



Gothic Adventures

The Americas

a set of paper models and figure flats for use with the Savage Worlds roleplaying game, by T. Jordan Peacock.

The following pages contain full-color representations of inhabitants of a fanciful version of the 16th and early 17th centuries, focused upon discoveries and early colonization attempts in the New World.



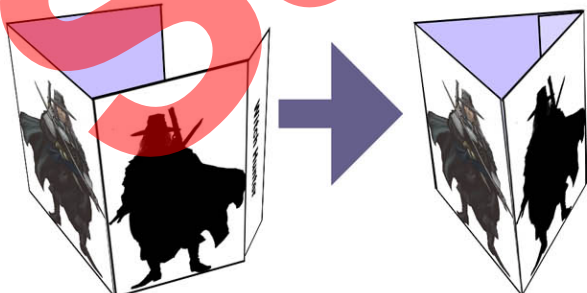
You'll find early colonists (perhaps from the Lost Colony of Roanoke, or a similarly doomed settlement), Spanish conquistadors, sailors, and clergy - as well as assorted peoples who already call this "new" land home. Also included are assorted creatures of myth - such as the ghoulish wendigo, several varieties of beast-man shapeshifters, and the great feathered serpent-god, Quetzalcoatl (and his lesser kin).

It's up to you how you fit these into your games. For instance, the Deer Woman of legend lures men into the woods, then tramples them to death with her hooves. Is she a shapeshifter, or is this a New World variant on the demonic "succubus"? La Siguanaba is a ghostly variation on the same theme - appearing as a comely woman washing in the river, luring unfaithful men astray, only to reveal her horrific face when it's too late. Or, you could use the "skull face" La Siguanaba as "just another" zombie or ghost. The Black Cadejo is an omen of death, while the White Cadejo defends travelers - or you could use them as "hellhounds" and "dire wolves." However you choose, have fun using them to populate a treacherous new land for your adventuring party of heroes to explore!

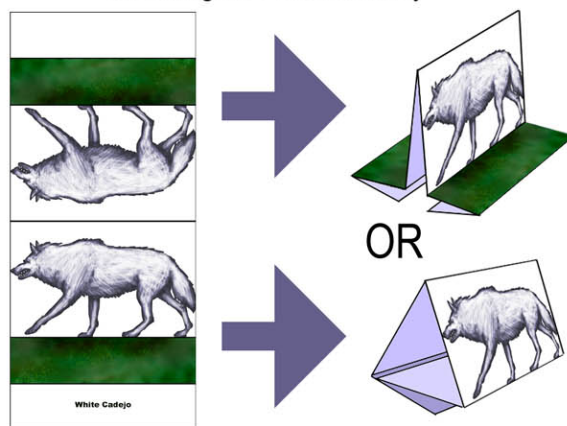
Tri-Fold Figure-Flat Assembly



To assemble tri-folds, print onto cardstock paper, cut out, then fold on lines. Apply glue to the name tab, and fold under to assemble into a triangle/prism shape.



Beast Figure-Flat Assembly



"Beast" figure flats are two-sided. They can either be assembled to make an inverted "T" shape (gluing facing surfaces together), or into a "tent" shape (gluing the bottom flaps together).







