

The Curse of Tsathoggua

Trail of Cthulhu Conversion notes

These are the “Compact Trail of Cthulhu” (Herber, 1997) conversion notes for the scenario the Curse of Tsathoggua. This scenario the second and last scenario in the Trail of Tsathoggua campaign and takes place roughly six months later.

Core Clues:

- **New Primate Discovered**
- **Vancouver Newspaper Articles**
- **Bhule’s Doctor’s Records**
- **Handelman’s Notebook**
- **Bhule’s Journal**
- **Voormis Priest’s Tablet**

Cities and Towns

Vancouver

The University of Vancouver
(page 32)

- **Biology or Access Honesty** will show Dr. Lantilla is not the best scientist.
- **Biology or Medicine** will reveal the facts about the foot.

The Belton Arms
(page 33)

- **Bargain or Flattery** will get the clerk to talk about Bhule.

Vancouver Public Library
(page 33)

- **Library Use** will find the interesting newspaper articles.

Toronto

Bhule’s Father
(page 33)

- **Flattery, Reassurance, or Credit Rating** will get Abner Bhule to open up.

University of Toronto
(page 34)

- **Access Honesty** shows that Professor Petrie is concerned about Bhule and not saying everything.
- **Reassurance or Credit Rating** will get him to share his concerns.

Donna Lester’s Boarding House
(page 34)

- **Flattery or Reassurance 1 point spend** will get Rebecca Pierce to talk about Donna (if Abner Bhule is with investigators no spend is necessary).

Bhule’s Doctor
(page 34)

- **Law or Credit Rating 1 point spend** will get Mrs. Enright to release doctor’s records (if Abner Bhule is with investigators no spend is necessary).
- **Medicine** will interpret the documents instantly, with a 2 point spend can identify the doctor’s misdiagnosis.

Kamloops

Royal Canadian Mounted Police
(page 35)

- **Bureaucracy, Law, Cop Talk, or Credit Rating 2 point spend** will convince to the RCMP to release reports (1 point for Canadian citizens).

Kamloops Hospital
(page 35)

- **Credit Rating or Reassurance 1 point spend** will allow access to files. No spend for Doctor or Nurse investigators.
- **Medicine** will reveal facts about the injury.

Dogfork

The Trading Post
(page 36)

- **Anthropology** can identify the carving as some sort of totem.

A Wilderness Guide, Francis McDermott (page 36)

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

Hit Threshold: 3

Weapons: -1 (knife), +2 (.30-06 bolt action rifle)

The Surviving Guide, Bill Paragent (page 36)

- **Access Honesty** will show Bill is not telling the whole story. A 1 point spend will also show he is not really insane.

Attributes: Athletics 6, Health 8, Sanity 2, Stability 2, Scuffling 8, Weapons 4

Hit Threshold: 3

Weapon: -1 (knife)

The Disappearance (page 37)

- **Biology or Outdoorsman** will show that the footprints match the one in Vancouver.
- **Anthropology** will show the axe is not of Indian make.

Into the Wilderness

Murtle Lake

The Cabin (page 38)

- **3 point Stability test** to see the frozen corpse.
- **Simple Search** will discover the notebook.

The Tracks (page 38)

- **Outdoorsman, Forensics, or Archaeology** will identify the pit as a recent grave.
- **Athletics test** at difficulty 5 to climb the tree.
- **3 point Stability test** to find the severed head in the tree.
- **2 point Stability test** to find the severed arm.
- **Cthulhu Mythos 1 point spend** to identify area as the site of a ritual to Ithaqua.

The Body in the Tree (page 40)

- **1 point Stability test** to see the body in the tree from a distance.

Athepaskan Tribesmen x6

Attributes: Athletics 6, Health 9, Sanity 6, Stability 6, Scuffling 8, Weapons 7

Hit Threshold: 4

Weapon: -1 (knife)

The Rock Wall (page 42)

- **Athletics test** at difficulty 7 to climb the icy cliff.
- **4 point Stability test** to see the hybrid body of Donna Lester.

The Sasquatch Dens (page 42)

- **Stealth test** at difficulty 5 to sneak up on Sasquatch from the north.
- **Stealth test** at difficulty 7 to sneak up on Sasquatch from the south.
- **4 point Stability test** to see the sasquatch group.
- **3 point Stability test** to see Terrence Bhule interact with the sasquatch.
- **Athletics test** at difficulty 4 to climb into the smaller cave.

Sasquatch, Adult Male

Attributes: Athletics 8, Health 9, Scuffling 16

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +1 (+2 downwind)

Weapon: +0 (fist), +0 (thrown rock)

Armour: -3 vs. any (thick fur)

Stability Loss: +0

Crypt of the Ancient Priest (page 44)

- **Athletics test** with difficulty of 4 to squeeze into crypt. Failure results in being stuck. Decrease or increase the difficulty depending on investigator's sizes.
- **4 point Stability test** to see the voormis priest mummy.
- **Sense Trouble test** with a difficulty of 5 to hear sasquatch sneaking up to lunge at investigators.

The Pursuit (page 46)

- **Rock** attacks do +0 damage.
- **Access Honesty** will show that Bhule's personality is much different.

- **Bargain, Reassurance, or Flattery 2 point spends** for each investigator will convince Bhule to let them go back to civilization alive.

Terrence Bhule, sasquatch chief

Attributes: Athletics 7, Health 9, Sanity 3, Stability 3, Scuffling 8, Weapons 6

Hit Threshold: 3

Weapons: +0 (hatchet)

Spells: Call Ithaqua.