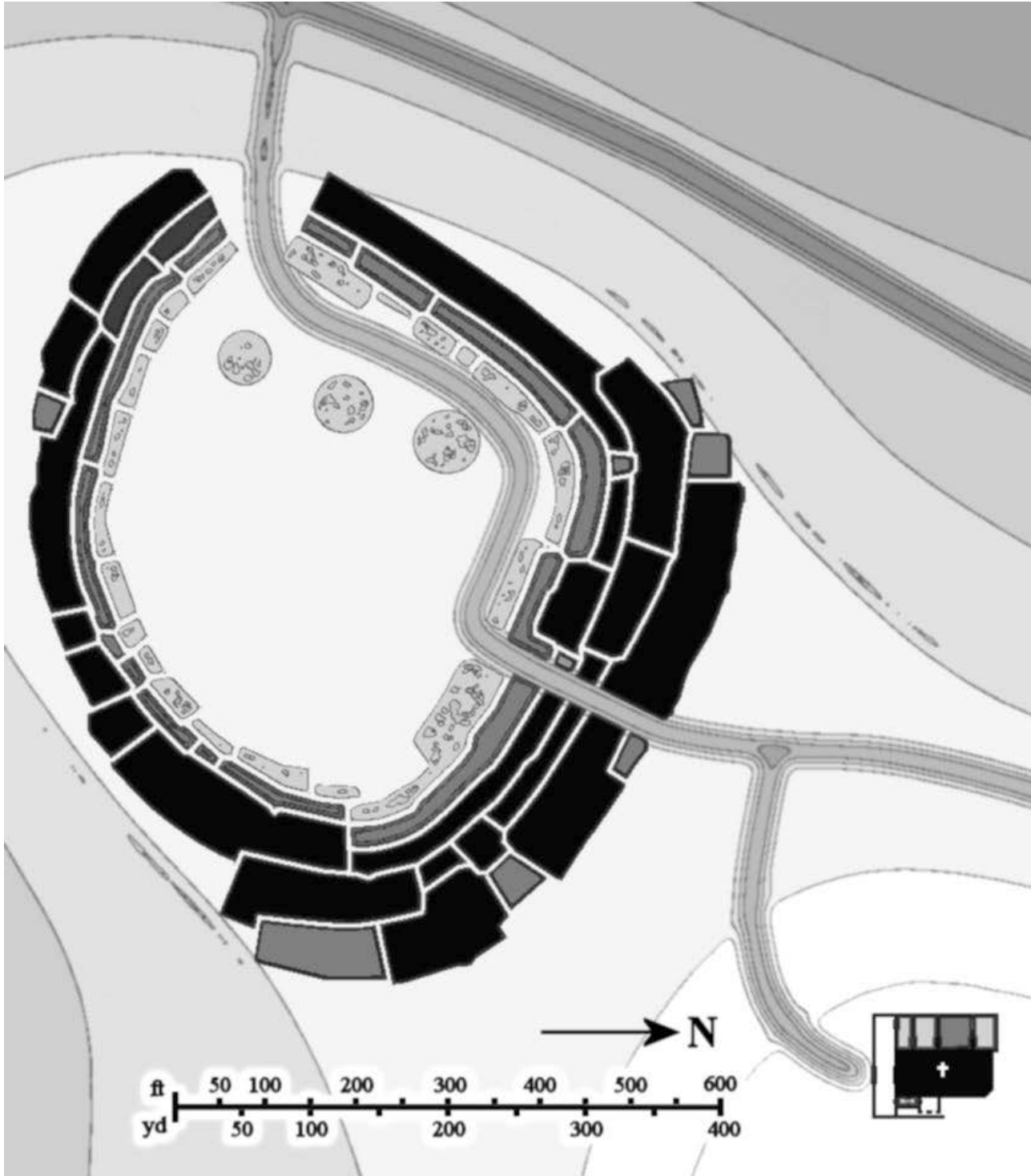
The gang charges South down San Felipe, across the open ground and across Central Avenue before heading for the south bound road. They are now on the run.

SCENARIO MAP



Potential Random Encounters marked with + Dotted line represents TwoTombs's route.

LAGUNA PUEBLO



- One or Two floor building
- Two or Three floor building
- Three or Four floor building
- Kiva

North →

All Pueblos are constructed from adobe bricks, stone and other local materials. They are usually built around a central plaza and surrounded by tenced fields. The pueblo is a good, naturally defensible structure. Multi story apartments present a warren of interconnected, multifunction, private and communal rooms. Most apartments have windows that either face in towards the plaza or face outwards. Entrances are usually through the roofs of the buildings.

MOGUINO PUEBLO

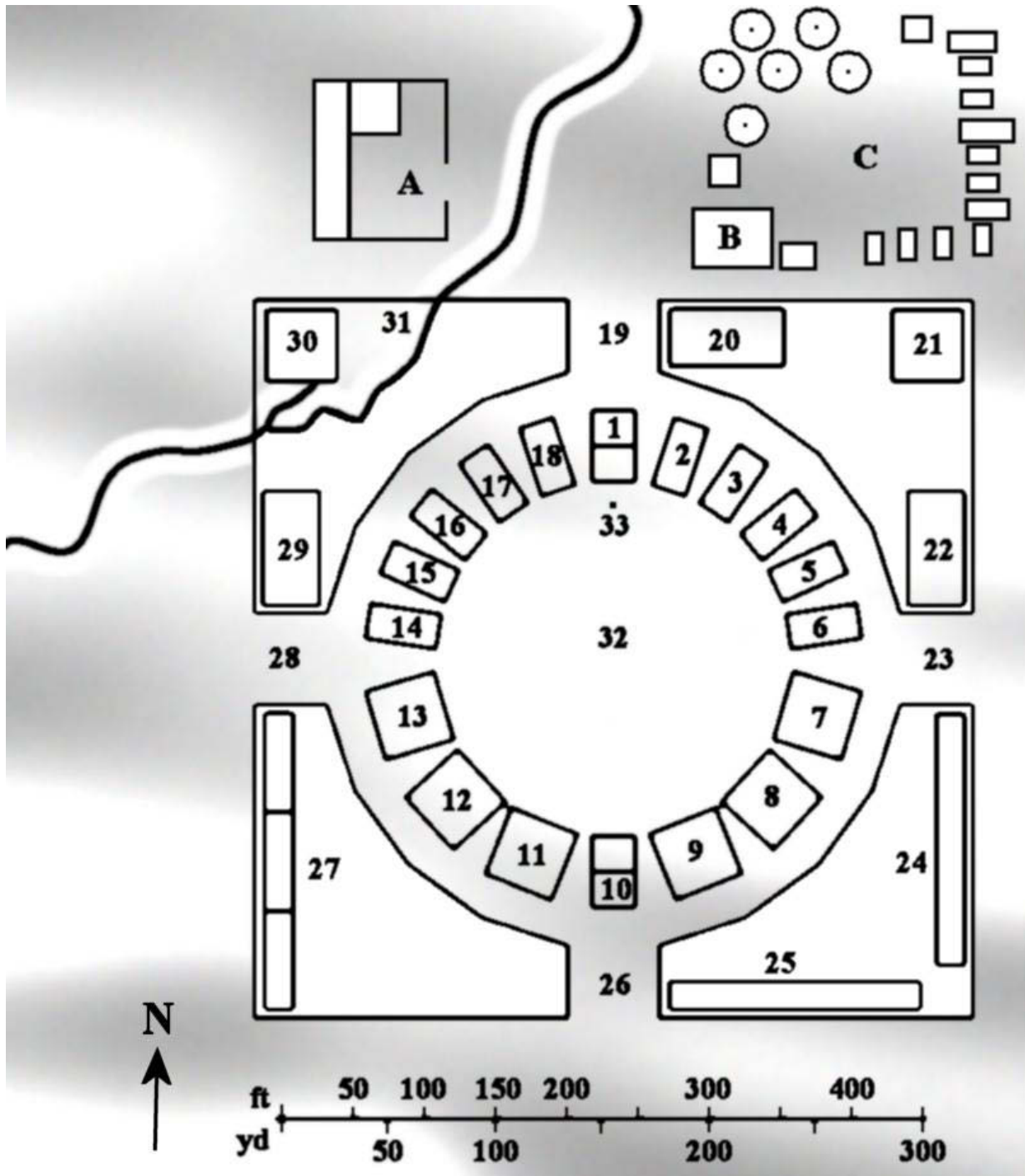


Use Laguna Pueblo key

Y - Yates, dotted line represents where Yates has crawled since shoot out.

Corpses: R - Romany, M - Mexican, A - Apache

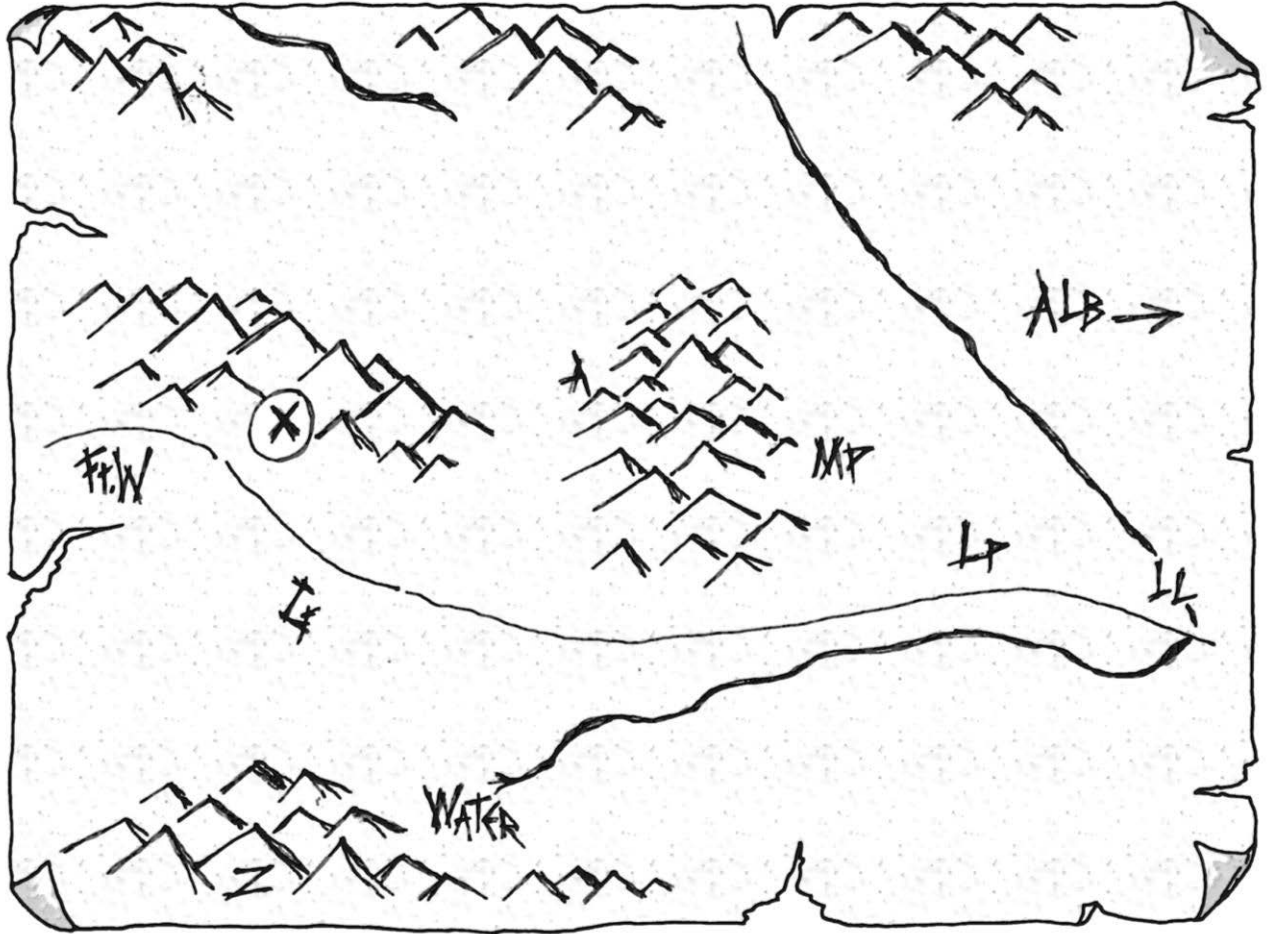
FORT WINGATE



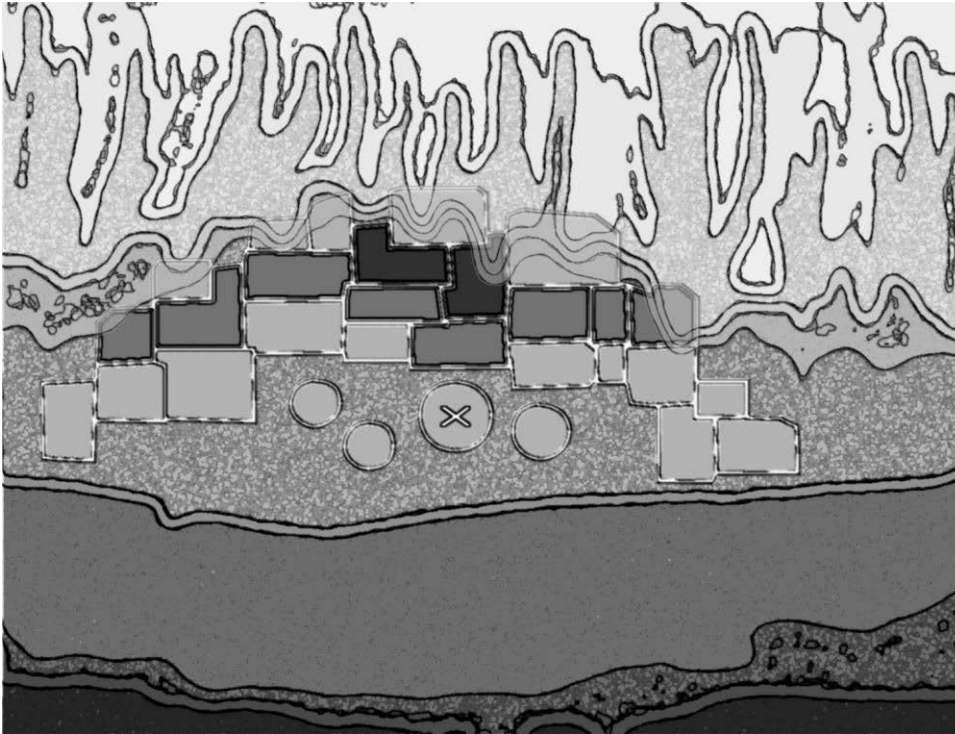
- A Stage Post
- B Post Office
- C Traders Tents

- | | | |
|---------------------------|----------------------------|-------------------|
| 1. Commanders Quarters | 15 – 18. Officers Quarters | 26. Sally Port |
| 2 – 6. Officers Quarters | 19. Sally Port | 27. Barracks |
| 7 – 9. Company Quarters | 20. Trader Store | 28. Sally Port |
| 10. Guardhouse | 21. Hospital | 29. Chapel |
| 11. Company Quarters | 22. Sutlers Store | 30. Launderess |
| 12. Company Quarters | 23. Sally Port | 31. Stream |
| 13. Commissary Storehouse | 24. Cavalry Stables | 32. Parade Ground |
| 14. Chaplains Quarters | 25. Cavalry Stables | 33. Flag Pole |

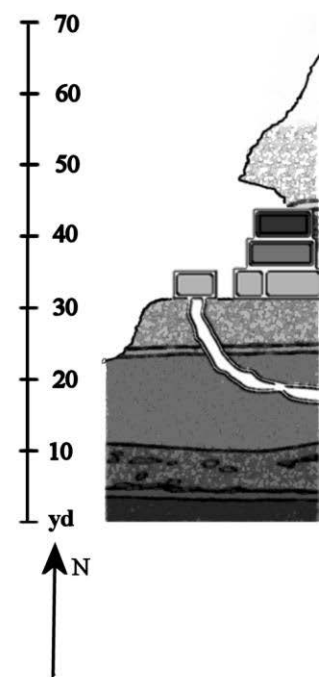
RENDEZVOUS POINT



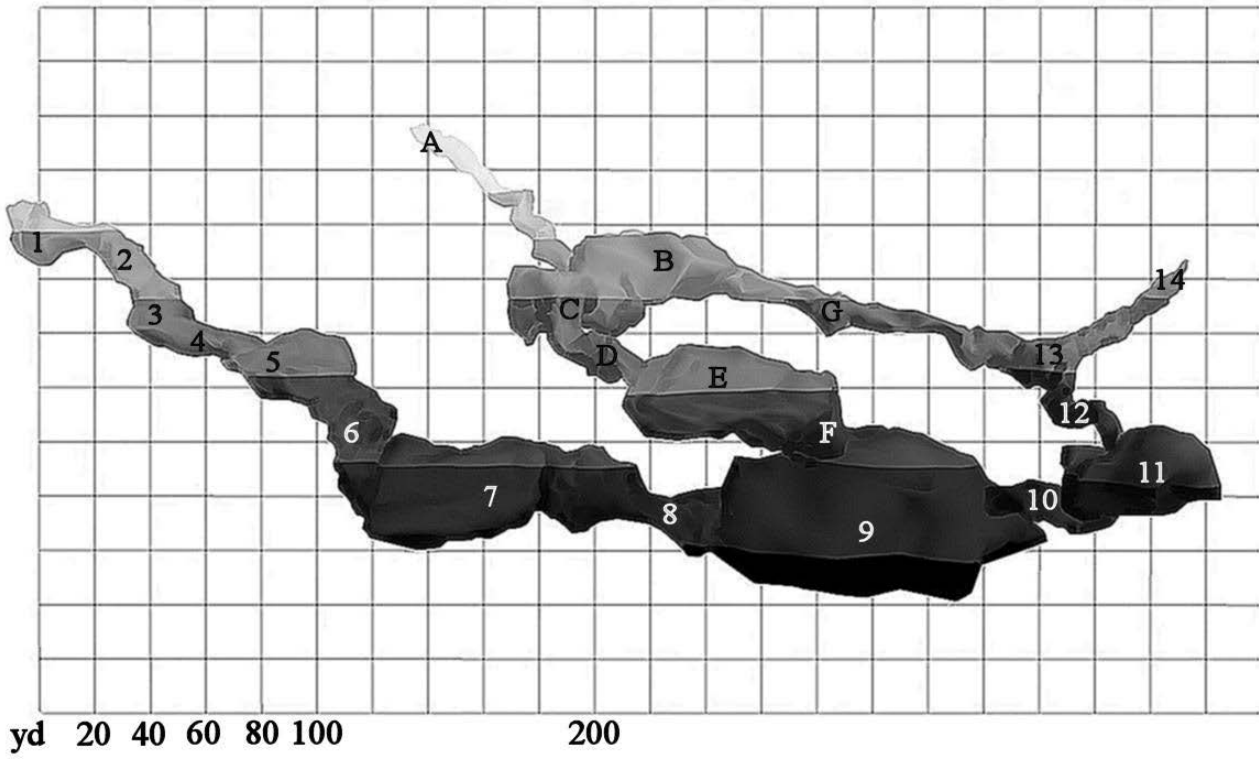
WENDIGO PUEBLO



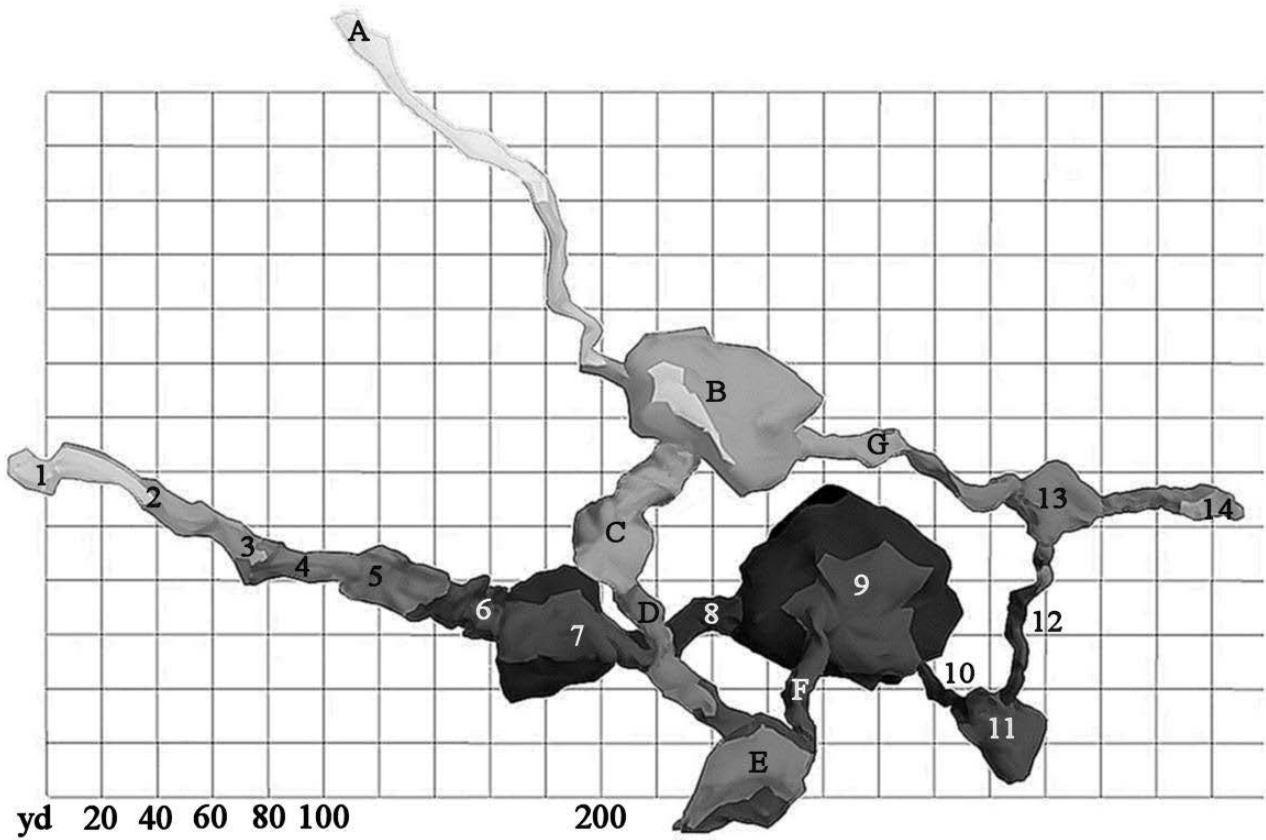
Side View



WENDIGO CAVES

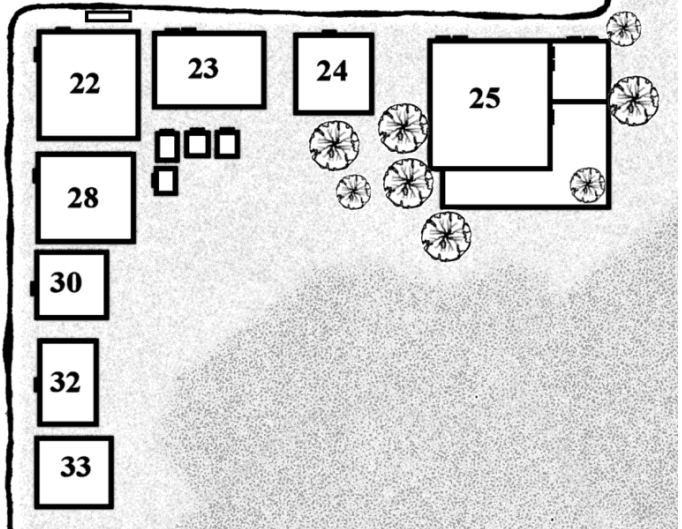
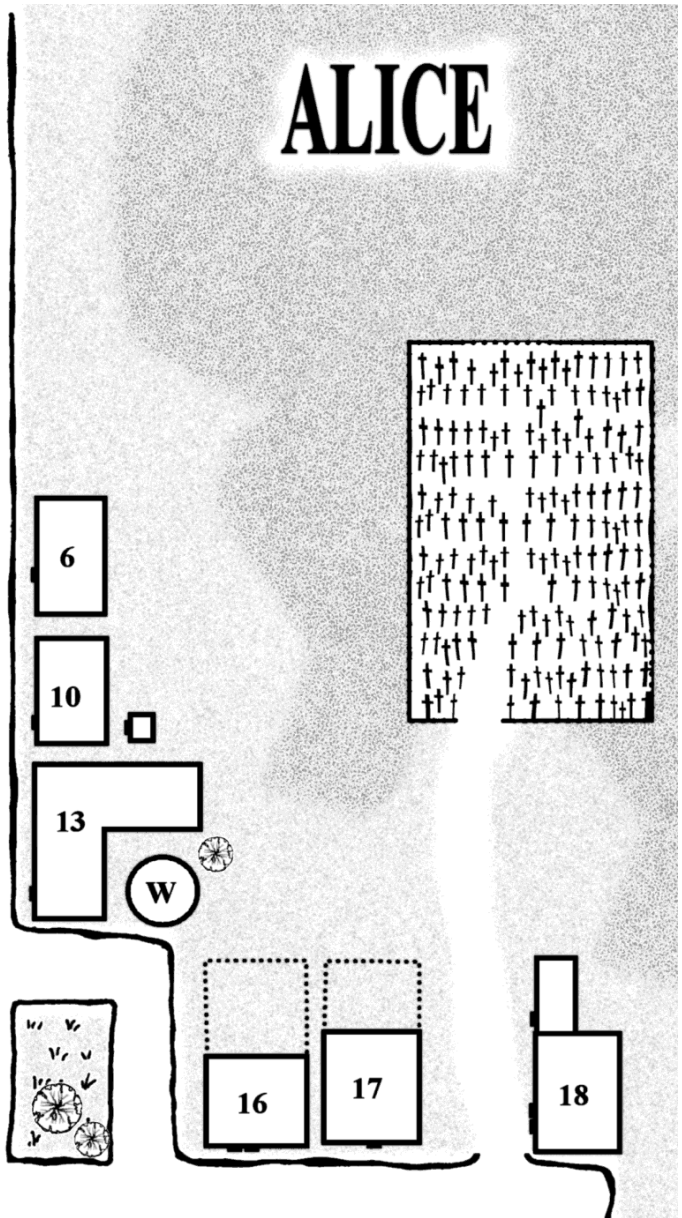
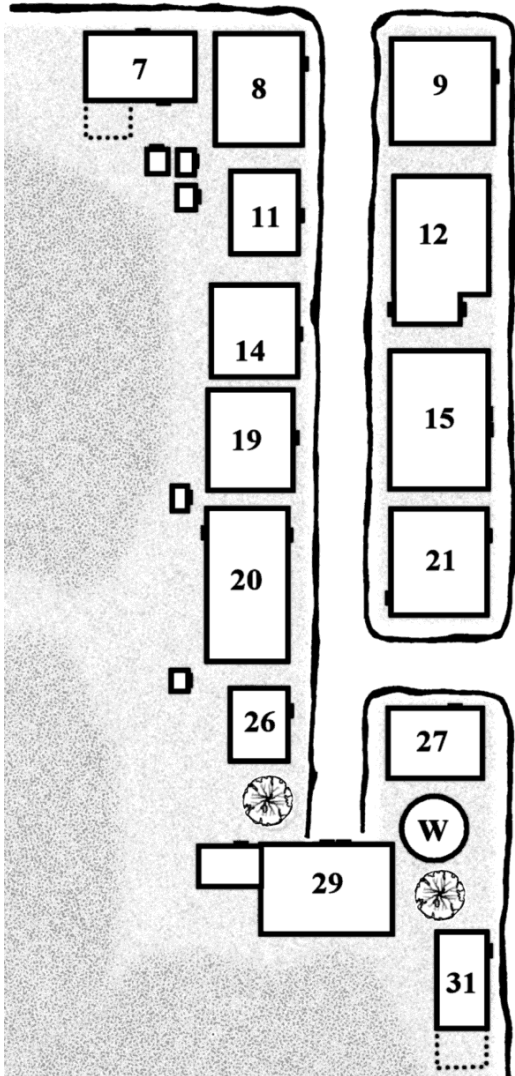
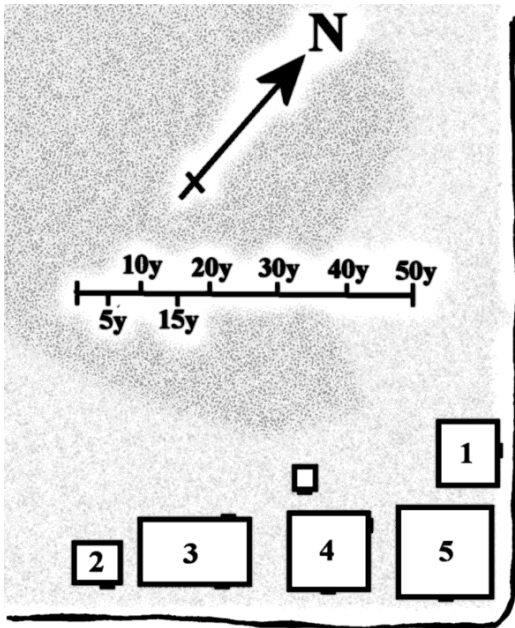


Wendigo Tunnels Side View

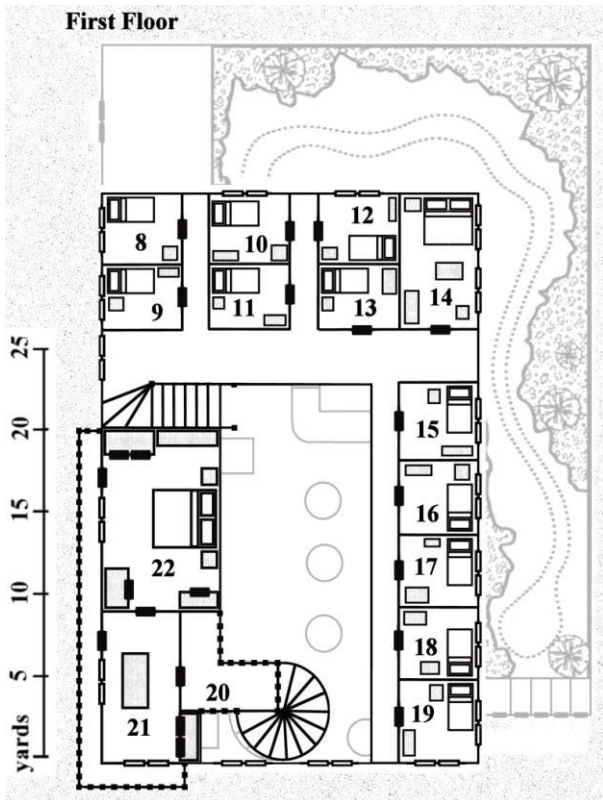
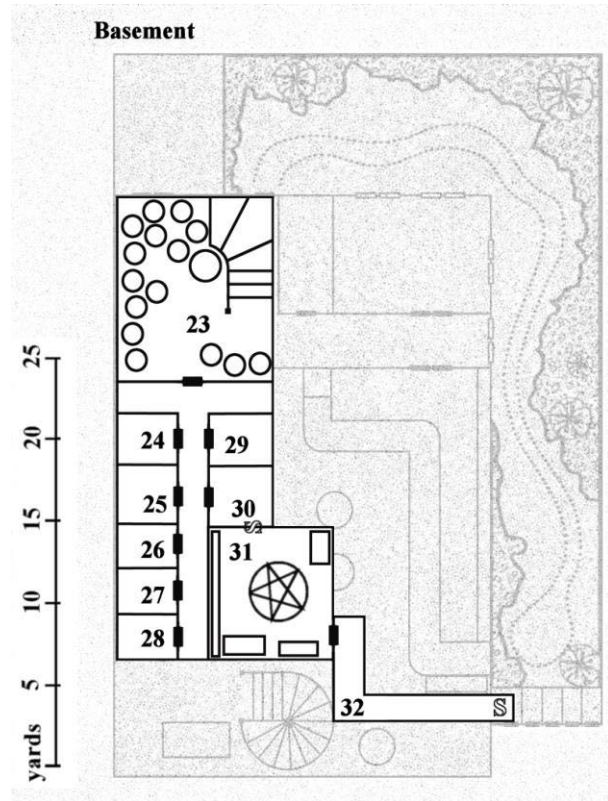
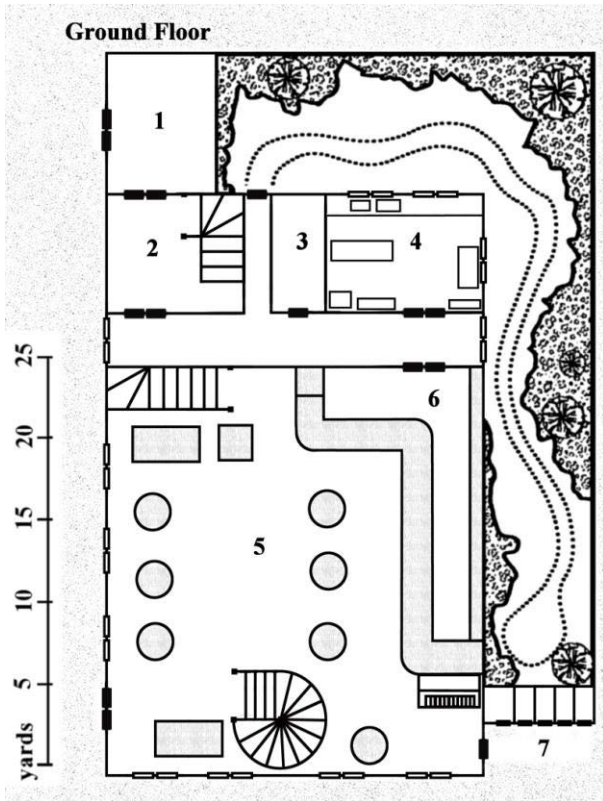


Wendigo Tunnels Top View

TOWN OF ALICE




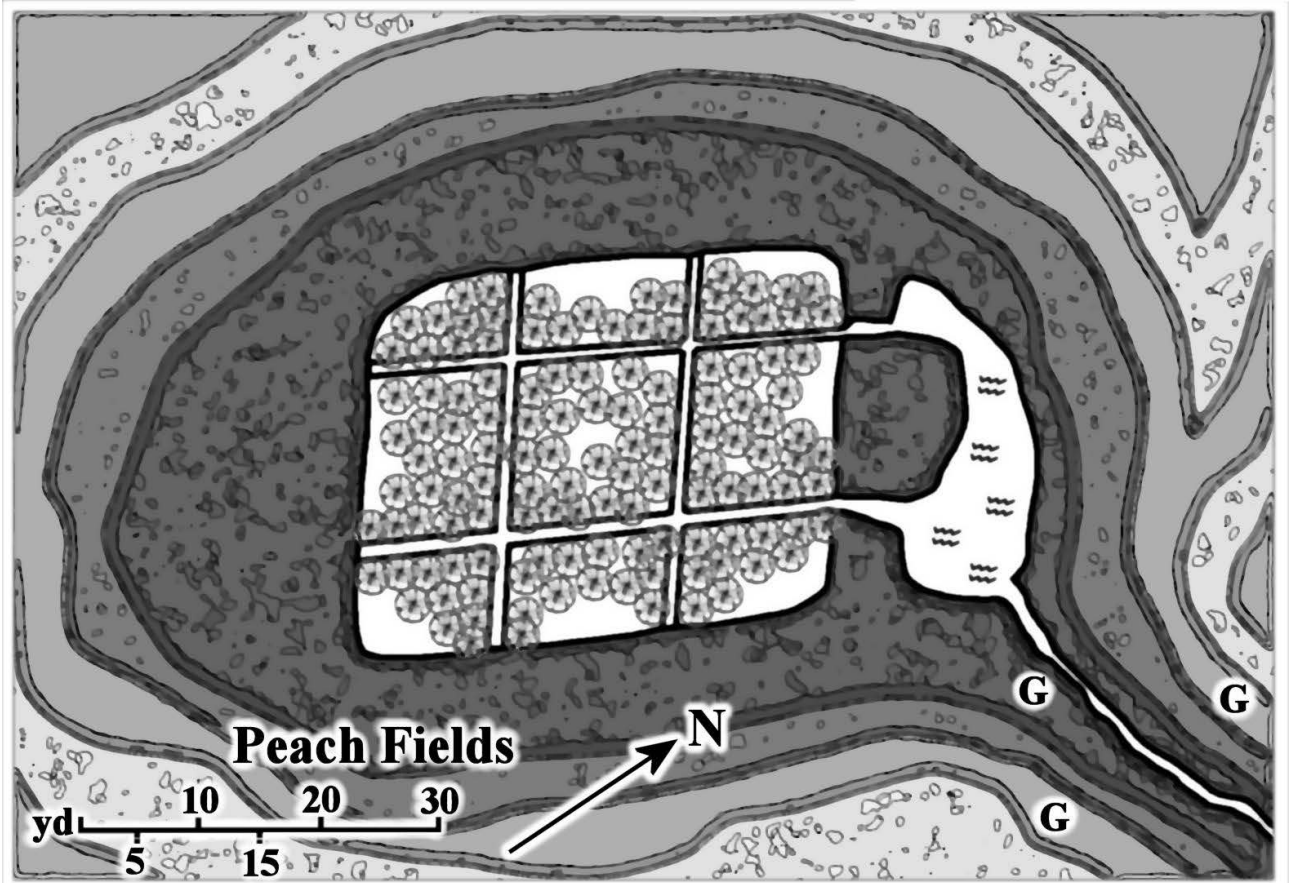
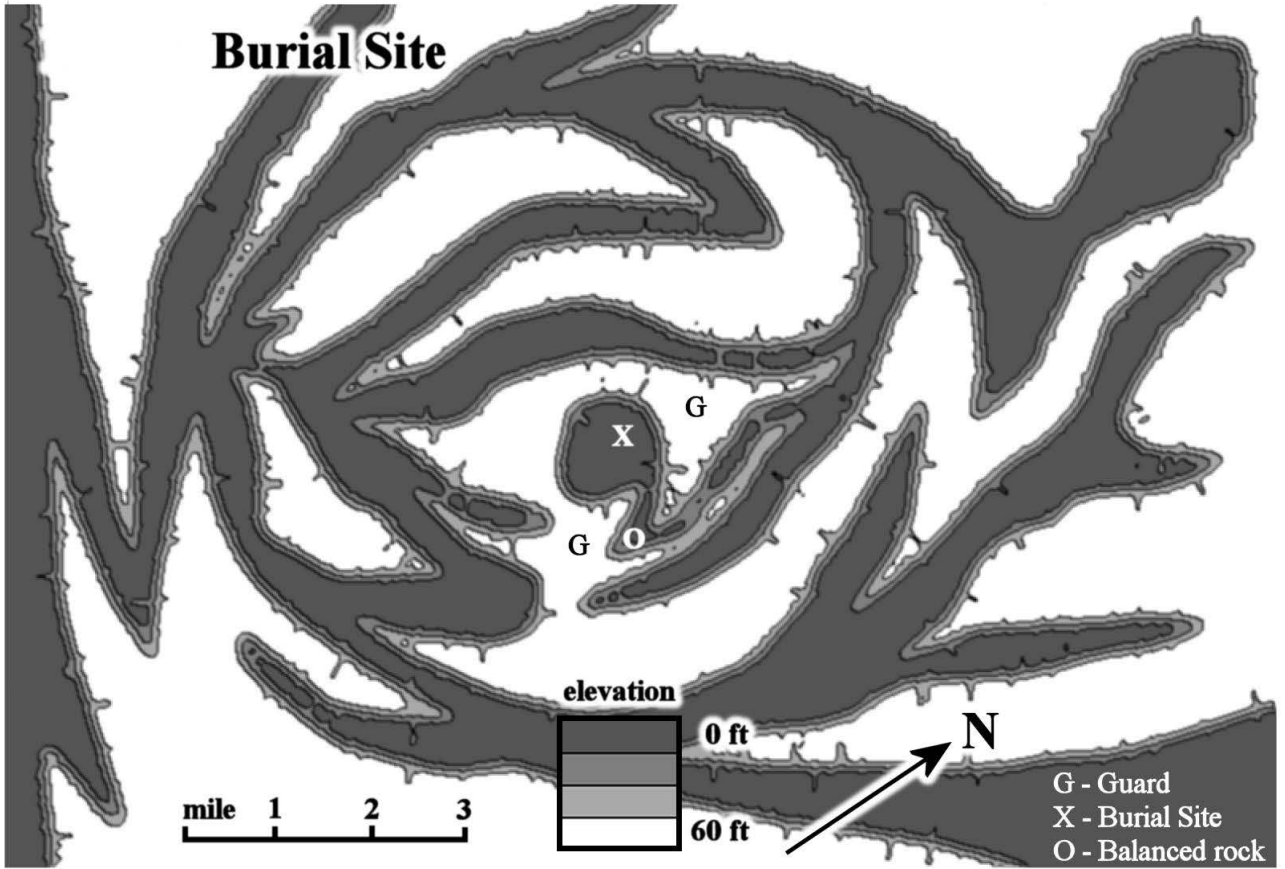
MAISON DE DIEU

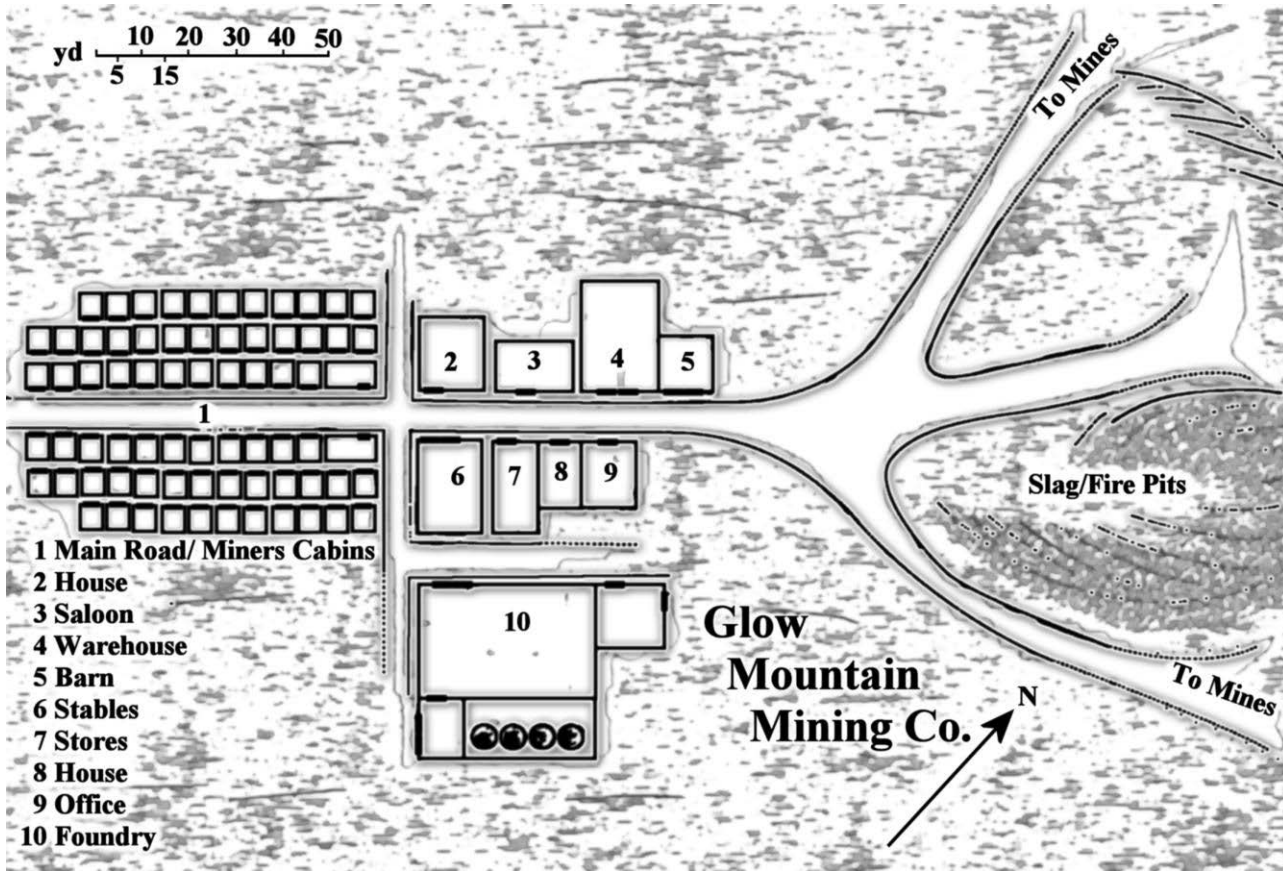


- | | | | |
|------|-------------------|-------|-----------------|
| 1 | Delivery Entrance | 15-19 | Single Rooms |
| 2 | Storage | 20 | Private Balcony |
| 3 | Larder | 21 | Office |
| 4 | Kitchen | 22 | Private Room |
| 5 | Main Saloon | 23 | Barrel Store |
| 6 | Bar | 24-30 | Secure Rooms |
| 7 | Sinks | 31 | Summoning Room |
| 8-13 | Single Rooms | 32 | Escape Tunnel |
| 14 | Double Room | | |

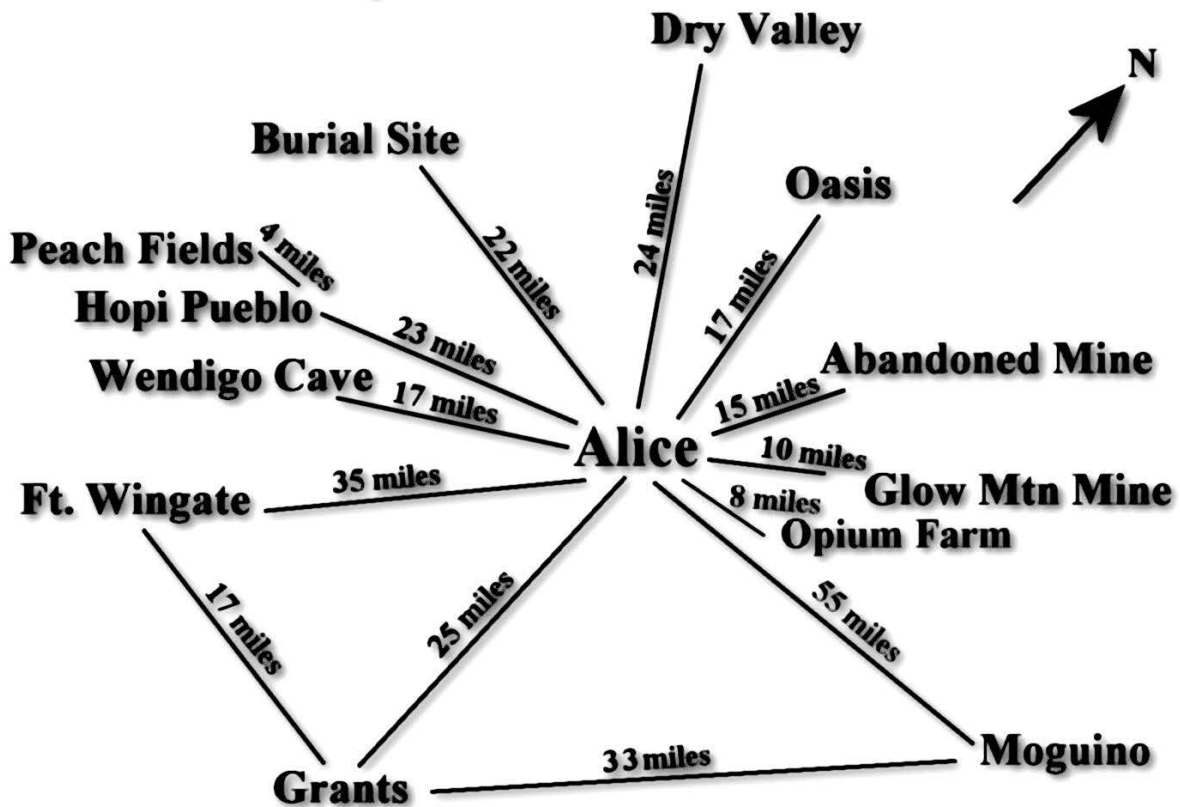
KEY TO LOCATIONS

- S** Secret Door
-  Door
-  Window
-  Railings
-  Tree
- W** Water Tower
-  Water

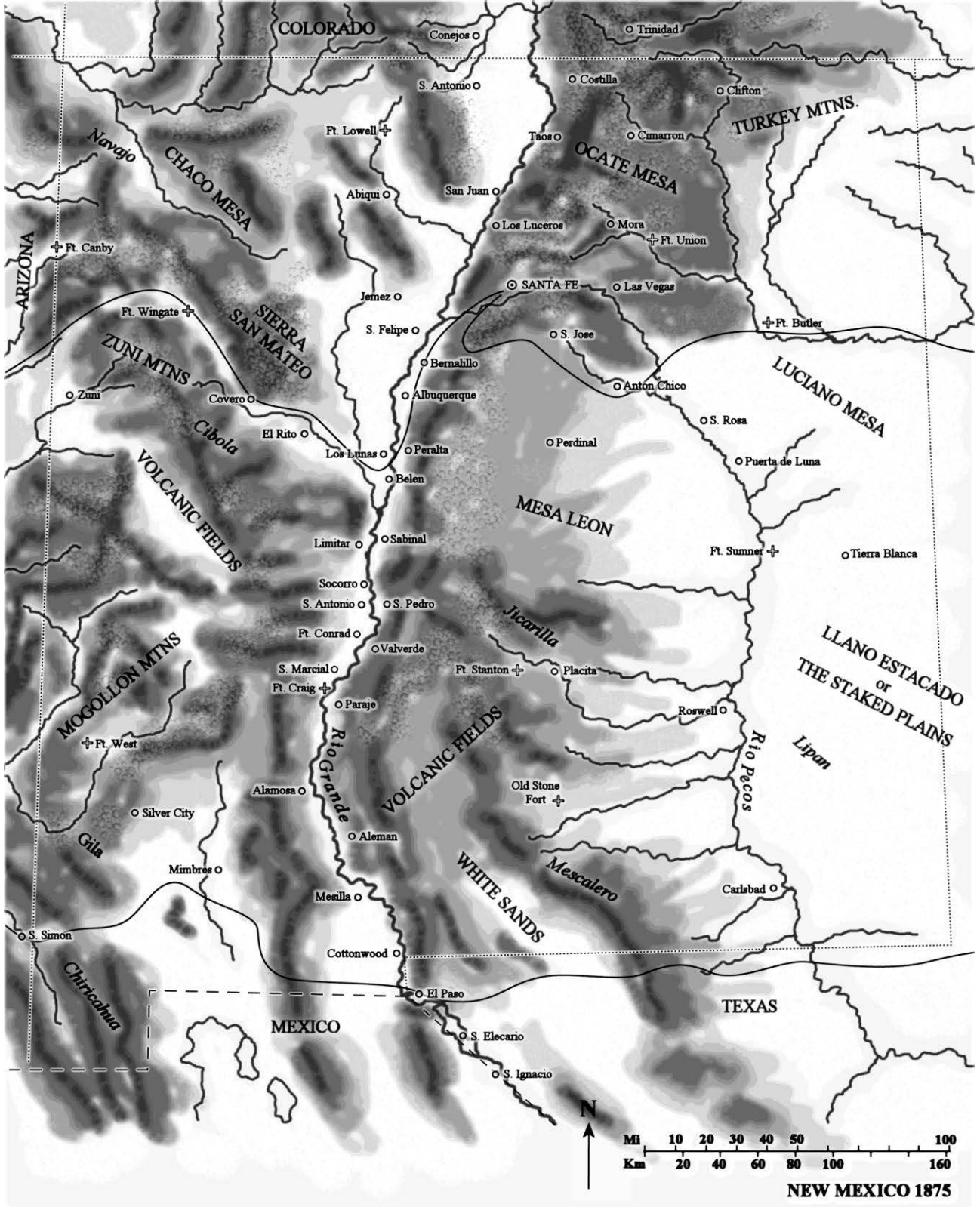





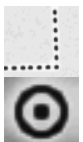







Distance Map

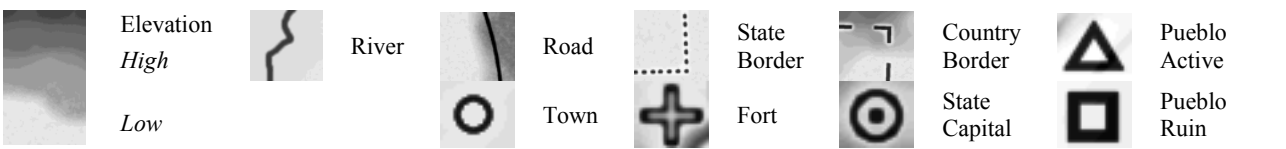
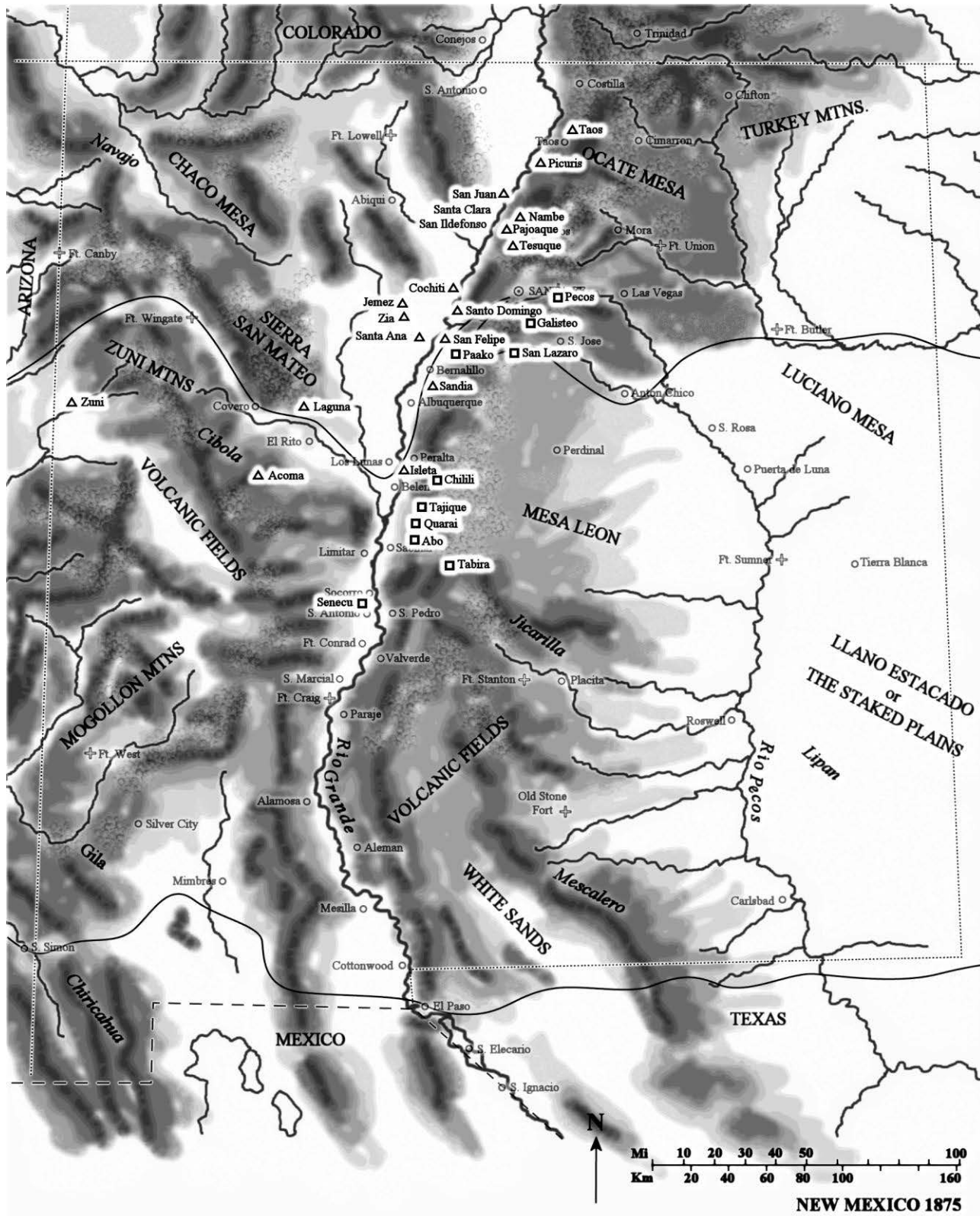


NEW MEXICO PLAYERS MAP

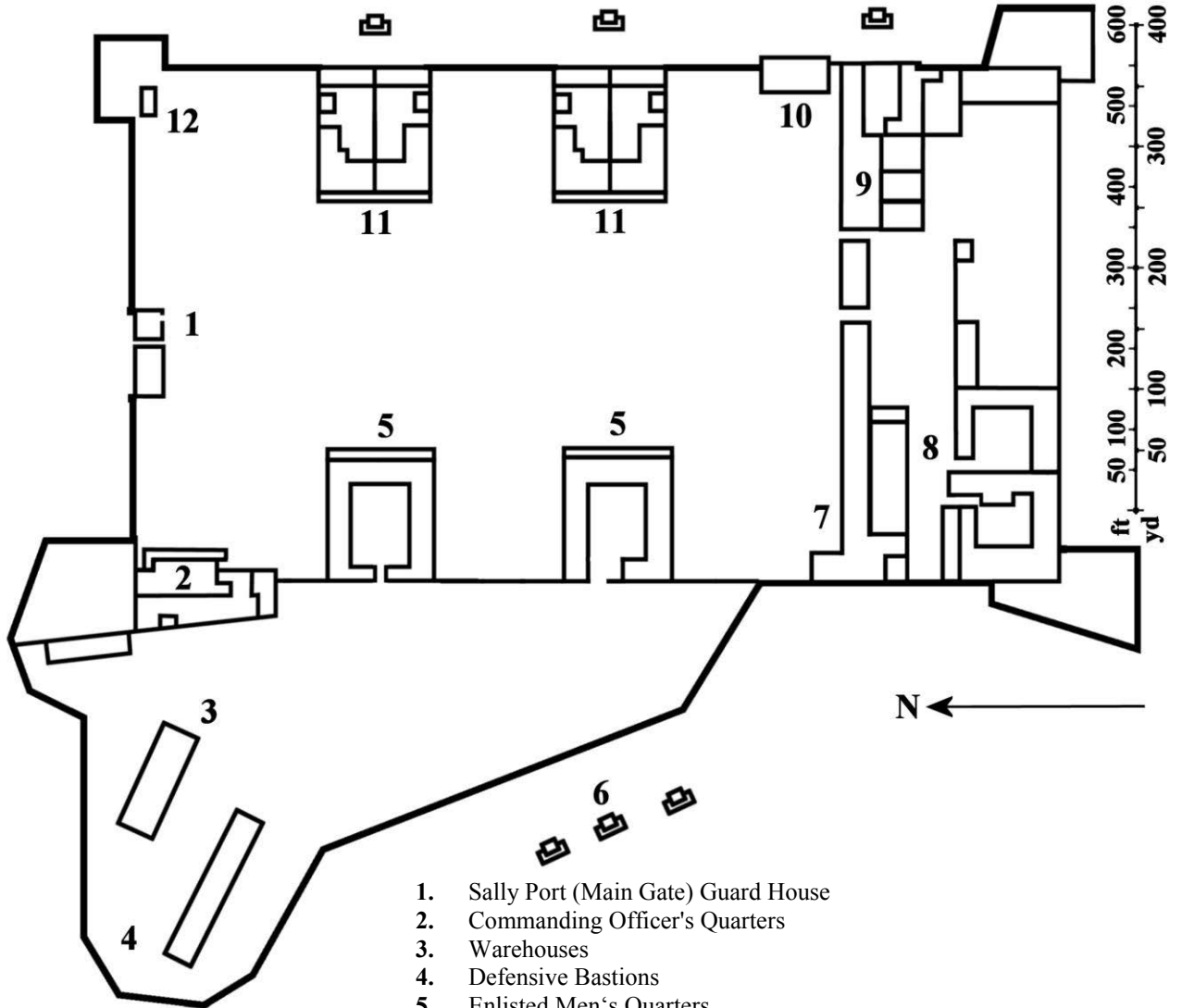


	Elevation <i>High</i>		River		Road		State Border		Country Border
	<i>Low</i>		Town		Fort		State Capital		

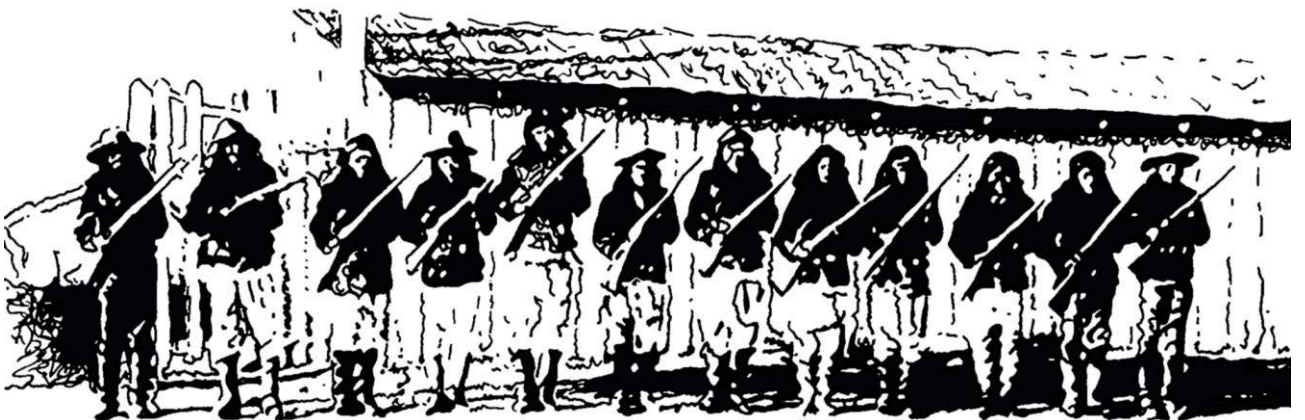
NEW MEXICO MASTERS MAP



FORT CRAIG



1. Sally Port (Main Gate) Guard House
2. Commanding Officer's Quarters
3. Warehouses
4. Defensive Bastions
5. Enlisted Men's Quarters
6. Sinks (Latrines)
7. Quartermaster Stores, Sutler Store, Offices, Workshops
8. Corrals
9. Married Soldier's Quarters, Laundress, Offices
10. Hospital
11. Officer Quarters
12. Adjutant's Office



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- * Apache Devil - Edgar Rice Burroughs
- * Book of the Hopi – Frank Waters
- * Deadman’s Road - Joe R Lansdale
- * Geronimo: My Life – Geronimo
- * The War Chief - Edgar Rice Burroughs
- 500 Nations – Alvin M Josephy Jr
- A Guide to Zuni Katsina Dolls – Kent McManis
- A History of the Indians of the United States – Angie Debo
- A Study of Pueblo Architecture - Victor Mindeleff and Cosmos Mindeleff
- American Indian Myths and Legends – Erdoes and Ortiz
- Concise Encyclopedia of the American Indian – Bruce Grant
- Dance Hall of the Dead – Tony Hillerman
- Deadman’s hand – Nancy A Collins
- Forts of the American Frontier 1820-91 – Ron Field
- Four Corners – Julian Smith
- Hidden New Mexico – Richard Harris
- Indian Villages of the Southwest – Buddy Mays
- Kachina – Spirit Beings of the Zuni – Avanyu Publishing
- Kachina tales from the Indian Pueblos – Gene Meany Hodge
- Longknives – Kurt Hamilton Cox & John P Langellier
- Mammoth Book of Native Americans – Jon E Lewis
- The Apache and Navajos – Craig and Katherine Doherty
- The Mescalero Apache – C L Sonnichsen
- The US Cavalry 1865-1890 – Antonio Mayoralas
- US Cavalry on the Plains 1850-90 – Philip Katcher

Movie

- * Ravenous – 1999
- Koyaanisqatsi - 1982

* *Recommended*

It's lonely being a cannibal. Tough making friends...



INDEX

Albuquerque.....10	Mudhead.....39	Animal Companion.....46	Scorpions.....25
Anasazi.....5	Nata-Aska.....42	Animate.....46	Seer.....44
Ancient History.....5	Siyangephoya.....39	Blessing.....46	Sheep.....26
Animals.....22	Soyok Wuhti.....43	Corruption.....46	Skills.....50
Apache.....7	Tawa.....39	Fertility.....46	Craft, Flintknapping...50
Arizona Coral Snake.....28	Toho.....39	Flint Wings.....47	Knowledge, Animals..50
Bark Scorpion.....25	Uhepono.....43	Goading.....47	Knowledge, Plants.....50
Bibliography.....128	Wiharu.....42	Manifest.....47	Prophecy.....50
Bighorn.....26	Kachina Cult.....32	Mongko.....47	Small Critters.....48
Billy The Kid.....12	Anktioni.....33	Refraction.....47	Snakes.....27
Black Widow.....29	Buffalo Dance.....33	Rejuvenation.....48	Society Priest.....45
Blacktailed Rattler.....28	Butterfly Dance.....34	Swallowing.....48	Southern Rocky Mountains
Blizzard.....20	Flute Dance.....34	Withering.....4817
Brown Recluse.....29	Flute Society.....35	Peccary.....22	Spiders.....29
Cattle Wars.....10	Kachina Societies.....35	Platygonus.....23	Spirit Possession.....48
Chihuahuan Desert.....19	Mamrawt.....34	Power of Four.....86	Spot Rules.....48
Chupacabra.....30	Niman.....34	Praire Rattler.....28	Storm.....20
Churro.....26	Powamuya.....33	Pronghorn.....23	Striped Back Scorpion...25
Civil War.....9	Singer Society.....35	Pueblo.....13	Tarantula.....29
Clans of Hopi.....90	Snake-Antelope Dance34	Puebloan.....5	The American Influence...9
Colorado Plateau.....16	Snake-Antelope Society	Rabbits & Hares.....24	The Land.....15
Comanchero.....4435	Recent History.....8	The People.....5
Desert Cottontail.....24	Soyala.....33	Religion.....32	The Spanish Campaign.....8
Diamondback.....28	Wuwuchim.....33	Ridegnose Rattler.....28	Three Sisters.....85
Drought.....20	Wuwuchim Society.....35	Rio Grande Rift.....15	Two-Hearts.....89
Dwellings.....13	Kit Carson.....11	Rock Rattler.....28	Venoms.....48
Exploitation.....21	Kiva.....13	Scenario.....56	Cytotoxic.....49
Extraordinary People.....11	Maps.....113	Antagonists & Victims98	Haemotoxic.....49
Flash Flood.....20	Alb. Bank Raid.....114	Cast of Characters.....58	Neurotoxic.....49
Forts.....14	Albuquerque.....113	Chapter 1.....59	Weapons.....51
Gila Monster.....22	Distance Map.....124	Chapter 2.....67	Ancient.....51
Great Plains.....18	Fort Craig.....127	Chapter 3.....71	Obsidian.....51
Hogan.....13	Fort Wingate.....118	Chapter 4.....90	Arrows.....51
Incident at Alice.....55	Glow Mtn Mine.....124	Epilogue.....91	Axes.....51
Indian Wars.....10	Maison de Dieu.....122	Extended Play.....92	Knives.....51
Inhospitable Environments	Players Map.....125	Human Encounters.....94	Macuahuitl.....51
.....21	Pueblo Laguna.....116	Inside Town.....74	Spears.....51
Jackrabbit.....24	Pueblo Moguino.....117	Introduction.....56	Rabbit Stick.....52
Javelina.....23	Pueblo Wendigo.....119	Motivations.....93	Yucca Whip.....52
Kachina.....36	Rendezvous Point.....119	Prologue.....56	Modern.....52
Achiyalatopa.....40	Scenario Map.....115	Props.....107	Artillery.....52
Aholá.....36	Wendigo Caves.....120	Alice's Prophecies109	Field Gun.....52
Atahsaia.....40	Massasauga.....28	Breaking Blade.....107	Howitzer.....53
Awanyu.....37	Mesa And Plains.....17	Collection Bowl...107	Colt Frontier.....53
He'e'e.....37	Mogollon Monster.....31	Effects of Opium..110	Hawken.....54
Ka' Toya.....41	Mogollon Rim.....18	Haunted Locket...108	Winchester 1873...54
Kachin' Mana.....37	Mojave Rattler.....28	Letter to Alice.....108	Weather Patterns.....20
Kokopelli.....38	Mythical Creatures.....30	Star of Alice.....111	Wickiup.....13
Koshari.....41	Navajo.....7	Wanted Posters.....112	Wolf Spider.....29
Kwahu.....38	Occupations.....44	Wendigo Caves	
Lavaihoya.....42	Otherworld Entities.....36	Petroglyphs.....110	
Masauwu.....42	Otherworld Powers.....46	Timeline.....57	





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The desert: a bone white, scorching hell punctuated by the rotten, jagged teeth of ancient mountains. Dunes, like paralyzed waves, roll up to the boundaries of civilization. The wind becomes a harsh and abrasive surface, slowly grinding down anything in its way. Out here in the desert, among the dunes and pummeled by the wind, are the signs of life, of construction, of pollution, and ultimately, of death.

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