

# TRAIL OF CTHULHU ADVENTURES

You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday.

Each game runs for four hours.

Please let us know your preferred adventure, day, and time slot in the following format:

“Voices from the Other Side – Friday 10 a.m. – 2 p.m.”

## THE CASE OF ERNEST WHEEDEN

Something terrible has befallen Ernest Wheeden. His sleep is disturbed by constant nightmares, and his body bears curious marks that medicine cannot yet explain. He cannot recall his movements in the last several weeks. His family, worried for his health and sanity, have assembled a group of experts in diverse fields to solve the mysterious case of Ernest Wheeden.

## THE DEVOURERS IN THE MIST

A rugged adventure tale in which the survival of a shipwreck’s castaways, waking up on an uncharted island in the Pacific, is tested not only by the elements — but by the twisted shapes of half-seen, sadistic entities who haunt the atoll’s jungled interior!

## THE EXIT WOUND (CTHULHU CITY)

People disappear every day in this city. They fall through cracks in the world, go down narrow alleyways and never come out, get arrested by the Transport Police, or the trail of their footprints on the sand just ends suddenly, as if they were swallowed by the clouds. One more disappearance shouldn't matter - so why does Mayor Ward himself want you to look into it? And why you? Does he know the secrets you hide?

## FACTS PERTAINING TO THE PROPERTY ON HILL STREET

Two years ago, a student at Miskatonic University vanished. In his final letter, he mentioned that he was going to visit a house at the end of Hill Street. No such house exists. But you are there now.

## THE INNSMOUTH INVESTIGATION

Considered in isolation, the account given of events in Innsmouth by young Mr. Olmstead would be utterly unbelievable - but enough rumours and incidents cluster around that isolated, unfriendly town to warrant a closer look. As Federal agents, your task is to travel to the sea-port of Innsmouth and carry out an undercover investigation. Look for evidence of bootlegging, forgery, organised crime. Real, verifiable crimes, not the nonsense about fish-men and sea-gods spouted by that unstable young chap. You're not nervous, impressionable antiquarians like him; you're sober, level-headed G-Men. You'll find the truth in Innsmouth.

## THE KIDNAPPING

An infant has been snatched from the cradle. Can the Investigators track down the kidnappers before the parents - the Corneliszes, a wealthy New York family - are forced to pay the ransom?

## MIDNIGHT SUB ROSA

When the necromantic tome having once belonged to American sorcerer Ezekiel de la Poer is stolen, your investigation leads you to the small town of Rosa, Alamaba, de la Poer's final resting place.

## SERVED COLD

Langdon Gibson, a marksman and ornithologist, died six days ago on his acreage in the Catskills. It was an attack of some kind, quite bloody. Another man, Frederick Cook, also died gruesomely, in Danbury, Connecticut some months ago. Gibson and Cook had a common link, in that both been involved in the Arctic expeditions of the famous explorer Robert Peary, who mounted a number of expeditions to explore Greenland and the North Pole. Is this a coincidence, or did something unspeakable happen in the polar ice?

Like Cook in Connecticut months ago, Gibson died in a bloody attack in the Catskills six days ago. Both had been in Peary's Arctic expeditions. Coincidence - or did something happen in the polar ice?

## SHANGHAI BULLETS

Guns-blazing danger portends and international intrigue unfurls in the city of conspiracy, the licentious, opium-infused Berlin of the East. In the shadow struggle between nations, no weapon is more fiercely coveted than the star mirror. It brings blood-draining death from beyond the stars!

## TONGUED WITH FIRE

The implications of an intriguing artifact on the history of early Christianity are profound, so Miskatonic University has prepared an expedition to the remote Indian village where it was found.

## VERY LIKE A WHALE

In the aftermath of an unseasonable and oddly violent storm, the inhabitants of Long Shore woke to discover the corpse of some strange sea creature rotting on the beach. This titanic carcass drew attention from the press and the learned men of Arkham, and a group of scientists and journalists arrived to investigate the remains.

But some things are best left buried in the deep.

## VOICES FROM THE OTHER SIDE

The Lochmann Psychical Trust's mission is to find proof of the supernatural in 1930s London. So far they've found only charlatans. Could medium Sarah Hill, who claims to have real powers, be genuine?

## THE WHISPERER IN THE LIGHT (CTHULHU CITY)

Mae Curlow's house, in the Westheath area of Great Arkham, is said to be haunted. She claims to have seen the ghosts of children roaming through the walls, and heard bizarre voices speaking out of thin air. What could be causing these strange apparitions – and can you find out before Mae is cruelly evicted?

## THE WRECK

The tramp steamer *Star of Mauritius* is found drifting outside New York harbour, a dead man at her helm. The rest of the crew is missing, presumed lost overboard. What secrets lie within her rusting hull?