

**Tenacious Inquisitor**

Friar Jerome is a short, solid man, a highly experienced, tenacious Inquisitor adept at uncovering witchcraft, performing exorcisms and ferreting out the truth. His guileless nature is easily underestimated and hides a keen awareness. Unlike many of his peers, he believes in a merciful approach. However, his weakness is an overconfident pride in his approach, convinced he can save anyone.

A close friend of the priest Father Vincent, Jerome is fiercely protective of his charges Sally Forester and Nathaniel and obsessed with reforming the warlock Zartok. He can handle himself in a scrape, but his chief defence is a deep and abiding faith.

<b>Keyword: Inquisitor</b>	<b>17 (+3)</b>
- Ferret out the Truth	1M (+4)
- Perform exorcisms	18 (+4)
- Uncover witchcraft	18 (+4)
- Church Authority	17 (+3)
- Consecration	17 (+3)
- Torture	17 (+3)
- Bind Sorcerers	17 (+3)

**Relationships**

Close friend of Father Vincent	13 (+3)
Fiercely protective of Sally	13 (+3)
Fiercely protective of Nathaniel	13 (+3)
Obsessed with reforming Zartok (Flaw)	1M (-4)

**The Situation**

Your colleague Inquisitor Friar Theobald and his companions have disappeared after investigating rumours of suspicious deaths, demon worship and witchcraft in Devil's Yard, a remote hamlet in the ill-favoured Hanging Wood. Theobald was an unsubtle man, perhaps overly fond of the rack and the thumbscrew rather than deductive reasoning and investigation. That notwithstanding, his disappearance is a serious matter and the Church has instructed you to find out what happened and continue Theobald's work.

This is an ideal opportunity to show that a reasoned, dispassionate approach to investigating sorcery may achieve more good than fire and sword. It will also be an opportunity to visit your dear friend, Father Vincent. Perhaps he can shed some light on what has happened?

**Character Possessions and Notes**

Black Inquisitor's robes  
 Leather coif/cap with ear-warming side flaps, very practical if not stylish.  
 Ceremonial sword of office  
 Eating knife  
 Bible, rosary, holy water and cross  
 Printed copy of *Malleus Maleficarum*, the 'Hammer of Witches' how-to guide for witch hunters, currently out of fashion but still useful.  
 Scroll case containing ink, quill, parchment  
 Seal of Inquisitorial authority  
 Bag of sweets  
 Backpack of change of clothes, rations, bedroll, flint and tinder, etc.  
 Bay (brown and black) horse, 'Jonah'

**Hero Points**

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**Personality**

Tenacious	1M (+4)
Deep and Abiding Faith	16 (+3)
Highly Experienced	14 (+3)
Easily Underestimated	13 (+3)
Merciful Approach	13 (+3)
Convinced he can save anyone	13 (+3)
Overconfident Pride (Flaw)	1M (-4)
Guileless Nature (Flaw)	13 (-3)

**Physical**

Keen Awareness	15 (+3)
Short and Solid	13 (+3)
Can handle himself in a scrape	13 (+3)

**The Others****Nathaniel**

A monastic Novice seconded to the Inquisition, Nathaniel is like a son to you. Burly and imposing, he is a veteran soldier and extremely useful at times. That said, violence is not your way, and you will do your utmost to ensure his martial skills are not required.

Nathaniel is struggling with the privations of monastic life, and needs your help to stay on the true path.

**Sally Greenway**

A lovely girl rather too fond of ignoring society's rules when it suits her. She ran into trouble with the local landowner Baron Bellard a few months back over some poaching. You took it on yourself to speak up in her defence, perhaps too much so: you ended up angering the Baron by threatening him with the Inquisition's displeasure, which in hindsight was a small abuse of your authority for a noble cause.

She has proven invaluable in your investigations; quite the reformed character, she acts as your guide and is a native of the region.

**Zartok**

Your greatest coup yet, you not only caught the notorious warlock, you bound his powers and persuaded him to seek redemption. Since then he has assisted on a number of investigations and has proven adept at spotting the signs of sorcery.

While an enormous feather in your cap with the Church, he also stands as a potential liability. He simply must not be allowed to rescind, your reputation and his soul depend upon it.

**Hubert de Lacy**

Baron Bellard's man, he is ostensibly along to provide secular support to the Church's investigation. Given your run in with the Baron, you do wonder at his motives.

There is also something disturbingly familiar about the man, as if you've met him somewhere before...