

Trail of Tsathoggua

Trail of Cthulhu Conversion notes

These are the “Compact Trail of Tsathoggua” (Keith Herber, 1997) conversion notes for the scenario Trail of Tsathoggua. This scenario is also available in “Trail of Tsathoggua” (published in 1984). It is fairly “linear” and follows the expedition dates a bit rigidly. The conversion for the sequel the Curse of Tsathoggua is forthcoming.

Core Clues:

- **The Translation of the Wall**
- **The Shaman’s Statement**
- **Lost Saga of Eric the Red**
- **Journal of Pieter de Holst**
- **The Voormis Tomb**

The Darlena

The Research Team

Professor Curtis Mathieson
(page 8)

- **Access Honesty** will show he is not entirely honest when he claims disbelief in the Mythos.
- **Reassurance 1-point spend** or **Anthropology, Archeology, History, or Occult 2-point spend** will cause him to expand on his experiences.

Henry Ethelrod
(page 8)

- **Access Honesty** will show the arrogant scholar has a special dislike for the Frenchmen.

Attributes: Athletics 7, Firearms 7, Health 8, Sanity 9, Stability 9, Scuffling 8, Weapons 7

Hit Threshold: 3

Weapon: +1 (.38 revolver), +1 (.30-06 bolt action rifle), -1 (knife)

Charles “Chuck” Granger
(page 9)

Attributes: Athletics 7, Health 6, Sanity 4, Stability 3, Scuffling 7

Hit Threshold: 3

Weapon: -2

Terrence Bhule
(page 10)

- **Psychoanalysis at difficulty 4** to calm Bhule after the incident.
- **Access Honesty** will note his aversion to touching fur.

Attributes: Athletics 7, Firearms 4, Health 8, Sanity 6, Stability 6, Scuffling 5, Weapons 6

Hit Threshold: 3

Weapon: -1 (knife), +1 (.45 revolver)

Jean Raymond Gobineau
(page 11)

- **Access Honesty** will hint at his latent psychotic racism.

Attributes: Athletics 8, Health 8, Sanity 7(4), Stability 7(4), Scuffling 6

Hit Threshold: 4

Weapon: -2, +0

Klaus Voorheim, Andrew Mott
and Gerald Maxwell
(page 11)

Attributes: Athletics 7, Firearms 6, Health 8, Sanity 6, Stability 6, Scuffling 6, Weapons 6

Hit Threshold: 3

Weapon: +1 (.45 automatic), -1 (knife)

Sailors x8

Attributes: Athletics 7, Firearms 4, Health 6, Sanity 4, Stability 4, Scuffling 6, Weapons 5

Hit Threshold: 3

Weapon: -1 (knife), +1 (rifle)

Voyage to Greenland

Events
(page 12)

- **Sense Trouble** test against difficulty 6 will catch Frenchmen’s practical jokes
- **Athletics** test against difficulty 4 will avoid seasickness during storm (+1 to difficulties until storm is over).

- **Reassurance, Flattery, Bargain, or Oral History** will cause Louis the Steward to open up about his Mythos knowledge.

The Library

(page 13)

- **Using Mathieson and Ethelrod's library for research** gives access to the following dedicated pool points: Anthropology 2, Archeology 3, Astronomy 1, Biology 1, Chemistry 3, Geology 2, History 1, Occult 1. Other clues can be found with a Library Use 2 spend. Due to the limited scope of the library, these pools don't refresh.
- **Library Use** finds the copy of the tattered *Book of Dzyan* hidden away in the library. Poring over it adds +1 to Cthulhu Mythos rating. Skimming it provides 1 dedicated pool point in Occult and Anthropology when dealing with Hyberborians, the Voormis, or Tsathoggua. It also contains the spells "Contact Formless Spawn," "Contact Gnoph-keh," and "Contact Tsathoggua."
- **Biology, Chemistry, Forensics, Pharmacy, Physics:** The ship also contains a portable but serviceable laboratory.

The Wall in the Ice

- **1 point Stability test** when viewing the wall for the first time
- **Anthropology** will identify clothing from an unknown culture.
- **Cthulhu Mythos** will show that the wall depicts the people of Hyperborea.

Translating the hieroglyphs

(page 14)

- **Anthropology, Archeology, Cthulhu Mythos, or Cryptography 1 or 2 point spends** to decode the hieroglyphs and begin translating them (1 or 2 clues)

Working the Wall

(page 14)

- **Athletics test** against difficulty 2 to avoid a fall once a day. If a failure, another Athletics test at difficulty 4 must be made. Failure of this roll indicates slipping off the scaffolding and takes +0 damage. Also, the investigator needs to roll a

Sense Trouble test a difficulty 3 to realize their safety belt is snapping. Failure indicates a plunge into the icy water. Those with the Bad Luck drive automatically suffer this danger.

- **Anthropology, Archeology, Architecture, Art History, Cryptography, Art, Photography, or Craft 1 point spend** to copy down enough hieroglyphs.

Daily Events

Day 10

(page 14)

- **Sense Trouble** test against difficulty 5 to avoid the falling ice chunk. If a failure, the victim must make an Athletics test at difficulty 4 to dodge or be struck and suffer +4 damage.
- **Anthropology** will inform that the Eskimos seem strange.
- **Preparedness** test against difficulty 4 produces binoculars or a weapon.

Day 12

(page 16)

- **2 point Stability test** as wall tilts forward.

Day 14

(page 16)

- **Athletics** test against difficulty 5 for all on wall as it collapses. Failure results in falling into the water; another Athletics test at difficulty 4 must be made or begin drowning.

Clues Found on the Wall

(page 16)

- **Core Clue: Wall Translation-Anthropology, Archeology, Cryptography** to translate the hieroglyphs transcribed from the wall. 1 or 2 per investigator working on the wall per day, 1 or 2 translated per investigator per day. Clue 1 is a core clue.
- **Biology or Geology** will recognize the plants.
- **Cthulhu Mythos** will recognize Hyperborea and Tsathoggua as well as gnoph-keh.
- **Learning Spells:** Two spells are included on the wall; "Contact Zoth-Aqqua" and "Contact Servant of Zoth-Aqqua." Those interested in learning can make 1 point Anthropology,

Archeology, or Occult to learn a spell in 2 hours as well as a 4 point Stability check.

- **Contact Servant of Zoth-Aqqua:** Stability Test Difficulty: 4, Cost: 3 Stability

Godthab, Greenland

Godthab Locales

General Store (page 17)

- **Languages** - any investigator with a Scandinavian language will be able to get by in Danish.
- **Oral History, Bargain, or Flattery** will get Oleg talking about local rumors and the song duel.

The School (page 18)

- **Core Clue:** “The Lost Saga of Eric the Red.”

The Seminary (page 18)

- **Core Clue:** “Journal of Pieter de Holst”- German will work as well as Dutch, though may take a 1 point spend. 1 point Library Use spend to find the good part.
- **Bargain, Flattery, Oral History, History, Library Use, or Theology** will get Hedin to show the library.

Viking Village Site (page 18)

- **Archeology** spend (1 or 2) will find a random artifact.
- **Core Clue:** Flat piece of rune stone
- **Archeology, Anthropology, or History** will identify Viking or Native American artifacts.

Daily Events

Day 21 (Page 21)

- **Anthropology or Oral History** will provide info on Eskimo song duels and Eskimo shamans.
- **Bargain, Flattery, Reassurance** will get the shaman to request alcohol.
- **Medicine** will identify the shaman’s epilepsy.
- **Core Clue:** The Shaman’s statement.

- **Bargain, Bureaucracy, Credit Rating, or Reassurance** spend at 2 points will convince the authorities to drop charges.

Day 22 (page 24)

- **Training with the mountaineers** will give investigators a 3 point Athletics dedicated pool to use on the expedition, but only when climbing.

Expedition to the Interior

Daily Events

Day 25 (page 24)

- **Athletics** test against difficulty 3 in the morning. Failure results in a 30 ft fall (+2).
- **Outdoorsman** will identify tracks as belonging to primitives. Anthropology or Outdoorsman 1 point spend will show them to be non-Eskimo.

Day 27 (Page 25)

- **Athletics** test against a difficulty of 6. Failure results in a fall (+6).
- **Outdoorsman** will identify tracks as belonging to no known creature.
- **Sense Trouble** test against difficulty 4 will pin point the strange chanting.
- **3 point Stability test** if the maimed corpses of the Hyperboreans are found. Add an extra point if the corpse of a friend is found.

The Hyperboreans x4

Attributes: Athletics 10(6), Scuffling 7(5), Weapons 10(5)

Hit Threshold: 4

Weapon: +0 (stone axes, spears)

Shaman can cast Dread Name of Azathoth (shaman’s stats in parenthesis)

Gnoph-Keh

Abilities: Athletics 9, Health 15, Scuffling 21

Hit Threshold: 5

Alertness Modifier: +1

Stealth Modifier: +2

Weapons: +3 (horn), +1 (claw)

Armor: -5 vs. any (furry hide)

Stability Loss: 5

The Temple to Tsathoggua

(page 27)

- **Sense Trouble** test at difficulty 4 to realize that something bad will happen if they pass out of the “safe” area
- **2 point Stability check**, Mythos related, to see the statue of Tsathoggua.
- **Cthulhu Mythos or Occult** to realize that the spell Contact Servent of Tsathoggua might help here if it has been encountered.

Formless Spawn of Tsathoggua

Abilities: Athletics 12, Health 12, Scuffling 20

Hit Threshold: 4

Stealth Modifier: +1 (+3 in shadows or darkness)

Weapon: -1 (tendrils), +0 (limb), +1 (pseudopod):
can extend tendrils attack at near range; can attack one to three targets with a limb simultaneously.
Engulf: at point-blank range, a formless spawn can engulf its opponent with a successful scuffling contest; engulfed foe loses 1 point of health on first round, 2 on second, and so on. Also must make drowning tests

Armor: All physical wounds flow closed; fire does damage normally; affected by spells

Stability Loss: 6

Burial Chamber

(page 29)

- **3 point Stability** test to see the voormis mummy.
- **Biology** will show that the body is unrelated to any great ape.
- **1 point Stability test** to witness the bear’s ceremony.