# ZARTOK

# **Notorious Warlock**

A sly old man, Zartok has a pronounced limp and clutches a gnarled, arcanely-carved staff. He was a notorious warlock, entering into pacts with demons but has been apparently reformed. He has a love-hate relationship with Friar Jerome, whom captured him then spared him after shackling his powers with a ritual crucifix brand on his forehead. Severed from his demonic patron Abbanexus, Zartok suddenly felt hungry for absolution, but he has not yet escaped Perdition completely. He enjoys rooting out sorcerers but cannot help yearning for past power. These days, he defends himself with scathing wit, haughty superiority and spry toughness.

Keyword: Notorious Warlock	17 (+3)
- Broker demonic pact	19 (+4)
- Contact demon	17 (+3)
- Protective circle	17 (+3)
- Banish demon	17 (+3)
- Demonic knowledge	17 (+3)
-Hellfire	17 (+3)
- Desecration	17 (+3)
- Dangerous reputation	17 (+3)

Note that Shackled Powers inflicts a -3 penalty and may prevent magic use altogether. Ability is +9 with a demonic patron.

Physical	
Spry Toughness	15 (+3)
Crucifix Brand on Forehead	13 (+3)
Pronounced Limp (Flaw)	13 (-3)

### The Situation

You find helping out in these witch hunts rather refreshing, although that fool Jerome is too sparing of the hot pokers and thumbscrews. Still, he was cunning enough to catch you.... You have heard rumour that the Church has been pleased with your reformed behaviour and that a good performance in Devil's Yard could secure you a pardon, supervised of course – they'll probably make you join one of the holy Orders. Still, when the Devil's after your soul there are worse places to hide.

You would almost be enjoying all this, if only you could shake the nagging shadow of recent nights: that something hungry and malevolent is stalking you, eager for your soul... maybe one of those unfulfilled promises to the Infernal One is finally catching up with vou?

#### **Character Possessions and Notes**

Humble brown robes of a novice monk, most unbefitting Bible, rosary and cross, for your repentance Eating knife

Backpack of change of clothes, rations, bedroll, flint and tinder, etc. Secreted pouch of shrivelled eye of newt and a mummified bat (just in case)

Gnarled staff carved with arcane sigils – a souvenir of better times Dark brown horse 'Lucifer Sam

# **Hero Points**

2

Personality	
Sly old man	1M (+4)
Haughty Superiority	17 (+3)
Apparently Reformed	13 (+3)
Scathing Wit	13 (+3)
Hungry for absolution	13 (+3)
Yearns for past power (Flaw)	1M (-4)
Skills	
Root out Sorcerers	13 (+3)
Shackled Powers (Flaw)	17 (-3)
Relationships	
Love-Hate toward Friar Jerome	17 (+3)
Demonic Patron Abbanexus	13 (+3)
Not yet escaped Perdition (Flaw)	13 (-3)
Possessions	
Gnarled, arcanely-carved staff	13 (+3)

#### **The Others**

#### **Friar Jerome**

Jerome troubles you: on the one hand, he's a naive fool with an all-too forgiving nature; on the other hand, his blind belief defeated you and all the demonic aid that wretch Abbanexus could provide. Was he just lucky? After much study, the answer still eludes you.

Any road, a good report from him of your performance at Devil's Yard is an opportunity to be let off of the Church leash (or have it slackened at least) and be free of him for good. He's also the one able to remove the power of the brand dampening your sorcerous abilities...

# **Nathaniel**

This hulking brute is nominally here to protect Jerome, but you rather think he's here to keep an eye on you. Although you've been playing nice, obviously the Church has good reason to fear you and they have — laughably — sent along this cretin to take final measures should you show signs of reverting back to your former profession.

#### **Sally Greenway**

An innocent who likes to play at being a villain – reformed of course, just like yourself. Another of Jerome's pet projects, he's sheltering her from the wrath of Baron Bellard for poaching or some such unremarkable crime.

Of no interest, save as a possible vulnerability for Friar Jerome – apparently her conduct is his responsibility, which offers avenues for amusement.

# **Hubert de Lacy**

Baron Bellard's man, thoroughly corrupt if you're any judge of such things. He has said few words to you, but you've felt his eyes boring into the back of your head over the journey thus far.