

# The Horror of the Glen



*Inspector Sinclair is refusing to consider the possibility of a supernatural explanation for the crime, but does admit that certain aspects of the mystery, including the ferocity of the murder and the apparent lack of motive, defy rational explanation. The National Laboratory for Psychical Research has offered to fund an investigation into the haunting of Strathmorn Manor. Applicants for posts on the investigative committee are invited to contact the Director, Mr Harry Price, at 19 Buckingham Place, London.*

*The Sunday Review*

## Introduction

This scenario is set in the 1920s or 1930s, and is designed for a group of player characters who are used to investigating strange occurrences and can present some authority for doing so - they will need this in order to be able to co-operate with the Police and the suspicious, and potentially hostile, villagers. The introductory article from the *Sunday Review* given above provides a suitable lead-in to the adventure and dates it as some time in the late 1930s, which is when Harry Price operated out of Buckingham Place. More information on Price can be found earlier in this book in the section on the Occult.

Obviously, enterprising Keepers will be able to devise alternative introductions for their players where necessary to fit the scenario into their campaigns. Little in the scenario other than the introduction implies a specific date. Likewise, the scenario is not set during any particular time of year, but it should not be set in winter, as Strathmorn would be snowbound - making the investigators' task unduly difficult. During the summer, the area is likely to be full of tourists, the railways having made exploration of the remote parts of Britain much easier. This is also likely to hamper investigations, as accommodation will be difficult to come by. However, having the investigators in the area on holiday might be a suitable alternative introduction

The following text describes the plot of the adventure as it is most likely to unfold. However, the players may well choose to deviate from the expected course of events, and will probably spend a good deal of time interviewing various villagers. With this in mind, personality profiles of all the major non-player characters are given in the sections of the booklet dealing with Strathmorn village. As always, it is important to have a thorough grasp of the whole of the scenario before starting to run it.

## Getting there

If the players choose to contact Price, he will need to consider whether they are suitable. It is up to the Keeper whether or not Price is impressed with their credentials. The scenario will not be unduly spoilt if he is not, as the location of the manor is easily obtainable, but the investigators will find that references from the famous Harry Price impress well-read locals, and if they are not working for Price, the Keeper may like to introduce a rival group which is.

In accordance with his usual policy, Price will not offer any payment to his investigators save for transport to Scotland, though he will be prepared to supply scientific equipment. In return, he asks that the investigators make no statements to the press except through him, and that the results of their work become the property of the National Laboratory for Psychical Research.

The easiest way to get to Strathmorn is for the investigators to take the train to Inverness and get to the village either by cab or by hiring a car. Regular railway services run from London Euston to Perth and Inverness, though passengers may have to change trains en route. The Station Hotel is a convenient and reputable place to stay whilst in the city, prices starting at 6/- a night for a single room, with meals from 3/- upwards. Investigators looking for a cheaper establishment are warned that the

## BRUTAL MURDER IN SCOTLAND

### Accused blames haunted house

*Inverness Police are continuing their investigations into the brutal murder of Mr Donald McColl, a distillery worker from the small Highland village of Strathmorn. The officer in charge of the investigation, Inspector Charles Sinclair, told our reporter that Mr McColl's horribly slashed and mutilated body was found on the outskirts of the isolated village late last Saturday night, as the villagers made their way home from a party at the local hotel. The only other member of the village community not present at the party, shepherd boy Jamie McLeod, is helping Police with enquiries. Apparently, he claims to have been exploring the deserted manor of the MacMorn family, once lairds of the manor, who died out 100 years ago. Locals hold that the manor is haunted, and McLeod is reported to have claimed that the murder must have been committed by one of the ghosts that had become disturbed by his investigations.*

Temperance Movement is very strong in Scotland, and many hotels do not serve alcohol.

The map of central Inverness shows the location of the station, museum and public library. The police are housed in the County Offices. Cabs are generally available from The Exchange (the open area in front of the Town Hall) and the cost of a trip to Strathmorn is 4/6.

## The Police Case

By the time the Sunday Review story appeared, the case was already a week old, and a further few days will have elapsed before the investigators get to Scotland. In the intervening time, Inspector Sinclair has been unable to discover any other possible culprit and has therefore charged McLeod with murder. The first thing that the investigators are likely to do is approach the police and ask for their help. The Inspector, assuming the players have suitable references, will provide the following information:

Inspector Sinclair still has doubts about McLeod's guilt, but can find no other explanation for the mystery, and - being under considerable pressure to bring charges against someone - he has chosen the only possible candidate. Although he has only circumstantial evidence for McLeod's guilt, Sinclair does have character witnesses from the village who are prepared to testify that they believe McLeod could have committed the murder. As these include the Minister and the local doctor, he is fairly sure that McLeod will be convicted. If asked to provide further details of the crime, he will become irritable and unhelpful, as he knows he doesn't have any firm proof and doesn't want the investigators throwing up doubts. However, he is happy for them to have a look at the manor. Being a sceptical man, he is convinced that they will find nothing interesting, and if they are working on that, they can't be trying to clear McLeod. He will warn them that many of the villagers are convinced that the manor is haunted and will be very unhappy at the thought of anyone risking disturbing the ghosts.

This is as much as the investigators will get from Inspector Sinclair, but if they choose to ask to see McLeod they will pick up more interesting information.

First, they will note that McLeod is a slightly built young man in his early twenties. He seems fairly bright and very much afraid of what is happening to him. All he has to say is that he didn't do it, it must have been the ghosts, and he's sorry he ever went to that awful house. If the investigators try to question him about the house, he will say that he went there hoping to find treasure and that he fell asleep. All he can remember about that night is a particularly ferocious wind that built up

whilst he was inside the manor. He is now convinced that the place is haunted, because he knows he didn't commit the murder, and he wishes he had listened to Reverend McCallan's advice and left the Devil's work well alone. He will not discuss the house further, nor say why he thought there might be treasure there, and will do his best to dissuade the investigators from entering it.

The police officer in charge of the cells where McLeod is held is Sergeant Lorimer. If questioned, he will be reluctant to talk at first, as he is fairly superstitious, but if pressed and bought a few whiskys he will reveal that he is very sorry for the young man:

"I saw the body they found, and believe me, there's no way the wee laddie could have done so much damage to a man. His arms were ripped from their sockets, his head was half twisted off and his body covered with such awful cuts you'd think someone had been at him with a claymore. Still, the rest of the village were all at the hotel with Mrs McPherson when it happened, so I can only believe that the laddie must have been possessed by the Devil, like the Reverend says. From the way he cries out in his sleep, he's certainly troubled by some spirit or other."

Sergeant Lorimer is not sure exactly what it is that McLeod says in his sleep, but - if further lubricated with whisky - will allow the investigators to stay the night at the police station to listen to him for them-

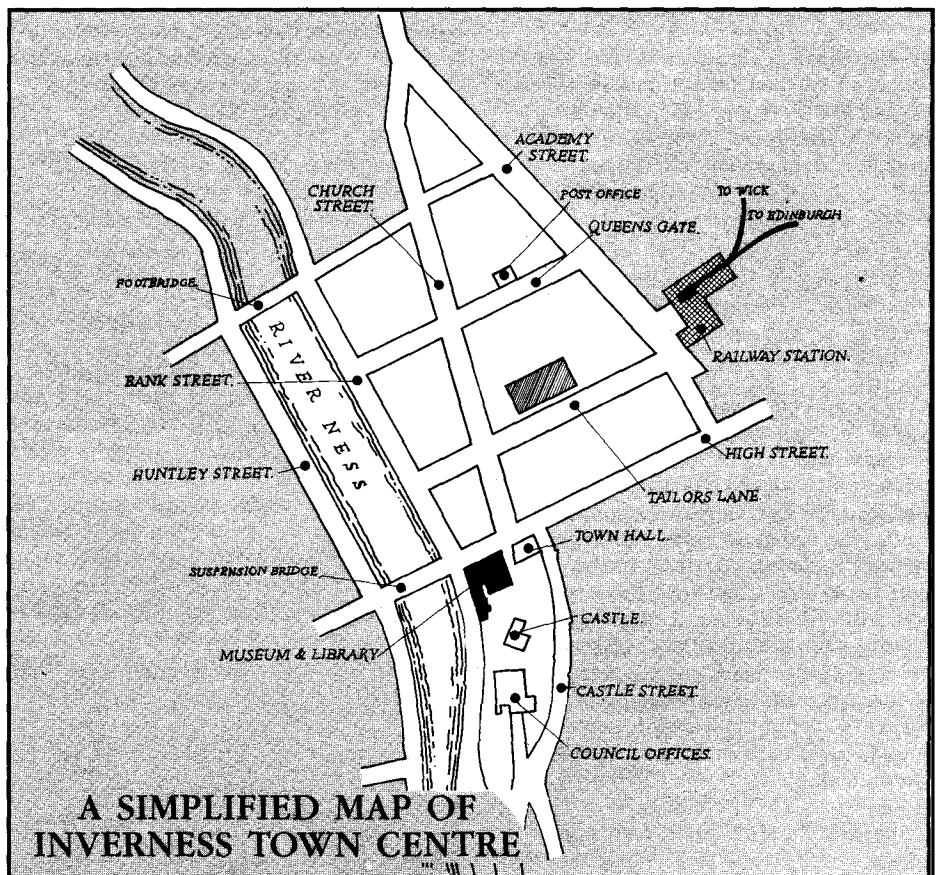
selves. If the investigators follow this course, they will discover that McLeod dreams several times during the night, each time thrashing his arms and legs wildly and crying out. Many of his cries are incoherent, especially to someone unfamiliar with the local accent, but the investigators can make out a number of sentences such as:

*"No, no, don't go in there! No, it can't be, it's moving! Aargh! Don't let it get me!"*

On waking, McLeod can remember nothing of his dreams.

If asked about the details of the crime, Sergeant Lorimer will say that the Inspector has forbidden anyone to discuss it until after the trial, at which all will be explained. No amount of bribery will get anything more out of him.

This is all the information the investigators can get out of the police and McLeod. At this stage, they will probably wish to go to Strathmorn to interview the villagers and explore the manor. However, they may decide to make use of the museum and public library while they are in Inverness in order to look for references to the manor and the MacMorn family. From the point of view of the flow of the scenario it is probably best to encourage them towards Strathmorn straight away, but if they do come up with the idea of going to the library, refer to the section on documentary evidence later in the booklet. Obviously,



they will not know of the existence of Archie McPhee's diary at this stage, and will need to make exceptionally good library rolls in order to find it.

If the investigators do make their way directly to Strathmorn, they will need somewhere to stay. The natural, indeed only, place to stay is the Strathmorn Hotel.

## Stathmorn Hotel

Scottish hotels are often nothing more than the equivalent of English coaching inns. This is certainly true of the one in Strathmorn, which has only three guest rooms - one double and two twins. The investigators will probably have to share rooms. The double room is 5/- per night and the twins 3/6 per person per night. Meals are from 2/6. If the scenario has been set during the summer, there is a good chance that one or more of the rooms will be occupied by tourists. Keepers with a weak party might like to use this as an excuse to introduce an NPC. Of course, if the investigators are not working for Price, they may find that people who are have already snapped up the rooms. If there is not enough room for all the investigators, some of them will have to commute from Inverness.

The hotel is run by Mrs Maureen MacPherson, a kindly widow. She is quite happy to talk to the investigators, and indeed does so at length as they struggle through the heavy porridge breakfast that she provides. Unfortunately, most of her gossip is about local affairs and her children, rather than anything of interest.

Mrs MacPherson's children are Iain and Douglas. Like most other young Highlanders, they found few opportunities for work at home and so got as much education as possible and emigrated. Iain is a doctor in Melbourne, and Douglas an engineer in Toronto. Like many other Scots, Mrs MacPherson is worried about the number of young people leaving the Highlands for big cities or the colonies. The population of Strathmorn is now 20% less than it was 100 years ago.

Local matters that she is likely to mention include the large number of English tourists who now seem to flock to the area in summer; how wicked it is that all of that good land that Earl Cawdor has is given over to deer and grouse rather than providing work for farmers like it did in her grandfather's time; and how slothsome the men in the village are on account of their drinking half of the distillery's output before it ever gets bottled (a slight exaggeration). If the investigators can get a word in edgeways and ask the appropriate leading questions they can glean the following additional information:

The party at the hotel on the night of the murder was in honour of Mrs MacPherson's

50th birthday. With the hotel being the only legal, convenient source of alcohol, and as such the social centre of the village, everyone was invited and everyone came, even Rev McCallan who officially frowns on the consumption of the Devil's Brew. The only absentee was McLeod who, in theory, was supposed to be looking after a flock of sheep belonging to Mr McIntyre, a local farmer.

Donald McColl left the party early for some reason, and that was the last anyone saw of him until his body was found the following morning by a group of villagers on their way to church to repent the night's debauchery (the *Sunday Review* got this detail wrong, which may confuse the investigators somewhat).

MacMorn Manor has been deserted for over 100 years since the last laird died without heirs. Rumour has it that it is haunted by ghosts of the family who protect the family treasure. No one in the village dares to go anywhere near it, and besides Rev McCallan has forbidden them to do so lest they become possessed by demons.

As far as Mrs MacPherson is concerned, possession by the Devil is the only possible explanation for McLeod having committed the murder. She says he has always been a nice, polite boy, if a little unreliable on account of his being given to daydreaming. Also, he was "forever poking his nose into places where noses didn't ought to be poked".

The village is obviously a very close community, the only real outsider being Dr McBride, who - although Scots by ancestry - was born and educated in England. Mrs MacPherson's family have lived in the village for as long as she can remember. Her grandfather, Archie McPhee, was the minister at the time the manor was last occupied. She believes he wrote a diary of

some sort, but what happened to it she doesn't know - it was probably burnt on account of it telling of the evil doings of the MacMorn family. Not that she knows the evil the MacMorns might have done, except that it concerned Africa, but they must have been evil if they have come back from the grave to haunt the manor.

Mrs MacPherson can also supply the investigators with any information they require about who lives in the village, where to find them and so on. She will warn them to be particularly careful about who they talk to, as many people in Strathmorn do not like foreigners, and the Rev McCallan is likely to be firmly against them doing anything that might disturb the ghosts in the manor.

The next stage for the investigators will presumably be to talk to more of the villagers and try to get some more information, both about the manor and the murder mystery. The map of Strathmorn shows the location of the houses of the principal characters, the manor and the spot where Donald McColl's body was found.

## The People of Strathmorn

As has already been noted, Strathmorn is a closed and isolated community. For the most part - Mrs MacPherson, the McPhees and Dr McBride excepted - the villagers are reluctant to talk to strangers. A fair number of tourists do come through Strathmorn during the summer, but the McColl murder caused a few journalists to descend upon the village and has opened old sores. The villagers will be tight-lipped about anything remotely scandalous; they will become very edgy and unfriendly if anyone mentions the MacMorn house, poaching, stealing from the distillery or anything to do with sex. They will be exceptionally hostile to anyone they suspect of being from an English newspaper.



Poaching is something of a local pastime. Much of the area surrounding the village is owned by Lord Cawdor and is well stocked with deer, grouse and salmon. The distillery is very small, and has little market for its ware outside of Inverness and the surrounding villages. Most of the output is sold to blending companies. It does, however, provide the only local industry and stealing whisky from it is an accepted supplement to the meagre wages.

If asked about the night of the murder, most people will confirm both Mrs MacPherson's version of events and McLeod's mention of a particularly high wind blowing that night. The rest were too drunk to remember anything.

**Donald McColl** - the murdered man was well liked amongst the villagers. Other than poaching, stealing whisky and beating his wife he had no particular vices, and none of these were counted greatly heinous. His ability at caber-tossing had made him a local hero. Few of the villagers will admit to any reason why he might have been killed, or how anyone could have managed it.

**Rev McCallan** - the local minister is exceedingly strict in his beliefs and duties, even for a Presbyterian. Woe betide anyone in the village who fails to turn up at the kirk (Scottish for church) on a Sunday. The Reverend regards the MacMorn house as an abode of Satan and has forbidden anyone in the village to enter it, or even go beyond the protecting ring of trees. As soon as the investigators express any interest in the house, McCallan will do all he can to drive them away from the village lest they wake whatever demons Satan might have billeted there.

McCallan is convinced of McLeod's guilt. As soon as he heard the lad had spent the night in the manor, he knew that he must have been possessed by a demon and could thus have been capable of anything.

**Willie Stewart** - Donald McColl's best friend is a slow, suspicious man with a deep mistrust of foreigners (by which he means anyone from more than 5 miles away). He is also very strong and easily provoked to violence. He and McColl did a lot of work for Dr McBride, both poaching and work of a more clandestine nature. As a skilled poacher, he is an expert with a shotgun. He is happy to believe McLeod guilty, as both the minister and the doctor have said he is. Stewart feels somewhat guilty about the death of his friend as they were supposed to go off together that night, but he had got too drunk and so McColl went on his own.

**Dr McBride** - The doctor is the only well-educated man in the village. He is suave and

civilised, and will be kind and courteous to the investigators, saying how nice it is to have well-read visitors. He is happy to talk about the manor, but does his best not to impart any information. If anyone mentions the subject of his association with Stewart and McColl, he will admit to a passion for salmon and say that the two were proficient poachers. He explains that poaching is an accepted part of life in the area and is nothing to be concerned about.

McBride also claims to be convinced of McLeod's guilt. If challenged on the medical impossibility of McLeod inflicting the wounds that were reported, he will fetch several books from his library and point to a number of case histories where mentally disturbed people were capable of feats of unusual strength and violence. He adds that McLeod was much much given to day-dreaming and other signs of maladjustment.

A Spot Hidden roll will reveal an unusually large number of books on genealogy on the doctor's shelves. If anyone comments on this, he will say that he was born in England of Scots descent and is hoping to trace his ancestors, whom he believes to have lived near St Andrews. However, this is only partly true. In fact, McBride believes himself to be a direct descendant of the MacMorns, and is hoping to inherit the house and what he believes to be the family fortune. To this end, he has been paying McColl and Stewart to investigate the Manor for him, he being somewhat frightened of it himself. When McColl was killed, he became convinced that he and McLeod had discovered something very valuable and had quarrelled over it. Knowing he cannot trust McLeod, he wants him hung as soon as possible.

McBride has told no one, not even McColl and Stewart, of his theories about his ancestry. Also, no one in the village is aware that McColl and Stewart have been visiting the manor.

**Jean McColl** - If anyone was relieved to see the back of McColl, it was probably his wife. To start with, he beat her when drunk. Also, because he spent many of his nights away poaching or investigating the manor, he was often having his wages docked for falling asleep at work. Being a bold and independent-minded woman, Mrs McColl has recently taken advantage of her husband's nightly absences to start an affair with a neighbour, Duncan Brodie. As is usual with such matters, none of the male members of the community are aware of this, and all the females know, but are far too prudish to mention it explicitly to outsiders. Understandably, Mrs McColl is very wary of anyone prying into her husband's death.

**Annie Stewart** - Willie Stewart's wife is an exceedingly religious woman and even more



suspicious of foreigners than her husband. This presents her with two problems. First, she greatly disapproves of her husband's association with Dr McBride, and second, she is even more disapproving of Jean McColl's adultery. However, much as she would like to make trouble for McBride and Mrs McColl, she is too wary to say anything direct. The investigators will thus find her in the habit of shrilly sending them packing, dropping some cryptic comment as they are leaving, and then slamming the door so that they cannot follow it up.

**Farmer McIntyre** - McLeod's employer, and a solid, down-to-earth fellow. He is one of the villagers not convinced of MacLeod's guilt. He will speak of the shepherd as a nice enough lad, but prone to day-dreaming. Shepherding suited him ideally, as it gave him plenty of time away in the hills where he could dream to his heart's content, and there were no distractions to tempt him from his work. McIntyre believes he was far too dreamy and placid to have killed anyone.

If anyone thinks to ask about the sheep McLeod was supposed to be guarding on the night of the murder, McIntyre will relate that two of them were never found, and the rest were scattered everywhere. Also, splashes of blood were found in the area where they had been grazing. Though he accepts it is odd, the farmer supposes that a wolf must have attacked the flock, though he had thought them extinct in Scotland. Perhaps an eagle....

Really smart investigators may think to ask the farmer about any implements he may have had about the farm that McLeod could have used to kill McColl. McIntyre will explain that the police have already thought of this and have checked all of his tools and McLeod's knife for traces of bloodstains. Nothing of interest was found.

**Angus McCallan** - the owner of the distillery is the brother of the minister. This is not quite so incongruous as it sounds; being somewhat better off than most of the

village, the McCallans could afford to send a son to be trained as a clergyman. Being loyal to his brother, Angus will side with the minister in all things. The only useful information he has to impart is that McColl and Stewart were not his most reliable employees, often being late and falling asleep at work.

**The McPhees** - Gordon McPhee, who runs the village store and Post Office, is a relative of Mrs MacPherson. Also, he is a grandchild of the former minister, Archie McPhee, and can confirm what Mrs MacPherson said about him. He, however, thinks he knows what happened to the old man's diary. Apparently some of Archie McPhee's books were given away to Inverness library as the result of a clause in his will. Gordon McPhee believes that the diary may have been amongst these.

Mrs McPhee is the local schoolmistress and is therefore fairly well educated. She knows

little about the Manor herself, but does know that the MacMorns were wealthy and successful up until their sudden demise. She and her husband are both doubtful of MacLeod's guilt. They are a lot better disposed towards foreigners because, like Mrs MacPherson, they do quite well out of tourists in the summer.

**The Brodies** - If the investigators start following clues about the affair between Jean McColl and Duncan Brodie, they may wish to interview the latter. They will find him a fairly wet, inspired fellow prone to being dominated by women in general, and Jean McColl and his mother with whom he lives in particular. His stock response to questions is: "Well... I'm not sure that Mother would like me to tell you anything about that".

It is more likely, however, that the investigators will find the Brodies by reference to Old Mother Brodie who, at 65, is the oldest

person in the village. Duncan is the youngest of five sons, but all the others died in childhood, which explains why she has been so protective of him. She actually approves of his affair with Jean McColl, as she is sure she will die soon and is therefore hoping to find a wife for her beloved son. Really paranoid investigators will note that her long fingernails are among the few implements in the village capable of causing the lacerations found on Donald McColl's body.

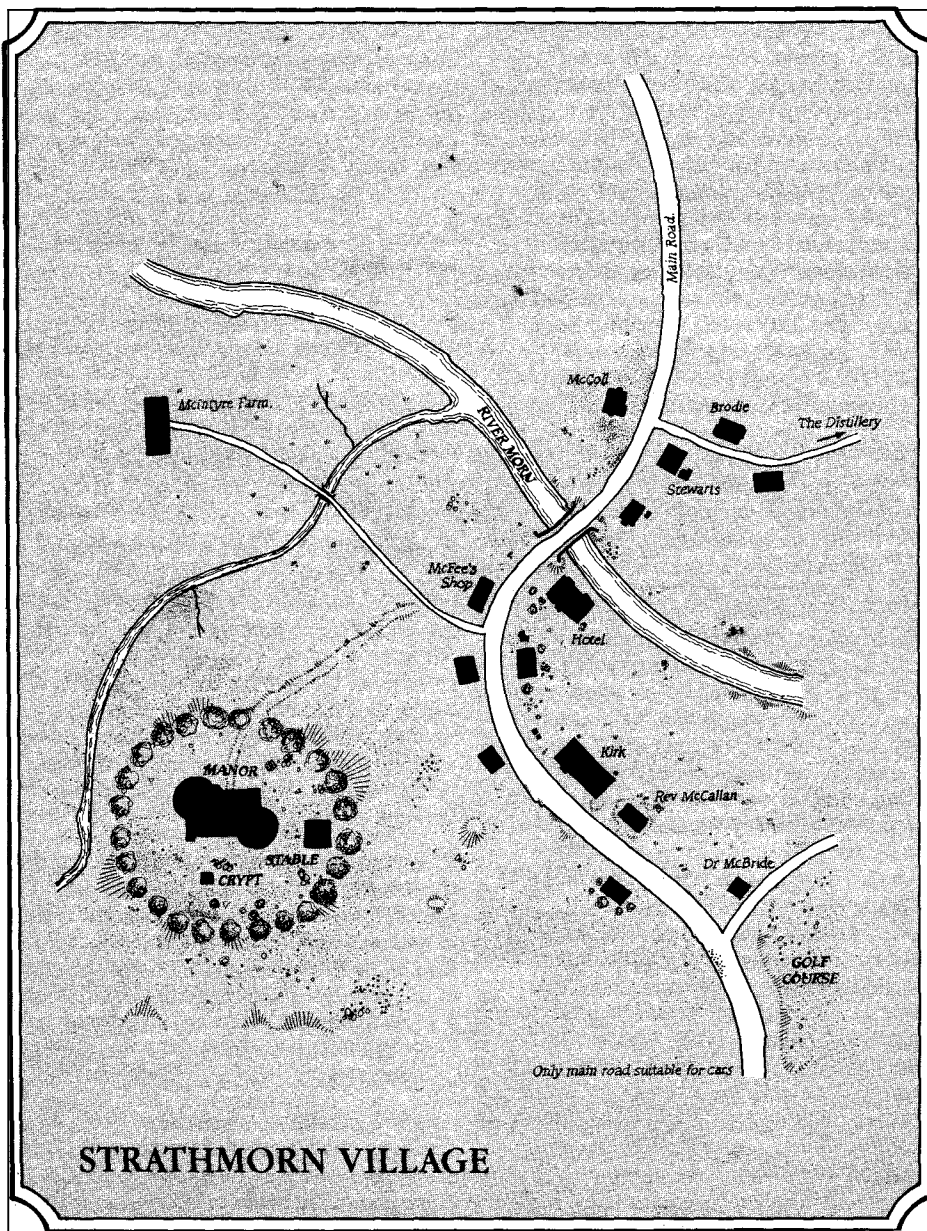
Mother Brodie is far too young to remember the MacMorns herself, but she does remember her grandmother telling her that the cause of their downfall was that the laird's son went to travel the world and brought back devils from Africa which killed the family. She also knows that it was this younger MacMorn who planted the ring of strange, black trees which surround the house.

**Children** - Small children are often good sources of information about things that their parents do not want to talk about. If the investigators try talking to the village children, they will find that mothers often use the manor as a source of bogeymen. Children who misbehave are threatened with being caught by the ghosts of the evil MacMorns and the devils they brought back from Africa.

## Documentary Sources

By now, the investigators will probably be thinking of looking for any documents concerning the MacMorn family. Unfortunately, the village has no more than the register for births, marriages and deaths in the church. These record the births of Gordon, Moira and Alex MacMorn, and the marriage and death of Gordon MacMorn, as given in the timeline. There are no records of the deaths of Moira or Alex MacMorn. Gordon MacMorn was buried in a family vault at the Manor, so his grave cannot be found in the churchyard.

The evidence that the investigators need is available, but they will probably need to know what they are looking for in order to find it. Mrs MacPherson's grandfather, Archie McPhee, who was minister in the village at the time of the fall of the MacMorns, kept a diary which is now in Inverness library. Mrs MacPherson's gossip and information from the shopkeeper, Gordon McPhee, should lead the investigators there eventually, if they don't think of dropping in whilst visiting the police. After McPhee left his diary and several other books to the library, they were filed away and forgotten. Because of this, anyone unaware of the diary's existence will have a modifier of -50 on any Library Use roll to discover it. Once the library authorities are reminded of the will, they will be able to find the books without much trouble.



Several passages in the diary are of interest, the most significant being the following:

*"June 2nd, 1810 - Great Rejoicing. Young Master Alex hath at last returned from his travels to foreign parts. Widely indeed hath he sailed, even as far as the Dark Continent of Africa, whence he hath bought back a real Black Man. Most Devilish the fellow looks too, all the more so for his barbarous tongue, which can but make gross travesty of our language. Master Alex hath also bought with him many treasures of that forbidden land, and a large number of trees, which he intends to plant around the manor. He is accompanied by one Douglas, a sailor who has been his servant for much of his travels".*

*"June 14th 1810 - Am deeply worried concerning the young MacMorn. Since of his return, the young Master Alex hath refused steadfast to enter the kirk, and this despite the constant urgings of the Laird and of myself. Master Gordon is as good a God-fearing man as ever walked this Earth, and the Lord knows we did our best to rear the boy in the knowledge of God. Yet his sojourns in foreign parts fair seem to have tainted his mind such that the very sight of the House of God fills him with a deep loathing and fear. There will be no good of this ere long".*

*"August 3rd 1810 - Alas! Our Laird hath passed his way to the Bosom of Christ, and in a manner most queer too. Brodie, the Master's manservant, did summon me from my slumber at 4 o' the clock this morning and bid me hasten to the manor, and make all speed lest the Devil catch me. Then he hasted back hi'self without waiting, stopping only to peer back at me puffing along behind and yell "the Master is dying" as if the words themselves could lend youth to my ageing legs. Well, in troth, I ran faster than I am able, and have wheezed mightily all day therefrom, but alas 'twas all for nought for, by the time I had arrived, Master Gordon was already beyond the mortal sod and in the arms of his Maker."*

*Of the manner of his passing there is great mystery as he was in fine fettle the night before, as I saw myself. Yet in early morning, as Brodie reports, screaming, coughing blood and saying that the very Devil were in his stomach and burning his way out. I have no reason to doubt this, as the maids were still clearing of his noxious spew when I arrived, and his poor face was contorted in the most awful fashion, so he clearly died in the most dreadful pain. None other in the house was affected, nor any other who had eaten of the Laird's table the night past, and I am at a loss to explain what strange ague could have taken a man so fit so sudden".*

*"August 4th 1810 - Great Consternation. The Young Laird - for Master Alex hath now assumed the title - behaves in a manner e'en more strange than before. He hath for-*

*bidden a public ceremony of burial for his father, insisting that I bury the late Laird at the manor direct into the vault, and refusing to attend e'en this simple ceremony himself, so great is his hatred of the Works of God. Yet not content with this affront to the village, and presumably refusing to lead them in worship, for he has ne'r once set foot inside the kirk since his return from the Dark Land, he has summarily ordered all of the late Master's servants and workmen out of the manor forthwith, leaving only the dour-looking sailor, Douglas, and the Black Man, both of whom returned with him from his travels. It is already a common whisper in the village that Master Alex has poisoned his father, yet I cannot understand why a man should kill for an inheritance and then straightaway sacrifice all respect and prestige that it brings by such callous and improper acts".*

*"Christmas Day 1810 - O Lord, what poison is it that affects our young Laird's mind so? Have I not prayed, day and night, that on this Great Day You might send some miracle that might cause him to repent his past deeds and return to the Bosom of Your Church? And yet there is still no sign of him. He hides away in the manor all day, seeing naught of his fellow men, and only infrequently sending the sour Douglas to the village or to Inverness to buy food and wine. Some of the village hath a rumour that the Master is killed, most probable at the hand of the Black Devil, yet Angus McCallan and five strong men paid call at the manor today to deliver gifts and saw the Laird, for all that he sent them packing with foul words and curses. Perhaps, Lord, I am old and foolish to pray for his soul, for 'tis plain he hath lost it already."*

*"May 23rd 1811 - A strange event. Two men came all the way from Edinburgh with a carriage containing strange parcels for the Laird. Staying the night at MacPherson's hostel, they drank greedily, saying they knew not what was in the packages but that it smelt foul and gave them such awful fears they had driven the horses near to death to be the quicker rid of it. I asked them after the Laird, and they reported him pale and haggard but as foul mouthed as ever."*

Further references to strange deliveries from Edinburgh occur regularly for the next year or so. Then all references to Alex MacMorn cease until:

*"November 15th 1815 - Angus McCallan came to me today with a strange thought. "Is't not", he asked, "by two weeks past now that is made the large delivery of foul parcels from Edinburgh sufficient to tide the evil Laird and his Devilish crew over winter? In troth, I think there may be doings afoot at the manor, for 'tis hard to mind me of when I last saw lights burning there o'er night as they used". Nor could I make quarrel with this. Angus sayth he will take a group of men and keep watch to see if aught stirs".*



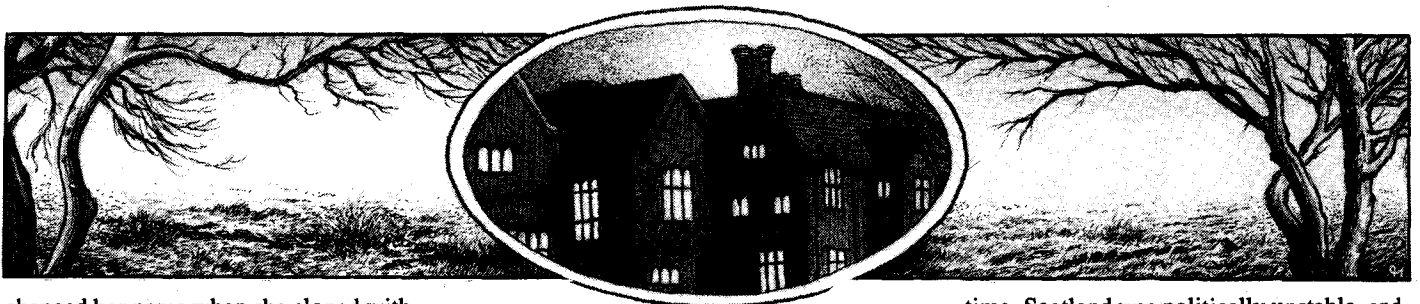
*"November 20th 1815 - Five days now Angus McCallan and his men have kept watch on the manor and naught have they seen of Master Alex and his companions. Village talk has it that they are all dead or fled the region, yet no man is brave enough to venture beyond those trees for fear of what evil things may lurk there. Were I more mindful of my duties, I should perhaps send to Inverness to seek word of Master Alex's Aunt Moira, yet since she sinfully eloped with the merchant from Aberdeen, not one word has she sent to anyone of the village, nor her brother or nephew, these 12 years long. Besides, I mind me of what e'er misfortune has fallen on the house of MacMorn be best left undisturbed lest that same evil that possessed Master Alex be loosed upon other men".*

This last paragraph has been ringed in pencil, fairly recently by the look of it. As the diary only begins in 1808, there is no other mention of the elopement of Moira MacMorn. Enquiries at the library concerning other readers of the diary will reveal that Dr McBride visited there a few months back and requested to see certain old collections. He seemed to know exactly what he wanted, and the library staff didn't even know what books he looked at. If McBride is confronted with this fact, he will admit an interest in village history, but will reject any suggestion that he is related to the MacMorns, claiming again that his family originated from Fife.

The only other entries of any interest are a few odd mentions of sheep being taken by wolves. The diary ends early in 1816.

There is little else in the way of documentary evidence that can be found. A copy of Archie McPhee's will exists in the records at the County Offices. This may lead the investigators to the diary, if they think it destroyed.

The investigators may decide to try to confirm suspicions that McBride is related to the MacMorns. This is possible, but will take a very long time - Moira MacMorn



changed her name when she eloped with McBride's ancestor. It is only through family tradition that the doctor knows of the connection. In order to prove anything, the investigators would need to go to London or Aberdeen and trace McBride's ancestry back to one John McBride of Aberdeen who married a "Moir Gordon", supposedly of Inverness, of whom no further records exist. This would obviously take a very long time, and the investigators should be discouraged from following such a path.

### ***Distractions and Lead-ins***

The area around Inverness has a number of interesting connections which may provide red herrings for enterprising Keepers to use to confuse the investigators. They could also be used to form the basis for further scenarios following on from this one, keeping the characters in the area.

Inverness stands on the mouth of the River Ness, and it is a mere seven miles up river to Bona Ferry at the north-eastern end of the famous loch. The first modern sighting of the Loch Ness Monster was in April 1933, though sightings of the creature date back to Anglo-Saxon times. The monster was front page news throughout the latter half of 1933, so if the scenario is set after this time, the investigators are bound to be aware of it.

Mention of the creature can be found both in the library and in Inverness museum, and there may be monster hunters staying near the loch.

The major exhibits in the museum, however, are those dealing with the battle of Culloden which put an end to Bonnie Prince Charlie's Rebellion in 1745. Culloden battlefield is about four miles east of the city, and is such a well known tourist attraction that the Perth-Inverness railway line has a station at Culloden Moor. It is a well known fact that ancient battlegrounds are amongst the very best places to find ghosts.

Seven miles down the river from Culloden stands Cawdor Castle, one time home of the villainous MacBeth, and site of his murder of King Duncan and usurpation of the Scottish throne. The castle is still inhabited by the current Earl Cawdor. As with most Scots noblemen, he is often away from home, the best chances of finding him in being Hogmanay and in the grouse shooting season.

### ***The Manor House***

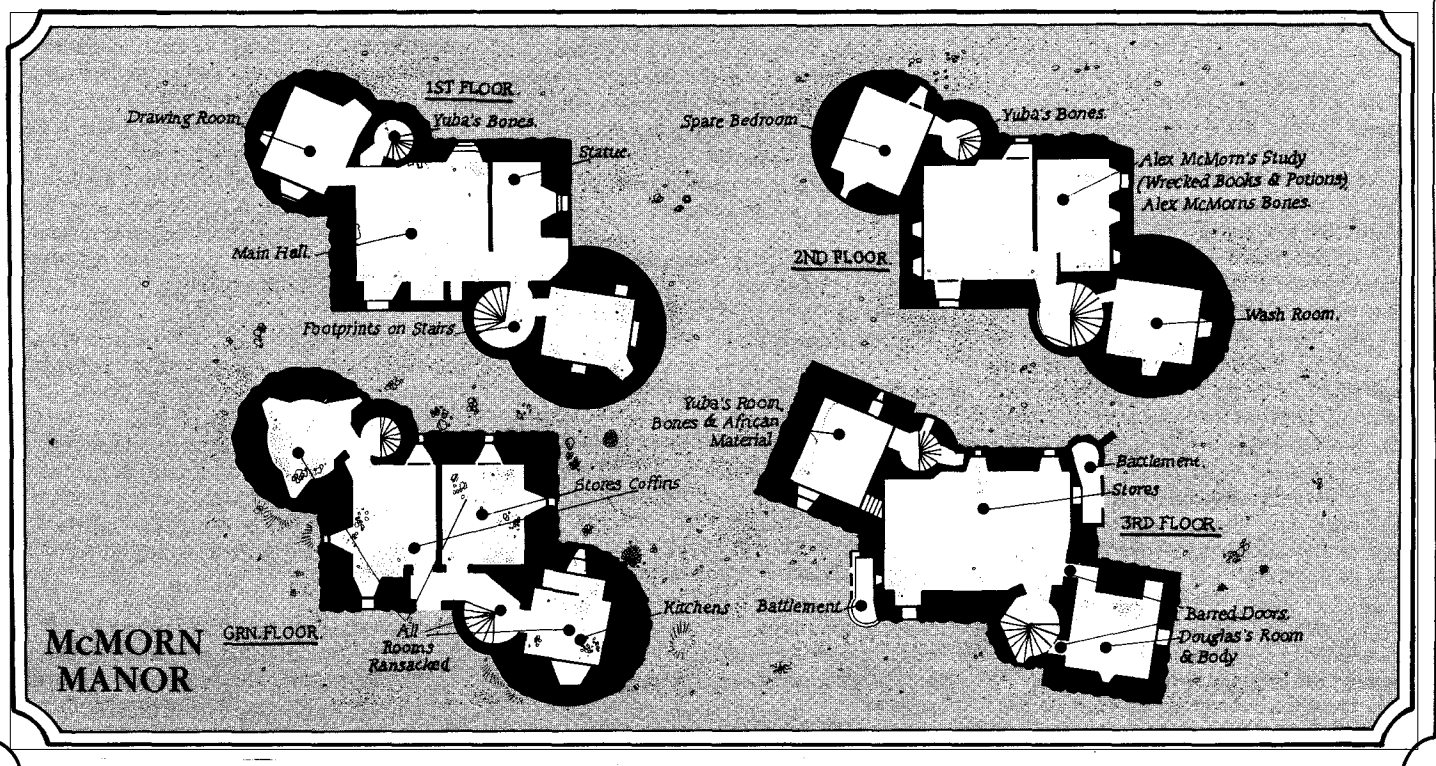
The home of the MacMorns was built in its present form in the mid 17th century. At this

time, Scotland was politically unstable, and warfare between clans was common. The manor has something of the appearance of a castle and is designed with defence very much in mind. The main door is flanked by a tower to cover the approach, and the ground floor is given over to utility rooms, so that the attackers must fight their way up the spiral staircases in order to get at the family quarters. The plans of the various floors of the house show the layout of the rooms.

The first thing that investigators are likely to notice on approaching the manor is that it is completely encircled by tall, black trees, the like of which they have never seen before (even with 100% Botany skills). No villager will dare to venture beyond these (not even Stewart, who has refused to go near the place after McColl's death).

The grounds of the house are overgrown with weeds. The only things that the investigators will be able to identify will be the stables and the family crypt. The former contains the bones of two horses which have apparently been eaten by some wild animal. The latter is open and completely empty.

Both the main door and the kitchen door have been battered down, apparently some time ago. The kitchen is derelict, but shows signs of having been searched recently.



Footsteps can be found in the dust of the ground floor rooms. Investigators with appropriate skills will be able to identify the tracks of two largish men and one smaller man. In the ground floor store rooms, there are a number of old, empty coffins, all of which have been smashed open fairly recently. There is no sign of any entrance to a cellar.

The footprints of the larger men continue up the main spiral staircase, but stop at the top and come back down again. Anyone ascending the stairs at night will understand why; against the far wall of the hall, immediately opposite the exit from the staircase, stands a most hideous statue. It depicts a humanoid creature some 7 feet in height but thin and lanky with a long pointed head. The creature has huge claws at the ends of its fingers, and prominent, sharply pointed teeth. Anyone ascending the stairs at night would see this statue in the distance as they reached the top. At that range, and in that light, it could easily be taken for real. Anyone seeing the statue in such conditions, therefore, should roll for SAN as if they had seen the actual Horror.

The rest of the house has been undisturbed since 1815 and investigators with historical leanings may be interested to study it. The only unusual thing about its furnishings and decoration is that a number of tribal masks of obviously African origin (somewhere on the Gold Coast, if the investigators make Anthropology rolls) are hung about the walls of all rooms save the upper store room and Douglas's room. Although most of the furnishings are undisturbed, some of the upper rooms show signs of considerable violence.

The third floor bedroom on the smaller staircase is obviously the room that was used by Alex MacMorn's black servant as it contains a large amount of African material and clothing. Human bones can be found scattered in this room, and in a trail down the smaller staircase to the drawing room. As with the horses in the stables, the larger bones have all been cracked to give access to the marrow, and show signs of having been heavily gnawed. All the bones are completely clean of any fleshy remnants. Investigators making Anthropology rolls will be able to identify the skull (found in the drawing room) as that of a native of West Africa.

The door to the other third floor bedroom is shut and heavily barred, though the barrier has weakened somewhat over the years (STR 25). If the investigators manage to break in (roll on the Resistance Table), they will find the body of the sailor, Douglas, who apparently barricaded himself in by dismantling his bed and using the wood to bar the door. He probably died of starvation, as there are no bloodstains on the floor.

The investigators' main interest, however, is likely to be focused on Alex MacMorn's study on the second floor. This has been well and truly wrecked, and many old, and possibly interesting books have been torn to pieces, and a large number of phials of potions and powders have been smashed (sadistic keepers may like to include a page of the *Revelations of Glaaki* as the only surviving, readable text). Alex MacMorn's bones are scattered around the room, gnawed, cracked and picked as clean as the bones of the African.

Having checked out the house for monsters, the investigators are likely to turn next to a



detailed search for clues and/or treasure. The ground floor has already been gone over by McColl and Stewart and most of the rest of the house yields material of historical interest only. The statue, however, hides a secret. A Spot Hidden roll will reveal a panel in the plinth which opens to yield a small hand-written book: the note-book of Alex MacMorn.

### The Notebook

Alex MacMorn was not particularly tidy or thorough. Much of his writing is indecipherable, and none of it is dated, but it can be assumed to be in chronological order. The book makes several cryptic references to MacMorn's "pets", which it would appear he bought back from Africa with him. There are also a number of mentions of a place called "T'gaorl", a city deep in the African jungles which MacMorn discovered on his travels. The more interesting of the legible entries, in order of appearance, are given below.

*"All is going well. The common folk now hate and fear me sufficiently to shun the house entirely. Douglas and Yuba have finished planting the trees. My great experiment is about to begin."*

*"I am feeding them as the Witch Doctor told me. They are growing strong, and their hunger increases. All is well."*

*"The idiots in the village came bringing Christmas gifts as they say is customary. T'was fortunate there was nothing hanging in the store room."*

*"No one in Edinburgh seems to have knowledge of the tomes I seek. I am loath to seek further afield as I need much gold to buy food for my pets, yet t'would be as well to have more knowledge before they are fully grown. What shall I do, I wonder?"*

*"That scum Lennox sought to cheat me. The corpses were fresh and un-hung. Good fortune that I had the sense to keep back some of the contents of the crypt. My pets seem particularly fond of Mother. Perhaps they can somehow tell who it is they eat."*

*"I am running short of gold and the things are still not full grown. I have tried to get them to sleep as I saw in the city of T'gaorl but they hunger still. Soon I will have no choice but to feed them sheep."*

The final entry is:

*"Today they tasted blood for the first time. I must now trust to God, but I have forgotten how. At least if I die, the foolish villagers will not come here for many years and the things will as like perish of hunger. Yet they should be full grown by now. Why will they not sleep? Why? Why?"*

In the front of the book is a small, dirty scrap of paper on which is scribbled - in MacMorn's hand but in careful, capital letters - an incantation:

**"NIHAR CTHOR HAG NAATHI IST'HE  
GHLAN GHEIHNT'HOR".**

Any investigator reading the notebook must make a Sanity Roll, losing 1D4 of SAN if this is failed.

### The Manor at Night

The investigators, assuming they are cautious, sensible fellows, are most likely to visit the manor during daylight. However, their failure to find any trace of a monster this way will eventually lead to their attempting to repeat McLeod's experiences and going there at night. Investigators who are very wary of the Reverend McCallan will do this first anyway. At night the manor is a very different place.

The physical layout is the same at all times, though remember that first sight of the statue is likely to alarm anyone with a poor light source, but the building seems to exude an aura of evil which will make the hairs on the backs of the investigators' necks tingle and shiver. As soon as anyone enters the house at night, a strong wind will begin to blow, and the trees will sway crazily as if dancing around the manor.



After the investigators have been in the manor a few minutes, the Keeper must make a roll against POW for each of them in secret, using a D20 with a modifier of +10. Only if the resulting score is the same as or lower than the investigator's POW will each of the PCs save against the spell. Anyone failing their saving roll will soon fall into a deep sleep. The Keeper should try to catch the victims when they are out of sight of their colleagues (fairly easy in a dark house) to tell the players privately that their characters have succumbed, rather than have them fall over in front of their colleagues. A much better atmosphere is achieved if investigators "disappear" and people trip over sleeping bodies, than if the characters are seen to succumb to a spell.

Some of the investigators will probably make the saving roll and can have a little while to wander about and fall over their sleeping colleagues. They will find that none of the sleepers can be woken and will probably sit down to keep watch. The Keeper should check them again at this point. If they save a second time, they can stay awake all night - they probably won't see anything of interest anyway. The spell victims revert to normal sleep patterns at dawn and can be woken by any suitable method.

The investigators will probably think their night was somewhat boring, but for the villagers it was nothing of the sort. The Horror was indeed about, but none of the investigators will have seen it, unless they left the house to return to the village or search the grounds. Even so, the Horror only attacks lone prey and is adept at hiding in the darkness. If any investigator is so foolish as to wander the grounds or village alone, the Horror will jump him as soon as he leaves the ring of trees, but run off if anyone approaches before it has finished its meal. The Horror will have the advantage of surprise in its attack.

Very thorough investigators may try to ensure that they spot the Horror. If they are the type who come armed with a generator and massive arc lamps, the Keeper should think up some excuse to have these fail, as such technical overkill spoils the fun for everyone.

Assuming, then, that the investigators do not get a glimpse of the Horror, the next they will hear of it is on their return to the village in the morning. No-one there was eaten, indeed they all stayed safely indoors, but one of Farmer McIntyre's sheep vanished and many people report hearing an unearthly howling in the village streets during the night (this will not have carried to the manor on account of the high winds). Reverend McCallan will be in no doubt as to what was abroad and who was responsible. Other villagers will be more or less convinced, depending upon their personalities.

### Trapping the Horror

The investigators will now presumably try to think up some plan to catch the Horror and destroy it. Unless they come up with this sort of plan, or something better, the Keeper should have Farmer McIntyre suggest a baited trap. He will be willing to sacrifice an old sheep as the bait. It can be tethered in the village, and everyone else can lie in wait in nearby houses. The only other thing that must be done is that some brave souls will have to go to the manor to cause the Horror to wake in the first place. If their plan is simply to go there, stay a few minutes with matchsticks propping their eyes open, and then hare back to the village, the Keeper should let them succeed (after a few nerve-wracking die rolls). If they intend to stay in the safety of the manor then they must roll for sleep as before.

The villagers will be in something of a quandry as to what to do about this trap. Braver souls like Farmer McIntyre will be ready to help, but others will be put off by the rantings of the Reverend McCallan. Dr McBride, as a scientist, will offer his services, and Willie Stewart will also volunteer, both because McBride told him to go and out of a genuine desire to avenge his friend's death. The Keeper may add a few more male villagers to the party if he wishes, but they will have no great effect on the outcome of events.

The Horror might be a cunning hunter, but it is not up to combating a wily human. It will fall for the trap, and everyone will get a good view of it. In form it resembles the

statue in the manor very closely. This may confuse the investigators, as anyone who stayed awake in the manor all night will know that the statue did not move.

Sanity rolls will of course be required.

As soon as the Horror is within reasonable range, Farmer McIntyre and Willie Stewart will loose shotgun blasts (McIntyre doesn't want to lose his sheep unless absolutely necessary, and Stewart is simply hot-headed). Some of the investigators may fire as well. The Keeper should ensure that at least one shot hits - fiddle Stewart's roll if necessary. As it will have adopted its thick skin before leaving hiding, it is extremely unlikely that the Horror will be killed by a single volley, especially as the Keeper will have the opportunity to fix McIntyre and Stewart's rolls to miss if need be. Assuming it is not dead (and the Keeper can always let it survive a few minutes with mortal wounds on the strength of its terrible, inhuman willpower), it will flee back to the manor at great speed, leaving a trail of sticky ichor from a wounded arm.

The investigators now have little choice but to follow the thing to its lair. McBride, Stewart and McIntyre will agree to accompany them (indeed Stewart will be the first to suggest it), but any other villagers present will have been too shaken to do anything other than head for a wee tiddle.

### Dr McBride's Plan

As the party makes its way to the manor, McBride and Stewart will contrive to lag towards the back of the group. If for some reason the investigators manage to lay their trap without involving anyone in the village, the Keeper can assume that McBride got wind of what they were up to and kept watch with Stewart, following them at a safe distance once they set off for the house.

Once the group reaches the ring of trees McBride will spring his trap and order them all to stop. He and Stewart will have the whole party covered with their shotguns. Given the short range and the fact that Stewart is known to be a crack shot, it is unlikely that any of the investigators will be

foolish enough to try anything. Farmer McIntyre will remind them of this if they seem jumpy, and will urge them to try to reason with the doctor. It is, after all, very bad form not to let the villain have his final rant.

With McIntyre and the investigators at his mercy, McBride will reveal all concerning his ancestry. He will go on to say that he now intends to kill everyone, follow the monster to the treasure himself, and tell the village that his unfortunate victims were eaten. Again, McIntyre will try to keep the investigators from trying anything rash - they don't need to die and a wounded investigator will be easy prey for the Horror.

As McBride is revealing his plans, Stewart has been glancing around nervously, looking for the Horror. Once McBride has got to the end of his speech, or when the investigators are about to do something rash, Stewart notices something.

"Good God Doctor! Look at that tree over there. It's got a branch hanging half off and dripping just like the arm o' the thing we shot!"

Give the players a moment or two to realise the awful truth themselves, but if they do not, Stewart can add:

"If that tree were a monster all along, what are the rest o' them!?"

At this point everyone with any sense will run as fast as they can back to the village. Anyone who stops to see what happens will see all of Alex MacMorn's "pets" take on their waking form. The trees do not become monsters, but rather the creatures emerge from them after the manner of mythological tree spirits. Thus no one would ever notice a tree missing when a creature was out hunting.

Dr McBride remains where he is, transfixed by the sight, and the creatures proceed to tear him to shreds and eat him, quarrelling

noisily over the pieces, as anyone foolish enough to watch will observe. Investigators witnessing this sight should make another Sanity roll (note the greater penalty for seeing the creatures emerge from the trees). Anyone lingering behind for more than a moment will also be caught by the trees, but the rest of those present will have a fortunate escape - the creatures need very little food when fully grown, and they will not chase the party back to the village.

## Loose Ends

Once the investigators have established where the creatures come from, it will be a simple matter to dispose of them. They just have to burn the trees. The villagers will be only too happy to assist.

Provided that Farmer McIntyre was present at the final encounter, there should be no embarrassing questions to be faced. However, if Willie Stewart was the only witness to survive he could make life fairly difficult



for the investigators, especially if they attempt to accuse him of any crimes (in fact, threatening behaviour is about as much as he could be charged with).

Inspector Sinclair will be none too pleased at any proof of supernatural agency, but will be quite relieved at being spared a potentially embarrassing court case. He will drop all charges against McLeod on the grounds of insufficient evidence and leave the matter "unsolved". As no one in the village will wish to press the matter, it is quite safe for him to do this. He will not be in the slightest bit interested in any tales of poaching, whisky-stealing or adultery, unless anyone in the village wishes to make a complaint.

Reverend McCallar will be absolutely delighted. It is not often that a minister can describe a place as a haunt of demons and be proved right in such a spectacular manner. Of course, he will give no thanks to the investigators for their help, and he will do his best to steal all the glory by ostentatiously reciting scriptures at the trees as they are burnt.

There is no treasure in the manor. As the investigators are aware, Alex MacMorn spent every penny he had on buying food for his "pets".

If the investigators are working for Harry Price, they will be expected to produce a full report of their findings for Price to

distribute to the newspapers. The case could provide extremely valuable publicity for his organisation and the cause of Psychical Research in general. If the scenario is run as part of a continuing campaign, the investigators may have to think very carefully about exactly what information they want Price and the general public to have. If it becomes known in the village that the investigators will be producing a report for the newspapers, Gordon McPhee will approach them with a view to doing a deal about arrangements for tourists to visit the famous haunted manor.

With this in mind, the question of possible surviving MacMorns must be considered. The investigators will be able to repeat Dr McBride's researches and establish the, albeit tenuous, link with Moira MacMorn. McBride has no immediately traceable living relatives, but there are records of an aunt, Elizabeth McBride, who married a Mr Carrington and emigrated to the USA. Their last known address was in Washington Street, Arkham, Massachusetts.

As a final thought, the investigators are presumably now in possession of Alex MacMorn's notebook. Although the text is exceedingly fragmentary, there are entries dating back to MacMorn's time in Africa. These, together with identification of the tribal artifacts in the manor, should give the investigators a good start on the way to finding the Lost City of T'gaorl.

## Timeline for the MacMorn Family

**April 1807** - Alex MacMorn sets out to further his education by foreign travel. Due to the wars in Europe he elects to travel more widely than is customary.

**October 1808** - Moira MacMorn elopes with John McBride, a merchant from Aberdeen.

**March 1809** - Alex MacMorn discovers the lost City of T'gaorl in West Africa and determines to learn the secrets of the Gn'icht' Tyaacht from the Ikambi tribesmen.

**June 1810** - Alex MacMorn returns home with a collection of young Gn'icht' Tyaacht. He is accompanied by Douglas, a sailor, and Yuba, an Ikambi tribesman.

**August 1810** - Alex MacMorn murders his father, Gordon, and assumes the Lairdship. He expels all servants save Douglas and Yuba from the manor and becomes a recluse.

**May 1811** - Alex MacMorn begins ordering corpses from a Mr Lennox in Edinburgh.

**October 1815** - Alex MacMorn and Yuba killed by the Gn'icht' Tyaacht. Douglas dies of starvation barricaded in his room.



## Acknowledgements

Background information on Scotland in the 1930s came from *The Heart of Scotland* by George Blake, Batsford, 1934

Information on prices and accommodation was based on the 1923 edition of Ward, Lock & Co's *Tourist Guide to the Highlands*

Both of these books could have been available to the investigators, depending on the year in which the scenario is run.

MacMorn Manor is based on Claypotts Castle near Dundee, and the maps are based on those in *Scotland's Historic Buildings* by Hubert Fenwick, Robert Hale, 1974

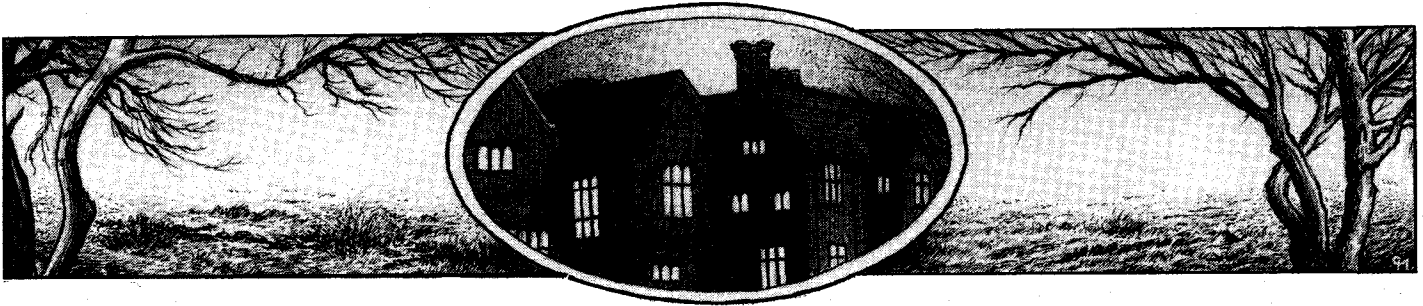
Thanks also due to Marc Gascoigne and Marcus L Rowland for their help and advice, and to the many people who have provided inspiration for this scenario.

Playtesters: Kathryn & Logan Tamlyn, Paul and Sue Cowling, Ian Marsh, Paul Mason.

This scenario is dedicated to Steve Bailey, whose fantasy campaign, *Talgor*, is the most frightening roleplaying game I have ever experienced.

Pete Tamlyn - November 1985





## Character Statistics

The following list includes details of all non-player characters in the scenario. The skills listed are only those with unusual values. All characters can be expected to have the usual base level starting skills as well. Further information on the personality of the characters can be found in the body of the text, particularly in the section on the inhabitants of Strathmorn.

### Inspector Sinclair

Senior Police Officer at Inverness. In charge of the murder investigation.

STR 11 CON 14 SIZ 16 INT 14 POW 9  
DEX 10 APP 11 SAN 45 EDU 15 Hit Pts 15  
Age 45

**Skills:** Fist 50%; Nightstick Attack 60%; Nightstick Parry 70%; First Aid 25%; Law 60%; Psychology 20%; Spot Hidden 30%; Drive Automobile 55%; Credit Rating 40%.

**Equipment:** Truncheon (Nightstick), car.

### Sergeant Lorimer

Station Sergeant at Inverness.

STR 16 CON 13 SIZ 15 INT 8 POW 5  
DEX 6 APP 8 SAN 25 EDU 9 Hit Pts 14  
Age 52

**Skills:** Fist 70%; Nightstick Attack 75%; Nightstick Parry 80%; Shotgun 45%; Law 30%; First Aid 30%; Spot Hidden 45%; Mechanical Repair 30%; Drive Automobile 40%; Singing (drunken ballads) 40%.

**Equipment:** Truncheon (Nightstick), bicycle.

### Jamie McLeod

Shepherd Boy. Prime suspect in murder enquiry.

STR 8 CON 7 SIZ 7 INT 14 POW 12  
DEX 9 APP 15 SAN 60 EDU 7 Hit Pts 7  
Age 17

**Skills:** Zoology 10%; Botany 10%; Listening 40%; Tracking 30%; Fast Talk 50%; Climb 40%; Swim 35%; Throw 50%; Hide 30%; Sneak 45%; Pick Pockets 25%.

### Mrs Maureen MacPherson

Proprietress of the Strathmorn Hotel.

STR 12 CON 13 SIZ 7 INT 10 POW 14  
DEX 14 APP 8 SAN 70 EDU 9 Hit Pts 10  
Age 42

**Skills:** Accounting 30%; Bargaining 20%; First Aid 50%; Oratory 20%.

### Reverend McCallan

Presbyterian Minister of Strathmorn.

STR 15 CON 9 SIZ 12 INT 12 POW 6  
DEX 12 APP 10 SAN 30 EDU 13 Hit Pts 11  
Age 34

**Skills:** Read/Write Latin 20%; Accounting 20%; History 35%; Library Use 20%; Theology 80%; Psychology 25%; Debate 40%; Oratory 65%.

**Equipment:** Bible.

### Willie Stewart

Villager. Best friend of murdered man.

STR 18 CON 13 SIZ 16 INT 8 POW 10  
DEX 14 APP 10 SAN 46 EDU 5 Hit Pts 15  
Age 28

**Skills:** Fist 70%; Head Butt 40%; Kick 35%; Knife Attack 60%; Shotgun 80%; Nightstick Attack 40%; Tracking 65%; Camouflage 55%; Hide 75%; Sneak 80%; Climb 45%; Jump 60%; Swim 65%; Listen 50%; Spot Hidden 60%; Throw 65%.

**Equipment:** Knife, 12-gauge shotgun.

### Dr McBride

The village doctor.

STR 6 CON 12 SIZ 10 INT 17 POW 9  
DEX 13 APP 8 SAN 45 EDU 16 Hit Pts 11  
Age 38

**Skills:** First Aid 80%; History 40%; Library Use 75%; Pharmacy 60%; Treat Disease 55%; Treat Poison 75%; Diagnose Disease 80%; Drive Automobile 60%; Debate 30%; Oratory 40%; Psychoanalysis 20%; Psychology 40%.

**Equipment:** .22 revolver, 20-gauge shotgun, bicycle.

### Jean McColl

Widow of the murdered man.

STR 11 CON 9 SIZ 11 INT 14 POW 14  
DEX 11 APP 14 SAN 70 EDU 6 Hit Pts 10  
Age 24

**Skills:** First Aid 25%; Hide 30%; Sneak 40%; Fast Talk 55%; Singing 60%; Dodge 75%.

### Annie Stewart

Wife of Willie Stewart.

STR 11 CON 9 SIZ 6 INT 7 POW 10  
DEX 8 APP 8 SAN 50 EDU 3 Hit Pts 8  
Age 25

**Skills:** Theology 35%; Debate 20%.

**Equipment:** Rolling Pin.

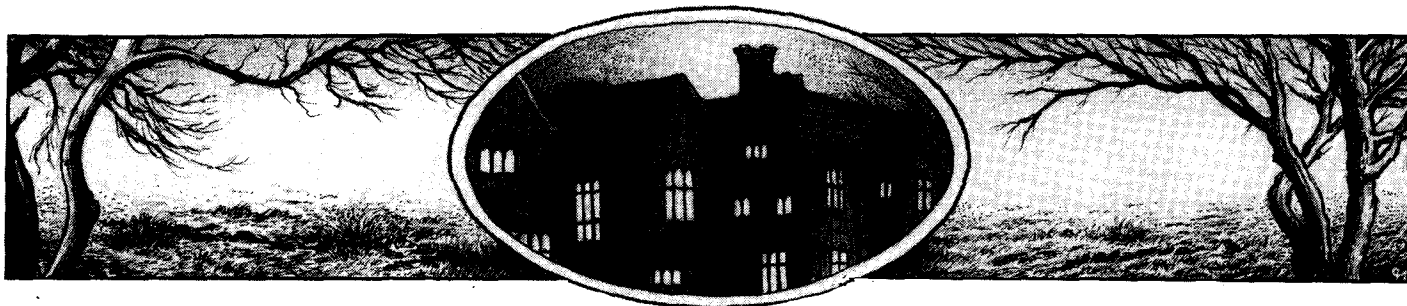
### Farmer McIntyre

Employer of Jamie McLeod.

STR 13 CON 13 SIZ 14 INT 12 POW 15  
DEX 9 APP 15 SAN 75 EDU 8 Hit Pts 14  
Age 34

**Skills:** Fist 65%; Kick 30%; Shotgun 50%; Rifle 60%; Zoology 75%; Accounting 30%; Tracking 45%; Carpentry 45%; Bargaining 60%; Climb 45%; Swim 60%.

**Equipment:** 0-gauge shotgun, .22 rifle, knife.



### Angus McCallan

Distillery owner. Brother of Reverend McCallan.

STR 11 CON 6 SIZ 12 INT 9 POW 6  
DEX 3 APP 11 SAN 30 EDU 11 Hit pts 9  
Age 36

**Skills:** Accounting 45%; Chemistry 20%;  
Mechanical Repair 45%; Bargaining 60%;  
Credit Rating 40%.

### Gordon McPhee

Village shopkeeper and postmaster. Cousin of Mrs MacPherson.

STR 9 CON 11 SIZ 9 INT 13 POW 12  
DEX 8 APP 9 SAN 60 EDU 7 Hit Pts 10  
Age 37

**Skills:** Accounting 40%; Psychology 20%;  
Bargaining 80%; Fast Talk 45%.

### Mrs McPhee

Village schoolmistress. Wife of Gordon McFee.

STR 7 CON 5 SIZ 8 INT 12 POW 13  
DEX 14 APP 7 SAN 65 EDU 9 Hit Pts 7  
Age 34

**Skills:** Botany 10%; History 15%;  
First Aid 45%; Library Use 20%;  
Zoology 20%; Fast Talk 35%; Oratory  
40%; Singing 40%; Accounting 20%.

### Mother Brodie

The oldest woman in the village. Age 65

STR 8 CON 15 SIZ 8 INT 10 POW 16  
DEX 10 APP 10 SAN 80 EDU 4 Hit Pts 12

**Skills:** Debate 25%; Botany 20%; Occult 15%;  
Diagnose Disease 30%; Treat Disease 20%;  
Treat Poison 25%.

### Duncan Brodie

Mother Brodie's son.

STR 12 CON 13 SIZ 10 INT 6 POW 7  
DEX 13 APP 15 SAN 35 EDU 6 Hit Pts 1  
Age 25

**Skills:** Hide 40%; Sneak 55%.

### The Horror

The Gn'icht' Tyaacht are a race of tree spirits native to the jungles of West Africa. They live in a form of symbiosis with a tall black-leaved tree called Nuwanda by the natives. Although the creatures are flesh-eaters when manifesting themselves separate from their trees, tribal witch doctors have found that they can be tamed by means of magical spells - provided that they are fed solely on human flesh which has been hung until completely dry of blood until they reach maturity at approximately five years old.

Before maturity the Gn'icht' Tyaacht are fairly active, and voraciously greedy, but can be controlled by sophisticated magics. Once they have matured, their appetite reduces dramatically, and they spend most of their time asleep within their trees.

Gn'icht' Tyaacht are only able to leave their trees during the hours of darkness.

Although a single Gn'icht' Tyaacht has no magical powers, a grove of creatures (10 or more) is able to link minds psychically and perform limited magics. The grove becomes aware of everything that happens within it, and within a distance of about 10 yards from the perimeter of the grove. In addition, the grove is able to cast a powerful sleep spell. Persons caught within the grove when the spell is cast must save twice against falling to sleep, rolling 1D20 +10 and needing to score below their POW to save.

It is taboo amongst the Gn'icht' Tyaacht to attack anyone within a grove, unless that person breaks the rules of hospitality by first attacking one of them. This

information was not known to Alex McMorn.

Certain African tribes - including the Ikambi, who were visited by McMorn - are known to worship the Gn'icht' Tyaacht, and it is the Witch Doctors of these who developed the techniques for controlling the creatures. The tribes were heavily decimated by slave traders, and it may be that the knowledge of which they were guardians is now lost to mankind.

The Gn'icht' Tyaacht do not worship any other mythos deities, but were once enslaved by Cthugha when he was summoned to Earth by an overly ambitious wizard in the long lost African city of T'gaorl. The Gn'icht' Tyaacht were powerless against Fire Vampires, and nurse an age long hatred for Cthugha and all of his allies.

Characteristics	Average
STR 2D6 +10	17
CON 3D6 +12	22-23
SIZ 2D6 +14	21
INT 2D6 - 2	5
POW 2D6	7
DEX 3D6 + 5	15-16
Hit Points	22
Move	12
Weapon	Attack Damage
Claw	40% 2D6 +4

The Gn'icht' Tyaacht can use both claws at once.

**Armour:** The Gn'icht' Tyaacht are able to change the texture of their skins from almost intangible when entering their trees to a thick, woody form for fighting. This latter acts as 5 point armour. They always adopt their thick skinned form when out of concealment, and thus can only be caught without armour if surprised when leaving or entering their trees, or when hidden.

**Spells:** None individually. See above for grove spells.

**SAN:** Anyone seeing a single Gn'icht' Tyaacht must make a Sanity roll, losing 1D6 if the roll is failed. Seeing a Gn'icht' Tyaacht emerge from its tree has a greater penalty of 1D10 for a failed roll, or 1 point of SAN if the character makes the roll.

Gn'icht' Tyaacht have the same sort of skill at stealth and tracking as rival jungle hunters such as leopards.