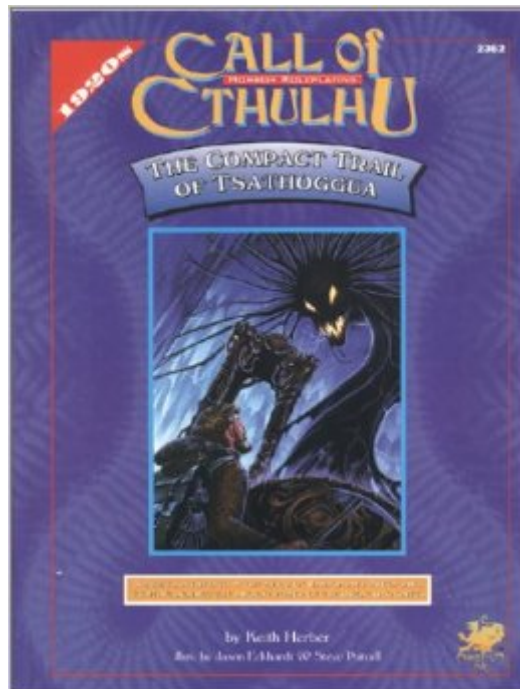


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# The Compact Trail Of Tsathoggua (Call Of Cthulhu Role Playing Game Series)



## Synopsis

When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. What secret lurks on the sterile Greenland icecap? A grim finding in Canada leads investigators to delve into the folklore of the land. What living horror grows behind the sasquatch legend? The Compact Trail of Tsathoggua contains a mini-campaign in two scenarios, seeking for truth in the northern wastes. Tsathoggua's curse awaits the unwelcomed investigators of the occult and the unknown.

## Book Information

Series: Call of Cthulhu Role Playing Game Series

Paperback: 48 pages

Publisher: Chaosium Inc. (1997)

Language: English

ISBN-10: 1568820879

ISBN-13: 978-1568820873

Product Dimensions: 10.9 x 8.4 x 0.2 inches

Shipping Weight: 7.2 ounces

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #2,540,767 in Books (See Top 100 in Books) #102 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#)

## Customer Reviews

It's not a bad adventure, but I've had players who totally despise it. I never got around to playing the second half (Curse of Tsathoggua), but Trail of Tsathoggua is railroad city. It also suffers from a miserable payoff -- the investigator's think they're gonna find a lost city and end up with a tiny little temple. I had one player tell me "I hate this game, I hate this scenario, it ...!" Still feel bad about that. Although, I have learned to GM a lot better since then.

I never ran the title adventure in this collection. The second adventure is, simply put, the best haunted house scenario in the rpg realm. Run properly this setting will creep everyone out and keep them all guessing. The history and details in the adventure are exceptionally well done. The nice thing about it is that the scenario and clues can easily be adapted to most any rpg system.

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