

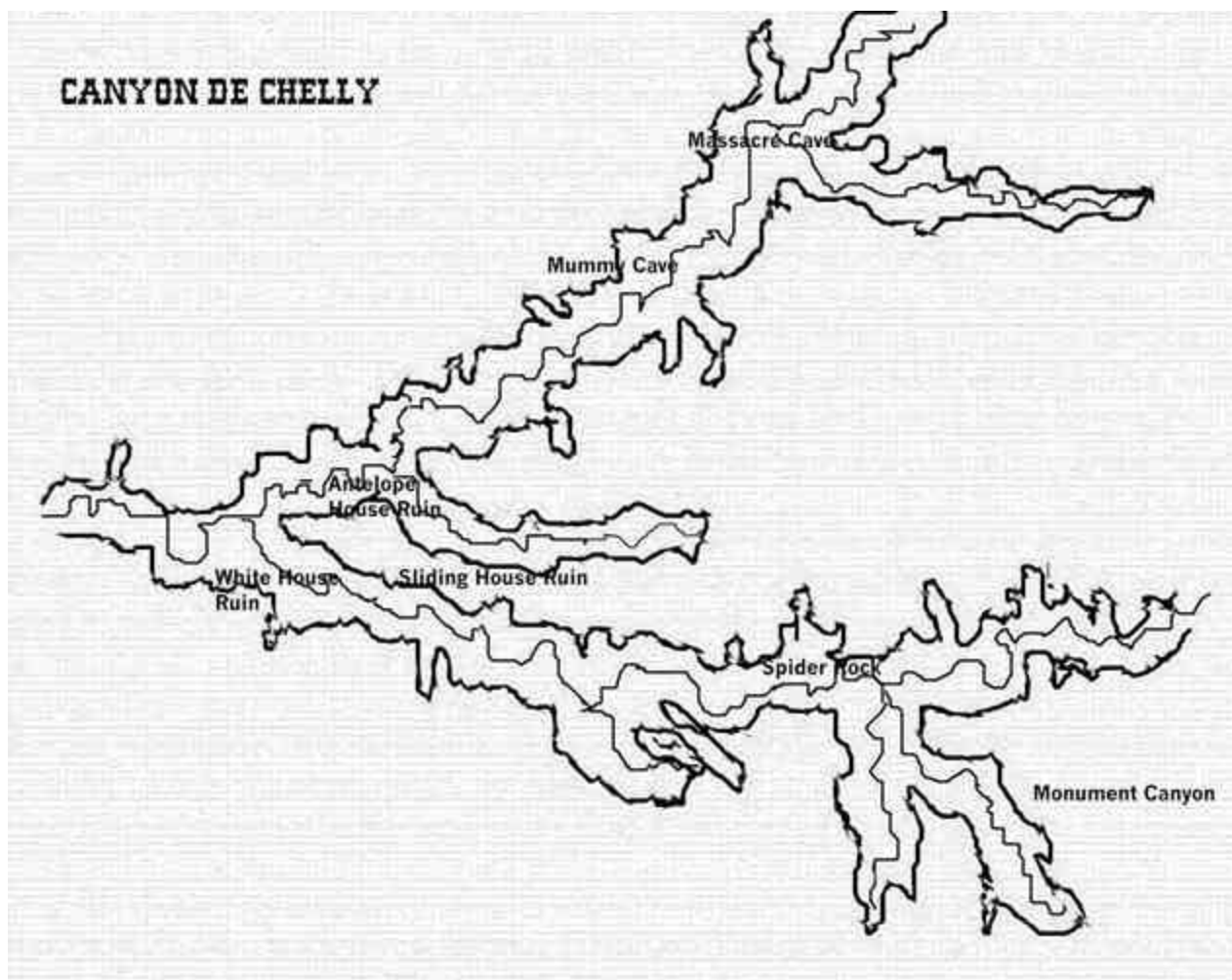
Canyon de Chelly

By ERIC AVEDISSIAN

Comprised of weathered yellow sandstone gorges, Canyon de Chelly (pronounced duh-shay) rivals the Grand Canyon as one of nature's most spectacular works. Located in northeastern Arizona, Canyon de Chelly is a series of small canyons filled with dazzling rock formations, caves housing ancient ruins and a wealth of horrors beyond imagining.

See, despite the canyon's overwhelming natural beauty, it's as haunted as a cemetery on Halloween.

Nobody knows for sure what's down in the canyons, but the Navajo who've inhabited the region for centuries aren't talking.



THE
LAND
The
land
around
Four
Corners
is
large
and
diverse
stretch
from
the
Mogon
Rim
in
Arizona
to the
Rocky
Mount
in
Colorado.
It is
both
hilly
and
flat,
with
barrier

deserts, thick pine forests, towering mountains, and deep canyons. The vegetation is mostly scrub, cactus, pinon and juniper bushes, and the wildlife includes coyotes, eagles, badgers, lizards, ravens and rattlesnakes.

Temperatures range from hot and humid in summer months to bitter cold in the winter, especially in higher elevations.

Before we get to the locales themselves, an introduction to the area's current inhabitants, the Navajo, is in order.

THE DINEH

The Navajos refer to themselves as Dineh, “The People,” and their native lands are called Dinehtah, “The Land of the People.”

Dinehtah encompasses lands throughout the Four Corners region, from San Francisco Peaks in Arizona, to Mt. Taylor in New Mexico, and Mt. Hesperus in Colorado.

The Navajo eke out their living as herdsman raising sheep, goats and cattle and as farmers growing corn, squash and pumpkins. They are also skilled artisans, working in silver and turquoise jewelry and woven rugs. A really detailed Navajo rug can fetch upwards of \$50 to \$100 Back East.

The Navajo are a deeply spiritual people. Their religion and daily lives are indistinguishable. They view their world and themselves as part of a greater whole, a communion with nature.

The centerpiece to Navajo life is the hogan, a traditional shelter resembling a six-sided hut constructed of poles lined with logs and mud and a dome-shaped roof with a smoke hole. The north side of the hogan belongs to the man and the south side to the woman. The hogan’s door always faces east to greet the rising sun.

Some Navajo families, particularly ones raising sheep and goats, have several hogans and even a sweat hogan for rituals.

Navajo society is comprised of several different clans. When a Navajo baby is born, it belongs to the clan of its mother, as clan names are passed through matriarchal lines. It is considered “incest” to marry into one’s own clan.

Some Navajo clans include the Salt Clan, Paiute People, Folded Arms People, Mud Clan, Red House People, Sand Hogan People, Deer People, Waters Edge Clan, Turning Mountain People and the Bitter Water Clan.

The Navajo are peaceful people and have at one time acted as protectors of all southwestern tribes, but their contact with Spaniards and, more recently, Americans, has put them on the defensive.

DAMN YANKEES!

In 1849, U.S. forces under Lt. Colonel John Washington, accompanied by Territorial Governor James S. Calhoun, met with Navajo chiefs at the mouth of Canyon de Chelly to hammer out a peace treaty. Everything was running smoothly between the Yankees and Navajo chiefs Narbona, Archuleta and Jose Largo, when a terrible incident occurred on August 31, 1849.

A New Mexican aligned with the Yanks spotted a horse ridden by a Navajo he recognized as stolen property. The Navajos refused to surrender the horse and attempted to flee but Washington ordered his troops to fire.

Narbona, the Navajo peace chief, died on the spot, shot in the head. Six other Navajos suffered the same fate, their bodies discarded in a nearby crevice. For the Navajos, it became a day of mourning. Despite losing their respected Narbona, the remaining chiefs signed the peace treaty, but anger prevailed and the Navajo began a campaign of raiding settlements in New Mexico.

CARLETON’S ORDERS

During the opening years of the Civil War, legions comprised of New Mexicans and Utes, enemies of the Navajo, raided Dinehtah.

General James H. Carleton of the Union Army arrived on the scene with the idea that the Navajo should be rounded up and turned into humble, Christian farmers, or be killed if they resisted.

Carleton handpicked Colonel Kit Carson to lead the attack on the Mescaleros, a local tribe. Over 400 Mescaleros were imprisoned while the rest fled west or into Mexico.

What happened to the Mescaleros was what Carleton hoped would befall the Navajos.

Carson marched 1,000 men from Los Pinos, New Mexico into Navajo country on July 1, 1863. Carleton ordered Carson to consider any Navajo hostile if they resisted. Carson, not wanting any more innocent blood on his hands, tenured his resignation to Carleton, who refused it.

Carleton planned to round up every Navajo in the Canyon de Chelly area and forcibly march them to Ft. Sumner, New Mexico, 300 miles from their ancestral home.

Unbeknownst to the military, the Reckoners had their own plans.

After July 3, 1863, thanks to a little nudge from the Reckoning, Navajo medicine men found the spirits receptive and stronger. Elderly Navajo had visions of ancient gods seeking to protect the Navajo from these atrocious enemies.

Nature spirits and warriors whose strength increased tenfold viciously attacked Carson’s men as they rode into Navajo territory. Using their powers on the invaders, the Navajo expelled the Union raiders, setting their forts ablaze and pushing the white men further east.

In January 1864, Carleton, viewed as a failure and blamed for the death of 700 soldiers, resigned in disgrace.

The Union's defeat left the southwest open to the Confederates, who easily took New Mexico and Arizona.

MEET THE NEW BOSS...

The Confederates didn't want to make the same mistake the Yankees made. Confederate dealings with the Navajo are courteous and civil. The Rebels are pretty fair neighbors and give the Navajo well-deserved breathing room.

The Confederate presence in the Four Corners region is next to nil; while they occupy forts in Arizona and New Mexico, the Confederates leave the Four Corners to the Navajo.

Captain Jeb Tucker commands the Confederate post at Fort Defiance, Arizona. He makes it his business to know what the Navajo are up to, and to recruit local natives for guerilla attacks against the marauding Apaches whenever the need arises.

CHILDREN OF THE FIFTH WORLD

Navajo have no word for "religion," but their lives are religious in nature. They honor the Earth and the spirits around them and safeguard themselves from unlucky taboos.

Navajo myths tell of two types of beings; the Earth Surface People, representing the living and the dead, and the Holy People, representing powerful, arcane spirits. Other spirits, called Yeis, represent natural forces, and act as intermediaries between the Earth Surface People and Holy People.

According to the Navajo creation story, the Holy People dwelt in four netherworlds and were ejected from each one for adultery and quarreling. A great flood forced them to flee to this world, the fifth world, through a giant reed.

Changing Woman, principal figure among Navajo, was created and impregnated by a waterfall and the rays of the sun. She bore two sons, the Hero Twins, called Monster Slayer and Child of Water. The Hero Twins went on many adventures and killed monsters, known as Dreadful Ones. The twins are referred to especially in rituals for manhood and war.

ENCOUNTERING THE NAVAJO

The Navajo are peaceful people, keeping to themselves and avoiding confrontation whenever possible. This doesn't mean if you pick a fight with a Navajo, they'll roll on over. More than one sorry cowpoke learned not to abuse the Navajo – the hard way.

Navajo view the land as sacred. Suffice to say, if cowpokes abuse Navajo territory, The People will take offense.

Since Navajo are nomadic, they tend to move with their sheep, goats or horses from place to place. Many still live in Canyon de Chelly in Arizona and northwestern New Mexico.

Navajo speak their native tongue, a similar language to the Apaches, and communication with them can be difficult, if not impossible. Those with a concentration in Indian sign language can understand the Navajo, although some of the messages are likely to be garbled.

Navajo who speak English or Spanish are an asset, provided the posse understands those languages.

They follow the Old Ways (see the *Ghost Dancers* sourcebook for more info) and don't rely on guns for fighting.

Use the following stats for Navajo found in the Canyon de Chelly region.

PROFILE: TYPICAL NAVAJO

Corporeal: D:3d8, N:3d8, Q:3d6, S:2d6, V:2d8

Shootin': bow 3d8, fightin': brawlin' 2d8, horse ridin' 3d8, sneak 4d8

Mental: C:3d8, K3d8, M:2d6, Sm:2d6, Sp:2d12

Trackin': 3d8, area knowledge: Canyon de Chelly 4d8, language: native tongue 3d8, language: Indian sign 2d8, tribal customs 3d8, survival: canyon 3d6, faith 2d12, guts 1d12

Edges: Keen, Veteran o' the Weird West, Guardian spirit: Coyote

Hindrances: Old Ways vow, superstitious

Gear: Bow and arrows (STR+1d6), silver jewelry, hunting knife, buckskin moccasins.

PLAYING A NAVAJO

Navajo characters are generated from the rules found in *Ghost Dancers*, with a few additions. Most Navajo

characters have the Old Ways oath and superstitious Hindrances, and are graced (or cursed) with the Veteran o' the Weird West Edge.

Navajo characters must also have *tribal customs* and *area knowledge: Canyon de Chelly* aptitudes.

Navajo shaman characters get an added bonus. Besides traditional favors listed in *Ghost Dancers*, they have access to some new favors and one ritual, as described below. A Navajo shaman may have the following rituals: *dance, music, paint, pledge, sand painting* and *sweat lodge*. They can utilize any ritual listed in *Ghost Dancers*, but those listed here are especially favored by the Navajo.

NAVAJO RITUALS AND FAVORS

The Dineh move to the spirits a little differently than most. Thus, they have access to some new favors, particularly around the spiritually-charged rocks in Canyon de Chelly.

Navajo Singers, or Shamen, can have access to the Night Chant ritual and the Kokopelli's Flute, Monster Slayer and Water Monster's Fury favors.

Each is described below:

NIGHT CHANT

Speed: Varies

TN: Varies

Appeasement: Varies

Trait: Knowledge

Ritual Items: mask, sacred corn pollen, colored sand

The Night Chant is a major ceremony which must be executed perfectly. Any errors nullify the ceremony's intent and cause damage to the participants. The Night Chant commonly takes a few days to complete, but positive effects from the spirits usually manifest after only one day. The ceremony involves complex chants, ritual dancing and creating intricate sand paintings. A Singer generates Appeasement through the Night Chant based on the ceremony's length. The longer the Singer participates, the more appeasement points generated. Use the chart below to make a Knowledge roll and compare that roll with the TN. If the Singer goes bust on this roll, he actually loses 1 appeasement point. If the Singer doesn't have an appeasement point, he loses 1d6 in wind.

NIGHT CHANT		
Chant Time	TN	Appeasement
1 hour	11	1
5 hours	9	2
12 hours	7	5
24 hours	5	7

KOKOPELLI'S FLUTE

Blessing Medicine Way

Appeasement: Varies

Duration: Varies

Range: 10 yard radius

Seen in Hopi and Anasazi petroglyphs, Kokopelli, the hunched-backed flutist, is a fertility spirit who taught the Navajos how to plant corn. A wandering minstrel, Kokopelli has a penchant for mischief as a seducer of women. A shaman calling upon this spirit summons Kokopelli's sweet flute music. Any Navajo, Hopi or Zuni within a 10 yard radius of the caster hears it; characters from other backgrounds do not. For as long as the targets hear Kokopelli's music, they are +3 to any mental Aptitude check. The duration of the music depends upon the number of appeasement points used by the caster.

KOKOPELLI'S FLUTE	
Appeasement	Music Duration
1	1 minute
2	3 minutes
3	5 minutes

4

7 minutes

MONSTER SLAYER**War Medicine Way****Appeasement:** 2 or more**Duration:** 2 rounds**Range:** Self

Navajo warriors admire the mythical Hero Twins for their bravery in facing down the world's monsters, or "Alien Gods." Monster Slayer enables the shaman to summon the essence of one of the Twins: Monster Slayer. Imbued with Monster Slayer's force, the shaman receives a +3 to his fightin' rolls and becomes immune to supernatural attacks for two rounds. For each additional appeasement point, the shaman may add +1 to their fightin' rolls. Note that these rolls include fightin' with or without weapons.

WATER MONSTER'S FURY**Earth Medicine Way****Appeasement:** Varies**Duration:** Instant**Range:** 50 yards

In Navajo legend, Water Monster caused a flood, driving the Dineh from the fourth world into this one. This favor enables the shaman to summon Water Monster's essence in any small body of water like lakes, streams or ponds. Swimmers or boats have the potential of winding up under water. The rougher the water gets depends upon the amount of appeasement points used.

WATER MONSTER'S FURY	
Appeasement	Effect
1	Turbulent, choppy waves. Swimmers in water lose 1d6 wind.
3	Medium waves. Swimmers must make an Onerous (7) Swimmin' roll to stay afloat.
6	Rough waves. Swimmers are sucked under water unless they make a hard (9) swimmin' roll. Small boats tossed around.
10	Small boats and canoes capsize, spilling everyone in the drink.
11	Whirlpool forms, sucking all swimmers into it. Swimmers must make two Incredible (11) swimmin' rolls in a row to keep from being engulfed into the whirlpool.

A LITTLE HISTORY LESSON...

Before delving into the mysteries and terrors of Canyon de Chelly, it's good to know a little bit about the place.

The Anasazi have called the canyon home from 900 to 1300 AD, when they up and vanished without a trace. From the bits of pottery, baskets and adobe pueblos found high in the canyon's sandstone cliffs, the Anasazi were an ingenious people.

The name Anasazi is taken from the Navajo word meaning "ancient enemy," indicating the Navajo didn't get along with them when the Anasazi hung their hats here. Archeologists are stumped at the reason for the tribe's departure, and no evidence has been found to indicate a struggle or fight in the canyons to oust the Anasazi.

After the Anasazi pulled up stakes and shuffled off into wherever they went, the Navajo moved in.

Many Navajo have hogans in Canyon de Chelly's green, fertile floor and raise sheep and plant corn and squash. They resist confrontation with strangers and are so superstitious, they don't venture near the Anasazi ruins.

Their caution in approaching strangers is well-founded. A bloody skirmish between Spanish soldiers in 1805 laid the seeds for misery and malevolence. More on that later, pardner...

NOW A GEOGRAPHY LESSON ...

Canyon de Chelly consists of two large east to west canyons, the 26-mile Canyon de Chelly and the 35-mile Canyon Del Muerto, and two smaller north to south canyons, Bat Canyon and Monument Canyon.

Streams zigzag on the canyon floor, and vegetation grows wild throughout the valley. Piñon, sagebrush, cottonwoods, yucca and juniper thrive at the base of the sheer canyon cliffs. Like the Grand Canyon, the creeks running through Canyon de Chelly often flood, sending anyone wandering in the canyon floor for a harrowing ride.

Sheer canyon walls rise hundreds of feet above the floor, making climbing impossible. Travelers in the floor of the canyon must backtrack west, to the canyon's mouth to exit.

CLASS DISMISSED!

That's really all tenderfeet need to know about Canyon de Chelly. Marshal-types should read on for the canyon's deeper mysteries. If you're one of those player-types, vamoose! You'll find out about the canyon's secrets the hard way, amigos!

SIGHTSEEIN'

Entrance into Canyon de Chelly is to the west, at Chinle Wash, a small stream running through the canyon. It's here, at the canyon's entrance, where Navajo have their hogans and crops. Many Navajo learned to be wary of strangers, especially after Kit Carson's raid, and the locals go out of their way to avoid trouble.

The lush vegetation at the canyon floor contrasts sharply with the barren rocks of the canyon itself. Don't let the entrance fool you; other places the canyon are dark and foreboding, with rocks contorted into horrific shapes, and mysterious shadows hiding who knows what.

WHITE HOUSE RUIN

Fear Level 1

Nope, this doesn't resemble President Grant's house. White House Ruin, an ancient Pueblo cliff dwelling, is aptly named due to the white plaster covering a wall in one of the homes. The ruin, located beneath a cave overhang, contains some pottery shards and stone weapons. The walls are covered with petroglyphs, a kind of picture-writing, mostly reflecting hunting scenes.

This is one of the few ruins totally horror-free. It's a great place to hole up for the night, if the heroes can scale the 30 foot cliff walls, and an Onerous (7) climbin' check will do just that.

SLIDING HOUSE RUIN

Fear Level 1

Marked at the convergence where Canyon de Chelly and Canyon del Muerto split, Sliding House Ruin is the remnants of an ancient cliff dwelling. Built on a slope into the rock, the ruin houses more than pottery shards and brittle woven baskets. It is the refuge for a beleaguered scientist, Dr. Nelson Kitterwell and his assistant Kung Li.

IS THERE A DOCTOR IN THE CAVE?

Doc Kitterwell was the academic rage in Denver a few years ago when he pioneered a revolutionary way of breaking down the chemical elements of ghost rock. In doing so, the manitous showed him a really hellish time, and literally drove him insane. Kitterwell ingested some of the evil essence of the Hunting Grounds, ran screaming from his laboratory, and woke up the next morning covered in blood. In his trance-like state, he savagely murdered two people and became a wanted criminal. Panic stricken, he fled the state, taking his Chinese manservant with him.

Kitterwell arrived in Canyon de Chelly, hoping the remote location might deter bounty hunters from capturing him. He was right. So far, he's safe from the law, but the horrid noises and frightening things he's seen in the canyon drove him even madder. Kitterwell is currently working on a "mental transference device," a thing resembling a helmet with several copper tubes protruding from it. According to Kitterwell, this device will bring the wearer into direct contact with the Hunting Grounds.

If a hero puts the helmet on, a blinding light flashes in his eyes and he must make an Onerous (7) vigor check to remain conscious. If the hero doesn't make the roll, he's knocked unconscious for 1d20 minutes, loses 2 levels of spirit permanently, and gains the *night terrors* hindrance. If the hero makes the roll, he only loses 1 level of spirit permanently and gains the *night terrors* hindrance.

Kitterwell tries to convince the posse he's on an expedition for scientific purposes, fearing they may be bounty hunters. He doesn't reveal anything about his past, waiting for the right opportunity to attack when the posse is at its weakest moment.

PROFILE: DR. NELSON KITTERWELL**Corporeal:** D:3d8, N:3d6, Q:2d8, S:1d8, V:1d10

Climbin' 2d6, dodge 3d6, fightin':brawlin' 2d6, shootin':automatics 3d8

Mental: C:3d8, K:3d10, M:3d8, Sm:2d10, Sp:3d6

Bluff 2d10, guts 2d6, overawe 3d8, persuasion 3d8, science:engineering 3d10, scroungin' 1d10, survival:canyons 1d10

Pace: 8**Size:** 6**Wind:** 16**Edges:** Fleet-footed 2, mechanically inclined 1, sidekick 5, the voice (soothing) 1**Hindrances:** curious 3, loco 3, wanted 3**Gear:** Gatling pistol, notebooks, pouch of ghost rock, \$50 in Union currency**Description:** Kitterwell is in his mid-fifties with graying hair, spectacles and a wild look in his eyes.**THE SERVANT**

Kung Li, Dr. Kitterwell's Chinese manservant, suffers greatly since his employer's rampage. The elderly Kung Li is frightened and tormented, but fears retaliation due to Kitterwell's unpredictable and violent nature. Kung Li remains silent around Kitterwell, but will open up to strangers when alone. He wants to be free from Kitterwell and will aid any efforts in destroying the mad doctor. Living in Canyon de Chelly as outlaws makes Kung Li more distrustful and afraid of Kitterwell. Though a poor man, Kung Li will offer his services and loyalty to anyone willing to end Kitterwell's insanity for good.

If Kitterwell discovers his servant is conspiring against him, the doctor will outright murder Kung Li.

PROFILE: KUNG LI**Corporeal:** D:2d6, N:2d10, Q:3d8, S:2d6, V:2d10

Climbin' 2d10, dodge 2d10, fightin':martial arts 2d10, sneak 2d10

Mental: C:2d10, K:2d6, M:2d8, Sm:1d10, Sp:2d12

Ch'i 2d12, language: English 2d6, medicine: Chinese traditional 3d6, search 2d10

Pace: 10**Size:** 5**Wind:** 22**Edges:** Arcane background:enlightened 3, Martial arts training 3**Hindrances:** Ferner 3, geezer 3, squeamish 3**Special Abilities:****Kung Fu:** Palm of prevention 2, step back to ward off monkey 1**Gear:** Bowler, Chinese herbs, traditional Chinese garb, knife (STR+1d6)**Description:** Kung Li is an elderly Chinese gentleman with a thin mustache and wisdom in his tired eyes.**ANTELOPE HOUSE RUIN***Fear Level 2*

This pueblo ruin is named after the many cave paintings of antelope by Navajo artist Little Sheep, who painted in the early 1800s. Besides paintings of antelope, there are a series of illustrations of armed men on horseback. A Far (5) knowledge roll reveals the men as Spanish soldiers.

By day, Antelope House Ruin is uninhabited. By night, it is a secret meeting place for witches.

WITCHES

Navajo believe certain evil people are witches, practitioners of dark magic who curse others with incantations. These witches operate at night and often cloak themselves in wolf or coyote hides, prompting the Navajo term "human wolves."

Witches can be male or female and harm their victims with a variety of methods. A witch might use "corpse poison," a concoction made from powdered human flesh; or chant spells over a victim's personal items like a piece of clothing or hair sample, then put them in a grave.

Witchcraft is seriously feared by the Navajo. They're afraid of it and won't discuss it for fear of death or misfortune. Many Navajo don't leave their hogans after nightfall, afraid stalking witches might curse them with

illness or death.

The Navajo are so superstitious against witchcraft, they take desperate measures to safeguard themselves from it. Witch killings not unlike those in Salem, Massachusetts occur, with accused “witches” being killed. Being branded a witch is very serious and often results in a speedy execution at the hands of frightened Navajo. Hucksters and other supernatural practitioners especially should watch themselves around Navajo.

Witches plunder graves, hide their identity by wearing wolf skin capes, and perform rituals at midnight naked around a fire. Antelope House Ruin is the secret hangout for ten of these witches, each a Navajo in the Canyon de Chelly area. The witches plan a series of mishaps and discord for residents in the canyon. They’re currently working on a plague for the many sheep herds and plan a blight on crops. If the witches can render the canyon unlivable, the Navajo will move elsewhere, if the witches don’t kill everyone first.

PROFILE: NAVAJO WITCH

Corporeal: D:2d8, N:2d10, Q:3d6, S:1d8, V:3d8

Climbin’ 1d10, dodge 3d10, fightin’: brawlin’ 2d10, sneak: 3d10

Mental: C:3d10, K:1d10, M:3d8, Sm:3d6, Sp:2d10

Area knowledge: Canyon de Chelly 1d10, trackin’ 2d10, overawe: 3d8, guts 2d10

Pace: 10

Size: 6

Wind: 18

Edges: Eagle eyes, fleet-footed, , keen

Hindrances: Loyal (to other witches), Old Ways vow, self-righteous

Special Abilities:

Black Magic: Animal Mastery 1, Bolts o’ Doom 2, Contagion 3, Curse 3, Zombie 1

Gear: Bone knife (STR+1d4), bow and arrows (STR+1d6), wolf or coyote skin cloak, pouches of corpse poison, bones or dry spell ingredients

Description: Navajo witches are typical Navajos wearing animal skin cloaks. Their eyes have a supernatural tinge.

CORPSE POISON

This stuff is *really, really* nasty.

Navajo witches make corpse poison from the remains of the dead. This accursed substance, essentially dried skin and bones mingled with other wretched ingredients, is used to kill unsuspecting Navajo. The witches have no reservations about using this traditional magic on intruders wandering around the canyons at night.

Corpse poison resembles a gray powder and smells like a cross between a musty, decaying body and burning juniper.

If inhaled or touched, the corpse poison goes into action immediately. The afflicted must make an Incredible (11) vigor roll to remain standing. If successful, the hero loses 2d6 wind and one level of vigor permanently. If the hero can’t reduce his vigor by one level, he decreases die types by one.

If ingested, things are even worse. The afflicted must make two Incredible (11) vigor checks, then loses 3d6 wind and two levels of vigor permanently.

If the hero fails these rolls, he takes 3d6 wind and 4d12 damage to the lower guts and loses two levels of vigor permanently.

Going bust on any of these checks results in a hero convulsing wildly before dying.

Good news for you evil buffs: If a hero dies from corpse poison, he draws an extra card to come back Harrowed, but if successful, the manitou automatically gains dominion, controlling the hero for one whole day.

CANYON OF THE DEAD

Fear Level 4

Canyon del Muerto, Spanish for “Canyon of the Dead,” is the most haunted place in the Canyon de Chelly area. Old ghosts cling to this world with a vengeance, squeezing every ounce of hate from their bitter souls and tormenting the living.

Needless to say, the Navajo give this place a wide berth, and with good reason.

This canyon was the scene of an unspeakable horror many Navajo won’t discuss. In the winter of 1805, Spanish horsemen confronted a group of Navajos. Fearing for their lives, the Navajos sought shelter on a high cliff ledge. The Navajos believed this place impenetrable to attack because Utes, using bows and arrows, failed to

hurt the Navajo's defenses in the past.

Unfortunately for the Navajo, the Spaniards carried rifles. The Navajo were like clay pigeons in a shooting gallery; the Spaniards picked them off one by one. Many Navajo plummeted to their deaths in the gorge below. In all, 115 Navajos died and 33 were taken as prisoners.

The restless spirits of the dead now make the Canyon of the Dead worthy of its name. Below the cliff where the Spaniards murdered the innocent, called "Massacre Cave" by locals, the bones of the dead seek revenge on the living.

Anyone foolish enough to pass through this dark canyon is set upon by a number of the skeletons strewn on the canyon floor here. The skeletons, still wearing their native garb, carry knives and bows and use them proficiently.

It's a good idea for posses to hurry through this part of the canyon, after all, over a hundred skeletons lie at the bottom of the gorge and are hungry for justice.

PROFILE: NAVAJO SKELETONS

Corporeal: D:3d6, N:2d8, Q:3d10, S:2d8, V:3d8

Climbin' 3d8, fightin': brawlin', hand weapon 3d8, sneak 2d8

Mental: C:3d8, K:1d6, M:1d6, Sm:1d6, Sp:1d6

Overawe 4d6

Pace: 8

Size: 5

Wind: 14

Terror: 9

Special Abilities:

Damage: Claw (STR+1d6)

Fearless

Immunity: Navajo skeletons are immune to bullets in the gizzards and guts, but shots to the head do damage.

Gear: Navajo skeletons are cloaked in colorful dyed clothing and silver jewelry. They use knives and bows (STR+1d6).

Description: see above

YUCCA CAVE

Fear Level 1

Overlooking Canyon de Muerto, Yucca Cave served as a cache by the Anasazi. Its location at the cliff's top makes it inaccessible to canyon dwellers, so it's unlikely posse members will stumble upon it unless told about it by neighboring Navajo.

The cave is relatively small, with a three-foot high mouth, prompting heroes to crawl on the ground to enter. Once inside, the small cave contains an archeological find: several woven baskets, a crumbling wool blanket, three stone daggers, and a curious bowl.

The bowl is an Anasazi relic. Drinking the waters of Canyon de Chelly from the bowl increases a person's Strength and Vigor die types by one die for 1d4 hours. Note only drinking water from any stream or washes in the Canyon de Chelly area will make this power work, otherwise it has no effect.

The Anasazi daggers have sharpened stone blades and inflict STR+1d8 damage. Anyone killed by the daggers immediately rises from the grave as a Harrowed.

MUMMY CAVE

Fear Level 3

A cave in Canyon Del Muerto houses the remnants of the Pueblo culture nearly a thousand years old. Like many of the ruins in the canyon, this one boasts petroglyphs, pottery fragments and woven baskets. Unlike the other ruins, this one left an original inhabitant behind.

In one ceremonial room lies the mummified remains of a prominent figure. The withered mummy, lying on his back, wears a beautiful silver and turquoise pendant around his neck. Nothing else of tangible value exist in the chamber, save the dazzling pendant.

Treasure hunters and grave robbers, beware! The pendant is cursed by a long-deceased shaman. Anyone foolish enough to remove the pendant from the mummy reanimates the corpse, which starts attacking anyone in the room.

PROFILE: MUMMY**Corporeal:** D:2d6, N:1d10, Q:1d10, S:3d12, V:2d12

Fightin': brawlin' 2d10, sneak 3d6

Mental: C:4d6, K:3d6, M:2d10, Sm:2d6, Sp:2d10

Academia: occult 3d6, faith 3d10, overawe 2d10

Pace: 10**Size:** 6**Wind:** 22**Terror:** 11**Special Abilities:****Damage:** Claws (STR+1d4), bite (STR)**Undead:** Focus – head.

Gear: Prior to attacking, the mummy wears a special amulet. When removed, the mummy springs into action. The pendant is cursed. Anyone who holds onto it loses 3 wind per day, which cannot be regained. When the hero falls unconscious, he cannot be revived by natural or supernatural means, and remains in a coma-like state until the amulet is destroyed. Only this reverses the amulet's ill effects and wind can then be regained.

Description: Clad in a rotting loincloth, the mummy is a desiccated corpse with withered, leathery skin.

SPIDER ROCK*Fear Level 3*

An 800 foot-high sandstone spire, Spider Rock lies in southeastern Canyon de Chelly. Gazing down at it from one of the neighboring cliffs is awe-inspiring, but looking up at it from the canyon floor could be deadly.

According to Navajo legend, Spider Rock is the home of Spider Woman, a deity who taught Navajo women weaving. Naughty children are scooped up by Spider Woman and devoured in the nest at Spider Rock's summit, legend says.

After the Reckoning, the old Navajo legend took on a sinister, dark personification. Small children, goats and sheep went missing around Spider Rock, and the top of the spire is drenched in blood, and the rock's base littered with bones. Local Navajo claim Spider Woman is feasting again.

They're right.

SPIDER WOMAN

For centuries, Navajo story-tellers told of Spider Woman teaching weaving to The People. Lately, Spider Woman doesn't feel like imparting weaving lessons; she's ravenous for human flesh, courtesy of the Reckoners.

Spider Woman is a gigantic spider with the head of an old woman and front, spindly limbs ending in clawed human hands. She secretes a special gooey substance from her mouth, then fashions it into a strong, sticky thread capable of supporting her weight.

Spider Woman attacks by swooping down Spider Rock and grabbing her unsuspecting prey. Venom fangs momentarily stun the victim before Spider Woman devours her meal.

Climbing Spider Rock is impossible; the rock yields no overhangs or winding upward trail; it's a sheer vertical rock tower. Heroes captured can kiss their patooties goodbye unless a fellow posse member attacks Spider Woman during the abduction. It takes one round for Spider Woman to swoop down, another round to wrap her talons around her meal and another round for her deadly kiss. After those three rounds, if nothing is done to stop her, Spider Woman ascends Spider Rock with her latest catch.

Heroes on the side canyon overlooks can get a perfect vantage point of the nest, but moving into that position could take hours.

PROFILE: SPIDER WOMAN**Corporeal:** D:3d12, N:3d12, S:2d12, Q:1d10, V:2d12

Climbin' 5d12, fightin': brawlin' 2d12, sneak 3d12

Mental: C:3d12, K:3d6, M:2d10, Sm:1d6, Sp:2d10

Overawe 4d10

Pace: 12**Size:** 11 (8' tall)**Wind:** -

Terror: 9

Special Abilities:

Armor: 1

Damage: Claws (STR+2d6), bite (STR)

Venom: Spider Woman secretes a special venom capable of rendering the afflicted unconscious after one round.

Description: See above.

MONUMENT CANYON

Fear Level 3

If you thought Spider Rock was a creepy place, wait till' you see Monument Canyon. Located southeast from Spider Rock, Monument Canyon is a bit darker in recent days thanks to a new abomination spotted by local Navajo. In fact, it's gotten so bad, the Navajo have skedaddled from Monument Canyon altogether, leaving the place a barren, haunted wasteland.

CLIFF KILLERS

These abominations, close cousins to wall crawlers, have taken up residence in Monument Canyon. They're scaly, multi-legged beasts with ravenous appetites and deadly camouflage. Cliff killers build nests in the rocky outcroppings and natural sandstone caves and venture out to find food. Their talons grasp the rockface and they strategically poise themselves to pounce on an unsuspecting traveler. Cliff killers are known to mutilate the entire bodies of their prey, taking limbs back to their nests for feeding their young.

The situation in Monument Canyon is worse than the Navajo think: there's an active colony of 24 cliff killers working the length and breath of the canyon.

PROFILE: CLIFF KILLERS

Corporeal: D:2d6, N:3d10, Q:2d12, S:4d10, V:1d10

Climbin' 6d10, fightin:brawlin' 4d10, sneak 4d10

Mental: C:5d8, K:1d4, M:4d8, Sm:1d4, Sp:1d8

Overawe 5d8

Pace: 10 (20 when climbing down canyon walls)

Size: 14

Wind: 18

Terror: 11

Special Abilities:

Armor: 3

Damage: Bite (STR+3d6), claws (STR+3d8)

Wall Walk: Cliff killers have the ability of walking vertically on walls and cliffs thanks to their clawed feet. Normal pace for walking is 10, but can be increased to 20 if the critter is chasing prey.

Description: Cliff killers resemble wall crawlers, but with less spikes and shorter tails.

LOST TROOPS

As if travelers didn't have other things to worry about in Canyon de Chelly what with Navajo witches, vengeful skeletons and cliff killers jumpin' them, now the Army presents a threat.

Although Arizona is a Confederate territory, the Union Army still has a presence in the canyon, albeit one the United States doesn't know about. Seems the boys in blue seem a mite greener these days.

That's right, the soldiers are walkin' dead.

Remember how the Navajo whupped the Union in 1863, leaving Kit Carson's men in pathetic shambles? A few of those soldiers didn't appreciate being put down and are roaming the canyons for justice. Navajo living in the canyon report seeing wide-eyed troops in decaying uniforms shambling through the canyon, thirsting for blood.

The best advice is to put 'em down when you find 'em. The Navajo and the Confederacy will thank you for it.

PROFILE: UNDEAD UNION TROOPS

Corporeal: D:3d8, N:3d6, Q:4d8, S:1d10, V:4d8

Dodge 3d6, fightin:brawlin' 4d6, shootin':rifle 3d8

Mental: C:3d8, K:3d6, M:1d10, Sm:2d6, Sp:3d8

Overawe 2d10, ridicule 2d6, search 3d8

Pace: 6

Size: 6

Wind: 16

Terror: 9

Special Abilities:

Damage: Bite (STR)

Fearless

Gear: Bowie knife, leather satchel, Springfield rifle, Union currency

Undead: An undead's focus is its head.

Description: A corpse in a tattered Union cavalry uniform.

DEUS EX MACHINA

Sometimes you have to give 'em the unexpected. The following table is for randomized encounters down in the canyons. When the posse needs some scarin' just roll a d20 and hit them with the encounter. You're also free to make up your own random encounters, Marshal.

CANYON DE CHELLY RANDOM ENCOUNTERS TABLE

Roll	Encounter
1-6	Friendly Navajos
7-8	Navajo witches
9-11	Unfriendly Navajos
12-14	Animated skeletons
15-17	Cliff killers
18-20	Undead Union troops

THANKS AND DEDICATIONS

Deadlands is a Trademark of Pinnacle Entertainment Group, Inc.

Special Thanks to Shane Lacy Hensley and John Goff

Dedicated to my wife Susan, who tolerates my late night role playing sessions, the crew at Jester's Playhouse, and the spirit of the Dineh.