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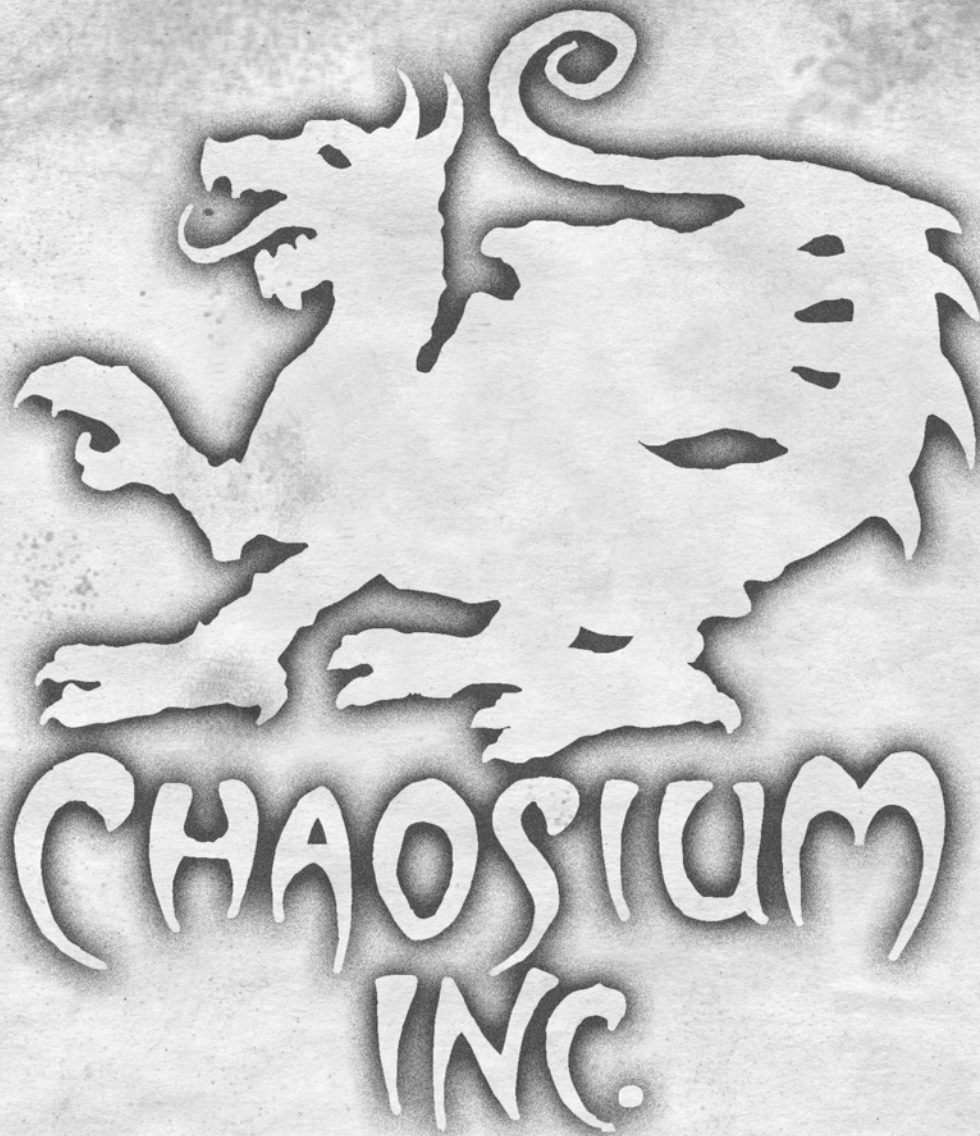
NIGHT OF THE KACHINA

and other stories



Three CALL OF CTHULHU adventures
set in the 1850s





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NIGHT OF THE KACHINA

AND OTHER STORIES

BY JAY SPRENKLE



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'NIGHT OF THE BOOT HILL BANDITS''

A Call of Cthulhu adventure
written by Jay Sprenkle

for Dawn
Without your love and affection I would be lost.

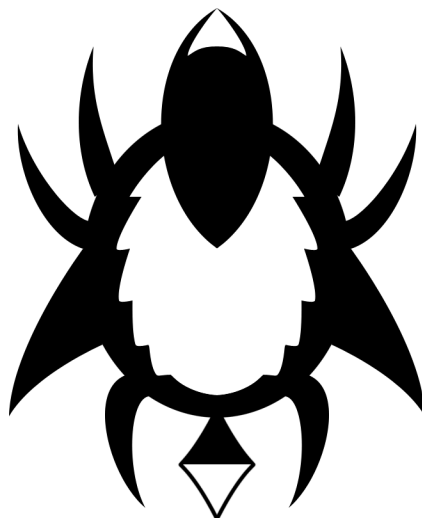


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This Call of Cthulhu adventure is suitable for a single gaming session with beginning players. It's set in a tiny town, Elota New Mexico, in the year 1851. It attempts to strike an even balance between combat and investigation.

This adventure was inspired by several television shows: "Wild Wild West" (the series, not the movie), "High Plains Drifter", "Purgatory", and "Brisco County Jr.". If you haven't seen them I highly recommend them.

Keeper's Information

The adventure really begins a month before the investigators are called into the case. The town undertaker and cemetery grounds keeper, Brin Jones, noted some of the graves had been disturbed at the Elota graveyard. When he investigated he found animals had probably been digging up the graves in the unguarded cemetery at night. He took his trusty rifle and waited in hiding for the "varmints" to reappear.

To his shock a group of man sized, two legged, dog like creatures appeared and began digging up and devouring the bodies! The shock of his discovery frightened him so badly his outcry gave away his hiding place. The creatures, a pack of Ghouls, surrounded the man and began tormenting him. The Ghouls, playing "Good Ghoul, Bad Ghoul", offered the undertaker a choice: death or servitude. They had grown tired of the taste of embalming fluid and wanted access to untainted meat. They would provide him with worldly wealth from the bodies of the dead, and he would ensure they were free to raid the cemetery whenever they desired. It was up to him to prevent any trouble from the town's folk.

The undertaker has honored the bargain and "covered up" the desecrated graves. When the Ghouls started taking bodies from the church he was badly frightened. He believes it's only a matter of time before he will be found out. With the arrival of the investigators he's decided to end this terrible bargain and move on. He intends to betray the Ghouls and use the investigators to destroy them. He will take his looted grave goods and retire "Back East".

Introduction

The mayor of Elota New Mexico, Tolliver Joplin, has come to the investigators with a problem. Tolliver is a large middle aged man. He's a bit on the overweight side, but still in reasonably good shape. He seems very intelligent and well spoken.

He tells the investigators "A prominent citizen recently passed away. While his body was on display in the church some thieves broke in. The body, and the valuable items he was to be buried with, were taken and have not been recovered. I'd like you to help resolve this matter."

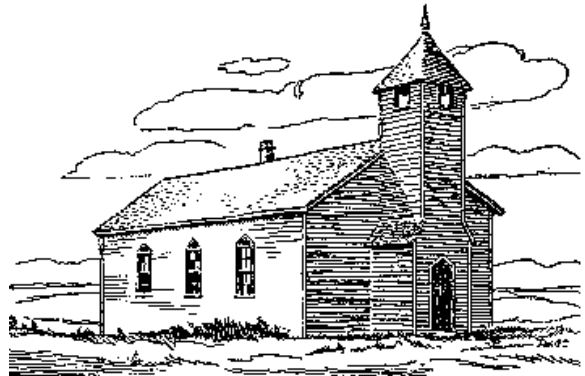
The mayor would primarily like the investigators to find the thieves and bring them to justice. If they can recover the body and any burial goods the town will pay extra. He has kept the theft secret so far and would like it cleared up before the truth gets out.

If the investigators ask why the local lawman hasn't taken care of it the Mayor replies "The town Marshal has not been able to make any progress on the case." If pressed he will say "I don't like to speak ill of the man, but he seems unable to make any progress." He will avoid further discussion on the topic.

If asked why the thieves would steal the body the Mayor indicates that the Priest told him the man was Catholic. The Catholic faith holds that they can't be resurrected intact in Heaven without their mortal body being intact. He thinks the thieves may try to ransom the body back to the family of the deceased. The family of the deceased lives in Saint Louis so the thieves may try to leave town to make contact with them.

At the Church

The church is a simple wooden building on the edge of town. It consists of a single room with two rows of pews facing a raised pulpit. There are two entrances to the church. A door in the center under the bell tower at the front, and a single smaller door at the rear, to one the side of the pulpit. The church is well built and cared for. It appears that a fairly good number of town residents attend the church. It is the only church in town. An empty coffin lies overturned in front of the pulpit.



Interviewing the Priest

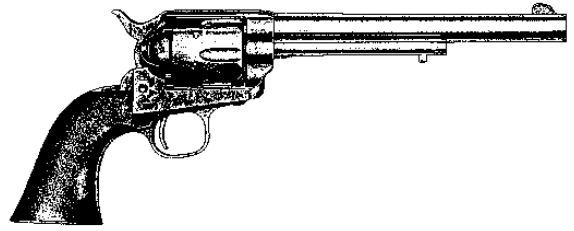
The priest, Philp Jose De La Garza, is an elderly Spanish man. He seems very upset that his church has been invaded and vandalized. He's also concerned that his parishioners will see the vandalism and become frightened. He will pressure the investigators to hurry the investigation so he can clean up the church.

If asked why the thieves would steal the bodies the Priest indicates "This man was a devout Catholic. We believe we are bodily resurrected in Heaven. Without the mortal body being intact we will not be whole in Heaven. I told the Mayor this as well." The thieves will probably try to ransom the body to his family.

If the investigators make a psychology roll they will find the Priest is concerned and angry about the break in. He does not seem to be hiding anything and will help them if possible.

Clues at the Church

The latest citizen whose body disappeared, a man named Tanner Mooney, wanted to be buried with his precious engraved Colt peacemaker revolver. The gun is a custom engraved version of the famous Colt Single Action Army "Peacemaker" revolver. The gun is inlaid with ivory and gold and is probably worth a fortune. His body was placed in the church by the undertaker for a viewing. In the night the thieves broke in and stole the body and gun. Anyone the investigators talk to will know of the "precious gun", including most of the people on the street. If any of the players makes an idea roll they will have heard about the Colt corporation making special gift guns for famous people. If the players make a history roll they find the Mooney is known to be involved in the development of munitions.



The coffin is lying on the floor on it's side. An examination of the coffin provides very little information. The thieves had to have been reasonably strong to push the coffin over and remove the body. It is very curious that the coffin was thrown aside violently and the body removed. Why didn't the thieves take the coffin too?

The front doors of the church are intact and undamaged. The rear door of the church shows signs of being forced open. The doors all have reasonably good locks. If the investigators make an idea roll they notice that no metal tools appear to have been used forcing open the rear door. A very strong individual seems to have broken the door frame from the outside.

On the ground outside the rear door there are footprints in the dirt. There seem to be one set of footprints from a large set of boots and a number of animal prints. A set of cart tracks leads from the main road to the church door. There are several important clues that can be found here:

- If the investigators make a tracking roll, or any similar knowledge skill roll, they notice both the animal and boot tracks enter the church.
- If the investigators make a roll with a biology or tracking skill they note the tracks appear to be canine, but are not from a wolf, coyote, or dog, and they are too large for any known canine.
- If the investigators make a tracking roll, or any similar knowledge skill roll, they notice both the animal and boot tracks were made after the cart tracks. The cart tracks seem much less clear and seem to be a bit older.
- If any investigator makes a tracking or biology roll of 10 they will notice the animal tracks show a creature walking on two legs, not four!

The tracks lead away from town into the desert. They can't be followed for more than a few yards before the ground becomes too hard. The keeper should not allow the investigators to track them far.

The investigators may try to find the owner of the boots who left the prints outside the church. They find 80% of the male population of the town wears similar boots. This includes the Mayor and the Priest. The general store owner supplies most of the town with footwear.

Interviewing the Undertaker

The undertaker and cemetery grounds keeper is a very thin man named Brin Jones. He appears to be in his early 30's, though it's difficult to gauge. If the investigators have already been to the church they will note he wears boots like those that left the prints outside the church. If asked about the footprints he indicates he brought the body to the church for the viewing that way. If asked about the cart tracks he indicates it's his cart, used to move around the heavy body and coffin.

The undertaker will not be friendly to the investigators, but will not be overtly unfriendly either. He tells the investigators as little as possible and says he knows nothing about the robberies.

- If the investigators make a psychology roll they find out the undertaker is very nervous and unhappy.

Interviewing the Marshal

Marshal Peter Tucker can be found at the local jail. He's willing to help the investigators with the investigation, as long as it doesn't interfere with his duties. He's been able to find out nothing up to this point. A successful psychology skill roll will tell the investigators he's been drinking heavily and is near the breaking point.

If the investigators are friendly they may be able to gain the Marshal's confidence. It will require that they buy him a drink or a meal at the local saloon and make a convince roll of 20 or below. The Marshal is terrified that something supernatural is happening in the town, but is unable to figure out who, or what, is behind it. A psychology roll will convince the investigators he's been considering abandoning the town, perhaps to moving to "someplace more civilized".

The Graveyard

The graveyard is a mile out of town on a small hill. A simple wooden sign says "Elota, New Mexico, Rest in Peace". If the investigators check the cemetery grounds they will note some of the graves have been opened recently and filled in again. If they dig up the graves they find the coffins have been opened and the bodies have been removed. The dates on the tombstones show the opened graves are all recent additions to the cemetery.

- A tracking roll will reveal animals have been digging up the graves.
- A roll of 10 or better indicates the month old animal sign is from the same creatures that were seen at the church back door.

The General Store

The general store is owned and operated by Otis Oulicky. Otis is a small round man with a friendly manner. The general store is an average sized building on the main street of Elota. There are two doors, one in front and one in back. A pair of large windows in the front allows customers to see his stock. A hinged wooden panel above each window allows them to be covered in bad weather and when the store is closed. The building is split into two rooms with a small sleeping area above. There's a small room for extra stock at the back of the building and a large room for customers in the front. The general store sells a little of everything, spices, supplies, ammunition, a few rifles, and clothing are on display.

If asked Otis has heard about the fancy gun and will to go to the viewing to see it.

- A psychology roll reveals he does not seem to be aware of the thefts.

The Hotel

The town hotel is owned and operated by Ed Patterson. This building is four times the size of any other building in Elota. It stands two full stories tall. The hotel boasts a nine rooms, eight of which are individual rooms, one common room and a common bath. The keeper should increase the size if he has a large party of players. A guest can bunk down in the common room cheaply, or rent one of the fancy individual rooms. The rooms are all wallpapered and painted pleasantly. The common bathroom contains a claw foot tub and wash basin. The building is heated by a pair of fireplaces that connect to both floors. A hot bath can be had for an extra fee.

The hotel keeper is a quiet man who doesn't gossip much. If asked he's heard about the fancy gun and has plans to go to the viewing to see it.

- A psychology roll reveals he does not seem to be aware of the thefts.

Stake out at the cemetery

The investigators might try waiting at the cemetery to catch whatever is digging up the graves. This will prove fruitless since the Undertaker has warned the Ghouls of the presence of the investigators. The keeper should heighten the tension by letting the silence drag out as they wait. The undertaker should then appear from the darkness and frighten them. His unexpected appearance causes a sanity roll for 0/1 SAN points.

If the players get stuck

There have been some tantalizing clues presented so far, but no solid leads. If the players become stuck the keeper should suggest they make an idea roll. If the players haven't interviewed all the NPC's yet suggest they complete the missing interviews.

The keeper should hint that the investigators lay a trap for the bandits. The mayor will come to them and ask about their progress, then suggest a plan. The bandits seem to know when someone with valuables dies and is placed in the church. That can be used to their advantage. Another funeral might draw them out where they can be caught.

Laying the trap

If the investigators can come up with a body and a suitable treasure they may be able to set a trap and catch the bandits in the act. The only problems are obtaining a dead body and a treasure!

The players may try to have one of the investigators pretend to be dead. The keeper may allow this, but might make the game more exciting by having the undertaker appear and refuse to be party to the deception. The undertaker is now tipped off to the investigators trying to catch him.

If the players don't try the "play dead" option they may try to obtain a real corpse. If they go to the local cemetery the undertaker will appear and prevent the investigators from digging up a grave. The undertaker is again tipped off to the investigators trying to catch him. He will go to the Mayor and accuse them of being the bandits. If the investigators did not tell the Marshal or Mayor about their plans they will need to make a fast talk or convince roll to avoid being arrested, or even lynched by angry citizens! The undertaker can make a convincing case that they are the real culprits behind all the crimes. He even caught them in the act of desecrating another grave.

The players could also obtain a corpse at the cemetery in nearby Thornton New Mexico. They can borrow a wagon from the general store owner, the undertaker, or any of the local farmers. If they try to borrow a cart from the Undertaker he will want to know what it will be used for. If they tell the truth it will again tip off the Undertaker to the trap they're setting. The keeper should have that town's cemetery grounds keeper stumble upon them as they're loading the corpse into their wagon. A few well placed shots from the grounds keeper should make for an exciting getaway. The investigators should make a sanity roll for 0/1D4 of SAN for digging up a corpse.

The problem of the "treasure" is much simpler to arrange. The investigators can simply arrive with the body and claim it's a relative who wanted to be buried in the West with his, or her, valuables. They can claim to be holding the valuables, which are to be put into the coffin, when it's ready to be buried. The keeper can suggest this strategy via an NPC or idea roll if needed.

Confrontation

If the players attempted to lay a trap but failed, tipping off Brin the undertaker, they will be attacked by the Ghouls very early in the morning at the hotel where they are sleeping. The undertaker will show up and tell the investigators he's "found a clue about the bandits". When they go with him he leads them into a trap near the church. He intends to have the Ghouls kill them and then blame them for the crimes. He will tell the Mayor they rode out of town to escape justice.

If the players successfully laid the trap without Brin finding out they will sneak into the church and hide. The Ghouls will show up to collect the new body and battle will be joined. The undertaker will also show up to collect any valuables. He will betray the investigators to ensure the Ghoul's victory. He will try to trip one of the investigators to spoil their aim.

If the players laid the trap and Brin was tipped off he will try to lure them outside the church so the Ghouls can ambush them in the dark. He will use the story that "he's found a clue to the bandits" to get them to go outside. Once they are outside, he will try to trip one of the investigators to spoil their aim.

The investigators should make a sanity roll for 1D6 of SAN for encountering a pack of Ghouls. The keeper should adjust the number of Ghouls to match the power level of the investigators. One Ghoul per gun would be a reasonable number.

The keeper should not allow the investigators to kill all the Ghouls or the Undertaker in this battle. At least one should escape to lead the investigators back to the Ghoul cave. The deepest room in the cave contains a solid black doorway that is a portal to Ghoul mountain in the dreamlands. If the Undertaker survives he will attempt to collect his saddlebag full of loot from the cave before escaping through the portal. If a Ghoul is the survivor it will go straight for the portal. Ghouls have little use for money.

If the investigators follow through the portal they find themselves in a dark tunnel. The investigators will feel themselves falling before landing in the tunnel. They should make a dexterity roll to determine if they fall when they land. This tunnel is obviously very different than the cave they left. In the darkness they will be able to see nothing. Increase the tension by leaving the players in suspense for a few seconds, then they begin to hear the pad of very many doglike feet coming toward them. If they manage to make a light they will immediately see MANY Ghouls approaching. If they are to survive they should immediately duck back through the portal (which is directly behind them) and head for town as fast as they can. If they're caught by the Ghouls they will be overwhelmed, killed, and eaten. The investigators should make a sanity roll for 1D6 of SAN for encountering the home of Ghouls.

The End

I hope the keeper and players enjoyed this adventure. I was surprised that I've seen no Wild West Cthulhu adventures available. I decided to start creating some. If you find any inaccuracies or have any suggestions please feel free to [email](#) them.

Rewards

- If the investigators found out the undertaker was behind the plot grant them 1 SAN point.
- If the investigators caught or killed the undertaker grant them 1D4 SAN
- If the investigators return the loot they're allowed to keep half the value of the loot among themselves.
- If the investigators have mythos knowledge and can dispell the gate to the dreamlands grant them an additional 1D4 SAN. They could alternatively be creative with dynamite from the general store.

Ghouls

A humanoid creature with gray flabby skin, claws, and goat like feet. Ghouls are humans warped by magic. They feed on the remains of dead humans.

Statistics

STR 16	DEX 14	INT 13
CON 14	APP 5	POW 13
SIZ 13		
Magic Pts 13	Hit Pts 13	Dmg Bonus +1D4

Skills

Burrow	75%
Climb	85%
Claws (Damage 1D6+1D4)	30%
Hide	60%
Jump	75%
Listen	70%
Scent Decay	65%
Sneak	80%
Spot Hidden	50%
Bite (Damage 1D6)	30%



Character Sheet for Priest Philp Jose De La Garza

Statistics

STR 6	DEX 12	INT 13	IDEA 65
CON 7	APP 16	POW 14	LUCK 70
SIZ 11	SAN 70	EDU 16	KNOW 85
Magic Pts 14	Hit Pts 9	Dmg Bonus 0	

Skills

Accounting	40
Axe	20
Bargain	25
Climb	40
Club	25
Dodge	24
Drive Horses	70
Drive Wagon	70
English	85
First Aid	50
Grapple	25
Handgun	40
History	70
Jump	25
Kick	25
Latin	71
Listen	55
Persuade	75
Psychology	55
Punch	50
Rifle	25
Sneak	10
Spot Hidden	25
Throw	25

Character sheet for Brin Jones

Statistics

STR 10	DEX 8	INT 14	IDEA 70
CON 12	APP 5	POW 10	LUCK 50
SIZ 9	SAN 50	EDU 11	KNOW 60
Magic Pts 10	Hit Pts 11	Dmg Bonus 0	

Skills

Bargain	25
Biology	65
Chemistry	51
Climb	40
Club	25
Dodge	46
Drive Horses	60
Drive Wagon	61
English	85
First Aid	60
Grapple	25
Handgun	60
Hide	40
Jump	25
Kick	25
Mechanical Repair	50
Listen	55
Persuade	15
Psychology	5
Punch	50
Rifle	25
Sneak	10
Spot Hidden	25
Throw	25



Character sheet for Marshal Peter Tucker

Statistics

STR 7	DEX 7	INT 17	IDEA 85
CON 7	APP 11	POW 12	LUCK 60
SIZ 12	SAN 60	EDU 11	KNOW 60
Magic Pts 11	Hit Pts 10	Dmg Bonus 0	

Skills

Bargain	45
Climb	40
Club	25
Dodge	64
Drive Horses	60
Drive Wagon	61
English	85
Fast Talk	25
First Aid	50
Grapple	45
Handgun	70
Hide	30
Jump	25
Kick	25
Law	65
Listen	55
Persuade	15
Psychology	5
Punch	50
Rifle	35
Sneak	10
Spot Hidden	75
Throw	25

Character Sheet for Mayor Tolliver Joplin

Statistics

STR 9	DEX 9	INT 13	IDEA 65
CON 7	APP 9	POW 11	LUCK 55
SIZ 11	SAN 55	EDU 11	KNOW 85
Magic Pts 11	Hit Pts 9	Dmg Bonus 0	

Skills

Accounting	50
Bargain	65
Climb	40
Club	25
Dodge	58
Drive Horses	50
Fast Talk	65
English	85
First Aid	60
Grapple	25
Handgun	60
History	40
Hide	40
Jump	25
Kick	25
Law	35
Listen	55
Persuade	15
Psychology	5
Punch	50
Rifle	25
Sneak	10
Spot Hidden	25
Throw	25



Character Sheet for Otis Oulicky

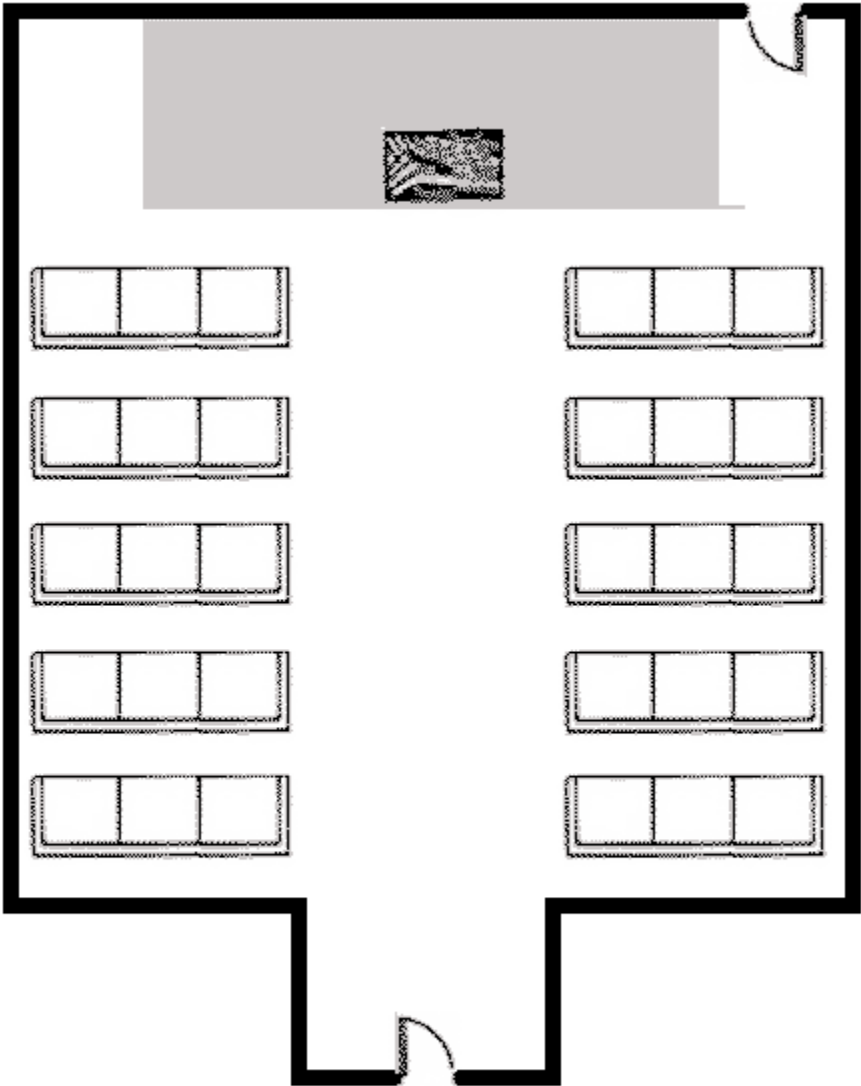
Statistics

STR 18	DEX 7	INT 14	IDEA 70
CON 12	APP 6	POW 10	LUCK 50
SIZ 12	SAN 50	EDU 11	KNOW 60
Magic Pts 10	Hit Pts 12	Dmg Bonus +1D4	

Skills

Accounting	70
Bargain	45
Climb	40
Club	25
Craft	25
Dodge	44
Drive Horses	60
Drive Wagon	61
English	85
Fast Talk	75
Grapple	25
Handgun	60
Hide	40
Jump	25
Kick	25
Track	20
Listen	55
Persuade	15
Psychology	65
Punch	50
Rifle	25
Sneak	10
Spot Hidden	25
Throw	25

Church Floor Plan



Historical Information

The history and locations presented here are believed to be accurately drawn from New Mexico and United States history.

Elota New Mexico was a real town a short distance south west of Santa Fe.

New Mexico became a US territory as part of the Compromise of 1850. It didn't become a state until 1912

The spanish lost the New Mexico territory to the United States in 1846

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"THE NIGHT OF THE KACHINA"

A Call of Cthulhu adventure
written by Jay Sprenkle
August 2006

for Dawn
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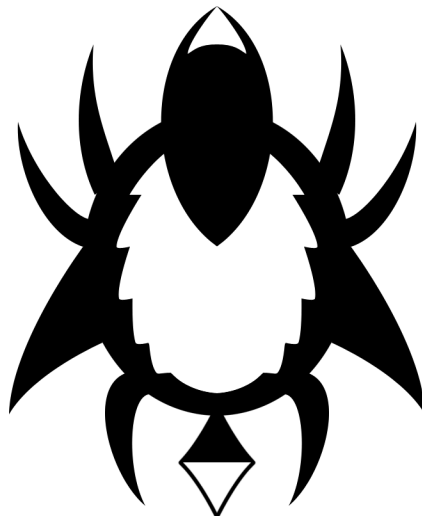


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The Night of the Kachina

This Call of Cthulhu adventure is suitable for a single gaming sessions with any experience level players. It's intended for an event or convention but can easily be integrated into a continuing campaign. This adventure is weighted more toward combat than investigation but does require the players do some basic investigation. As I described it to a friend: "It's got family values, political suck-ups, cocktail parties, possessed dolls, disadvantaged orphans, fire vampires, a sword fight with an evil Spaniard, a cliff jump on horseback, evil Indian Shamans, and it starts with a sanity check! YEE HAW!"

This adventure was inspired by several television shows: "Wild Wild West" (the series, not the movie), "High Plains Drifter", "Purgatory", and "Brisco County Jr.". If you haven't seen them I highly recommend them.

Keeper's introduction

The adventure is set in the year 1851 in Santa Fe. The capitol of the New Mexico territory of the United States. It's assumed the investigators have completed the "Night of the Comanchero" or "Night of the Thunderbird" adventures. If they have not the Keeper must find an alternative method of getting them involved in this scenario (a suggestion is presented in a later section).

A local Spanish Don, Miguel Otero, has joined forces with the Navajo Indian witch Ahiga. The evil witch, known to the Indians as a "skin walker", is supplying the Spaniard with special Kachina dolls. The brightly decorated dolls contain a spirit that will try to possess whoever comes in contact with the doll. The spirit will then kill and terrorize all that it comes in contact with. The Spaniard is a local land owner who wants to return the New Mexico territory to Mexican rule. The Territory was just ceded to the United States after the defeat of the Mexican Army in the area. The Indian witch fears he and his people will be forced from their lands and onto a reservation under United States rule. He and the Spaniard have joined forces to try to force the Army from their lands.

Involving the players

After completing a job (perhaps several) for the Governor of New Mexico, Colonel Alexander William Doniphan, the investigators were invited to Santa Fe for a celebration. A number of politicians from "back east" were interested in hearing about the exploits of this group of now famous gun slingers.

Involving the players if they did not play the previous adventure

The keeper should feel free to improvise a situation to involve the players. The players can be attending the party at the invitation of any politician or Army officer of the time, or could be in the Army, or employed by the Pinkerton protective services company.

Players Introduction

The investigators are asked to attend a party in Santa Fe by the Military Governor of New Mexico, Alexander William Doniphan. The party is a genteel dress affair where all can enjoy a civilized dance and listen to modern music from back east. A number of politicians from the United States Senate have traveled to Santa Fe and are attending the party. A number of high ranking Army officers are also in attendance, hoping to be noticed by someone who can further their careers. The Governor's superior is also present at the party.

Half way through the party the investigators hear a blood curdling female scream from the door of a side room. The party goes all rush to the source of the scream. They find one of the ladies attending the party standing at the door screaming in terror. She's staring wide eyed at a Senator's wife in the side room beyond. The woman, her beautiful party dress saturated with blood, is mechanically stabbing the body of her own husband. The man's body lies slumped in a chair almost cut in half by hundreds of stab wounds. The woman completely ignores everyone as she continues to stab the body.

Brutal Murder!

The investigators begin the adventure with a Sanity Check for 1D4/1D6 points after seeing the murder scene. The keeper should determine where all the NPC's and players are located in the room. If you have miniatures they are an excellent way to keep track of positions without misunderstandings or disagreements.

Eventually someone may summon up the courage to stop the woman who continues to stab the body of her husband. The man is obviously very dead and nothing can be done for him. If one of the investigators doesn't react quickly the woman will stop, look up at the assembled audience, and laugh maniacally. She will then attack the nearest accessible male figure. The keeper should have her attack the most politically important character, NPC or player, accessible to the woman. The spirit of the Kachina definitely has an agenda. It's trying to eliminate the political and military power of the United States. The woman will attempt to kill whoever is her current target in a frothing rage until she is killed or knocked unconscious.

If the woman is disabled the spirit will flee from her body and return to the doll. If she is killed the spirit is banished and will not return. The doll is located in a separate room where all the ladies attending the party had congregated to chat, eat, and sew.

A stunned silence

The sudden inexplicable attack will leave people at the party stunned. There will be a frightened silence while they recover from the experience. Then they will begin to question what caused this brutal murder. A few of the politicians attending the party will decide to return home and escape the nightmare. They will make hasty polite excuses and begin to disappear.

A few politicians, and all the Army personnel, will remain to investigate. The host of the party, William Doniphan, will close the door of the room where the murder occurred and begin checking on each of his guests. The Army officers will be edgy, alert, and ready to defend the guests and their wives.

The lowest ranking officer will be ordered to 'take care of the murderess and the body' by the Army commander, General Stephen Watts Kearny. While the officer is organizing the Governor will collect the investigators and approach his superior. He will present the investigators as his special team of detectives and request that they be allowed to conduct the investigation. The General will agree but cautions Doniphan that he wants to be "kept informed of the results." He leaves the party at this time.

What happened?

The investigators should begin by questioning the witnesses. If the players aren't sure where to start an idea roll will suggest that avenue of attack. They might not be aware it was common to have servants at party. The keeper might remind them if they are unaware.

The murderess will be dead, unconscious, or catatonic so she will not be able to provide any clues. If the investigators examine her they will find nothing unexpected. There's no physical evidence they can find. She seemingly without reason just picked up a knife from a food tray and killed her own husband.

The woman who discovered the scene will be catatonic for at least half an hour. The investigators can speak to others while she recovers.

If the investigators question the servants they will find nothing of value. The servants, an elderly black man and his wife, had served dinner, then laid out the deserts and retreated to the kitchen to have their own meal. They were eating when the murder happened and are just now becoming aware of what has happened. The food they're eating is the same as what was prepared for the guests. They will be frightened and apprehensive that someone will blame them for the tragedy.

If the investigators question the men several will be acquainted with the murdered man but none knows of any reason why his wife would kill him. They seemed to have a good relationship and the man had no enemies they knew of. He had gone off to one of the parlor rooms to have an after dinner smoke. If the investigators verify this they will find a freshly lit cigar in the ashtray beside the body.

If the investigators question the ladies they indicate the woman had been sitting with them in the parlor adjoining the room just a few minutes before. They were chatting while having hor derves and a small after dinner drink. She was helping while they were organizing some knitting

The drinks and food are a false trail for the investigators. If they suggest out loud that there might have been something in the food have two of the Ladies turn white and run to the bathroom to be ill. The drinks, a quality Sherry, all came from the same decanter. The food, toasted bread with sliced meat and cheese, sits on a silver tray with the decanter. The knitting supplies lie abandoned on the chairs and sofas in the parlor.

The investigators might find their first clue in one of two ways. If they check the woman's possessions they will find the Kachina doll. If they reenact what the woman did before the murder they may note her unusual reaction to the doll.

The woman brought a bag with her knitting supplies to the party. The bag contains a partially completed coverlet, yarn, needles, and a Kachina doll. A few moments before the murder she picked up the doll from her bag and showed it to the ladies. She remarked that "it was a gift from some local residents to memorialize her husband's visit." She noted how lovely and unusual it was and stared at it for a few moments. She seemed to spend a very long time staring at the doll, then she got up without a word and went into the next room. That was the last they saw of her before she was discovered in the next room. One of the ladies had spoken to her but she did not answer, then just left the room. The woman who spoke to her wondered if she had unknowingly given some offense and after a few moments went to check. She went into the next room and a moment later they heard the screaming.

The Doll

The investigators should now be suspicious of the doll. The doll is outwardly just a carved wooden figure with indian symbols and dress. It wears a mask over its face. The doll is a single piece and there are no removable parts.

If an investigator makes a roll for local history or knowledge of Indian religion they will see it is an ordinary example of the Kachina created by local Navajo indians. The dolls are individually carved by the Indians to be used in a religious ceremony. The investigators will note that the dolls aren't given to anyone who does not share their religious beliefs. They've never seen one presented to a white man before.

If the spirit is within the doll it will try to possess anyone who holds it and looks at the face of the doll. The keeper should roll a "contest of wills" between the doll and the character holding the doll. The contest will proceed as follows:

- The character will not be aware of the struggle until after the first roll.
- Roll the Magic rating of the character against the doll's Magic rating using the contested roll table.
- If the Doll loses the roll the character will suddenly feel a great dislike for the Doll. The character should roll an idea roll to determine if they understand the Doll is attacking them.
- If the Doll wins the roll subtract 1D10 of Magic points from the character. The character will be disoriented by the loss of energy. The character should roll an idea roll to determine if they understand the Doll is the source of their weakness. If the power of the character reaches zero the Doll will possess the character.
- Continue rolling the contest until the Doll takes over the character or the character drops the Doll to stop its attacks.

If the spirit takes over a character it will cause the character to attack the most politically important remaining character nearby. The spirit will be able to control the character but will not be able to imitate the personality and does not share the characters characteristics or memories. It controls the body like a puppet. It cannot speak and can only portray the most basic emotions on the character it controls. If the character is disabled the spirit will return to the doll and continue its attacks if it can. If the character is killed the spirit is banished and will not return.

A second murderous attack in one night is enough to frighten away all the remaining guests at the Governor's home. If violence occurs they will exit as quickly as possible without any pretense of a polite leave taking.



I don't play with dolls any more

Once the investigators subdue the spirit by isolating it, destroying it, or killing it's puppet they will naturally begin to wonder where the doll came from. The ladies present at the party indicate the doll was a gift to the murdered man. It won't be possible to ask him about the doll. A few questions to the Army officers at the party will locate his assistant.

Sergeant Estema was assigned by the Governor to guard the murdered man and act as his assistant while he was visiting Santa Fe. The sergeant relates that he took the man and his wife to the local marketplace to buy food and souvenirs. He remembers where the doll came from. A little Indian girl at the market gave his wife the doll as a gift when they were in the market. He didn't think anything about it since it seemed so innocent. The little girl never spoke to her, she just offered her the doll silently. He didn't think that was unusual because the little girl probably does not speak english. A psychology roll reveals the sergeant is truthful, but worried about being demoted after the man he was supposed to guard was killed.

With the help of the sergeant the investigators can find the girl at the market the next day. The market is a very mixed group of local Indians, Mexicans, and White settlers. The little girl is a Navajo about five years old. She's with an old Indian woman who sellings farm produce, eggs, and chickens. They do not speak any english. The investigators will have to work with the sergeant to find an interpreter if none of them speak any Navajo.

If the investigators get an interpreter he will recommend they purchase something from the old woman. It's the custom of the Indians to be polite and respectful to their elders and a respectful gesture of a small purchase will win her cooperation.

The little girl will tell the investigators "a tall man gave her the doll when she was playing in the market. Someone took her doll yesterday when she was sleeping." This does not match the sergeant's story. He definitely remembers the girl giving the doll to the politician's wife. If they question her further she says she doesn't remember what happened after she got the doll. She remembers waking up in the afternoon at her grandmother's place in the market. The only clue the girl can give is that the man that gave her the doll was tall, dark, and he spoke Spanish.

If the investigators push further the grandmother will intervene. She will tell them the little girl went to play in the market like she always did. The grandmother never saw any man, or any doll, and the girl didn't have it when she came back for her afternoon nap. The little girl was very tired and didn't want to get up when it was time to go. She wondered if the girl was becoming sick.



Don Miguel Otero

If the investigators ask around the market they will be able to find the only tall Spanish man at the market the previous day was Don Miguel Otero. He brings cattle and farm produce to the market to sell occasionally. He owns a very large ranch near Santa Fe. He was "Muey Importante" (very important) when the New Mexico territory was Mexican.

The investigators can easily get directions to the ranch of Don Otero. The Don lives in a very large adobe home a few miles west of Santa Fe. The ranch is close, as the crow flies, but takes a lot of riding to get to. There is a deep ravine separating the town and the ranch. The investigators will need to make a 10 mile detour to the south to go around the ravine then 10 miles north again to get to the ranch. The keeper should subtly point out to the players how much time they lose in this detour. This sets up the possibility of a dramatic cliff jump on horse back later.

The main building at the ranch is the Don's home. A one story ranch style, except for a central tower, stuccoed a pleasant pastel reddish color. A stable and corral adjoin the house. The buildings are well kept and proclaim the Don's wealth. When the investigators approach the ranch hands at the nearby stable direct them to the house. The keeper should place approximately as many ranch hands in the stable as there are investigators.

When they knock the Don invites them into his home. The Don is reserved and formal but extremely polite to guests. The investigators notice a cool breeze flowing through the house and fresh flowers decorating the table. A large fireplace provides heat during cool evenings. There are Indian rugs on the floor, oil paintings and various antique weapons displayed on the walls.

The Don invites the investigators to have water or wine before they have a chance to speak of anything serious. The Don introduces his ranch foreman and asks him to see to the drinks for the guests. Once everyone settles down with their drinks he asks why they have come to visit. If the investigators speak about anything non-threatening the Don will chat quite pleasantly with them. If they ask about the doll he denies any knowledge of it. His pleasant demeanor will drain away quickly if he is challenged. He admits he did go to the market the day before. He was there to sell some cattle and then he left. He "doesn't concern himself with Indian orphans."

The investigators may learn of the Don's deception in two ways. If they make a psychology roll they learn he is hiding something from them. They may also note that the Don knew the Indian girl was an orphan and none of the investigators mentioned that fact. If the keeper wants to drop a hint an idea roll is a good way to feed it to the players.

The Don is on his home turf and has his loyal ranch hands around him. He will now try to get the investigators to leave. If they refuse or are combative he will call for his foreman to eject them. A melee breaking out will cause the rest of the ranch hands to arrive in two rounds. The ranch hands will fight but not give their lives for the Don. He's been a very good employer in a place where there are no other opportunities.

Don Otero will grab a single shot flint lock pistol and a saber from the display above the fireplace. The keeper is encouraged to make this combat as exciting as possible. The Don will first fire the flint lock and discard it. The keeper must halve the Don's pistol skill because of the inaccuracy of that weapon. The crack and flash are almost as good a weapon as the ball!

A creative weapon malfunction will leave an investigator facing the Don's sword with no weapon. A quick flick of the Don's wrist will drop another sword at the feet of the investigator. A cinematic style sword battle will follow, and hopefully the investigator will survive it! The Don is an excellent swordsman.

The investigators should do their best not to kill the Don since he's the key to figuring out the mystery. If they do accidentally kill him the keeper should use one of the surviving ranch hands to point the investigators to the Indian witch. They know nothing of the plot but did notice the Indian coming to meet with the Don. If they manage to kill everyone have another ranch hand appear from the pasture and give up the information.

The plot

If the investigators interrogate the Don they learn of the Don's plan to drive the Army out of New Mexico. He tells of his pact with the Navajo witch Ahiga and their delivery of the dolls to the Army officer's families. It was just chance that he learned a politician was visiting. He gave the girl a doll that took her over and caused her to pass the doll to the woman. The Don or his ranch hands will tell also tell the investigators the location of the Indian witch's cave.

The investigators should be startled to find out there were three dolls not one! There are two more Army officers in danger. One doll was given to the daughter of Alexander Doniphan (their employer), and the other to the daughter of his superior General Kearny. The investigators should deal with their captives and high tail it back to town to warn the officers. The keeper could suggest to the players how much time they could save getting to town by jumping over the ravine. An exciting cliff jump should get the player's adrenaline pumping.

When they arrive the investigators will find Governor Doniphan and his wife hiding in one their bedrooms with their daughter Miranda maniacally chopping away at the door with a butcher knife. Doniphan has already been stabbed once but was not mortally injured. The investigators will have to subdue the daughter and retrieve the doll. The daughter will prove a difficult foe since her physical skills will be considerable while possessed.

At the General's rooms they find everything seemingly normal. There's no sign of violence. The General's wife will hand over the doll only if the investigators explain the danger. She indicates her daughter "very much likes the doll." The investigators should be startled by this statement. If they go rushing to find the daughter they find a pleasant enough domestic scene. The general sits in a rocking chair with his daughter asleep on his lap. Then they notice he's staring at the doll in his daughter's sleeping hand. He will immediately go into combat when they try to take the doll.

Rooting out the problem

The investigators have now eliminated all the dolls and should now be ready to go after the source of the problem. The keeper should arrange the time line so the investigators will not arrive at the cave of the witch before nightfall. If the players insist on waiting until the next morning Ahiga will escape leaving behind his Kachina dolls.

Ahiga, the Indian skin walker who created the dolls, lives in the hills near the town. The witch lives alone in a cave and will not have any human help in the combat. He will summon up as many fire vampires as needed to provide the players with a challenging combat. This battle will be the climax of the game. The keeper is of course encouraged to make it as exciting as possible.

The witch will be outside the cave he lives in when the investigators arrive. He is a strong looking young man probably about 30 years old. He is dancing around a large camp fire wearing buck skin pants, no shirt, with a wolf skin pelt over his shoulders and head. As he circles the fire he gestures with a stick toward each of the points of the compass. When he completes a circuit and makes the last gesture a gout of flame will erupt from the camp fire. A small sphere of the flame will fall from the sky and float above the ground a few paces away. The witch is summoning a fire vampire with each pass around the camp fire. The fire vampires can only be summoned at night. If the investigators arrive during the day and the keeper wants to create a battle he can alternately transform into a wolf.

When Ahiga is defeated the players should examine the cave where he lived. To add a chilling final twist to the game the keeper should have the investigators find a hundred half completed Kachina dolls inside the cave. If the keeper wishes the witch might escape and become a recurring villain for the players.

The End

I hope the players and the keeper enjoyed the game. If you find any inaccuracies or have any suggestions please feel free to [email](#) them.

Rewards

- If the investigators stop the dolls grant them 1D4 of Sanity points.
- If the investigators learn to subdue the possessed instead of killing them grant them 1D4 Sanity points..
- If the investigators uncover the plot grant them 1D4 Sanity points..
- If the investigators defeat the witch grant them 1D6 Sanity points..

Fire Vampire

A small point of living flame. It cannot be harmed by most material weapons. Trying to extinguish it with water or sand are the only reasonable alternatives the players have.

Statistics	
Hit Points	4
Skills	
Dodge	50%
Touch Attack	85%

Touch attack:

A successful attack will set flammable objects touched on fire. Roll 2D6 against investigators CON score on the contested roll table. If the investigator wins they take half of the 2D6 roll of damage (rounded up). If they lost they take the full 2D6 of damage.

Damage from sand or water:

A small amount of sand or water will do 1D3 of damage. If it is engulfed by a large amount the vampire is killed.



Ahiga

Statistics

STR 10	DEX 14	INT 10	IDEA 50
CON 14	APP 10	POW 11	LUCK 55
SIZ 10	SAN 55	EDU 13	KNOW 65
Magic Pts 11	Hit Pts 12	Dmg Bonus 0	

Skills

Climb	40
Conceal	65
Ride Horses	60
First Aid	30
Hide	60
Jump	30
Listen	40
Medicine	55
Occult	55
Spanish	65
Persuade	65
Sneak	45
Spot Hidden	45
Throw	60
Axe	20
Club	60
Dodge	78
Punch	50
Grapple	25
Handgun	50
Head Butt	20
Kick	25
Rifle	85

Don Miguel Otero

Statistics

STR 14	DEX 14	INT 14	IDEA 70
CON 9	APP 14	POW 13	LUCK 65
SIZ 15	SAN 55	EDU 17	KNOW 85
Magic Pts 13	Hit Pts 12	Dmg Bonus +1D4	

Skills

Bargain	25
Biology	21
Ride Horses	60
First Aid	30
Climb	60
Jump	30
Listen	40
Drive Wagon	55
Occult	55
English	65
Persuade	65
Sneak	45
Spot Hidden	45
Throw	25
Axe	20
Club	60
Dodge	78
Punch	70
Grapple	25
Handgun	50
Sword	70
Kick	25
Rifle	85



General Stephen Watts Kearny

Statistics

STR 12	DEX 14	INT 14	IDEA 70
CON 12	APP 14	POW 13	LUCK 65
SIZ 15	SAN 55	EDU 14	KNOW 85
Magic Pts 13	Hit Pts 12	Dmg Bonus +1D4	

Skills

Bargain	25
Biology	21
Ride Horses	60
First Aid	30
Climb	50
Jump	40
Listen	40
Drive Wagon	55
Occult	1
Spanish	65
Persuade	55
Sneak	25
Spot Hidden	25
Throw	25
Axe	20
Club	60
Dodge	78
Punch	70
Grapple	25
Handgun	70
Sword	20
Kick	25
Rifle	85

Miranda Doniphan

Statistics

STR 4	DEX 10	INT 11	IDEA 55
CON 7	APP 12	POW 12	LUCK 60
SIZ 6	SAN 60	EDU 6	KNOW 30
Magic Pts 12	Hit Pts 7	Dmg Bonus -1D4	

Skills

Axe	60
Climb	40
Club	85
Conceal	15
Dodge	90
Grapple	25
Hide	60
Jump	40
Listen	40
Persuade	75
Punch	50
Sneak	50
Spot Hidden	25
Throw	25
Kick	25



Historical Information

The history and locations presented here are believed to be accurately drawn from New Mexico and United States history.

The man listed as the military governor is Colonel Alexander William Doniphan. He was in reality the assistant to the Army commander who fought against the Mexican army during those years. A Governor for the area wasn't historically appointed until 1851. The previous governor was assassinated in 1849 during the Revolt of Taos.

General Stephen Watts Kearny was the Army officer who conquered the California territory

The title "Don" prefixed to a Spanish given name implies that its holder is a person of some importance: a nobleman, a scholar, or at least a man of wealth.

The Indian Kachina dolls are real. The Hopi and Navajo Indian Tribes use them as part of their religious observances. They can now be purchased as art objects but this was not always true. In the past they were not allowed to be given to outsiders.

An Indian witch is called a skin walker by some tribes. They are said to have the supernatural ability to change shape into that of an animal. They are reputed to gain their power by the murder of a close relative.

You can't be possessed by a doll (unless you stare at it too long).

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THE NIGHT OF THE WHITE BUFFALO

A Call of Cthulhu adventure
written by Jay Sprenkle
August 2006

for Dawn
Without your love and affection I would be lost.

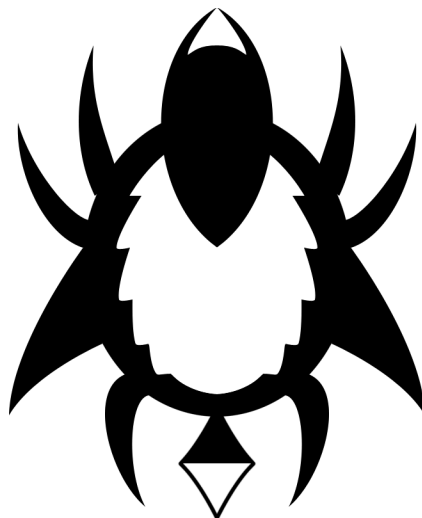


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The Night of the White Buffalo

This Call of Cthulhu adventure is suitable for a single gaming sessions with any experience level players. It's intended for an event or convention but can easily be integrated into a continuing campaign. The adventure is weighted more toward combat than investigation but does require the players do some basic investigation.

The adventure is set in the New Mexico territory of the United States late in the year 1851. It is a continuation of the adventure "The Night of the Kachina" but can be played separately if the keeper finds a suitable way to involve the players.

Keeper's introduction

In "The Night of the Kachina" the investigators became involved in a plot by a local Spanish Don and a Navajo witch. They gave Kachina dolls to the families of politically and militarily important United States settlers. The Kachina dolls had spirits bound into them which attempted to possess those that touched the dolls. Those possessed by the spirits would attack and brutally murder their own families. The conspirators hoped to disrupt the new United States government by striking at the leaders. This would give an opportunity for Mexican sympathizers and the local Indians to drive out the settlers. In the first adventure the witch was killed and the Don arrested. The witch had an apprentice in the nearby Sioux tribe who escaped discovery. The Don, Miguel Otero, knows nothing of the apprentice witch.

Ahiga, the Navajo witch, planned his assault on the US Army carefully. He bound four spirits and placed them to the north, south, east, and west of the local army outpost, Fort Union. White people are allowed to go to the fort but will be attacked if they attempt to leave. The spirits will allow Indians or Spanish to pass unmolested as long as they do not aid the Whites. Ahiga thought it would be a marvelous irony to treat the white invaders as they treated the Indians. They would be trapped in the fort, forced to starve, or die trying to fight their way out of his trap.

The spirits Ahiga used were those of Indians he sacrificed in a special ceremony. Ahiga created a special ring of stones that could keep a spirit trapped within it. He then buried the sacrificial victim alive within the stone ring. The spirit, released by the death of the victim, would be trapped within the ring while Ahiga performed the spell of binding. These spirits were bound permanently to the skull of the body they occupied in life. Once the spirits were bound they were forced by Ahiga's spell to do as Ahiga instructed. Ahiga then removed the stones to release the bound spirit.

The power of the spirit is dependent on the number of magic points the sacrifice had while alive. Its ability to affect the material world decreases with distance from the object they are bound to. Close to the object they can appear as a solid being and are quite powerful. If far away they are only able to affect the world slightly. At their farthest reach they can manifest as a ghostly image without the power to speak.

An Indian witch, also called a "Skin Walker", usually comes into their power by the sacrifice of a family member. The first sacrifice, the one to the east of the fort, was Ahiga's younger sister. His parents adopted the girl as a baby from a nearby Sioux tribe. The spirit of the young girl will appear to the investigators and try to convince them to free her from the binding spell. If the investigators free her she will take her revenge on "Hotah", the apprentice witch, that helped murder her. Her spirit will haunt the earthly plane to watch over the Sioux and teach them the ways to protect themselves from many spiritual threats. This encounter is the fictional genesis of a famous factual legend told by the Sioux Indians.



Involving the players

If the players did not play in the previous adventure the keeper will need to modify things to help the players. They will not recognize the Kachina doll from the previous adventure. A simple way would be for the Colonel to assign Sergeant Estema to help the investigators. Sergeant Estema, the man who first saw the dolls in the previous adventure, sees the girl holding the doll. His obvious fright and the sight of the doll, and the girl disappearing through a solid wall, might work well as a hook.

The keeper might also send the investigators to the local saloon to "gather information about the sightings of the girl and the doll." The keeper can add a lot of flavor to the game by having the investigators join in on a game of Faro at the saloon. The players might enjoy being taught an authentic game from the old west.

Player's introduction

The investigators are called to the office of their employer, the Military Governor of New Mexico, Alexander William Doniphan. Colonel Doniphan tells the investigators that there have been sightings of an indian girl carrying a Kachina doll at the Santa Fe marketplace. The investigators should go to the marketplace, sieze any dolls, and if anyone is creating more of the possessed dolls they are to take them into custody.

The investigators go to the Santa Fe market. It's approaching evening and the sun is behind the clouds. As they walk through the market they see a young girl wearing white buckskin in one of the currently unused stalls. She seems to be holding a Kachina doll. It's identical to the possessed dolls the investigators are familiar with from the previous adventure. When they rush in the young girl backs away to the south west and passes through the solid adobe brick wall of the stall! The keeper should make the players roll a sanity check for 0/1 points.

Spooky Sioux sparks speculation!

The investigators will doubtless be startled by the disappearance of the girl. On the other side of the wall there is a space between the rows of stalls forming a walkway. There is no rear door in either of the stalls and the walls are solid adobe brick. If they touch the brick where the girl passed through they notice it's cooler than the surrounding brick. If they don't investigate the stall behind the one the girl appeared in have them notice a noisy excited conversation there after a moment.

In the next stall a middle aged Spanish man and his wife are selling food and clay food storage jars. He makes jars at the pottery wheel in the back of the stall and she speaks to customers. The investigators may hear him being berated by his wife for being a fool, a drunkard, and for "seeing things". As the investigators arrive the wife changes from harpy to the helpful shopkeeper. If the investigators heard her remarks, and understand Spanish, give them a chance to hear her husband's reply. A successful Listen roll tells them he replied under his breath "I should have married her sister."

If the investigators question the man he will reveal he saw the girl too. She came through the wall and backed toward the southeast. She moved in a straight line and passed through the food and the counter at the front of the stall. When she moved into the sunlight in front of the stall she seemed to disappear. He calls her a "ghost". In reality the girl is partially translucent and can only be seen well when she's in a dark area.

Another row of back to back stalls sits to the east across the walkway from this row. The stall directly across from the Spanish couple is not occupied. The investigators hear the sound of chickens scattering and a man cursing. On the next row they find a Spanish man trying to round up his escaped stock of chickens. The man does not know what happened to cause the chickens such fright.

A Spanish woman standing nearby. If questioned she says there was a "viento malvado" (an evil wind) and all the chickens in the stall became frightened and tried to escape. The stall behind this one is not occupied. The market area ends there, at the west edge of town.

If the investigators haven't noticed it an idea roll will reveal the spirit seems to be traveling in a straight line to the southeast. This leads out of town and out into the plains. If they go to the edge of the market they will see nothing. After a moment they will feel a cool wind and hear the word "Venido" carried on the moan of the wind. This is the Spanish word for "come".

An evil wind

The investigators will need to follow where the spirit leads. If they decide not to there are no consequences. The spirit will simply return every evening to haunt the market until someone understands and follows the spirit. If the investigators don't return to the market the haunting will be the all that's talked about by locals. They will certainly hear about it.

The investigators should travel southeast without event until darkness falls. Their travel will be uneventful until they need to make camp for the evening. The keeper should take a moment to describe the beauty and ruggedness of the country they pass through. To the east the tall golden grass waves gently in the wind on the plains. The mountains rise to the west with a belt of gnarled green trees skirting their base. A reddish mesa juts up from the plain, dominating the view, almost demanding to be noticed. The sun setting through the mountains displays wild colors, then when night falls more stars appear in the sky than can be counted.

If they don't think of it the keeper should remind them someone should stand watch while they sleep. After the rest of the investigator fall asleep the one that's on watch will see the young girl appear again. She will appear to the southeast of the camp and a cool wind will spring up from that direction. She is empty handed and not carrying a doll. Once the investigator sees her she will turn away and walk southeast until she disappears in the darkness.

The next morning dawns clear and warm. About an hour after they begin traveling they will feel a cold wind coming from the southeast. The wind is stronger and colder than what they felt the night before. If the keeper has sent along any Spanish NPC's have them whisper "la respiración del fantasma" (the breath of the spirits) and cross themselves.

As the morning turns into afternoon the investigators will see the girl in the distance. She seems to be standing in the middle of the plains waiting for them to approach. She is dressed completely in white.

As the investigators approach they notice the girl is partially transparent. She seems to be aware of them and is watching them. A psychology roll will reveal she is concentrating very hard on something. She will become considerably more substantial than before and will say "ayudarme" ("Help me" in Spanish) then fade away and vanish. An outflow of cold air will wash over the investigators after she vanishes.



Ghosts on a plain

The investigators should have figured out by now the spirit of the girl wants their help and doesn't intend them harm. As they continue to travel southeast they will pass closer to the place where the girl's spirit is bound. If they attempt to leave the area they will be attacked immediately. The spirit has no choice once they are that close.

As evening approaches the girl will appear again. This time she is much more substantial and almost appears solid and normal. When she speaks the investigators hear a low voice that sounds as if it were coming from far away. She says "Venido! Ayudarme!" (Come! Help me!) then she flies through the air to the southeast. Her excitement is obvious even without a psychology roll.

The investigators follow her to small hill nearby. The spirit of the girl waits at the base of the hill. She waits there seeming completely solid and substantial. She is dressed in fine white buckskin that almost seems to glow in the darkness. Her hair is braided and decorated with colorful beads. When they arrive she puts up a hand and tells them "Gracias." (Thank you).

The investigators will be excited and anxious to learn what's happening. The spirit will speak to them now and answer their questions in a ghostly far away sounding voice. If any of them touch her they will be burned by intense cold. A psychology roll tells them she is excited and probably telling the truth.

"My name is Ehawee. Will you help me?" the spirit asks. They will certainly ask how and why. She will recount the story as she knows it and plead with the investigators for help. "A very bad thing was done to me by my brother. He wanted to become a Skin Walker. To gain power he and his apprentice Hotah took my life. They bound me into service to make me do terrible things. Please release me."

If they ask what she was forced to do, she answers that she is "bound here to kill the white men and drive them away. They are allowed to go toward their fort near here, but I must kill them if they attempt to leave." If they want details about her brother she tells them "His name was Ahiga. He was killed not long ago."

The girl shudders and tells them about her death. "My brother Ahiga created a ring of stones that kept my spirit trapped within it. He killed me by burying me within the stone ring. When I died he bound my spirit to my body. Ahiga then took away the stones so my spirit was free to roam, and to kill. I can never go far from this place as long as I am bound. He bound three other spirits and placed them to the north, south, and east of the fort of the white men."

When the investigators ask how to free her she tells them "they must destroy that which binds her to this place. It lies just at the top of this hill." If the investigators move to climb the hill she shouts out that they must stop. "My brother also bound me to protect myself and my resting place. If you come close I must attack you. I'm sorry but I must also kill you if you try to leave this place." This is the perfect cliff hanger ending point if the keeper wishes to split the game into two sessions.

The investigators might manage to overcome the spirit and destroy her immediately but they would have no aid finding the locations of the other spirits. The best solution is to accept her help and destroy the other spirits first.

A weapon against the darkness

If the investigators don't come up with a good plan the keeper should suggest the following through the spirit of the girl. Her brother made some stones that prevent spirits from approaching. He used them to keep our spirits trapped while he bound his victims. She can tell them what the stones look like. If they can find them she thinks the spirits will not be able to attack the one who holds them.

Once they have the stones she can appear to them as she has already done and show them where the other spirits are buried. The other spirits are all full of anger and enjoy hurting the white men. They do not want to be released.

She is bound so that she must attack them if they try to leave. She can go as far away as possible and give them a head start. She can only attack one of them at a time, maybe the rest of them can escape while she kills one of them. She's sorry and she will try to make it as quick as she can.

If any of the party is playing a Spanish character, not affiliated with the army, she believes the spell laid by Ahiga will not force her to attack. Ahiga's allies in the fight were the Spanish from Mexico. This could be a tense moment for the investigators if they try to escape the trap via a "rules interpretation".

I don't have to outrun the monster, just you

The investigators are trapped at this point. They can't attack the girl, her resting place, or escape without violence. Her plan is the only one with any good chance of success. The keeper has a choice here, kill off one of the players, or provide an exciting chase scene and a close escape. See the spirit's statistics sheet for its powers and attacks. I suggest using the spirit's lightning attack since it's quite dramatic. A character dodging it can be explained as strikes on nearby cacti. The keeper can add to the drama by describing the billowing clouds that boil up and the shapes that appear in them as they're illuminated by the lightning's flash.

Spirit Stones aren't like pet rocks

The spirit of the girl describes the spirit stones as small rounded brown stones that have something written on them. She describes the writing on the stones as being "like the marks the white men put on their cattle." He probably kept them with him.

If they ask further details about the stones she tells the investigators "he made them when the lightning struck the sand. When he lived with the family he used to chase the lightning when the thunder came. We thought he was crazy." The girl starts to cry as memories of her past and her brother's betrayal overwhelm her. A psychology roll reveals shame, hurt, and anger at her betrayal.

The spirit stones can be found discarded in Ahiga's cave just outside of Santa Fe. They appear to be nothing more than sandstone with a dark symbol "branded" into the surface on one side. A close examination of the stones reveals they are glass covered with sand. They were formed by lightning striking the sand and melting it into glass. They were rolled into a round shape while still molten and the symbol branded into the glass. Sand covered the molten glass and was permanently bonded to the surface. If any of the investigators have mythos knowledge they may be able to identify the symbol as a variation on an elder sign.

The ghost in the bones

Once the investigators have the stones and they again approach Ehawee's resting place she appears to them. She can be seen only when it's dark but during the day she can lead them using a cool breeze. She will direct the investigators to the locations of the other spirits. She will appear to the investigators regularly during the journey.

As the investigators approach the spirit nearest to Santa Fe, the northern spirit, they find the bodies of two scouts and two army troopers along the trail. They tried to escape the fort and were killed by the spirit guard. The keeper should make the players roll a sanity check when coming upon the grisly remains. The spirit was cruel and tortured its victims before killing them. A success loses 1D4 sanity points, a failure just one point.

The investigators are lead by the girl to a small hill. It seems no different than any other in the area and there are no distinguishing landmarks. As they approach the top any investigators not holding a spirit stone will be attacked by the spirit of the girl. If all are protected the spirit creates storms and horrible shapes fly at them from the clouds. At the top of the hill they find only the top of a pitted grey skull not covered by the sand. The symbol on the spirit stones is burned into the forehead of the skull. A shot from a pistol, or a simple rock, put an end to the spirit's binding. There's a crack of thunder when it's broken, a wisp of white smoke rises, and the storm dissipates.

If the investigators don't think of it the keeper can suggest that they visit Fort Union. They should be informed the trap set by Ahiga has been broken. The men at the fort are close to mutiny and desertion. They didn't know what was happening, just that anyone that attempted to leave was killed. The spirits had been taunting them at night to demoralize them. The investigators will become heroes to the soldiers of the fort. The girl spirit will not appear while the investigators are at the fort.

Fort Union, which hardly lives up to that name, is several miles north of the junction of the two main branches of the Santa Fe Trail. It's located on the plains just east of a commanding mesa. It consists of a few crude unbarked log buildings surrounding a parade ground. The troopers supplement their food supplies by growing crops and keeping animals at the fort. There will frequently be chickens underfoot. If the investigators stay the night at the Fort they find the rough logs harbor bedbugs.

The spirit of the girl will lead the investigators in a large circle that visits each of the resting places of the spirits. She will save her own for last.

The spirit of the west

This spirit is located on a small hill in the Sangre de Cristo Mountains. The western spirit will try to attack the investigators as did the northern spirit. It will prove no difficulty to overcome with the stones and the guidance of the girl.

The spirit of the south

The southern spirit will attempt to deflect the investigators by setting fire to the plains using its lightning attack. They should be able to outrun the fire easily, but it will delay their attack on the spirit. If they're forced to go away from the fort by the fire then those not holding stones are fair game for it to attack.

Rest in pieces

After the third spirit is dispatched Ehawee will no longer appear to the investigators. The keeper should subtly add a note of tension to the game here. Let the players worry for a bit about the lack of contact and what it means. If they think of it the players can use their tracking skill to follow their own trail to the location of the first hill. If they fail to find it a gentle cool breeze comes up for them to follow. The girl will not appear or speak to them.

When the investigators return to the hill where the girl's spirit rests they find the top identical to the others. A small pitted gray skull protrudes from the sand. The girl will finally appear to the investigators when they reach the skull. She appears as solid and real as a living person this close to her resting place. She is dressed in her finest white buckskin dress. Her hair is braided with colorful beads, and woven with wild flowers.

The girl didn't appear to investigators because she was afraid of what would happen after she was unbound. What waits for her after death? Is there just oblivion, or is there a great spirit? Would it forgive her for the bad things Ahiga forced her to do? She has dressed in her finest, just in case.

She asks them shyly "Do you think the great spirit will like my dress?" If any of the players has become particularly sympathetic to the girl the keeper might play to that. If they try to give her a hug goodbye she is repelled by the stone they carry. She might caress them with a gentle cool wind.

If they delay too long she will tell them "it's time." When the investigators break the skull there's a crack of thunder and a wisp of white smoke rises from the ground. After a moment the wind rises and a small dust devil swirls into existence over the fragments of the girl's skull. A ghostly image of an older version of the girl appears. Now a young woman she appears dressed in the fine white buckskin she wore when released from her binding. She says "there's still something here I need to do." Her ghostly form then begins flying away to the east.

The investigators will probably mount up and ride out after the ghost of Ehawee. As they try to catch up and follow her across the plains they notice a rumble like a low continuous thunder rising. On all sides buffalo begin appearing and falling in beside them. The investigators are soon surrounded on all sides by a herd of buffalo larger than they have ever seen. The plains, as far as the eye can see, are covered.

After a wild and thunderous ride the procession comes to a stop. A pair of frightened young Indian men have been surrounded and trapped by the herd of buffalo. The buffalo encircle the men, facing inward toward them, and make a path for the young woman spirit. They dismount from their horses and wait as she approaches.

When she arrives one of them moves forward to meet her. His face shows recognition, shock, and then anger. If any of the investigators understand the Sioux language he shouts "You were bound! You will do as I say!" The spirit gestures and a bolt of lightning strikes the man from the clear sky followed by a crack of thunder. When the investigators eyes recover from the flash they see a large snake where the man stood. The girl gestures again and black smoke rises from the ground to form a large cloud that engulfs the snake. The cloud boils and writhes for a moment. A human scream is heard coming from the cloud. It dissipates and a pile of blackened human bones is left behind. The second man falls to his knees before the young woman spirit. The investigators should make a sanity check for witnessing the gruesome transformation and destruction of the apprentice. They lose 1D4 if they fail, and 1D6 if they succeed.

The spirit turns to the investigators. "The skin walker and his apprentice will cause no more trouble. Thank you for all you have done. The Great Spirit will save a place for you." She turns back to the man on the ground before her. Addressing the man she says "Your people have forgotten how to talk to the Great Spirit. I will appear to them soon to help them remember the way." She shimmers for a moment and changes into a young white buffalo. It turns away from the humans and trots away into the buffalo herd. It opens before her and the white buffalo pauses for a moment to look back at them, then disappears into the herd. All the buffalo turn away from the humans and melt away onto the plains. The thunder of hooves is all that can be heard for many minutes. The Indian man leaps to his horse and rides away without a word.

The End

I hope the players and the keeper enjoyed the game. If you find any inaccuracies or have any suggestions please feel free to [email](#) them.

Rewards

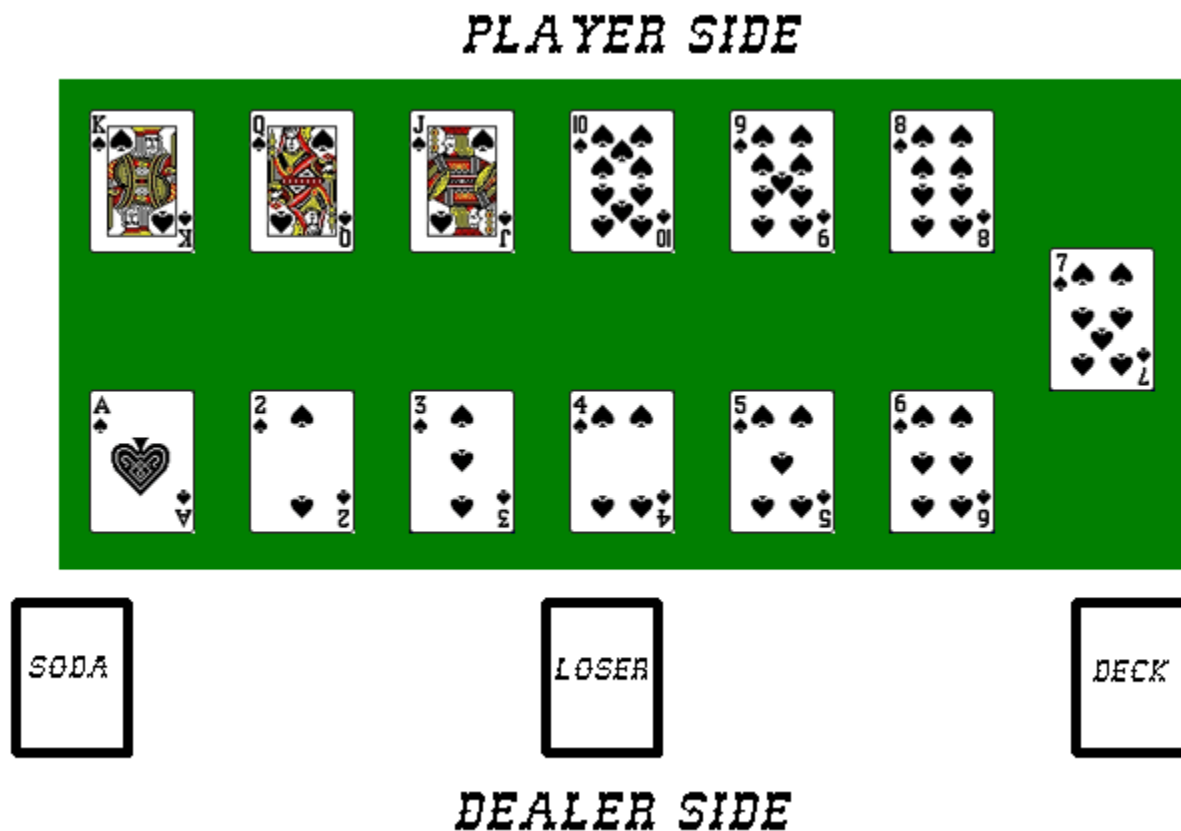
- If the investigators release the spirits grant them 1D4 of Sanity points.
- If the investigators release the girl grant them 1D4 Sanity points..

How to play Faro

Equipment needed:

- A regular deck of 52 cards
- A set of poker chips, or similar tokens, with a different color or shape for each player. (You can optionally just use coins or cash but it's much harder to keep track of who the money belongs to). The chips are usually called "checks" during this era. Chip values ranged from "two bits" (25 cents) to \$5, the most common being "four bits" (50 cents) or a dollar. \$2.50 ("Quarter Eagle"), \$5 ("Half Eagle"), \$10 ("Eagle"), \$20 ("Double Eagle") and even \$50 ("Slug") gold coins were used with a lesser-valued colored check to bolster a bet
- A board, green cloth, or drawing on your game mat with places for 13 cards. See the picture of the board below

The Board



The Rules

- The dealer acts as the banker, and the stakes involved may be limited at his discretion.
- If using chips the players purchase them from the banker to facilitate making bets.
- Allowing a winner to let his winnings become the bet for the next round is known as *parleeing* a bet. If the first bet was 5 units, the second would be 10 units, the third 20 units, the fourth 40 units, the fifth 80 units, etc. Most bankers allow players to *parlee* indefinitely, because the percentage is in their favour
- A player may "cash out" at any time. They take their chips from the board and exchange them for cash from the dealer.

Play

1. The players decide which cards on the Faro board they wish to bet on, then lay their chips down on the cards selected.
2. When all the bets are placed, the dealer shuffles and cuts the pack, then places the cards face up beside the board, to his right on the table. On the picture of the board this is shown as a space marked "Deck"
3. The first top card is known as *soda*, and is not used, but discarded to the left of the board. On the picture of the board this is shown as a space marked "Soda"
4. The next card is the *Loser*, and is placed between the unplayed pack and *soda* (discard pile) in front of the dealer. On the picture of the board this is shown as a space marked "Loser"
5. The card left face up on the deck is the *winner* for that *turn*.
6. There is a *winner* and a *loser* for every *turn*, the *loser* being placed to the left of the deck, and the *winner* left on top of it. On the next and following *turns*, the winning card of the previous *turn* is discarded onto the same pile as *soda*.
7. *Loser* cards win for the banker, and he takes all stakes resting on that card from the board.
8. *Winner* cards win for the players, the amount of any bet placed on the corresponding card on the board being paid by the banker. Winning bets are paid one for one.
9. Each pair of cards is known as a *turn*. There are 25 *turns* to a game; the *soda* and *hock* (the last card turned up) making up the 52 cards of the pack
10. Whenever the winning and losing cards in a *turn* are the same, (two kings, two sixes, etc.), this is known as a *split*, and the dealer takes half the chips staked on them. In an honest game this is the bank's percentage, and can be expected to occur about three times in two deals
11. At the end of each *turn* bets are settled, and new ones made for the next *turn*. Bets on cards that neither win or lose can be left for the next turn. Players may remove their bets, change the amount, or move them to different cards.
12. When the pack is exhausted (the last card, or "*hock*", is not used) a fresh deal is made and the play continues.
13. A player may avoid risking his bet on any particular *turn* by declaring to the dealer: "I bar this bet for a turn." The dealer must acknowledge the bar out loud.
14. When there is only one *turn* left in the pack (two cards plus *hock*), players may 'call the last turn' and guess the order in which the last three cards will appear. If the three cards are different, and the player guesses correctly, he wins four times his stake. If there are two cards the same, he wins twice his stake. Otherwise he loses his bet. This is called being "in hock". The dealer may ignore this rule and treat the last turn the same as all the rest.

Bound Spirit

A spirit bound to an object. It cannot be harmed by material weapons, only by magical attacks.

The spirits have control over the weather in a small area.

Statistics	
Hit Points	12
Skills	
Dodge	N/A
Lightning Attack	45% - 1D10 Dmg
Frost Attack	45% - 1D4 Dmg

Lightning attack:

A successful attack will set flammable objects touched on fire. Roll 1D10 for damage.

Hotah

The indian witch apprentice

Statistics

STR 10	DEX 14	INT 10	IDEA 50
CON 14	APP 10	POW 11	LUCK 55
SIZ 10	SAN 55	EDU 13	KNOW 65
Magic Pts 11	Hit Pts 12	Dmg Bonus 0	

Skills

Climb	40
Conceal	65
Ride Horses	60
First Aid	30
Hide	60
Listen	40
Medicine	55
Occult	55
Spanish	65
Persuade	65
Sneak	45
Spot Hidden	45
Throw	60
Axe	20
Club	60
Dodge	78
Punch	50
Grapple	25
Handgun	50
Head Butt	20
Kick	25
Rifle	85



Don Miguel Otero

Statistics

STR 14	DEX 14	INT 14	IDEA 70
CON 9	APP 14	POW 13	LUCK 65
SIZ 15	SAN 55	EDU 17	KNOW 85
Magic Pts 13	Hit Pts 12	Dmg Bonus +1D4	

Skills

Bargain	25
Biology	21
Ride Horses	60
First Aid	30
Climb	60
Jump	30
Listen	40
Drive Wagon	55
Occult	55
English	65
Persuade	65
Sneak	45
Spot Hidden	45
Throw	25
Axe	20
Club	60
Dodge	78
Punch	70
Grapple	25
Handgun	50
Sword	70
Kick	25
Rifle	85

General Stephen Watts Kearny

Statistics

STR 12	DEX 14	INT 14	IDEA 70
CON 12	APP 14	POW 13	LUCK 65
SIZ 15	SAN 55	EDU 14	KNOW 85
Magic Pts 13	Hit Pts 12	Dmg Bonus +1D4	

Skills

Bargain	25
Biology	21
Ride Horses	60
First Aid	30
Climb	50
Jump	40
Listen	40
Drive Wagon	55
Occult	1
Spanish	65
Persuade	55
Sneak	25
Spot Hidden	25
Throw	25
Axe	20
Club	60
Dodge	78
Punch	70
Grapple	25
Handgun	70
Sword	20
Kick	25
Rifle	85



Ehawee

The spirit of the little girl

Statistics

STR 4	DEX 10	INT 11	IDEA 55
CON 7	APP 12	POW 12	LUCK 60
SIZ 6	SAN 60	EDU 6	KNOW 30
Magic Pts 12	Hit Pts 7	Dmg Bonus -1D4	

Skills

Axe	1
Climb	40
Club	15
Conceal	15
Dodge	90
Grapple	25
Hide	60
Jump	40
Listen	40
Persuade	75
Punch	50
Sneak	50
Spot Hidden	25
Throw	25
Kick	25

Historical Information

The history and locations presented here are believed to be accurately drawn from New Mexico and United States history.

Colonel Edwin V. Sumner established Fort Union in July of 1851.

"Ehawee" is a Sioux name meaning "Laughing Maiden"

"Hotah" is a Sioux name meaning "white"

The story of the White Buffalo woman is drawn from Indian legend. The presence of the buffalo and the white men is fictional. The reason for the death of the Indian (who portrays the apprentice here) is given as "he was lustful" toward Buffalo Woman. He is left a pile of smoking bones in the legend as well. Don't mess with Indian women!

Santa Fe had a population of 5000 as of 1900. It's believed it was significantly less during the 1850's. The Palace of the Governors was built in 1610 by the Spanish. It's located on the Santa Fe Plaza, at the very heart of the city of Santa Fe. It was the seat of government in for nearly three centuries, including periods of Spanish, Mexican, and Confederate rule. When New Mexico was annexed by the United States in 1846, it became the first territorial capitol. It served in this role for forty years. Now a history museum, the Palace is the only capitol in the U.S. that has housed the governments of four different nations.

The tribes in the area are the Ute, Comanche, and Apache

New Mexico became a US territory as part of the Compromise of 1850. It didn't become a state until 1912

The Spanish lost the New Mexico territory to the United States in 1846

The man listed as the military governor is Colonel Alexander William Doniphan. He was in reality the assistant to the Army commander who fought against the Mexican army during those years. A Governor for the area wasn't historically appointed until 1851. The previous governor was assassinated in 1849 during the Revolt of Taos.

General Stephen Watts Kearny was the Army officer who conquered the California territory

The title "Don" prefixed to a Spanish given name implies that its holder is a person of some importance: a nobleman, a scholar, or at least a man of wealth.

The Indian Kachina dolls are real. The Hopi and Navajo Indian Tribes use them as part of their religious observances. They can now be purchased as art objects but this was not always true. In the past they were not allowed to be given to outsiders.

An Indian witch is called a skin walker by some tribes. They are said to have the supernatural ability to change shape into that of an animal. They are reputed to gain their power by the murder of a close relative.

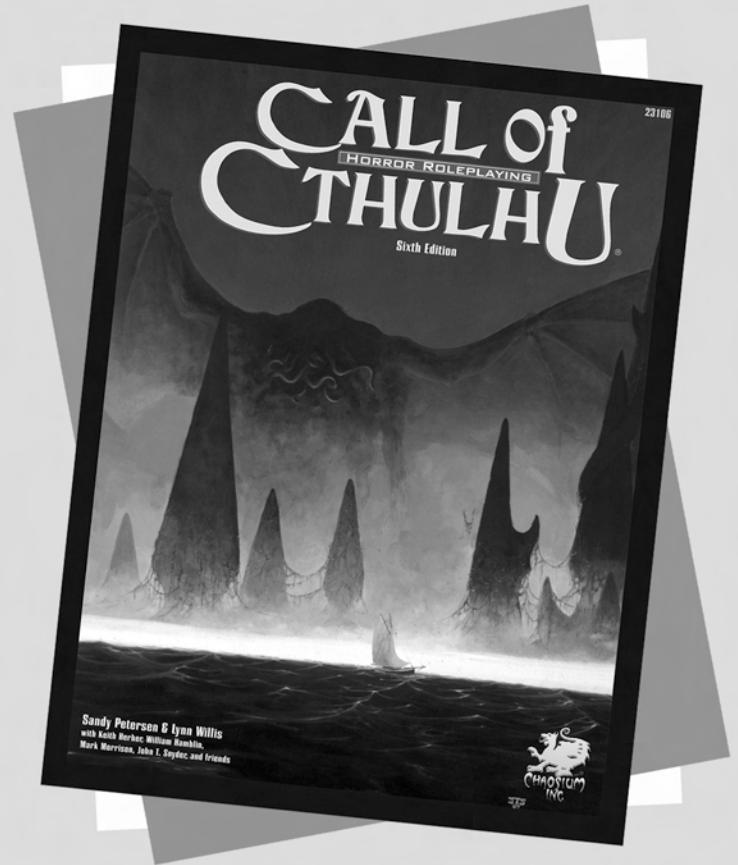
You can't be possessed by a doll (unless you stare at it too long).

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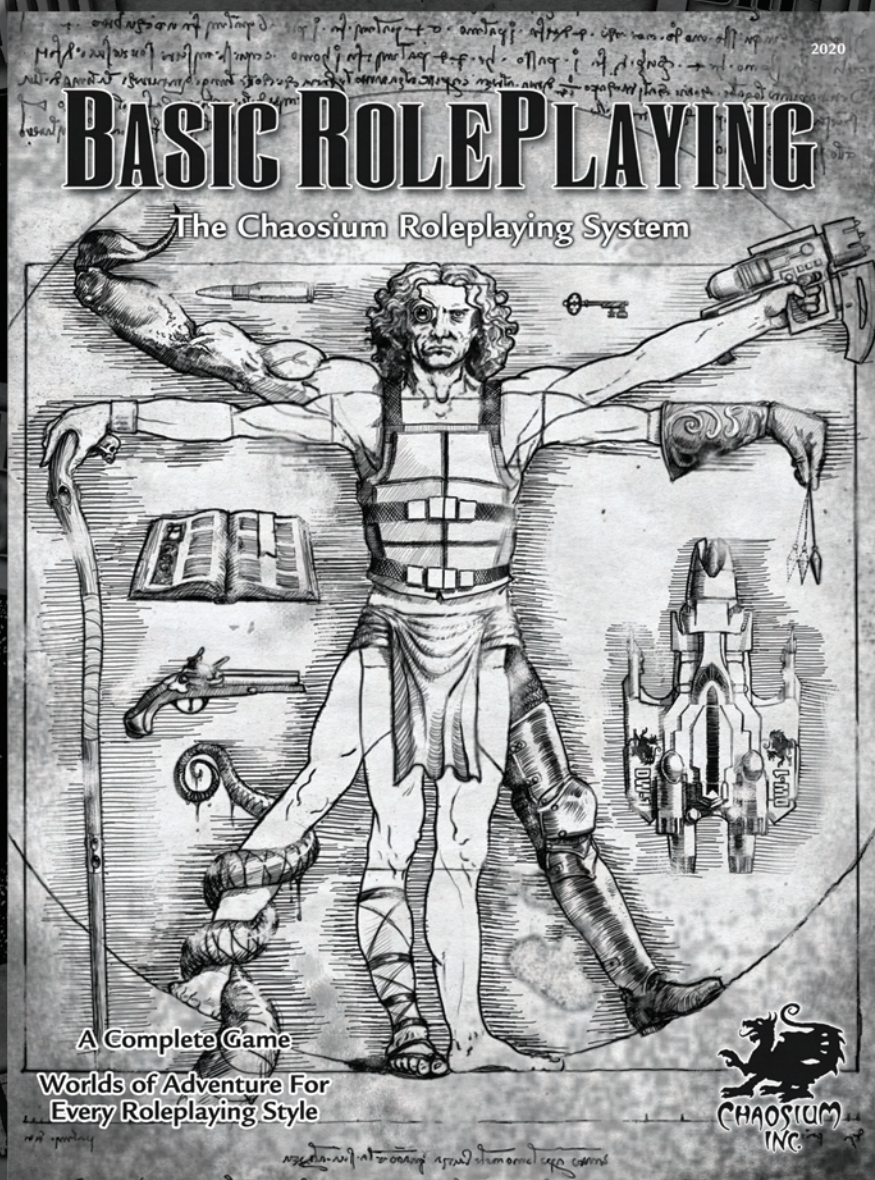
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