

The Horror of the Glen

Trail of Cthulhu Conversion notes

The Horror of the Glen is a Call of Cthulhu scenario set in Scotland during the 30s. It was published in "Green and Pleasant Land", compiled by Pete Tamlyn and published by Games Workshop. "GP XX" is page reference within the book. This conversion is written by Ken Hickman. You will need full text of the original adventure to play.

The Police Case

(GP 45)

Inspector Sinclair

- **Cop Talk (Core Clue):** Feelings on the murder and talks about the two character witnesses.

Sergeant Lorimer

- **Cop Talk (Core Clue):** Description of McColl's body and where the villagers were the night of the murder. Also he will mention that McLeod has nightmares and calls out.
- **Credit Rating 1-point spend:** If well-lubricated with whisky he will allow someone to spend the night in the station to listen for themselves.

Jamie McLeod

- **Cop Talk/Law 1-point spend** will allow someone to speak with McLeod.
- **Reassurance/Theology:** McLeod will talk about the night of the murder.

The Strathmorn Hotel

(GP46)

Mrs. Maureen McPherson

- Details of Village Distillery and fondness of certain locals for a bit of poaching.
- **Flattery (Core Clue)** gets her to discuss details of the night of the murder.
- **Oral History 1-point spend** to learn close knit community details on other villagers including Dr McBride not being local.

- **Floating Oral History (Core Clue):** Info about Archie and also that some of his books were sent to Inverness Library, which may include his diary.

The Locals

The spends tend to be more than one would usually expect as the villagers as a whole (McPherson, the McPhees and Dr McBride excepted) are insular and closed-mouthed around outsiders.

Rev McCallan

(GP 47)

- **Theology/Flattery 1-point spend:** Convinced of guilt and why. Very vocal about the evils of MacMorn manor.

Willie Stewart

(GP 47)

- **Reassurance 1-point spend/Intimidation 2-points spend:** Was due to go with McColl but got too drunk; feels guilty. Believes McLeod is guilty as Dr McBride and Rev McCallan say he is.
- **Assess Honesty 1-point spend:** Hiding something about the night.
- **Interrogation/Reassurance 1-point spend:** Was due to go Poaching for Dr McBride.

Dr McBride

(GP 47)

- Mention of association with McColl and Stewart McBride; confesses to a love of salmon.
- If questioned regarding impossibility of McLeod committing crime, McBride takes them to his library where he points out books describing case histories showing how mentally unbalanced individuals were capable of feats of unusual strength. This allows the investigators to get a glimpse of his library
- **Library Use (Core Clue):** lots of books on Genealogy. If asked about these books, he says he is of Scots descent, even though born

and educated in England, and is trying to trace his ancestors.

- **Assess Honesty 1-point spend:** Hiding something during interview (in fact two things) but can't determine exactly.

Jean McColl

(GP 47)

- **Flattery/Reassurance 1-point spend:** regularly beaten by husband. Drunk; wages docked for falling asleep.
- **Flattery/Reassurance 2-points spend:** Affair with Duncan Brodie.

Annie Stewart

(GP 47)

- **Assess Honesty 1-point spend:** Bothered about something.
- **Assess Honesty 2-points spend:** Husband, McColl & McBride knows that they weren't just poaching for him, but not what.
- Hints at Mrs McColl's affair with Duncan Brodie but only hints, will not go into details.

Farmer McIntyre

(GP47)

Will discuss all info he knows happily, asking the questions is all that is required.

Angus McCallan

(GP47)

If asked about McColl and Stewart will say not most reliable employees; would often be late or fall asleep at work.

The McPhees

(GP48)

- **Oral History (Floating, Core Clue):** Mr McPhee can tell about Archie and also that some of his books were sent to Inverness Library.
- **Oral History 1-point spend:** Mrs McPhee knows that the MacMorns were wealthy and successful until their sudden demise.

The Brodies

(GP48)

Duncan Brodie refers all questions to his mother.

- **Flattery/Reassurance** to learn that Mother Brodie approves of affair.
- **Evidence Collection:** Very long fingernails; may have been able to cause serious wounds as McColl was rumoured to have suffered (red herring).

- **Oral History 1-point spend:** Remembers her grand mother telling her that the MacMorns' downfall was related to the last son's journeys in Africa, and that he planted the black trees around the manor house.

Documentary sources

(GP48 - 49)

Inverness Library

- **Library Use (Leveraged, Core Clue):** The diary of Archie McPhee (must know of the diary to get this clue).

County Offices

- **Bureaucracy (Leveraged, Core Clue):** Archie McPhee's will – another way of finding out about the library in Inverness having got his diary. (Must have heard of Archie McPhee.)

London & Aberdeen

Tracing Dr McBride's family tree – this is very time consuming and will require many spends from Bureaucracy, Credit Rating & Library Use. This course of investigation should be discouraged.

Strathmorn Kirk

- **Library use 1-point spend:** Births, deaths and marriages of the MacMorns.

The Manor House

Outside

(GP50)

- **Biology:** Black trees are of an unknown type.
- **Architecture 1-point spend:** Information on design of Manor, including probable uses for each room/building.

Stables

- **Evidence Collection:** Bones of two horses.
- **Forensics** The horses were eaten by a wild animal (which didn't happen long after death – therefore may have been the cause.)
- **Outdoorsman 1-point spend:** Same info as Forensics.

Crypt

Empty.

Inside

The Ground Floor

(GP50 - 51)

- **Architecture:** The main door and kitchen door were barricaded but were smashed down a long time ago. The whole of the ground floor has been ransacked, probably a long time ago.
- **Evidence Collection:** The kitchen appears to have been searched more recently.
- **Outdoorsman:** Tracks of two large men and one smaller man; the tracks of the large men head up the spiral stairs and back down again. Store room contains smashed coffins (recent it seems).

The First Floor

(GP51)

The rooms except for the store rooms and Douglas' room have tribal masks and ornaments.

- **Anthropology 1-point spend:** The masks are African from the Gold Coast region.

The Hideous Statue of the Horror

If seen unexpectedly at night the statue causes **5-point Stability test**.

- **Art History/Evidence Collection:** A panel in the plinth of the statue is seen, which can be opened to reveal the note book of Alex MacMorn.

Stairwell & Yuba's Room

- **Forensics:** The bones are human and the individual was eaten by a wild animal (didn't happen long after death, therefore may have been the cause) and aged 35-45.
- **Outdoorsman: 1** Same info as Forensics except doesn't tell age.
- **Anthropology: 1** The skull shows the individual was West African.

The Second Floor

(GP51)

Alex MacMorn's room

Devastated. Books ripped to pieces, bottles and phials smashed to bits. Bones in the room are too damaged to find any information from, except probably the fact that the bodies were eaten.

The Third Floor

(GP51)

Douglas' Room

The door is barricaded and whilst weakened over time will still require some tools to break down in reasonable time.

- **Anthropology 1-point spend:** Body is European.
- **Forensics 1-point spend:** Probably died of starvation or dehydration, as the body is complete and clothed also no bloodstains.
- **Forensics 2-points spend:** Probably a sailor due to characteristic wear on bones.
- **Archaeology:** Same info as Forensics 2-points spend.

The Manor at Night

(GP51 - 52)

- Whilst the layout remains the same, the building exudes aura of evil, causing a **4-point Stability test** upon entering.
- Winds start up and trees sway as soon as the Manor is entered.
- The sleep effect of the Horror will activate 10 minutes after entering the Manor (or when dramatically appropriate).
- **Sense Trouble against difficulty 4** allows to make a **Stability test against difficulty 5** (incurring no Stability loss in case of failure) to avoid the effect.
- The Sleep effect will trigger again 20 minutes or so later; same effects as above, although another Sense Trouble need not be made if the first was successful.
- Whilst the investigators are in the Manor the beast will roam the glen and kill two of Farmer McIntyre's sheep as per the scenario.
- If one of the investigators were to wander out of the Tree ring surrounding the Manor, they may well be attacked if the Keeper sees fit.

Trapping the Horror

(GP52)

Seeing the Horror will result in **4-pont Stability test**.

The Horror

Athletics 12, Health 13, Scuffling 13

Hit Threshold: 4

Damage: +2

Armour: -4 (the round one exits/enters its tree it has no armour)

Stealth: +2

Alertness Modifier: +2

Stability loss: +0 /+1 (for seeing one exit the tree)

Dr McBride's Plan

(GP52)

- **3-pont Stability test** for being held up by Stewart and McBride.
- **5-pont Stability test** for seeing the Horrors emerge from the trees (Suggestion: 5 is the maximum cumulative loss from seeing the Horrors is 5, so if 4 points are lost from Trapping the Horror, one would only lose 1 point if this Stability test is failed).
- **Sense trouble against difficulty 4** will give the investigators a note that something may be wrong just before the Horror's attack; they will not be able to save McBride.

Dr McBride

Health 6, Firearms 3, Scuffle 4

Hit Threshold: 3

Willie Stewart

Athletics 5, Health 8, Scuffle 7, Weapons 6
Firearms 8 (shotgun)

Hit Threshold: 3

Farmer McIntyre

Health 7, Scuffle 5, Firearms 5

Hit Threshold: 3

Victory Conditions

Destroying the trees when their secret is found out as this will convince Rev McCallan that Jamie is not the murderer of McColl and he will withdraw his statement as a character witness, and with McBride most likely dead McLeod will be released without charge. If the trees are burnt without finding their secret it will not help McLeod at all and the Reverend will continue with his statement, as will McBride.