

SITUATION

A Church Inquisitor dispatched to the remote hamlet of Devil's Yard has disappeared and the PCs are sent to find out what happened.

The Inquisitor, Friar Theobald, was ambushed by an overzealous local gang masquerading as devils and his companions killed. However, Theobald survived, and lies wounded in hiding.

Meanwhile other forces are in motion: a truly fearsome demon is stalking the PCs, the true culprit is not who they seem to be and the fate of Devil's Yard is in the hands of the PCs.

Will they fight fire with fire or hold true to their faith against the mounting forces of darkness?

Synopsis

Just over a year ago Sir Giles discovered a secret tunnel beneath his mansion leading to an ancient temple beneath the long-sealed Old Well in the centre of Devil's Yard. He found a mouldering **grimoire** there and used it to summon a dormant demon, **Saramael**. In exchange for sorcerous knowledge and power, he signed a pact promising his soul to He Who Shall Not be Named, an extremely powerful demon. Saramael posed as Sir Giles' new foreign and beautiful wife, **Lady Isabella**.

8 months ago **Baron Bellard, Hubert de Lacy** and the Baron's drunken hunting party **sacked Brackley Farm**, slaughtering his host Squire Cedric and his household and torching the place. Unknown to them, the attack is witnessed by **Sally Greenway** and the family's tutor **Meg** escapes with the 6 children.

Meg was **unhinged by the attack** and takes refuge at the Giant's Stone, an abandoned iron age earth fort. She and the children live a feral existence, hiding from the locals and trying to scare them away with skulls mounted on poles and the like. Rumours spread that the Brackley Farm was destroyed by a

host of devils, and people connected the arrival of the 'Witch of Giant's Stone' with the attack.

Seizing on the opportunity, Sir Giles **enacted a ritual** to sacrifice human souls for a commensurate increase in his sorcerous powers. Aided by Saramael, Giles enlisted the help of the criminal **Trapper family**, elevating the family's influence and gradually giving them control of the hamlet's small Watch to the consternation of the then-Watch Sergeant Bert Sands. In exchange, they **abducted folk** to supply Sir Giles with his sacrifices, **dressing as Devils** and spreading rumours that it is the curse of the Witch of Giant's Stone. They went so far as to **plant evidence** at the Giant's Stone implying that the missing people met their fate there rather than in the temple beneath the Old Well.

Over the next few months Sir Giles and the Trappers consolidated their power: the Trappers moved into the Woolley mansion, Saramael seduced Silas and he began to believe he was the true master rather than Giles.

The Watch investigated, but didn't get very far. Frustrated, torch bearing locals travelled to the Giant's Stone to **drive out the Witch** but couldn't find her lair, returning with stories of ghostly apparitions and animal skull-topped warnings. As a final touch, Saramael infected several of the expedition with a **disfiguring pox**, which quickly became the Witches' hex in local rumour.

Silas and company managed to convince the folk of Devil's Yard that the best way to placate the witch was to **offer her a regular sacrifice** of the hamlet's most unfortunate and least valued, which was the final straw for Sergeant Sands. Unable to stay silent any longer, he objected to find himself relieved of command and replaced by Silas' eldest son Tom.

Bitter and guilt-ridden, Bert turned to drink but not before penning an **anonymous message** to the

Church requesting their aid in stopping 'acts of monstrous witchcraft and human sacrifice'.

Friar Theobald and three companions – torturer, scribe and local guide - were sent to Devil's Yard in response. By the time Theobald arrived a well-established scapegoat had been prepared in the form of Meg, the 'Witch of Giant's Stone'.

However, Theobald smelled a rat and **confronted Father Vincent**, whom revealed under duress that the true source of trouble lay with the Trapper family. Father Vincent is thoroughly compromised by Saramael and agrees with Silas Trapper to set up Theobald. The Trappers, disguised as Devils, **ambushed the Inquisitor** and his men at the Giant's Stone.

While his three companions are dispatched, Theobald somehow survived and escaped, seriously wounded, and was found by Meg's children. She **shelters him**, hiding him in an abandoned burrow.

To date **12 folk have been sacrificed** to He Who Shall Not be Named, and only a single sacrifice sits between Sir Giles and completion of the rite before its Halloween deadline – a mere week away.

Sir Giles, angry when he learned of the botched attack, prepares for the inevitable arrival of Theobald's successor, convincing himself that Theobald must have died from his wound in the harsh wilds of the wood.

RUNNING THE GAME

With the exception of a few key 'setpiece' scenes, the scenario is freeform in structure. The PCs are free to pursue any lead in any order, but this does mean that the GM needs to adapt the responses of the NPCs to respond to this.

Fairly aggressive scene framing is required to fit the game within its intended 4 hour time slot – try to avoid lengthy travelling scenes and cut directly from one scene to the next.

What Happens if PCs are Killed?

It's unlikely any PC will be killed by an NPC prior to the game's climax, but it is possible that the more dubious PCs might be killed by their companions.

If Abbanexus is 'killed' early it's suggested that he be forcibly expelled from Hubert's body instead. He'll need a new host, but can otherwise return. Should Zartok be killed, Saramael may be able to revive him in exchange for a demonic pact of some description.

Otherwise some of the benign NPCs could substitute: Bert Sands, Jack Figgins or Dr. Constance de Vere would all work well.

SCENES**Start of Act I: Brackley Farm (Set Piece)**

Location: Start in media res: the PCs are camped in the charred ruins of a ruined watermill, the only structure still partially standing in Brackley Farm, half a day's travel from Devil's Yard. It's late at night and they are sitting around a campfire.

The place is eerily quiet, with fireflies flitting through the trees and the occasional snap of a rotten branch or flutter of bird wings. A mist has risen, reducing visibility to a few yards and soaking everything.

NPCs: Meg's feral children, Danny Trapper and a couple of his thugs.

Action: Give the players a few minutes to briefly describe their character and react to events – e.g. Nathaniel may well be distressed at his sister's absence.

Suddenly the fireflies disappear and bobbing **haloes of light appear** through the trees (torches of the feral children), and small, twisted silhouettes are spotted flitting here and there accompanied by soft tittering.

The **poor visibility**, unsettling atmosphere and uneven footing throughout the ruin should be played

up for maximum paranoia, splitting up PCs and making friend and foe hard to discern.

Once the children realise strangers are there, they will extinguish the torches and be **cautiously curious**, possibly throwing a few rocks or sneaking a close-up glance. They will avoid direct contact with the PCs.

At the same time, **Danny Trapper and two thugs arrive**, having followed the children in an attempt to kidnap one of more of them and use them to draw Meg out. They carry a couple of large sacks and are armed with stout cudgels, although Danny has a side-sword he'll happily use. If the PCs don't intervene they'll **capture a young girl** and make off with her, taking her to a cell beneath the Old Well.

If captured, Danny and his men will explain with surly tones that the children serve the Witch of the Giant's Stone, and that they are there on behalf of the Devil's Yard Watch to catch them.

System: Resistances for attempts to follow the children back to the Giant's Stone will be High due to the conditions, but Moderate resistance applies to everything else as the mist hinders both sides. However, missile attacks suffer a -6 penalty, -3 if the target is bearing a torch or lantern.

Act I: Devil's Yard – Initial Investigations

Location: It is late morning, wet and grey as the PCs ride into Devil's Yard. The scurrilous-looking Watch patrols, with matchlock arquebus, arbalest or halberd close to hand.

Likely initial locations will be the Wolf and Lamb, the Woolley Mansion and St. Michael's church. The Old Well should be noted in passing.

Zartok will immediately notice that there is a strong active (and familiar) **sorcerous power** emanating from somewhere in the hamlet. With a successful Simple contest he will be able to source it to the vicinity of the main square, the Old Well on a Major success.

Action: It is likely that the PCs will stay at the Wolf and Lamb unless they can arrange alternate lodgings either at the church or with Sir Giles.

Local gossip is all about the disappearance of Inquisitor Theobald and the Witch of Giant's Stone. People variously blame Father Vincent, the Watch and Sir Giles for failing to protect the area, spiritually and physically, but are each **oddly guilty** in their behaviour. Of course, none will readily admit to the hamlet's **'arrangement'** to voluntarily sacrifice the lowliest and least regarded.

Several townsfolk, mainly able-bodied males, exhibit **horrible scarring** from a pox – Saramael's contribution to the hysteria. Locals are happy to tell the tale of how many of those who went on the expedition to drive the witch out came down with the pox within a day of returning.

The PCs are likely to:

- Take lodgings at the **Wolf and Lamb**, where they may hear local rumours, encounter some of the Trapper clan, overhear Old Nan's ravings or meet ex-Watch Sergeant Bert Sands;
- Visit **Father Vincent** at St. Michael's;
- Visit **Sir Giles Woolley** at his Mansion – Silas and Isabella/Saramael are also likely to be present;
- Investigate the **Giant's Stone**, possibly encountering the injured Friar Theobald, Meg and her children, Doctor Constance and Jack Figgins;
- Visit the **Watch House** if they have apprehended Danny and his companions at Brackley Farm.

Guidance on running these scenes can be found in the NPC and Location descriptions. If the PCs ask for information about the abductions or **Friar**

Theobald's investigation they will learn a variation of the following:

- People believe that a **witch has been plaguing the area**, summoning demons to carry off folk. Attacks by these 'Devils' occurred first at Brackley Farm, killing everyone and coinciding with the Witches' arrival. Since then people have been stolen from their homes and beds by these Devils one by one.
- Over the past 6-7 months **12 people have disappeared**, always one at a time every fortnight or so. Anyone **looking for a pattern** will notice that from around 3 months ago the victims changed from being folk from all walks of life to those on the margins, often unpopular or needy: orphans, vagrants, elderly widowers, the infirm.
- The victims have **never been found**, but torn clothing and personal effects are occasionally found in the vicinity of the Giant's Stone.
- Theobald was brought in on an **anonymous tip** claiming 'acts of monstrous witchcraft and human sacrifice' at Devil's Yard.
- He was **searching for the witch** in the forest when he and his companions went missing.
- **Traces of blood** were found at the Giant's Stone, along with lots of trampled ground, but no bodies or equipment.
- Popular rumour has it that the witch summoned her demon servants, whom **dragged the Inquisitor down to Hell**.
- If anyone **talks to the vulnerable**: old, infirm, etc. they will be fearful of speaking to the PCs. If anyone presses them or successfully wins their trust, they will say that the people of Devil's Yard have an **arrangement with the Witch** and that they regularly deliver to her their least valued

citizens. The rumour is that the Witch will be satisfied and depart when she has taken **13 souls** – only 1 more.

- Perhaps the Inquisitor was the 13th victim and the witch is sated? Or did his intrusion only anger her more? Opinions are divided.

Act I Scenes

These need to be fairly short and punchy in duration to maintain pacing.

1. The Doctor Consults: If not already encountered at the Giant's Stone, Doctor de Vere might approach the PCs with her **anonymous note**,

'Come to the Giant's Stone and whistle three times to help a man in mortal peril',

and ask for their advice and help.

2. Tom's in Love (Sally): Tom Trapper approaches Sally keen to rekindle their **love affair**. He also has a warning that his father intends on helping Hubert to **have her killed**. If she's cooperative he could protect her. If not...

3. Dealing with the Baron's 'Problem' (Abbanexus): **Jacob Trapper** approaches Hubert/Abbanexus and **offers to 'take care' of Sally** for Baron Bellard. If accepted, they will kidnap her rather than kill her, trying to find out leverage they can use on the Baron.

If Hubert refuses, they may decide to **kidnap Sally anyway**, to find out why the Baron wants her dead.

4. The Stalker Nears (Abbanexus/Zartok): While alone, the Stalker appears from the shadows, **threatening Abbanexus**. This should happen when other PCs are very close by, adding tension by risking exposure. The feeling of being stalked will be most acute when walking through the forest, affecting both **Abbanexus and Zartok**.

5. Demonic Rivals (Abbanexus): When Abbanexus and Saramael first meet they immediately recognise

one another's true identity. She's been missing (dormant) for a while now, does she know he's on the run from their master?

6. Smells like Sorcery (Zartok): As mentioned in 'Devil's Yard – Initial Investigations', Zartok **detects** the presence of **strong sorcery**. The hidden temple is emanating power and Zartok's attuned magical senses pick it up, along with the **familiar tang of He Who Shall Not be Named**. With a successful Simple contest he will be able to source it to the vicinity of the main square, the Old Well on a Major success.

Should the **PCs be unsubtle** in their investigations, Sir Giles will order the **collapse** of the tunnel running between his mansion and the Old Well to avoid leading them to him. He will of course remove his grimoire first.

7. Optional: Seduction Attempt (Nathaniel): Saramael, in her guise as **Lady Isabella**, approaches Nathaniel and begs for help escaping the clutches of Silas and bemoaning her weak husband. Sensing his loneliness, she hopes to **ensnare him** as she has Father Vincent.

8. Optional: Spiritual Advice (Jerome): **Mary**, Father Vincent's housekeeper, approaches Jerome as an old friend of her employer. She nervously relates that Father Vincent has **been 'close' to a mysterious woman** in distress, well dressed who visits him at strange hours. She begs Jerome to speak to Vincent, as she knows **he is deeply troubled**.

Start of Act II: The Final Victim (Set Piece)

Location: Initially, anywhere in Devil's Yard, but the abduction takes place at Old Nan's rundown hovel behind the Wolf and Lamb.

NPCs: Bert Sands, Tom Trapper, the Devils, Tobias Brewer, Old Nan.

Action: A very drunk **Bert Sands** pounds on the PCs' door late at night, buckling on his armour and waving a sword. He raves about 'enough is enough'

and 'not Old Nan, that's too much'. Eventually he can be calmed enough to reveal that he was the source of the anonymous tip to the Church, that the hamlet is **complicit in the sacrifices** to the witch and that even now Old Nan is being taken as the 13th and **final sacrifice** to appease her.

Tobias Brewer and his stablehand are at Old Nan's hovel waiting for the arrival of Silas' Devils to take her away. She is raving and they are trying to shut her up and hold on to her when the PCs arrive, just as a host of Devils led by a **disguised Tom** arrive to take her away.

A fight is probable, as the Devils will not want to be unmasked. However, if they spot the PCs waiting they will **retreat rather than attack**, trying to hide.

Tobias is both terrified and strident at being caught – Old Nan is senile, and it's not just him, everyone in the hamlet is guilty of being complicit in this, in one way or another. He **'refuses to be the scapegoat'** but it's all bluster, especially if torture implements are produced. He will explain that he was asked to nominate someone for the sacrifice by **Silas**, and Old Nan is someone no one would miss.

A **captured Devil** could reveal much, accelerating Sir Giles' plans. However, they pretty much all believe **Silas is in charge**, and haven't seen Lady Isabella in demonic form.

If confronted, **Silas will deny the accusation**, saying it's the guilty blame-pointing of a frightened man.

System: The exact number of Devils should be adjusted to fit the resistance according to the pass/fail cycle, but should be challenging – there are at least enough of them to pair off with each PC.

Act II Optional Scenes

1. Capture of the Witch: **Jack Figgins** comes to the PCs telling them **Meg is in trouble**, explaining her innocence and that the Watch plan on killing her. If they haven't found him already, he says that the

previous **Inquisitor still lives** and that Meg can lead them to him. He is adamant that her life is in danger and that she is innocent of kidnapping anyone.

The Watch have **lured Meg out** using one of the children they've caught, either from the opening scene or more recently 'off screen'. They plan to hold Meg in the cell beneath the Old Well and, depending on whether they still need a **13th sacrifice**, kill her to complete the ritual. If not, they will hold her until the Stalker arrives, intending for her dead body to be found in any subsequent Church investigation as evidence that Jerome and company succeeded in ending the menace, albeit at the cost of their lives.

If the PCs intervene, they would rather have her **killed resisting arrest** than allow her to be put to the question by an Inquisitor.

2. Assassination (Jerome/Nathaniel): Realising that the investigation is getting out of hand, Silas might attempt to have **Jerome**, or **Friar Theobald** if he's been recovered, **assassinated**. The attack is an opportunity for **Nathaniel** to make use of his body guarding expertise and is undertaken by some thugs in masks (not Devil ones though), probably a crossbow through a window or knife-armed intruders. If interrogated, they will eventually say they were sent by **Silas Trapper**.

3. Amnesty Offer (Zartok): Saramael approaches Zartok and hints at her true nature without being specific. She intimates that she may be able to **offer an amnesty** for Zartok and a return to the service of his former master. All he has to do is betray his current companions (and serve up Abbanexus, if his presence is known).

End of Act II: Hunted (Set Piece)

Location: Somewhere in Devil's Yard, St. Michael's Church.

NPCs: Will the altar boy, the Watch.

Action: By now the rough shape of events should be clear to the PCs, although Sir Giles' guilt will probably be less clear. Before the PCs can act decisively, **Will the altar boy** arrives breathless, bearing a hastily scrawled message from Father Vincent.

Vincent's message says *"Jerome, I have failed utterly and am surely doomed. Isabella is a monster; she will drag us all to Hell. Stop her, for all our sakes – Vincent"*.

Presumably the PCs will **head to the church** to talk to Vincent. If they do, they will find the church deserted and eerily quiet. A stench of burnt meat pervades the air, its source the **tortured corpse** of Father Vincent draped across the pulpit. He appears to have been subjected to a vicious ordeal, with his tongue ripped out, fingers broken, eyeballs removed by hot poker and scorch marks all over his body. To the trained eye, the torture appears **frenzied and rushed**, and he couldn't have died more than a few minutes ago. Shortly after the PCs discover Father Vincent a heavily-armed detachment of **the Watch arrives** led by Trappers intent on **arresting the PCs** for the murder of Vincent and accusing them of overstepping their authority.

If they **do not go to the church**, have the Watch find and attempt to arrest them for the murder.

What happened is **Saramael revealed her true nature** to Vincent as a final act of corruption, underestimating his resolve. Resisting her corruption, he drove her away at the end of a crucifix, then summoned Will and penned a hasty note to the PCs. Shortly afterwards Saramael and Silas arrived, the latter overpowering Vincent and the former setting to work with Friar Theobald's stolen torture instruments.

Saramael then ‘reported’ the murder, claiming she discovered his body in the church after arriving for confession.

The folk of Devil’s Yard will be **outraged** that Jerome and company have killed their priest, so popular opinion will be hostile. A few – Doctor Constance, Bert Sands, Jack Figgins – will have their doubts, however.

The PCs have a choice – face the Watch and **be arrested**, as they will outnumber the PCs and be supported by angry citizens, or **run and hide**.

Either way, after catching their breath while trapped together in a Watch cell or hiding in some cellar, **the Stalker will appear** to the whole group. A pair of gigantic lantern eyes appears in the shadows, a long tongue lolling forth.

“I smell you now,” it intones, *“I am close, very, very close and my taste for wayward sorcerers and unfaithful servants is keen...”* With that, the Stalker fades from the shadows, leaving a stench of brimstone behind.

Attempts to attack the Stalker will have no effect – it’s an apparition appearing in the shadow rather than the actual demon, but prayers and so on will drive it off.

Tailor the scene depending how much the PCs know about Abbanexus and Zartok’s troubles, but before things get too fraught, move to the finale...

If in hiding: Suddenly the streets are full of the sound of hooves and screams. The **Devils are riding** as Sir Giles prepares to sacrifice the 13th victim. The culmination of the ritual is obvious to **Abbanexus’** and **Zartok’s** senses and, if not yet discovered, reveals its source as the **Old Well**.

As a side effect of the powerful ritual numerous minor demons have been attracted to Devil’s Yard and are **possessing** He Who Shall Not be Named’s acolytes, **Silas’ Devils**. They are causing pandemonium, buildings are torched, people slaughtered in the streets or tossed screaming into the now-open Old Well. Beneath the ground, Giles and Saramael chant the rituals to **summon the Stalker** and **complete the ritual** of power.

If in the Watch cell: as above, except **Bert Sands** will slip in and unlock the cell with a set of keys he’s kept hold of. He explains what’s going on as the PCs leave the now-empty Watch house (since the Watch are now wearing devil masks, slaughtering the citizenry).

System: There are a lot of Watch members, well equipped. Standing and fighting should face higher than usual resistance.

Act III: The Stalker Arrives (Set Piece)

Location: Devil’s Yard, initially in a Watch cell or place of hiding, later probably at the church or other defensible location.

NPCs: Varied, certainly the Stalker, Sir Giles and Saramael.

Action: While the PCs are in hiding or locked up, Sir Giles and Saramael **summon the Stalker** to dispose of the Inquisitor and initiate the **final sacrifice** ritual beneath the Old Well. His plan is to have the PCs **killed combating the Stalker** and provide Meg’s corpse afterwards as evidence of the Inquisitor’s success, although at the cost of all of the party’s lives.

The final sacrifice could be **Meg** depending on earlier events, and the PCs may or may not be able to prevent Sir Giles from completing the ritual and gaining sorcerous power.

Meanwhile, the **Devils ride** through the hamlet causing havoc, possessed by minor demons. Although wearing carved wooden devil masks, anyone tearing one free will face a worse visage, as the men are **transformed into bestial creatures**, faces contorted and leering.

The PCs may decide to **tackle the source**, facing Giles and Saramael beneath the Old Well. Even if they succeed in a confrontation with them, the Stalker’s on its way and the Devils above are possessed regardless.

The PCs should realise that fighting the Devils street by street is hopeless. Give them the opportunity to be **heroic** though – perhaps Nathaniel can rescue Doctor Constance, and numerous other NPCs will be at risk – Will the altar boy, Tobias the innkeeper, etc.

Ultimately, the PCs will be confronted by **the Stalker**, primarily after the souls of Zartok and Abbanexus. Its tactics are detailed in the System section below.

If defeated, it melts into shadow with a mournful howl, blasts of sulphurous air escaping from the ‘corpse’ and the Devils lose their possessors, fleeing in horror at what they’ve done. Sir Giles and Saramael, if not already dealt with, attempt to flee the hamlet.

If the PCs fail the Stalker devours Zartok and Abbanexus and swats down anyone who gets in the way. It then turns on the other PCs, ordered to destroy them to provide Sir Giles with the needed evidence for his explanation to the next Inquisitor.

Loose ends should also be tied up: perhaps the Baron is in Devil’s Yard with a contingent of men-at-arms, called in by Bert forging a message from Sir Giles begging aid to stop the Devils, or perhaps leftover Trapper kin are in need of meeting some justice.

System: The Stalker is a formidable foe, but feel free to alter the resistance based on how the PCs have been faring. These finale scenes use the **Climactic results**, so the PCs may be hurting after a confrontation with rampaging Devils, Sir Giles and Saramael.

Its first action will be to **circle the PCs**, hopefully sheltering behind walls with some spiritual protection – the church reconsecrated would be ideal. Any reconsecration and other preparations should be tense, with the Stalker casually circling closer, disappearing and reappearing from the shadows unpredictably, but always slightly closer each time.

It will **call forth Zartok and Abbanexus** as part of an Extended Contest, using its willpower to overcome their resistance and send them walking straight into its jaws. Presumably a physical fight will happen as well, although **Friar Jerome's Faith** ability makes an effective weapon against the demon.

Assuming it is unsuccessful, it will then try and **enter the defended building**, needing to beat any reconsecration result in a Simple Contest first, possibly taking injury if unsuccessful. If it gains access inside it will **strike from the shadows** before disappearing and reappearing elsewhere, effectively augmenting its attack with its shadow walk ability.

If the PCs have Sir Giles' **grimoire** the banishing rituals within act as a +9 plot augment. Resorting to such a tool should **not be an easy decision for Jerome**.

Some PCs (e.g. Nathaniel) may want to consider the **Pyrrhic Victory** rules as this is the prime moment for an ultimate sacrifice and an added mastery would be very useful here.

NON PLAYER CHARACTERS - Adversaries

Sir Giles Woolley

Appearance: A short, unprepossessing man with a well-trimmed beard, greying hair and a tendency to stutter. When his true nature is revealed he will seem to grow larger and more confident, losing his speech impediment and crackling with sorcerous energy.

Motivation: Power principally, which he ruthlessly pursues. Sir Giles is most comfortable working behind the scenes, so will seek to deflect suspicion onto others until the very end: first Meg the 'witch', then his partner Silas.

Role in the Plot: His primary plan is to **feed Meg to the PCs** as the killer of Friar Theobald and his people, and the cause of the Devil attacks.

The backup plan is to overemphasise Silas' role in matters. This is well established as most folk think Silas really runs Devil's Yard and that Sir Giles and his wife are virtual prisoners of the gang. If the PCs see through the accusations against Meg he will try to **set up Silas** and his family as the true culprits.

If all else fails, he will gamble all in one last attempt, completing the ritual and summoning the Stalker to deal with the PCs. He plans for the Stalker to kill the PCs and then produce Meg's body as evidence the two forces met in spiritual battle and destroyed one another. A victory, albeit pyrrhic, for the Church.

Sir Giles has a **grimoire**, the one he used to get into contact with Saramael. It is kept in an antechamber to the temple beneath the Old Well, locked in a secure chest. If Zartok or Jerome were to get hold of it, it is a **plot augment** worth +9 against demons, including the Stalker.

If he completes the ritual, his sorcerous powers will **grow in strength** – relevant abilities become one resistance level higher than before.

Significant Abilities: Appear Weak; Great Wealth; Lie

Extraordinary Abilities (possibly High resistance): Sorcery (e.g. Hellfire, similar to Zartok); Supernaturally Tough; Sorcerous Grimoire.

Flaws: Stutter; Fear of the Dark; Greedy

1 Hero Point

Lady Isabella Woolley/Saramael

Appearance: As Lady Isabella, a quiet, dark-haired beauty from a foreign land. She appears to have a suppressed personality, shy and timid and her eyes yearn for some big, strong man to come save her. They also promise an ample reward for her saviour.

As Saramael she becomes skeletally thin, covered in plague sores, like a walking death with a pair of tattered bat wings she drags behind her cloven hooves.

Motivation: Loyalty to her master He Who Shall Not be Named. She will aid Sir Giles unless she can broker a better deal from elsewhere somehow – perhaps Zartok cares to switch allegiances?

Role in the Plot: Sir Giles' muse, Saramael will drive Giles and Silas to destruction if it serves her master's ends. Unlike Abbanexus, she is utterly devoted to He Who Shall Not be Named.

During the scenario she will initially play coy, acting the role of Sir Giles' **victimised wife and in the thrall of Silas Trapper**. Silas believes the same, and she uses this misconception to manipulate him. Similarly, her damsel in distress routine has fooled Father Vincent and the two have engaged in adultery, **corrupting the priest**.

She may try the same tactic on one of the PCs, most likely **Nathaniel**, in an attempt to undermine their investigation. Later, she will reveal her true nature to Father Vincent to complete his fall from grace, but underestimates the reserves of his faith. Driven off, she returns with Silas and they **murder the priest**,

torturing him with instruments taken from Friar Theobald's torturer to **implicate the PCs**.

Significant Abilities: Damsel in Distress Routine; Temptress;

Extraordinary Abilities: Demon – pretty much as Abbanexus; Touch of the Pox

Flaws: Vulnerable to Faith; Hates Sacred Areas/Items; Fiercely Competitive

1 Hero Point

Silas Trapper

Appearance: A tall, broad-shouldered, intimidating man in late middle age with a large beard and sly, calculating eyes. He speaks in friendly, wheedling tones backed by an air of menace.

Motivation: To do the best for the family and pass his wisdom on to his sons, good for nothing bastards. He's begun believing he's the Devil incarnate and is slightly unhinged.

Role in the Plot: Silas is the number three villain in the scenario, but he thinks he's number one. He operates under the misconception that Sir Giles is his pet warlock and Saramael his concubine and demonic servant.

Initially he will **seem to run Devil's Yard**, allowing his children and his gang free run of the hamlet. He will be slyly ingratiating to the PCs, but retain a sleazy air of superiority. The citizens have any number of tales about his greed and capacity for violence and note his **rise in fortunes** under Sir Giles.

At some point he or one of his children (bar Tom) will likely **contact Hubert/Abbanexus** and offer to take care of Sally for Baron Bellard. Silas has learned that the Baron wishes her dead, but not why, and is curious. If Abbanexus takes him up on the offer, he will **first try to capture Sally** and see if he can persuade her to reveal the cause of the Baron's

displeasure, with an eye to how he might profit from it.

He is basically a **red herring** to draw the PCs away from the true culprits, Saramael and Sir Giles.

Significant Abilities: Dirty Fighter; Expert Tracker; Always Thinking; Tough as Old Boots.

Flaws: Mentally Unhinged; Thinks he's Cleverer than Everybody Else

Tom Trapper, Watch Sergeant and Ex-Soldier

Appearance: Dashing, in a bad boy kind of way. Tall, dark and handsome, he carries himself like a soldier and tends to sneer a fair bit. He carries a long sword and brigandine (like Nathaniel) when he's out and about.

Motivation: He sees himself as Silas' heir and will back him to the hilt – the only issue to give him pause is his love for Sally. He doesn't really go for this black magic stuff but his Da is enthusiastic so he will go along with it for the meantime.

Role in the Plot: Tom is a bit of a bully boy, but he's not stupid and not without his redeeming features. **As Sally's former lover** he is in a position to **warn her** of Hubert and his father's plans to have her killed and could possibly be turned as an **informant** on the Trappers.

However, he doesn't know the whole truth: like Silas, he believes that Sir Giles and Lady Isabella are subservient to the family. He was present, along with the rest of his family, at the rituals beneath the Old Well, the attack on Friar Theobald and has led all the Devil raids.

He is also Watch Sergeant, which puts him in a good position to hamper the PCs' investigations. He makes a **nice foil for Nathaniel**, since both are handy with a long sword and have military experience. He'll also

be very angry if anything has happened to **Danny Trapper** when the PCs met him at Brackley Farm.

Significant Abilities: Hit with the Ladies; Accomplished Swordsman; Sneer.

Flaws: Foul Temper; In Love with Sally

The Stalker, Emissary of He Who shall Not be Named

Appearance: Takes the form of a gigantic black wolf made of shadow with disproportionate, saucer-like yellow eyes. Implacable, it tracks its quarry tirelessly and in supernatural silence and is able to travel by stepping from shadow to shadow.

Motivation: Swallow and bring the souls of Zartok and Abbanexus down to Hell, do the bidding of its master He Who Shall Not be Named.

Role in the Plot: As many 'I'm coming to get you' scenes as you wish, with an appearance at the game's denouement. It should be clearly communicated to the players that it is a formidable opponent, especially in a straight fight.

Extraordinary Abilities (High resistance): Move Stealthily; Fearsome Appearance; At Home in Darkness; Appear from the Shadows.

Legendary Ability (Very High resistance): Dangerous in a Fight; Sense of Smell.

Flaws: Vulnerable to Faith; Hates Sacred Areas/Items; Hates Sunlight.

NON PLAYER CHARACTERS – Potential Allies

Meg, the Witch of the Giant's Stone

Appearance: Matted hair, covered in grime, and wearing a birds' skull necklace, she looks like a classic witch. Beneath the mess she is a haunted looking woman in her mid 20s with a recognisable similarity to Nathaniel.

Motivation: To protect the children by removing them as far as possible from anyone who could do them harm. Everything else is secondary and she is fairly unhinged from her experience. She half believes she's a witch herself.

Role in the Plot: Meg's lair is **Very High resistance** to find, so initially she is likely to be met on her own terms, if at all. She survived an attack by Baron Bellard and his men at Brackley Farm – including **Hubert**, whom she will recognise and recoil from – and rescued the 6 children she was tutoring. They hid at the Giant's Stone and never went back, with the children, 4 boys and 2 girls, becoming more and more feral and Meg less and less sane.

She also witnessed the attack on **Friar Theobald** and she and her children **tended to his wounds**. She has a close, odd relationship with the woodcutter **Jack Figgins**, whom she told about Theobald.

They decide to trust **Doctor Constance** and try to get her to help Theobald. Jack sends her an **anonymous note** soon after the PCs arrive asking her to *'Come to the Giant's Stone and whistle three times to help a man in mortal peril'*.

Jack can then lead the doctor to Theobald and see if she can help him.

The **Trappers** have been trying to winkle Meg out for months and have set upon trying to **kidnap one of the children** and using them to force her out of hiding – this is what Danny Trapper is attempting in the initial scene at Brackley Farm. At some point in the scenario the Trappers may succeed, exchanging Meg for the child and providing Sir Giles with both a **13th sacrifice** and a dead witch to show to any subsequent Inquisitorial visit.

Father Vincent

Appearance: A distinguished man in middle age beginning to bald. He speaks warmly and with quiet

intensity, always ready to listen with sympathy to the troubles of another.

Motivation: Initially, to save Lady Isabella from her fate and try to reconcile his role in events – he is guilt ridden about his adultery and fearful of exposure by Silas Trapper.

Later, he learns the true identity of Isabella and his part in the attack on Friar Theobald. He will then try to make amends, which will lead to his death.

Role in the Plot: Initially he will probably be met at St. Michael's Church or the adjacent parochial house, with either Will the altar boy or Mary his housekeeper. Vincent is one of the few NPCs that **does not know about the willing sacrifices to the witch**.

It will be quickly obvious to Jerome that Vincent is **troubled by something**, but he will not discuss the cause. He will enthusiastically **offer to guide the PCs** around as needed – this is so he can tell Silas who the PCs speak to and where they go.

It will take a Simple contest to get him to reveal the cause of his troubles. If successful, he will confess to that he has **committed adultery with Lady Isabella**, a 'charming lady in terrible trouble'. One thing led to another and he was weak. Vincent believes Isabella a **damsel in distress, a virtual prisoner of the Trapper family**. She came to him for solace and advice and things developed from there. **Friar Theobald** forced this information out of him, and was extremely angry.

On a Major or better success, he also admits that **Silas Trapper** found out somehow (Saramael told Sir Giles and Silas) and has been **blackmailing him** for information on Friar Theobald's comings and goings. He is to do likewise with Friar Jerome, on pain of exposure.

Later, **Vincent learns the truth about Lady Isabella** when she reveals her true form to intimidate him into setting up the PCs. Instead, he reacts with stubborn refusal, ignoring Saramael's threats and driving her away with the remnants of his faith. He will manage to **write a message to the PCs** to be delivered via Will, but will be murdered in grisly fashion by Saramael and Silas shortly afterwards, using the tools taken from Inquisitor Theobald.

Sir Giles and company will attempt to **pin the murder on over-zealous PCs**. This will turn popular opinion against the PCs and give the Watch an excuse to arrest them and get them out of the way.

Vincent's message says *"Jerome, I have failed utterly and am surely doomed. Isabella is a monster; she will drag us all to Hell. Stop her, for all our sakes – Vincent"*.

Significant Abilities: Sympathetic Ear; Shaken Faith; Ultimately Honourable

Flaws: Adulterous Guilt; Gullible.

Friar Theobald

Appearance: A tall, hooked-nose man with a thin-lipped sneer. He is currently at death's door from an axe wound in his side.

Motivation: Survival, and then revenge for his murdered companions. In his delirious state he believes that the attackers were working for the 'witch', and is confused as to whether they were men or demons. However, he cannot explain why she should have tried to save him from the attack – perhaps her minions got beyond her control?

Role in the Plot: Theobald travelled to Devil's yard with three companions, a torturer, scribe and a local guide. They were in Devil's Yard long enough to **uncover Father Vincent's adultery** and to hear the rumours of a witch at the Giant's Stone.

Unconvinced, they asked enough uncomfortable questions that Sir Giles decided they had better meet with an accident.

Silas Trapper came to Theobald with a report that the witch had been sighted and he and Jacob Trapper led them out to the Giant's Stone. Once there, the Trapper 'Devils' **attacked from ambush**. All were killed save Theobald, whom staggered away wounded and found an abandoned animal lair to dive into. As far as he was concerned, all his companions and the two Trapper men were killed in the attack.

Meg's children discovered him and she crudely treated the wound. She has regularly visited him since, feeding him by hand and redressing the wound. Theobald has been drifting in and out of consciousness and, despite the treatment, has deteriorated and is very close to death with no clear recollection of events since the attack.

If discovered, treat him as **Dying for healing purposes**, although this will improve one step automatically if he is stabilised and moved somewhere dry and warm with proper medical treatment. However, it may be some time before he is conscious again, so **detailed questioning of him should wait** for a suitably dramatic moment, although he will rave intermittently about demons.

Should he reveal what he knows, at the very least Silas and Jacob Trapper will be known to have lied about their involvement.

Significant Abilities: Scare the Truth out of people; Deep Faith; Tough SOB.

Flaws: Fanatical; Badly Wounded

Jack Figgins, the Woodcutter

Appearance: A stocky, broad-shouldered and grim-faced man with a large dark beard and staring, intense eyes. Stoic and taciturn.

Motivation: Protecting Meg, whom he is love with, and her children. He otherwise has little interest in the goings on at Devil's Yard and keeps to himself. He generally mistrusts people.

Role in the Plot: Jack discovered Meg a few weeks after she and her 'children' moved to the Giant's Stone. Living nearby, his loneliness led him to befriend her, leaving out food for her and the children in the early days and patiently earning her trust. Over time, the two fell into a kind of **love**, deranged though Meg still is.

He learned of the Devil attack on Friar Theobald through a frightened Meg, and knows where she is keeping him. Naturally distrustful, he has so far kept from telling anyone but with **Theobald's condition deteriorating** he recently sent an **anonymous note to Doctor Constance de Vere** asking her to,

'Come to the Giant's Stone and whistle three times to help a man in mortal peril'.

He intends to meet the doctor if the situation looks safe and lead her to the Friar to see if she can help. He will **keep Meg out of things** as much as possible.

Later, if **Silas springs his trap** to draw Meg out with one of her children as hostage, Jack learns too late to intervene directly but rushes to get the PCs help – the threat to Meg overcoming his natural distrust of the strangers.

He could also prove one of the PCs' few allies, and is a possible replacement PC should one of them be killed early in the game.

Significant Abilities: Big Old Axe; Scary Looking; Stoic; Loves Meg

Flaws: Suspicious; Taciturn.

Herbert 'Bert' Sands, Former Watch Sergeant

Appearance: A one-eyed war veteran full of bluster and (usually) alcohol. He is a dishevelled figure these days, but insists on carrying his side-sword and

buckler everywhere and carries himself tall. In times of crisis he will unearth a suit of padded jack and a sallet helm, and take the fight to the enemy.

Motivation: He misses the glory days of campaigning and is very proud of his military history – which is why his removal from the Watch irks him so much. The law and order of Devil's Yard is on the ropes now that the Trappers have their teeth sunk into Sir Giles and what's been going on with the Devil attacks needs specialist help.

Role in the Plot: Initially Bert can be found drowning his sorrows at his lodgings in the **Wolf and Lamb**, where he stares daggers at the Trappers lording it up in the tap room. He is the **anonymous source** that drew Friar Theobald to Devil's Yard, realising that the local Watch were ill-equipped to deal with the problem.

He also handled the early **investigation into the disappearances** and is convinced they are unconnected to the sacking of Brackley Farm. Since learning of the hamlet's willing provision of victims to the witch he has sunk into an alcoholic refuge, hiding from the awful truth in the bottom of a bottle. Eventually he is roused by the unacceptable sacrifice of **Old Nan**, an annoying but harmless neighbour.

Along with Doctor de Vere and Jack Figgins, he's probably the strongest potential ally for the PCs' cause.

Significant Abilities: Military bearing; Experienced Soldier; days of Glory.

Flaws: Proud; One Eye; Alcoholic

Doctor Constance de Vere

Appearance: A harried looking woman in early middle age, with quick, intelligent eyes and an animated, expressive manner.

Motivation: Look after herself, and the people of Devil's Yard in that order. Normally an outspoken

and brave woman, she feels helpless to stop what is happening now that the majority of Devil's Yard seems to have accepted Silas' proposal of pacifying the witch through 'acceptable' victims.

Role in the Plot: Doctor de Vere examined several Devil's Yard citizens afflicted by the 'witches' curse', an unsightly pox inflicted by Saramael on those who went to the Giant's Stone to catch the witch.

If **questioned about the pox**, she says she has never encountered one quite like it: quick to exhibit symptoms, it is very painful, induces delirium and causes significant scarring due to angry boils sprouting on the subject's skin. Other than the scarring the worst effects pass in a day or two. She has seen little evidence that it is especially contagious. She will admit that if she believed in witches' curses, the pox pretty much fits the bill.

Within the last day she received an **anonymous note** instructing her to,

'Come to the Giant's Stone and whistle three times to help a man in mortal peril',

which she may choose to **reveal to the PCs**. If the PCs substitute for or accompany Constance at the Stone it is likely **Jack Figgins** will approach them to help Friar Theobald.

As with Jack and Bert Sands, the Doctor is one of the few potential allies in Devil's Yard and a potential replacement PC. She's also a potential **romantic interest for Nathaniel**.

Significant Abilities: Doctoring; Keenly Observant; Courageous; Wary

Flaws: Outspoken

NON PLAYER CHARACTERS – Minor Characters

The Trappers, Local Ne'er-do-Wells

Appearance: the exact numbers are flexible, but the main members in addition to Silas and Tom are:

- **Danny Trapper:** 2nd eldest, big, stupid and tough. Tends to talk slow and sneer a lot and stands a head taller than most folk.
- **Lizzy Trapper:** 3rd eldest and the only girl. An unstable hellcat insanely jealous of any woman getting close to her brother Tom. Unpredictable, violent and sadistic, but attractive in a trashy kind of way.
- **Jacob Trapper:** The youngest, and the brains of the family after Silas. Short and dark-haired, he is the quietest and most calculating of the gang, very dangerous with a stiletto.

The majority of Watch members (probably 8 or so) are members of the gang and there are numerous other thugs. At any one time the Trappers can muster up to 20 thugs willing to do their dirty work.

In their role as Devils they don wooden masks representing animal heads, demonic imps, goblins and the like. Coupled with the cover of night, their disguises are fearsome when first encountered.

Motivation: Generally love of strutting around looking tough and being able to extort money and favours out of anyone they please.

They have been using Sir Giles' influence to first infiltrate the Watch and then to abuse this authority – free drinks at the Wolf and Lamb, 'loans' from local shopkeepers and so on.

Role in the Plot: A captured gang member could provide a wealth of information: the truth behind the Devil abductions, what happened to Friar Theobald and company, etc. However, **none of them know that Lady Isabella and Saramael are one and the same**.

Specific Trapper family members may also act as catalyst for scenes, with **Jacob Trapper** contacting 'Hubert' to arrange the **disappearance of Sally** and **Lizzy** reacting with **insane jealousy** to any hint that

Tom and Sally have reignited their romance. She won't be above flirting with Nathaniel either.

Significant Abilities: Intimidation; Scrapping

Flaws: Overconfident; Lazy

Tobias Brewer, Innkeeper

Appearance: A comically short man with a permanently harassed expression and huge side whiskers.

Motivation: Keep his nose clean, although he would like to shake off the predations of the Trapper gang, intimidating folk visiting the inn and demanding free food and drink.

Role in the Plot: He is a good source of **local knowledge and rumours** and will provide the Devils with their 13th victim in the form of his annoying and crazy neighbour Old Nan.

Significant Abilities: Local gossip; Shrewd businessman

Flaws: Easily intimidated; Talks too much.

Baron Bellard

Appearance: A stout, broad-shouldered man with a large bushy beard and flushed cheeks of an alcoholic. If encountered in Devil's Yard, he'll likely be mounted and wearing an expensive suit of half-plate armour.

Motivation: He needs the truth about the Brackley Farm massacre to stay hidden.

Role in the Plot: He is unlikely to be present in much of the game, if at all. If he does arrive, he'll be accompanied by a **dozen mounted men-at-arms** and intends to hunt down these Devils as if they were deer. He's rather looking forward to it.

Significant Abilities: Extremely Wealthy; Dominating Personality; Ruthless; Shrewd

Flaws: Drunkard; Violent.

Old Nan, Crazy Lady

Appearance: An elderly scabrous woman inclined to screeching harangues at any time of the day or night. She is extremely annoying and quite mad.

Motivation: Unfathomable.

Role in the Plot: Old Nan lives in a disgusting ramshackle hovel behind the Wolf and Lamb and can be first encountered yelling incomprehensible abuse at the PCs.

Later she is slated as Sir Giles' 13th **sacrificial victim** and her only hope is the PCs' intervention.

Significant Abilities: Screech; Unintelligible rants

Flaws: Crazy; Disliked by almost all

LOCATIONS

Most of the scenario takes place in the mouldering hamlet of Devil's Yard lurking deep within the Hanging Forest, a dense tangle of ancient wildwood with a sinister reputation in local folklore: stalking ground of witches, goblins and the Devil himself.

It is late October and Halloween a week away. The trees are losing their leaves, swathing the forest paths with red and gold and night comes early to the crisp, clear days.

Brackley Farm

Brackley is half a day's travel from Devil's Yard, but is a **charred ruin** since being burned to the ground 8 months ago. Rumoured to be haunted, few travel there now and the blackened timbers have been largely reclaimed by the greenery of the forest.

The place was **destroyed by Baron Bellard** and his men (including **Hubert**) when their hunting party stayed there. Drunk and enraged, things escalated out of control until the place was burned to the ground and Squire Cedric and the other occupants put to the sword. Unbeknown to the Baron, the

tutor, **Meg**, escaped with the Farm's 6 children, who now live wild in the forest fearing another attack.

Likely NPCs: Feral children; Danny Trapper

Devil's Yard

The hamlet has seen more prosperous days, before the change in trade routes hurt its fortunes. The predations of bandits and the unwholesome reputation of the Wood drove merchants to press for a new road to be built in the north.

A much-mended **wooden wall** surrounds the hamlet, made of blackened and mushroom-studded wood but still sturdy. Trees have grown up near the wall, and are worked into the defences so that the main gate is flanked by two ancient oaks intertwined with and supporting the gatehouse above. The **scurrilous-looking Watch** patrol infrequently, with matchlock arquebus, arbalest or halberd close to hand.

Paint and plaster flake from the two and three storey buildings within, steep roofed and tottering. Small-paned windows allow little light and damp seeps in everywhere. The **population amounts to a little over 200**, timid and oppressed by their fear of the surrounding wood and the troubles they face.

The Old Well

The large well squats in the small **main square, sealed tight by heavy timbers and rusting chains.**

The locals now use two newer wells instead and claim that the water went bad in the old well. However, it features large in local folklore as a portal to Hell through which the Devil rises to caper through the streets on Halloween and torment sinners.

A root-strewn **tunnel** leads through the well, running from a hidden entrance outside the hamlet wall to the cellars of the **Woolley mansion**. The tunnel leg from the well to the Woolley mansion is concealed behind a **locked door**.

Although not immediately obvious from above, the bottom of the well has been drained, expanded and consecrated as a **temple** to He Who Shall Not be Named complete with blood-stained altar, pentagram, and row upon row of candles.

A small, rough-hewn cell is adjacent, where fresh prisoners are kept and an antechamber opposite contains Sir Giles' sorcerous equipment and his **grimoire**. The grimoire is a **+9 plot augment** useful against demons, including Abbanexus, Saramael and the Stalker. It is sorcerous magic so Jerome will need to think carefully about whether its use can be contemplated. Only Zartok, Jerome or, at a stretch, Nathaniel can understand and use its power.

Should the **PCs be unsubtle** in investigations of the well, Sir Giles will order the **collapse** of the tunnel running between his mansion and the temple to avoid leading them to him. He will of course remove his grimoire first.

The rotted remains of the temple's **sacrificial victims** are dumped in an alcove in the tunnel leading from the Old Well to outside the hamlet wall, exuding a stench and attracting rats. If enough time is spent, the bones of 15 children and adults can be recovered, the correct tally of the victims to date plus Theobald's 3 missing companions.

Likely NPCs: Saramael/Lady Woolley, Sir Giles

The Wolf and Lamb

Looming over the town square, this old pub is slowly disintegrating to fungal rot. The ancient swinging sign shows a malformed, or poorly painted, black wolf carrying a lamb in its jaws. The eyes are oddly yellow and huge, with pin-prick pupils and will seem to **follow Zartok and Abbanexus around**. Black-timbered, the interior's low ceilings, narrow booths and smoky haze host a wide cross-section of the hamlet.

There is a common room and 4 private rooms (3 currently available, **Bert Sands** lives in the other) for travellers, dusty and replete with mouse droppings.

Likely NPCs: Tobias Brewer; Bert Sands; Old Nan; various Trapper family members.

The Church of St. Michael

Although small, the hamlet's church is situated on a low hill and affords a good view of the hamlet and surrounding forest. One of the few stone structures, it is attached to a small cemetery of tottering gravestones, has a small adjacent parochial house for Father Vincent and boasts a crypt holding the remains of the Yard's wealthy and influential.

Normally, the church itself would provide a defence against demons due to its sacred nature but Saramael has successfully reduced this defence unless someone with Faith (e.g. Friar Jerome) is able to restore it through **reconsecration**. This will be **automatically detectable** to Friar Jerome.

Likely NPCs: Father Vincent; Will the altar boy; Mary, the housekeeper.

Sir Giles Woolley's Mansion

The Woolley mansion has seen better days but is nevertheless an impressively-sized **two and three storey sprawl**. Although the roof is sagging and much mended, beneath the wooden and ramshackle extensions the stone core of the building is formidable. There's also a stable and several outbuildings.

The lower area consists of kitchens, cellars and stores and the PCs will climb an exterior stair to enter at the first floor. Inside faded tapestries line the walls and candles burn continuously to aid the feeble light entering through the narrow windows. There is a **tremendous amount of clutter** – vases filled with dried flowers, mounted boars' heads, ancient family swords and so on, with the floor carpeted by several layers of uneven rugs.

A **secret door** leads from the cellar to the temple beneath the Old Well, separated by another locked door further down the tunnel.

The Mansion is the stronghold of the Trapper clan. At any one time there are **3-5 (unarmed) servants of Sir Giles and 6-8 Trapper gang thugs** and associates – frequently off duty Watch members.

Likely NPCs: Sir Giles; Lady Woolley; Silas Trapper

The Watch House

A stone ground floor provides cells with the barrack room, armoury and storeroom in the wooden level above. A watch tower leans drunkenly from the roof, but is barely able to surmount the height of the hamlet's exterior wall.

Badly maintained and leaking, the Watch House typifies the surly, negligent nature of the Watch itself. The building is nevertheless one of the most **defensible** buildings in Devil's Yard after Sir Giles' mansion and St. Michael's and the **armoury** contains a poorly-maintained selection of non-plate armour, halberds, clubs, side swords, arbalests, gunpowder and arquebuses.

The Watch consists of **8 men** plus the Sergeant, and there is typically **3-5 members on duty** at the Watch House at any one time. A typical Watch member is armed with a dirk, cudgel and either a halberd or missile weapon. Armour is padded jack or brigantine with a Conquistador-like morion helmet.

Likely NPCs: Tom Trapper; Bert Sands (sulking nearby)

The Giant's Stone

An abandoned iron age fort an hour's trek northeast from Devil's Yard, trenches and overgrown hedgerows marked out by skulls on sticks (set there by Meg, hoping to scare off interlopers). The place is a **mist-shrouded maze** most of the time, ghost-haunted, eerie and forbidding.

An ancient **obelisk** stands in the middle of the earthworks, the eponymous Giant's Stone. Rumoured to be magical, the area feels oddly still, as if holding its breath. Locals claim that on Sabbath nights strange lights can be seen here as the Devil's imps come forth to cavort.

Some distance from the stone, buried cannily beneath layers of thorny brambles and brush is a **cave entrance** (Very High resistance to find). Inside is the lair of Meg and her feral brood, a cosy enough cave with a couple of escape tunnels leading to well-concealed spots outside the fort's perimeter, one close to the Jack Figgin's cottage. Numerous other boltholes are dotted throughout the fort, some the lair of badgers, one containing the **wounded Friar Theobald**.

A series of hidden **tripwires** attached to small bells are dotted about, procured by Jack Figgins and intended to warn Meg of any intruders.

Likely NPCs: Meg, Feral Children; Jack Figgins; Dr. Constance; Friar Theobald.

Nearby Farmsteads

Positioned up to half a day's walk from Devil's Yard, the half-dozen farmsteads range from squalid to prosperous but all are **fearful and suspicious**. Shutters will be slammed and farmhands armed with pitchforks will emerge to drive off strangers.

Likely NPCs: None notable.

SCENARIO SUMMARY

Act I: Set Piece - Brackley Farm

Mysterious children and encounter Danny Trapper and 2 thugs.

Nathaniel might expect his sister to live here, **Sally** has bad memories of the Baron's attack and will expect **Hubert/Abbanexus** to recall his part in the attack. He's oblivious.

Act I: Arrival at Devil's Yard

Cover the major landmarks – Inn, Watch House and gate guards, St. Michael's Church, the Old Well, main square, and Sir Giles' mansion.

- Lodgings at the Wolf and Lamb;
- Visit Father Vincent;
- Visit Sir Giles; or
- Maybe visit the Watch or Doctor.

Act I: Optional Scenes

- The Doctor consults;
- Toms' in love (Sally);
- The Baron's problem (Abbanexus);
- The Stalker (Abbanexus/Zartok)
- Demonic Rivals (Abbanexus)
- Smells like sorcery (Zartok)
- (Optional) Seduction attempt (Nathaniel)
- (Optional) Spiritual advice (Jerome)

Act II: Set Piece - The Final Victing

Old Nan is slated as the 13th sacrifice and the PCs have an opportunity to intervene and meet some Devils.

Act II: Optional Scenes

- Capture of the Witch
- Assassination (Nathaniel/Jerome)
- Amnesty offer (Zartok)

Act II: Set Piece - Hunted

A note from Father Vincent confessing his sin, but he's been murdered and the PCs framed. They can choose to be arrested or run.

Act III: Set Piece - The Stalker Arrives

The finale, with an attempted sacrifice of the whole hamlet, possessed Devils riding through the streets and the arrival of the Stalker.

RANDOM NPC NAMES

In case inspiration is lacking. Cross off as you use:

- Bill Fryer
- Jacques Reynard
- Adam Barker
- Tom Cartwright
- Alphonse Bertram
- Ned Slaughter
- Joseph 'Big Joe' Mercer
- Reggie Turner
- Beatrice Caulder
- Kate Watson
- 'Skinny Fay' Fowler
- Molly Ryder
- Temperance Fletcher
- Margaret 'Maggie' Jones
- Rachel Purvis
- Iris Weatherby

NOTES

Jack to Doctor Constance: *'Come to the Giant's Stone and whistle three times to help a man in mortal peril.'*

Father Vincent to Jerome: *'Jerome, I have failed utterly and am surely doomed. Isabella is a monster; she will drag us all to Hell. Stop her, for all our sakes – Vincent.'*

PC NOTABLE ABILITIES AND FLAWS

Friar Jerome

- Deep and Abiding Faith 16
- Obsessed with reforming Zartok 1M
- Overconfident pride 1M
- Close friend of Father Vincent 13
- Fiercely protective of Sally/Nathaniel 13
- Guileless Nature 13

Nathaniel

- Victory at any cost 3M
- Unable to escape his bloody talents 1M
- Starved of female company 13
- Misses his estranged sister 13

Sally Greenway

- Looks out her own interests 2M
- Excellent Tracker 19
- Speaks her mind 2M
- Ran afoul of Baron Bellard 16
- Fiercely loyal to Friar Jerome 15
- Terribly superstitious 13

Zartok

- Notorious Warlock 14/17/6M
- Shackled powers 17
- Pronounced limp 13
- Yearns for past power 1M
- Hungry for absolution 13
- Not yet escaped perdition 13
- Love/hate Friar Jerome 17
- Demonic patron Abbanexus 13

Hubert de Lacy / Abbanexus

- Aversion to everything holy 18
- Not who he seems 16
- Hunted by Master 1M
- Pact with Zartok 15