

# HOT TIME IN HOT SPRINGS

by Evil Mike McNeal

## COLEMAN CRYSTAL

The posse begins their adventure riding in a stage coach from St. Louis, Missouri to Hot Springs, Arkansas. They are all coming for the same reason...the famous Coleman Crystal. The Tombstone Epitaph has been covering the breaking story of an enormous crystal discovered by Ron Coleman near Hot Springs.

According to the Epitaph, this crystal has the potential to exponentially enhance Shamanistic powers that are directed through it. The Epitaph warned that the crystal could not simply be destroyed, it had to be carefully split in order to make it's power less devastating.

If that weren't bad enough, Chief Red Foot is on the war path and his medicine man, Grey Fox, has the ability to actually use the crystal for great ill. Unfortunately, not many people outside this posse believe a word that's printed in the Epitaph...their mistake.

## AMBUSH!

The ride to Hot Springs is fairly monotonous, though quite bumpy once they get past Little Rock. Suddenly, as the posse passes through a narrow pass between rocky hills, they are ambushed by bandits! There are 5 bandits, four hold up men (two with shotguns, two with pistols) and one rifleman in the hills. They have placed a tree in the trail so the coach will have to stop. They'll



be hiding in the rocks surrounding the coach and will pull everybody out in order to search them for valuables.

## HOT SPRINGS

Once the party gets to Hot Springs they can do as they like. There are several buildings in town, a sheriff's office, two hotels, three bathhouses, and a saloon. The Buckstaff Bathhouse is where the Coleman Crystal is on display and it's in the center of town. The posse should have time to investigate the town and the crystal. The crystal is quite large and so is not well guarded (it would take several men to carry it out). Anybody with an AB background will sense the thousands of Manitous that are trapped inside... this is indeed an item of great power. Particularly good investigators will find an article in the Hot Springs Picayune

about how to find fissures in crystals so that they can be split without shattering.

## RED FOOT

That night as the posse is sleeping (or on watch if they were thinking ahead), Red Foot's war band sneaks into town out of the hills surrounding Hot Springs. Their goal is to get into the Buckstaff Bathhouse and secure it while Grey Fox begins an incantation that will open an enormous gateway into the hunting grounds... turning Hot Springs into a Deadland! If Red Foot's tribe gets into the Buckstaff, start a 12 round countdown. When the 12 rounds are up, Grey Fox's spell is complete.

The only way to stop the countdown once it begins is to wound Grey Fox or destroy the crystal. If they shatter the crystal incorrectly it will release the Manitous turning Hot Springs into a Fear Level of 4. The Manitous will then attempt to cause as much mischief as possible.

To shatter the crystal correctly, they need to make a Knowledge: Gemcutting roll to spot the correct location. Then they need to make a fighting/shooting roll of 4 to hit it. The crystal has a toughness of 10. If they read the Picayune article on gemcutting, they can get a +2 to their Knowledge: Gemcutting roll.





## Bandits (5)

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

**Skills:** Fighting d6, Gambling d6, Notice d6, Shooting d6, Stealth d6, Survival d6

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

**Hindrances:** Bloodthirsty, Wanted (Minor or Major)

**Edges:** Quick Draw

**Gear:** Pistol, Rifle, Shotgun

## Red-Foot

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Guts d8, Intimidation d8, Riding d10, Shooting d8, Stealth d8, Survival d6, Tracking d8

**Charisma:** 0; **Pace:** 8; **Parry:** 8; **Toughness:** 8

**Hindrances:** Old Ways Oath, Stubborn

**Edges:** Block, Fleet Footed, Improved Frenzy

**Gear:** Bow (12/24/48, 2d6), war club d10+d6, horse.

**Fetish:** Red-Foot wears a fetish made by Grey Fox that gives him Armor +2.

## Red-Foot's Warriors (2 per player)

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Guts d8, Intimidation d8, Riding d10, Shooting d8, Stealth d8, Survival d6, Tracking d8

**Charisma:** 0; **Pace:** 8; **Parry:** 8; **Toughness:** 6

**Hindrances:** Old Ways Oath, Stubborn

**Edges:** Block, Fleet Footed, Improved Frenzy

**Gear:** Bow (12/24/48, 2d6), war club d10+d6, horse.

## Grey Fox

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

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

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

**Hindrances:** Old Ways Oath

**Edges:** Arcane Background (Shamanism), Power Points

**Powers:** Armor, boost/lower trait, healing; Power Points: 15

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

## MORE TO COME!

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