

A Child's Game

"Be sober, be vigilant; because your adversary the devil, as a roaring lion, walketh about seeking whom he may devour."

-1 Peter 5:8

A child, blessed by the Almighty with visions to aid the fight against the foul Adversary, has been spiritually assaulted by vicious devils of all sorts. Taken to the famed Court of Whispers, birthplace of the accord, Witch Hunters from throughout Europe have attempted to aid her to no avail. The characters are compelled to follow her visions across the ocean to the New World. Can they triumph against the forces of the Adversary before the veil between worlds is torn asunder and devils walk the earth?

This introductory adventure represents an ideal starting place for any Witch Hunter campaign.

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Welcome to the World of Witch Hunter!

Your First Witch Hunter Game

Obviously, we hope you like Witch Hunter enough to run your own campaigns in this unique setting. So what's it take to run a good Witch Hunter game? First of all, you will need a party who works together and will back each other up. In a horror campaign, where everything the characters hold true and dear will be called into question, each hero will need the others to lean on. Two things can help you do this:

Find a good rallying point

If a Catholic nun, drunken pirate, and Native American scout are all going adventuring together, you will need a very good reason for all of these characters to work together. In many role-playing games, you might have the player characters all meet in a tavern somewhere. That approach won't work in Witch Hunter, because many of the character types in this setting wouldn't normally associate with each other. Therefore, make sure your Witch Hunter band has a rock solid reason they get along or work together. The adventure featured here gives a good example of that.

Nixing Character Problems

Make sure that you address character friction right away. Don't let people make characters in isolation. Instead, have the group make their characters at the table together. Otherwise, you may have a character that lost his parents when they were scalped alive by Indians before his very eyes, while another player creates a Native American warrior. Try to head off such conflicted relationships off at the pass. A little character conflict can be interesting. However, very contentious characters can ruin a game.

Getting the Cadre Together

The question remains, how will the PCs meet up with one another? There a number of options that the GM has here:

We already know each other...

This is obviously the easiest way to start the adventure. In this case, it will be very important for the players to make their character together. After all, if the PCs are all friends or at least allies, they probably get along to some degree, right?

We are assembled one at a time...

This is a dramatic and systematic way to introduce all of the character into the campaign. In this scenario, each individual PC is introduced into the cadre one at a time. If you chose to go with this option, a single NPC like Tom Hargetty goes around to each of the PCs hangouts and invites them to come

on board individually. Alternatively, a PC could be sent out to gather up the rest of the cadre, creating an ever-growing role-playing session as new characters continually meet each other, one at a time. The drawback to this meeting device is, of course, that certain players will have to sit back for a while, while other people role-play. However, it does give every single character a chance to shine.

We are assembled at the same time...

This is more of the traditional way a role-playing campaign starts. In this scenario, it would probably be best for the PCs to meet at the Court of Whispers, which is where the adventure first begins. It's a dramatic location, and it's a place that will feature a large number of Witch Hunters, so it's not as contrived as meeting at a tavern.

Adventure Background

The story of Legion is known throughout the world. It has been used in numerous novel, texts, movies, comic books, and songs. Legion, a demonic entity, is a figure that has appeared time and time again, as a figure of absolute fear and menace. The most chilling appearance of Legion, however, is perhaps from the source in which it first appears – The Holy Bible.

They went across the lake to the region of the Gerasenes. When Jesus got out of the boat, a man with an evil spirit came from the tombs to meet him. This man lived in the tombs, and no one could bind him anymore, not even with a chain. For he had often been chained hand and foot, but he tore the chain apart and broke the irons on his feet. No one was strong enough to subdue him. Night and day among the tombs and in the hills he would cry out and cut himself with stones.

When he saw Jesus from a distance, he ran and fell on his knees in front of him. He shouted at the top of his voice, "What do you want with me, Jesus, son of the Most High God? Swear to God that you won't torture me!" For Jesus said to him, "Come out of this man, you evil spirit!"

Then Jesus asked him, "What is your name?"

"My name is Legion," he replied, "for we are many."

Holy Bible, Mark 5:1-9

As the Bible states, Jesus Christ met the demon-possessed man at Gerasenes. It was there that He drove out the demons from the possessed man. After this, the horde of demons they fled into the bodies of a large herd of two thousand pigs and drowned themselves.

Now, it appears, Legion attempting to return to earth.

The Story Begins

The main antagonist of this adventure is none other than Legion itself, the very same entity that met Christ about 1600 years ago. Legion is not a single entity, but a conglomeration of two thousand devils, spirits, and demons.

Now, these beings are beginning to return earth, for an event of great importance nears. The first of these beings is a demon by the name of Azazel. Azazel is an extremely powerful daemon – an angel who first turned away from God during the beginning of creation. More information on Azazel and Legion itself can be located in the NPC section.

While Azazel was languishing in Hell, he was able to contact a number of followers who carried out his bidding on earth. Azazel's first goal was to be able to return to earth, an act he accomplished by getting some of his followers to make human sacrifices during the blaze of the Great Fire of London.

It is important to note that Azazel's followers did not start the Great Fire of London. That was accomplished by another group of accursed individuals. Azazel was able to spring out

of the fire and possess the body of Bruno Albrect, a trading merchant from Germany. So far, Azazel has managed to gather up one hundred and six other spirits and bind them into his mortal shell. He has managed to claim this large number after twenty-five years of tireless pursuit of spirits around the globe.

Azazel has other agendas as well. Besides looking for more spirit energy to absorb, Azazel is seeking to assemble an army of spirit-possessed hosts. As he encounters new spirit-entities, he gives them a choice – become absorbed by me, or join my army. Thus, he has collected a small army of possessed people, all working for him at different levels of society all around the globe.

Legion now seeks to expand their goals into the New World. They have learned from the legends and tales of the Colonies that it is a place rife with spirit activity. All sorts of supernatural activity are taking place there at this time. Legion seeks now to go to the Grave New World and make a home for themselves. With all of the spirits found there, the amalgam being can absorb a large variety of beings as well as add to the ranks of their possessed.

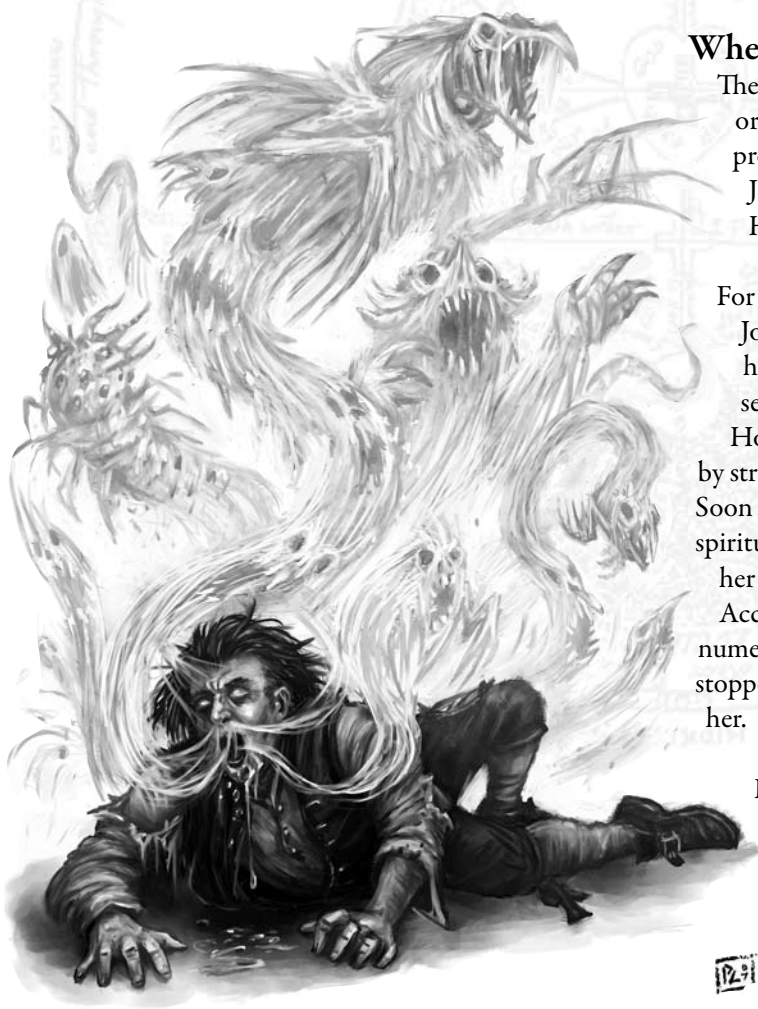
Where the Player Characters Come In

The player characters are first contacted through a dream or vision. This vision has been sent by a nine-year-old propheticess – Alena of Palestine. She is a student of Blind John, one of the Twelve Penitents and advisor to Witch Hunters all over the world.

For the past two years, Alena has been traveling with Blind John around the world, advising Witch Hunters and helping him point the way for Witch Hunters who were seeking evil. She is due to replace him when he passes on.

However, in the past few months, Alena has been plagued by strange visions, visions of a devil army amassing on Earth. Soon after, before she could interpret her visions, she was spiritually assaulted by devils of all sorts. Blind John took her to the Court of Whispers, the very place where the Accord was signed after the Great Fire of London. There, numerous Witch Hunters from around the globe have now stopped by to see Alena to see if they could do anything for her.

However, no one can do anything for her. Only the PCs are destined to be able to assist her.



WELCOME TO THE WORLD OF WITCH HUNTERS!

Introduction

As this adventure is meant for beginning characters, it is important that everyone at the table has made characters that aren't seasoned veterans of the Grave New World.

The reason for the player characters to gather in the Court of Whispers is quite simple. The player characters will be summoned to the Court of Whispers by some divine vision. Each Witch Hunter involved in the adventure will receive the same vision.

If the GM wishes, the player characters can also be nudged along by Tom Hargetty, a humble servant of the Court of Whispers.

The Vision

In this adventure hook, the player characters in question receive a powerful vision. This scene might take place while the PCs are awake or while they are asleep. It will be up to the GM to decide. The scene the PCs experience will be as follows:

Your vision begins with you inside of a wooden box. You are naked except for a loincloth. You have been lying on your side, curled into a fetal position for days. It is hot. You thirst. You have thirsted for so long; you don't know what it is like to not thirst. Words are spoken. Light pours in, a harsh, terrible light. Hands grab you. Many hands.

You feel a slight sense of dizziness as the world around you spins and blurs. Suddenly, you realize that you are in some sort of chamber. Lying in a small bed is a little girl, of indeterminate race. She is asleep. She is surrounded by a wide variety of people – Asian, Indian, English, French...all of these people are talking amongst each other and shaking their heads. From the corner of the room, you see something entirely different from any of the other individuals in the room... It is a long limbed figure with strange, wrinkled, white skin. Its bony limbs are long and bony, but stout. Its face is the most bizarre. Instead of a human face, this creature has goat's head. It looks directly at you and grins at you, watching you as it walks by. It gets on top of the bed and straddles the little girl. Then, as it watches you, it reaches its long, long fingers out and wraps them around her soft, delicate face. It begins to slowly squeeze push its thumbs into her eyelids, pushing down into her sockets.

The little girl begins to scream. Instantly, the assembled people are at her side, all beginning to chant in various languages, all trying various remedies. But none of them can see the Thing that sits upon the little girl's chest, slowly pushing its thumbs into her eyes.

The girl struggles out of her bed and falls to the floor. The creature coils itself on her bed, looking up at you and watching you with interest. Two people rush to the little girl and are at her side. She reaches out to you. People look in the direction of her hand, but no one seems to see you. She looks up and speaks to you. She seems to know precisely where you are. Yet her eyes are empty holes, gaping places of darkness. "He's getting strong," she says in your Native language. "I can't hold him off forever. You must hurry, or more...many more will suffer. Only you may stop it. Find me and I shall tell you about..."

The girl passes out, unconscious. The assembled people around her all look in your direction, not seeing you and wondering.

Just after the vision, the characters receiving it always get a tugging feeling, compelling them in a certain direction. As the character travels in the direction of the tugging, the feeling lessens.

Ignoring the vision is difficult to do. Those who ignore the vision begin to get a terrible nagging feeling, like something is increasingly wrong. Then, the vision keeps recurring, over and over. Soon, the poor receivers of the vision begin to see the vision over and over again – while they are awake, while they are asleep...they can't get away from it. Eventually, the receivers of the vision will see themselves in the bed, and feel the strange goat-headed being push its thumbs into their eyes.

The only way to get rid of the visions and the nagging feeling is to travel in the direction of their tugging. The direction eventually takes the characters to London, and then to the Court of Whispers below Westminster Abby.

The tugging sensation won't send the PCs across the ocean in a rowboat, of course. It will bring them to a ship that will take them to England, so on and so forth.

If the PCs in question have no means to afford a cross-Atlantic voyage, they will find that the ship captain has mysteriously been expecting the Witch Hunters to arrive. Indeed, the captain will refuse to let them pay for their voyage...all because of the visions the captain has been receiving.

For Native American characters, it should be noted that it was not unheard of for Native characters to make the journey across the Atlantic at this time. Many traveled abroad at the behest of royalty, or powerful companies. A Native American aboard a Dutch, French, or English ship would still be an oddity, but it would by not means be impossible.

Tom Hargetty

Tom Hargetty is a servant of the Court of Whispers, the small organization whose only purpose is to serve as a facilitator during rare times in which the various Orders of Witch Hunters wish to meet.

Tom Hargetty is a young, eager Witch Hunter who has spent the better part of a year finding the cadre. Basically Hargetty is a supporting cast character whose main job is to get the PCs to stick together. If the GM wants to cadre to meet up one at a time, for example, Hargetty is a great vehicle for that. He could meet each PC one at a time, enticing them to come with him.

Tom Hargetty (Lieutenant)	
Quick Character (370 points)	
Fear Rating	0
Initiative pool	Base: 5d
Melee pool	Base: 6d - Rapier: 6d (DM +2)
Ranged pool	Base: 6d - Pistol: 6d (DM +2)
Extras pool	5d
Defense pool	Base: 3d
Basic Talents	Attack Focus - Rapier Basic Prayer Bookworm
Greater Talents	None
Heroic Talents	None
Rites	Blessing
True Faith: 2	Damnation: 0
Health Track	(Toughness 3) 6/5/5/3/2
Equipment	Rapier, pistol, powder and shot

Naturally, Hargetty's meeting with the PCs will vary wildly upon the kinds of characters that the players have come up with. He might be knocking upon the door of a brothel or dropping in on a warrior's tribal meeting. Wherever Hargetty meets the various player characters in question, he has the uncanny ability to speak their native tongue.

- Greetins. Ye may not know me. But I know you. And I've had a hell of a time trying to find you. Do ye have any idea what it took to get here?
- Let's be plain speaking shall we? I know what you are. You an' I are the same, ye see.
- I'm...not as experienced as you are in the ways of the world. I'm a sort of novice at, eh...witch hunting I guess they calls it.
- So I've been bid to find ye. And bring ye to England. There's someone there who's been wantin' to meet you.

- Aye. It's a little girl. Maybe you've seen 'er? In your head. In yer dreams. Aye, I've seen the same thing. Her name is Alena.
- Ever since she's been able to talk, Alena has received visions from God. Each one o' these visions has been instrumental to our battle against the Adversary. She's been able to predict the coming of devils, terrible floods, disease, and shipwrecks.
- But recently, her divine messages have stopped. For months, she's been plagued by devils and spirits o' all kinds. We believe that she still has visions.
- But she cannot communicate them to us. Any time she tries to speak, she is attacked by devils. And there have been many. Many of us have tried to fight them off, but more always come.
- She was able to tell us that you...you would somehow be able to save her. She was able to tell us her names... and draw pictures of your faces. But that was all. She foresaw that *you* would come to England and save her.
- I don't pretend to understand it myself. I just know that if you cannae help her...no one can.
- Now, you may not believe in the same God as I. It matters not. What matters is that we fight the same enemy, and that our goals are the same
- Can ye help us, now? Do you dare to take up yer destiny?
- And how have I come to you? How did I find you? That's simple enough. God let me to ye. My prayers have guided me here. And so now I stand before ye.
- What say ye? Are you for it?

It is possible that more "unscrupulous" PCs will want some kind of reward or benefit for coming to the Court of Whispers. In this case, Hargetty has no problem with bribing the characters in question with money.

If the GM has decided to use Hargetty as an additional enticement to go on the adventure, then Hargetty can lead the player characters to an appropriate ship or other means of transportation.



London: 1689

At a Glance

The setting of London in the year 1689 is an exciting and dynamic place, full of change and growth. For one, most of the city is new, still fresh from being reconstructed from the London Fire in 1666. Most of the population are in their teens and twenties, and transplants to the area. These people are young, fresh, and eager to begin work as apprentices or servants.

England has *just* crowned a new king and queen – William III and Mary II. These joint rulers now usher in a new era – one where the power of the monarchy will become increasingly limited, and the voice of the people will gain more authority. The English Bill of Rights has just now been published, affirming the idea that people are born with certain inalienable freedoms. Within this Bill of Rights will be universal ideas that will eventually take hold in almost every single country that will ever embrace Democracy.

In the world of Witch Hunter, the idea of human equality is *even more* advanced. William and Mary are truly equal partners on the throne. Mary's co-rulership now pushes women's liberation to the forefront of today's politics. There is currently talk of allowing women to serve in the House of Commons. In the Witch Hunter's version of London, women may already serve in the House of Lords.

Despite many of these idealistic thoughts running through society, crime is definitely a part of London life. Despite the religious fervor of the time there are, as always, the destitute, the mad, or those who simply can't get along in society. These folks tend to live in the East End of London. One of the reasons that crime is so prevalent is because a modern system of policing has not yet been invented. If someone commits a crime against a person, usually it's that person's responsibility to go haul the offender before a magistrate in court. Even then, it usually amounts to one person's word against another. There exists no process for considering forensic evidence.

A London city watch does exist, but these individuals are basically hired soldiers who simply patrol the streets, looking for trouble. There is no procedure for asking the watch for help, interviewing witnesses, or gathering clues from a crime scene. The city watch, like any city watch of the time period, simply puts a stop to crime when and where they see it. Finally, the system for prosecuting someone for a crime is still fairly primitive. Laws definitely exist, but the kind of sentence one might receive for a crime is mostly at the whim of the magistrate, who may or may not be fair-minded.

Currently, a large portion of crime in London is controlled by the Inked Palm, a secret organization of Witch Hunters who actually did not sign the Great Accord, and do not believe in it. The Inked Palm is a Witch Hunter organization which seeks to use the supernatural to their own ends, rather than stomp it out of existence.

Recent History

The amount of change that London has seen over the past century is tremendous. The loose and free times of the early 1600s contrasts sharply with this time period's strict religious beliefs. During this time, people are more religiously conservative but socially liberal. The thought that people were "all God's children" began to spread, and idea that a single mortal, such a king, should have the right to rule over everyone began to be viewed with skepticism.

Eventually, England saw a Civil War, after which a Puritan by the name of Oliver Cromwell would become a military dictator over England itself, and no king would rule at all.

After Cromwell's death, Charles II took the throne. However, even with a monarch at the throne, the idea of human equality had already taken hold. During Charles II's reign, anti-Catholic sentiment began to run rampant. Catholics were seen by many of the populace as idolaters. Further, Catholics were seen as people who did not support the idea of equality, because they believed in the supremacy of the Church Hierarchy and the Pope. To the ardent Protestants of the time, these things were seen as symbols of a system that attempted to place certain people above others.

Things came to a head in 1685, when King James II took the throne. James was an ardent Catholic, in direct opposition to the Anglican and Protestant of England. In just four years, the Glorious Revolution took place, in which William of Orange from the Netherlands took the throne from King James, at the behest of many English. Once William III took the throne, he co-ruled England with his English wife and Queen – Mary II.

This time of religious revolution, of course, led to the immigration of many Puritans to the New World. Hundreds of thousands of settlers would travel from England and Europe, hoping to escape the religious turmoil and practice their religion in their own way.

Invisible London

Behind the curtain of religious strife, new ideas, civil war, and terrible fires lay other forces. It is well known at this point that corrupted humans under the direction of some dark power started the London Fire of 1666. Witch Hunters from different religious groups have set aside their differences in the face of a common enemy. One of the central rallying points of Witch Hunters in London has been in Westminster Abbey. There is a secret passage outside in the street that leads to the catacombs beneath the Cathedral. There, in a secret chamber called the Court of Whispers, Witch Hunters from around the globe meet to discuss all manner of evils and dooms.

Within London itself a number of new threats have moved into the area. With the influx of people have come two different groups of vampires. One of them, the Hellfire Circle, will eventually be transformed into the debauched and infamous Hellfire Club. The Hellfire Circle is an elite group of vampires who quietly poses as a society for Catholics who seek refuge from persecution. They currently go by the public name of The Circle of Honour.

The other faction of vampires, known as the Marston family, is a family of craftsmen who once worked as warriors for Oliver Cromwell in destroying religious symbols, artwork, and icons all over England and Scotland. Cromwell never knew the true nature of the Marstons, unfortunately. The Marstons have moved into the area under the pretense as a family of masons, helping with construction in London. This secretive family of Masons has a bad habit of walling up their victims within stone structures to hide their activities.

The Eighth Seal is yet another Invisible faction within London. This society of sorcerers uses the teachings of Sir Francis Bacon and blends it with Hermetic magic. These scholars present their dabblings to the public as science. However, behind the scenes, the Eighth Seal makes deals with infernal forces and other beings that are well out of the scope of man. Currently, the Eighth Seal has a strong alliance with Legion, a powerful cadre of demons and spirits which is featured in this Adventure.

The Order of Judas is currently very active in London. For them, the Fire of London was seen as a stroke of genius. After all, that one act of evil was transformed into a triumph when it brought about the Great Accord. The Order of Judas current



seeks to continue to stir up new troubles, hoping to keep up the fervor of unity amongst Witch Hunters.

Finally, the Inked Palm has a strong presence here, controlling a large portion of the crime that goes on in the city, but by no means all of it. One of the Inked Palm's greatest secrets is that the English branch of this mysterious cartel is run by one of the Immortal Seven; a group of nobles who helped William and Mary gain the throne.

Interesting Places

Lloyd's of London – Historically, this humble gathering place would still be known as the Tower Street Coffee Shop. However, in the world of Witch Hunter, it has already taken on its more famous name – Lloyd's of London. This small shop serves as a meeting ground for merchants, ship's captains, and those who own ships. Because of Lloyd's sharp ears, it is known to be a key place to go for news about shipping and overseas trade. Overnight, his establishment has become *the* place to arrange for shipping insurance in London.

Interestingly enough, Witch Hunters use Lloyd's information as well to track the activities of nefarious cults or other vile organizations. Anyone or anything coming into or out of the country in great quantity can be discovered here. It is rumored the Lloyd knows about *everything* that comes into or out of England, including any sizable shipment of smuggled goods.

The Angel – This inn and public house has been a place of rest for many a weary traveler. It is situated on the river Thames, making it a prime stop over for many sailors, pilgrims, travelers, pirates, and press gangers. Both the criminal and the naïve rub elbows in this hodgepodge-gathering place of folk. Christopher Jones hired the crew from the Mayflower from this very spot. Since that time, other, eager pilgrims and travelers have tried to hire crews here, seeing this as sign of good luck. Of course, there is always a fair share of charlatans, who try to exploit the Angel to their own ends. Another famous individual who appears at the Angel is Samuel Pepys, historian and occult scholar. Since his unemployment, he often comes to the Angel to drown his sorrows.

Devil's Tavern – This public house dates all the way back to 1520. Located in the East End of London, it is a gathering place for all manner of low-life individuals. Criminals, smugglers, cutthroats, and other such undesirables often meet here to discuss business. The Inked Palm always posts a man here to watch and listen for any news about what might be afoot in the London underworld. Those who wish to contact these unscrupulous Witch Hunters can often do it here. The Devil's Tavern also happens to be the favorite haunt of George Jeffreys, the infamous "Hanging Judge" of London.

Important Areas:

St. Paul's Cathedral – This famous cathedral, which once dominated the London skyline, is under reconstruction. The design of the famous Christopher Wren will not be finished until 1708, though services will be held there a decade sooner. Currently, scaffolding for the Cathedral stretches up into the sky around what will become a breathtaking landmark.

The Tower of London – This small but stout fortress is one of the older structures in London, dating back to the 11th century. Currently, the tower serves a variety of purposes. For one, it is a prison for one of London's most famous personalities. It also serves as an execution area. Anne Boleyn, Henry VIII's second wife was put to death here. Also, the Lady Jane Grey, Henry VIII's great-granddaughter was beheaded here as well. It is well known that the ghost of both women still haunts the place. Some say that their spirits still exert influence, giving spectral orders to a small cadre of special servants.

Part of the Tower is used as a museum, even at this early date. The Crown jewels are on display here, though they are heavily guarded at all times. Being the most secure prison and fortress in London, it's an appropriate place for them.

At this point in time, numerous supporters of King James II are being housed within these secure walls. Historically, Samuel Pepys and George Jeffreys would be housed here, but they remain free in the World of Witch Hunter. Whether they end up here or not is up to the GM, of course.

Westminster Abbey – This massive stone church dates all the way back to 616 AD, when it was just a shrine. Today, it towers above the surrounding buildings, standing out with its magnificent gothic architecture.

With just a few exceptions, every king and queen of England has received their coronation here, always performed by the Archbishop of Canterbury. Most of the English monarchs are buried here as well.

St. Edward's chair, the very throne in which every king or queen of England has ever been crowned, is kept at Westminster. William III himself sat in this chair recently for his own coronation, while Queen Mary sat in a specially made chair for her. Those who know of the Invisible World say that the chair of Edward the Confessor possesses such mystical power that it burns demons that look upon it, and causes devils to writhe in pain when confronted with it.

Interesting People:

George Jeffreys – *The Hanging Judge*

Jeffreys is an infamous figure in this time period. Known affectionately as Hanging Judge Jeffreys by many, this hardened man earned his reputation by swiftly sentencing any enemy of James II to hang. Throughout his life, Jeffreys has professed to be Catholic, Anglican, or Protestant... whatever denomination would get him a promotion quicker. Historically, Jeffreys was thrown into the Tower of London at this time. However, in the World of Witch Hunter, Jeffreys remains free as a vagabond and fugitive. Jeffreys is said to be a crack shot with a pistol, and has sentenced a fair number of Witch Hunters to the gallows. Currently, Jeffreys is looking to start up a gang of loyalists to King James II.

John Locke – *One of the World's Greatest Thinkers*

John Locke is one of the foremost philosophical thinkers of his time. It is he who will be at the forefront of the idea that all people should be free to pursue their own happiness. Locke possesses an incredible intellect, and is known to be an incredible debater, capable of stymieing the sharpest of wits.

While Locke is not a Witch Hunter per se, he is well aware of the Invisible World. Indeed, Locke frequently speaks with the spirit of Sir Francis Bacon, another great thinker who was also a powerful magus. Currently, Locke is looking for a hidden library of “occult power” somewhere within London. Locke fully believes that this library of arcane books contains some of the most deadly secrets known to man.

Edward Petre

Former Privy Councilor, Agent of the Sealed Knot

After the English Civil War, the Sealed Knot was an organization that worked to get English royalty back on the throne. Today, it exists again, thanks to the actions of Edward Petre. Petre is a Jesuit priest who once served on the Privy Council, and acted as an advisor to King James II. In the past, Petre regularly petitioned the Pope continually for higher offices in the church, such as Bishop, but was always categorically denied.

Historically, Petre fled England after James II's flight from England. However, in the World of Witch Hunter, Petre has chosen to remain in London and lead the Sealed Knot who would rather see King James II restored to the throne. As a member of this secret organization, Petre is staunchly opposed to Protestants and Puritans in particular. Like the rest of his society, Petre is aware of the existence of Witch Hunters, but is not necessarily out to get Witch Hunters in general. Currently, Petre is hoping to build his powerbase by contacting the Circle of Honour, an organization that protects Catholics in London.

Henry Compton

Bishop of London, one of the Immortal Seven

Henry Compton is the Anglican Bishop of London who has been instrumental to English history. For one, he was one of the Immortal Seven, a group of nobles behind William of Orange's ascension to the throne of England. Currently, he serves on the Privy Council, meaning that he serves as an advisor to the King and Queen of England, an office that he has had before. Compton is surprisingly liberal in his views about Protestants. He does not condemn them, welcomes Protestants as fellow children of God. He does harbor a strong bias against Catholics, however.

Compton is a friend of the Brotherhood of Ash, though he is not a Witch Hunter. Compton is currently worried about a number of supernatural threats that seemed to be moving into the area, along with London's new growth. Recently, the

Hellfire Circle has even tried to have him assassinated. Aside from attempts on his life, Compton is particularly concerned that many of these new evils seem to be using London as a gateway to the New World.

Samuel Pepys

Historian and former Secretary to the Admiralty in London

No one would ever guess Samuel Pepys is a man destined for greatness. At one time, he was the Secretary to the Admiralty in London. But that was under the monarchy of King James II. Now, as one of the supporters of the past regime, Pepys is unemployed and shunned by most of society.

However, it will be Pepys's detailed accounts of history that will give the world the most information about this time period. He will become particularly famous for his account of the Great Fire. In addition to his excellent record keeping, Pepys keeps an extensive library on all manner of topics. In the World of Witch Hunter, Pepys's library has a secret section, which contains an inordinate amount of grimoire, forbidden tomes, manuals of monsters, and other occult texts. Simply put, it is one of the most complete collections of such texts in all of the British Isles. The Eighth Seal would probably do anything to get their hands on it. Anything.

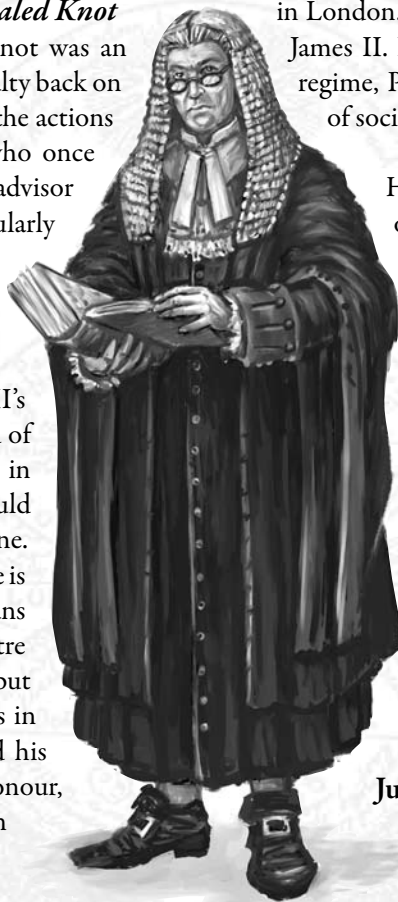
Julia Orrin

Mistress of the Hellfire Circle

Julia Orrin is the informal “second in command” of the Hellfire Circle, or Circle of Honour, as it is called in public.

Julia runs the day-to-day operations of the society, maintaining its small, public offices on Downing Street. Though she appears to run the organization by day, Julia takes all of her orders from the Circle's true master, a vampire who goes by the name of the Dozen King.

Julia herself maintains the false identity of a Catholic Priest. People who have met Julia describe her as a kind, gentle, woman with large, watery blue eyes. The few who have ever seen her “true guise” report that she maintains her gentle demeanor, even as she cold-heartedly drinks the life from others.



Act One: London

In this act, the Witch Hunter cadre begins the adventure by meeting in the Court of Whispers.

While there, the characters have a chance to meet Blind John, one of the Twelve Penitents and a key factor in achieving the Accord which now binds the various Witch Hunter Orders together.

Also while the player characters are at the Court of Whispers, they will finally meet Alena of Palestine, the apprentice to Blind John. The Witch Hunter cadre will need to defeat the devils plaguing her if they are going to penetrate the mystery any further.

Scene One: The Court of Whispers

While the introduction gets the part together and introduces them to the campaign, this scene introduces the cadre to the world of Witch Hunter. It establishes that there are many Witch Hunters all over the world, and that they occupy different groups. Finally, this scene thrusts the PCs headlong into exactly what Witch Hunters do – battle the vilest of evils.

Setting

The next scene is at the Court of Whispers itself, one of the few known Treaty Grounds for Witch Hunters around the world. Treaty Grounds were established after the Accord, marking key points where Witch Hunters could meet and gather in times of crisis. The Court is located below Westminster Abbey, the place where almost every king or queen of England has ever been crowned.

The Court of Whispers cannot be accessed through Westminster Abbey at all, but must instead be accessed from an alley across the street from the cathedral. Those wishing to enter the Court of Whispers, have to lower themselves down into the sewer entrance in that alley, which then leads to a series of doors and corridors that opens into the Court.

There is not one, but four main entrances into the Court of Whispers, all of which exit out into a series of corridors and then the sewers. This is to allow for an easy escape in case the place is ever attacked.

The Court of Whispers itself is an octagonal chamber with a large, domed ceiling. All around the chamber are a series of benches that look down into a central theater. The central chamber reaches up 40 feet in height, but the dome rises

up another 30 feet. The central theater is about 40 feet in diameter, while the bench areas sit 15 feet from rail to wall. The chamber as a whole is 70 feet across, though it feels much smaller because of the benches.

When one enters the Court of Whispers, many are struck by its skewed proportions. The benches all along the sides of the chamber are very steep. When one sits upon one of the benches, he or she feels constantly as if they might tumble into the central pit.

Adorning the walls are thin pilasters. Each one of the pilasters is covered in the graven images of angel's faces, each one gaping out in a fearful or grave expression.

The floor of the central theater is made from a dark polished wood. Whenever anyone walks across it, their footsteps echo through the tall, stone chamber.

At the top row of benches there is a set of doors on the east side and west side of the chamber. These small half-doors lead to a small series of offices and supply rooms, used only by a small staff that checks in on the Court of Whispers from time to time. No sensitive material or important documents are ever kept in the Court of Whispers. While the chamber is quite grand, it may be abandoned at a moment's notice.

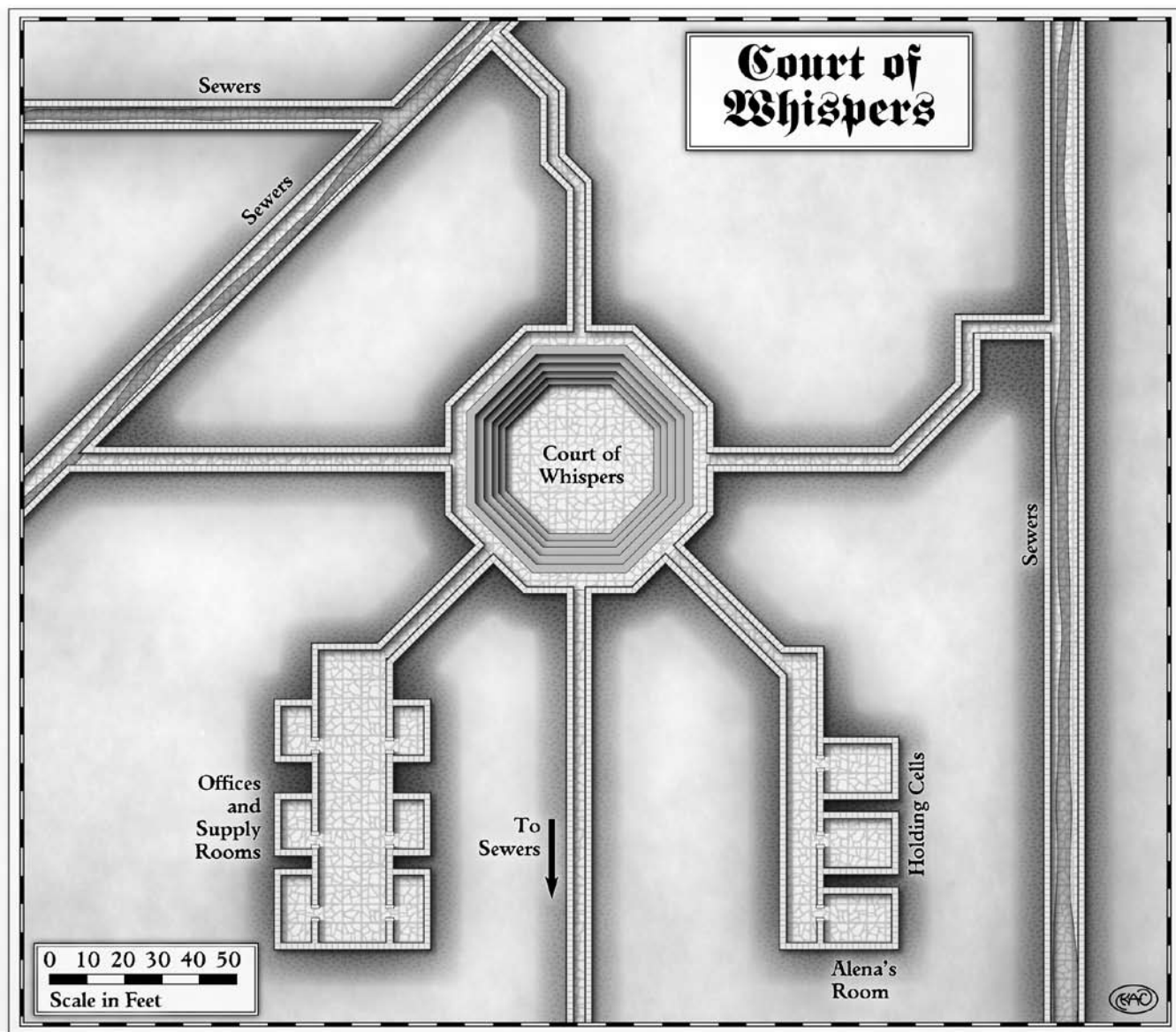
The entire chamber is lit with oil lanterns, which hang from hooks at regular points in the central theatre and the benches.

The most interesting aspect of the Court of Whispers is this: whilst sitting at one end of the chamber, one can hear a whispered conversation at the other end of the chamber. This acoustic phenomenon is common with specially designed domed chambers, but those who enter the Court of Whispers take this to symbolize that no secrets are ever kept here, since all words can be heard plainly.

Action

The PCs will have arrived at the Court of Whispers one of two ways: either they have come here through the visions that tug at their very souls, or they have come at the behest of Tom Hargetty.

If the PCs are following their visions, they will be led across the street from Westminster Abbey. The tugging sensation will lead them through the sewers and into the Court of Whispers itself.



If some of the PCs have arrived at the behest of Tom Hargetty, then those Witch Hunters will each have been told how to access the Court of Whispers. He will probably be accompanying them as well.

At this point in the module, the cadre will be already together, or they will be separate. If they are separate, they all enter the Court of Whispers about the same time, and encounter each other as they enter the great chamber for the first time.

As soon as the cadre enters the great chamber, four armed guards will greet them. These men are posted near the entrance from the sewers to ensure that no one has “stumbled” upon the secret chamber.

Guards, Minions (4)

Threat Level	2
Skills	Hand-to-Hand +1, Notice +2
Talents	Night Vision
Movement	C3/W 9/R 15
Weapons' DM	Sword +3, Pistol +2

Currently, she is guards will actually have been expecting the player characters. After all, thanks to the visions from Alena, they have seen the player characters faces drawn by her already. When the cadre arrives, the guards will tense for a moment, then after seeing who it is, relax momentarily.

The guards are led by a woman named Alice Barstow (she is a minion character, like the other guards). Alice has been a servant of the Court of Whispers since its inception in 1666. Alice is a woman in her forties, with silver hair tied back into a tight bun. She will greet the cadre and address them.

- You have been expected. We have been waiting for you for a long while, now. For months, really. We have known your names and your faces.
- We have known them because your names and faces have been scribed by the very hand of Alena of Palestine.
- Indeed, she awaits your aid even now. For the better part of a year, she has not been able to speak. If she dares say a word or even tries to draw a picture, she has been attacked.
- We have tried to help her as best as we can. There have been a few days and weeks in which we were able to stave off the diabolic attacks.
- She was able to recover during those weeks. But then as soon as she tried to tell us about any of her visions...the attacks began again.
- Alena is a very special girl. She is the apprentice to Blind John, one of the Twelve Penitents. The Twelve Penitents helped found the orders of Witch Hunters around the world. If things go as they should, she will join the ranks of the Twelve Penitents as one of them.
- However, for the better part of a year, she has been trapped within this chamber. Even her mentor, Blind John has been unable to help her.
- According to him, it is not his place to aid her. It is yours. He has been forbidden to assist her.
- Let us see if you are the saviors that were prophesized about, hm? Follow me.

If asked what is meant by Blind John being “forbidden to assist” Alena, Alice Barstow will simply shrug her shoulders, claiming that she does not know the designs of the Twelve Penitents.

Alice will accompany the cadre to one of the smaller niche rooms in the Court of Whispers. As the cadre approaches, they will begin to see the effects of the diabolic attacks upon this single girl.

Scene Two: Alena's Chamber

Here, the Witch Hunters at last meet Alena of Palestine, who is responsible for the visions they have been having. Once they stand before her, the cadre will be a fight with one of the daemons who has been plaguing her.

Setting

The PCs will first be led back into the chamber where Alena is staying. The guards, led by Alice, will accompany them. One guard will be left in the chamber to guard the sewer entrance.

As the player characters travel towards Alena's chamber, they will begin to see an atmospheric change in the area. The presence of diabolic entities will have caused the environment to slowly change.

First, the temperature will drop about 10 degrees. Being underground, someone's breath will occasionally appear in front of their face.

Then, the sound of whispering can be heard in the hallways. People talking to each other. Then, some of the voices will seem like they are calling out to the Witch Hunters themselves.

As the cadre reaches closer to the door to Alena's chamber. There will be a palpable pressure on their chest, as if invisible hands were pushing them backwards.

Finally, crawling across the door will be dozens upon dozens of flies. The insects buzz about the door to the chamber as if attracted to the very wood, even though there is nothing unusual about the portal.

When the door is finally opened, the room is pitch black. Nothing can be seen. As either one of the guards or one of the Witch Hunters sheds their light into the chamber, they will see a large room, containing nothing more than a large mirror and a small table, built for a child.



Alena will be seated at the small child-sized table that was made for her. She is a young girl of nine years of age at this time. Her hair is midnight black in deep contrast to her pale and wan skin. Her eyes are hidden by a thick black band, which is tied around her forehead. She lost her sight due to one of the diabolic attacks upon her. Over her bony frame is a simple black gown.

Action

When the Witch Hunters finally meet Alena, she has her head bowed deep in prayer. As the cadre enters, she slowly lifts her head and says, "You're here."

Immediately, Alice Barstow and Tom Hargetty (if he is present) will hold out their hands, saying, "No! Don't talk! They'll attack you if you...."

But it's too late. Alena is lifted into the air by a powerful force. She clutches at her throat with her fingers, and her legs kick as if to try to free herself. Her face is red and swollen. Clearly, something is trying to strangle her to death.

With a sudden determination, Alena bites down on something, and a blackish blood sprays out from her teeth. There is a screech in the air as she is flung against the far wall, knocked unconscious.

In Alena's chamber, if any of the Witch Hunters looks, there is a large mirror. Within its surface, the cadre will see a long limbed, goat-headed being. For those who have received visions bringing them here, this is the same being they saw in their vision.

It will be up to the cadre to defeat this *grigori*, or Watcher Daemon.

Morketh (Daemon Lieutenant)

Quick Character (570 points)

Powers (Prices)	Armor 2 (Corpus Limitation*) Debilitating Aura 2 (**Atmospheric Disturbance) Invisibility 2 (Vulnerability – Cold Iron)
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Rites	None
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True Faith: 0	Damnation: 4
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Health Track	(Toughness 4) 9/7/7/5/3
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Equipment	None
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**Corpus Limitation* – Morketh's powers do not work in mirrors or other reflective surfaces. For example, his invisibility doesn't work on mirrors, so he appears in mirrors. Likewise, his Armor and Spiritual Body powers do not work in mirrors or reflective surfaces. If Morketh's reflection is attacked, his Armor and Spiritual Body powers are bypassed. Furthermore, he appears in reflective surfaces whether in the Invisible World or not. More details on this are below.

***Atmospheric Disturbance* – Morketh causes the temperature to drop, voices to be heard in the air, and attracts insects with his presence.

Combat

First and foremost, don't forget about Morketh's *Fear Rating*. The Witch Hunters will have to roll against his Fear Rating right off of the bat, possibly affecting some of their rolls.

Morketh cannot be seen in the room, but he can be seen in the mirror. Attacking him while looking at his reflection causes a -1 die penalty to the attack roll. If the Witch Hunters actually *attack his reflection*, then they may do so with a +1 bonus to their attack rolls. In addition, attacks upon Morketh's reflection bypass his Armor and even reach him while he is in the Invisible World.

Witch Hunters might become aware of this if they take a moment to think or study their opponent. This requires an action spent either studying their opponent, or thinking about what to do). If they do so, they may make an Occult (Education) or Myth and Lore (Education) roll, Difficulty 2. Those who succeed realize that Morketh's reflection can be attacked.

Even though this Morketh the Watcher is fairly tough, the cadre should have no problem finishing him off. His high initiative means that the Morketh will probably go first most of the time. His high Defense and armor means that he will be able to avoid 1 or 2 blows from the Witch Hunter party. However, once Morketh has spent his Defense, he should be easy to take down. If the party is having trouble, allow Tom Hargetty to help if he is available, or even the guards. As minions, the guards won't last long, but can provide additional targets for the daemon. If Morketh somehow wins, he will try to leave the party alive, so that he can gloat over them. He will talk about how he can't wait to see the party

Morketh (Daemon Lieutenant)

Quick Character (570 points)

Fear Rating	2
Initiative pool	Base: 9d
Melee pool	Base: 7d - Claws: 7d (DM +4)
Ranged pool	Base: 6d
Extras pool	6d
Defense pool	Base: 3d
Basic Talents	Attack Focus – Claws Claws
Greater Talents	Attack Specialist – Claws Slam Tough
Heroic Talents	Brutal Charge Spiritual Nature

on the following night. If the party can't defeat him, that's exactly what Morketh does, returns on the following night, cocky and full of himself.

If the party is able to defeat Morketh, his body dissolves away, sinking into the floor. He screams in agony as his essence is drawn into the Abyss. In the mirror Morketh falls to the floor. Within moments, its body begins to bubble and boil away. Out of nowhere, everyone will see a noxious steam arise from the floor of the chamber, carrying a terrible, acrid smell with it.

As Alena recovers from her blow, she will awaken and heartily thank the cadre for their fortuitous arrival.

Alena of Palestine is very mature acting for someone who is nine years old. This is not entirely unusual, because in this time period, children were expected to be little adults in way. But Alena has a voice and bearing that seems far too old for her tiny body. Speaking with her makes one think of speaking with someone who is perhaps centuries old. She speaks carefully and with wisdom. She always seems to be listening to something the background as she talks.

- Thank you. All of you. You are truly the heroes that I saw in my visions.
- When I began having visions of you...I lost my sight. The devils and daemons that have been attacking me took my sight from me. But my prophetic visions remained.
- It was very hard be able to express my visions about you. The demons and devils about me wouldn't let me...wouldn't let me talk to anyone. But I fought them off long enough to tell everyone here about you.
- You musn't be cross with Blind John. He would have helped us if he could. But he was forbidden. My mentor made a pact long ago. One that lets him look long distances and into forbidden places. But in exchange, he cannot directly interfere. He may only advise.
- Alas, he is not here. I am left to advise you.
- I called you here because you all have a destiny. A very great destiny.
- You have come such a long way to find me. Though I am loathe to do so, I must ask of you one more thing.
- You are destined to battle one of the greatest evils the world has ever known. My visions of this evil have increased daily, but I have as of yet been unable to express them.
- This terrible evil is a diabolic spirit. He has watched humanity ever since God first breathed life into us. And in his own way, he is fascinated with all mortals.

- When the Jews of old would make a sacrifice of sin, they would put all of their sins upon a goat and send it into the desert.
- Their "scapegoat" would then be consumed by this diabolic spirit, who began to become enticed by the sins of man.
- He began to meddle in the affairs of men. He taught man the ways of war. To mortals, he gave them the knowledge of how to make weapons such as the sword, the shield, and the bow. He taught man how to kill his fellow man.
- He taught women the art of painting their faces and adorning themselves with alluring scents. He taught women how to stir lust within others.
- This demon has many names. In the past, mankind has called him all manner of things. Sometimes even worshipping him.
- But you will know him by the name Azazel. This is the name that was given to him in the Bible.
- Azazel cannot be allowed to exist. This is the very being which taught man the art of killing other men.
- He is known throughout history for leading brother against brother, for sowing strife and destruction.
- Azazel himself loves to revel in humanity's debauchery. He would like nothing more than for all mortals to rape, murder, and torture each other in his name.
- I have watched Azazel for a long time, now. I do not know how, but I have known about him. I think he fears me. Or some part of me. I feel...a strange connection to him.
- But make no mistake, he is evil and of the Adversary. He must be destroyed.
- He now leaves this place. *A part of him leaves London by boat.* On this very night! You must stop him!
- I sense that, even now, he is gathering his strength. He is preparing for a terrible battle against God's children.
- You must understand...you are the only ones who can stop this being. It is your destiny to do this. Should you refuse, there will be no one else who can accomplish what is laid before you.

Alena will very emphatically express that the cadre needs to go after Azazel. If the Witch Hunters are still not convinced, she will explain that wherever this being has gone, he has started terrible wars, staged horrific orgies, and dragged great leaders into ruin. His evil is such that it alters the course of history in its wake.

If asked, Alena will explain that she was born blind. In the vision, of course, one could see a daemon planting its thumbs into her eyes. This probably was something symbolic in the

vision. Alena will not know anything about a wooden box, however, or about being placed into one. *She will state that the idea of being in a cramped, wooden box seems familiar somehow, but she won't be able to place it.*

Of course, for those more unscrupulous Witch Hunters who are present, Alice Barstow can offer a substantial reward if monetary compensation is required.

If the cadre agrees to take up the challenge of destiny, then Alice Barstow will offer the aid of the Court of Whispers. She will explain that the small organization which maintains the Court might be able to spare a few people help the cadre cover the docks this very evening. She will send out squads of her own men to patrol the docks along with the cadre. This will ensure that every ship at the docks in the Thames is searched and inspected. Of course, the cadre will be expected to help the search for Azazel's boat as well.

If the PCs want some direct help, Alice will send minions with the cadre to search the docks. When in combat, the GM can simply hand the stats a player who can also run the NPCs as well as their own characters. Or the GM can simply run the minions.

Scene Three: At the Docks

Here, the cadre will be set about patrolling the docks, looking for anything suspicious. While on patrol, the cadre will run across a number of minions of Azazel. They are looking to escape to the New World with their master. When the PCs come upon them, the minions will be transporting some of Azazel's most precious goods...the possessed bodies of hundred of people, who are currently serving as receptacles for malevolent spirits.

Setting

The docks of London at this time feature numerous buildings and businesses all crammed together and facing the Thames River, to welcome sailors as they disembark right off of their ships. Each building appears to be growing on top of the others, all vying for space.

Normally, the docks of London are quite busy, due to the international trade that the city sees, and the continual import and export to the New World. However, at this time of night, the docks will be much quieter. The customary to and fro of people will be gone, making the whole place seem somewhat empty...almost alien. Over the tops of all of the buildings, one will be able to see the masts of ships tower upwards. Almost every dock will have a ship lodged there for the night, awaiting embarkation in the morning.

As the cadre walks the streets, they will smell the river, the grime, and the ale, all mingling in the air. The distant sound of laughter can be heard as drunken tavern goers sing songs to each other.

Action

The Witch Hunter cadre will be directed by Reverend Anne Black to wander along the dock area around the south east end of London, monitoring for any suspicious activity. They will be told to especially watch out for anyone who looks like they are making a hasty getaway.

As the cadre makes their way on patrol, the atmosphere of the night slowly turns from quiet and lonely to unsettling and strange.

Below, the GM will find some "window dressing" to make this encounter a bit creepy and strange. The GM shouldn't have to use all of these effects. Just one or two might do. Don't go overboard; just give the players enough to think about.

Strange Sensations: Suddenly, the air will grow very cold, even for London in February. Then, an odd feeling will pass over a few of the cadre members. Have every PC make a Faith (Intuition) roll. Those who score the most successes will feel hands grabbing them and running themselves over their hair. Yet, upon closer inspection...nothing is there. No other Witch Hunter will receive this sensation.

Strange Sights: As the cadre continues with their inspection of the docks, have them all roll a Notice (Intuition) check. The one who scores the highest number of successes sees one of the cadre member's shadows move of its own accord, in a different direction than the person casting the shadow. This phenomenon only happens for a moment. No other Witch Hunter can observe this phenomenon.

Strange Sounds: Have the cadre roll a Notice (Intuition). The Witch Hunter who scores the highest success is able to detect the sound of whispering coming from underneath the docks. The whispering seems to emanate from the lapping water of the Thames upon the docks. Closer inspection reveals that the whispering is several voices, male and female, of varying ages, and in different languages. A few phrases may be made out: "God save us." "We repent." "They're coming." "Look at them. They're coming."

Unfortunately, close investigation of any these phenomenon leads to nothing. You see, all of these strange phenomena are caused by one thing – the presence of diabolic beings upon the docks. The presence of so many entities that operate outside of God's plan has caused the area to become filled with strange, supernatural "after-effects".

After a while is spent searching the docks, have the cadre make a Search (Reason) check. The two Witch Hunters who have the most successes will see a number of people who appear to be quickly hauling crates up a plank and on board a ship. The group of people seems to be in a big hurry. Most importantly, the crates the people seem to be hauling up are of a particular size and shape. The crates all appear to be coffins.

Should the cadre investigate the people who are rapidly moving the crates up the plank to the ship; it will be plain to anyone that they are rather suspicious looking. All of them wear hoods and have them drawn up about their heads, as if they were trying to keep their face concealed.

Anyone who takes a closer look at the people who are loading the boxes onto the ship will immediately see that most of them seem to have their faces completely covered by shadow, no matter how the light falls upon them. This is a dark gift granted to the minions of Azazel.

If one of the hoods is drawn back, one will be able to immediately see that these minions are cursed by the presence of diabolical forces. All of them have started to take on goat-like features. One minion, for example, has the eye of a goat in his left socket, rather than a human eye. Another has a hoof for a left foot instead of a normal human foot. But these are not the worst of the lot. There are many minions of Azazel who voluntarily defaced themselves to "bring them closer to his glory." These individuals have a variety of self-inflicted mutilations, such a metal horns that they have screwed into their skulls, pentagrams carved into their cheeks, or a foot that was sawed off to make room for a wooden hoof.

As soon as the cadre starts to try to question the minions, Captain Lessar, the leader of these minions, will appear at the top of the plank and challenge the cadre.

Cultists, Minions (15+)	
Threat Level	2
Skills	Hand-to-Hand +2, Grapple +1
Talents	None
Movement	C3/W 9/R 15
Weapons' DM	Sword +3, Pistol +2

As the minions fight, they will draw back their hoods, revealing their deformities, which they now carry upon them as badges of honor.

If the cadre can easily defeat ten minions, send more in! The additional minions can hop off of the nearby ship. If you want to, have them come swinging off of the ship onto the dock in

true dramatic form. If the PCs use the dramatic opportunities described below, then the chances are that the GM will need to send in more minions.

Captain Lessar (Accursed Villain)			
Standard Character (600 points)			
Fear Rating	None		
Initiative pool	Base: 6d - 8d		
Melee pool	Base: 6d - Rapier: 7d (DM +4)		
Ranged pool	Base: 6d - Pistol: 6d (DM +2)		
Defense Pool	N + 4d+2		
Basic Talents	Attack Focus – Rapier Attack Focus – Pistol Lucky Sword School - Acciaio Mantello - Cloak and Blade - Hidden Blade		
Greater Talents	Danger Sense Deadeye Shot Speed Loader Fast Draw		
Heroic Talents	None		
Powers (Prices)	Wall Crawling 2 (Impaired Travel*) Fury 2 (Avoidance – Holy Symbols) Jump 2 (Restriction**)		
Rites	None		
Abilities	Strength 3 Agility 4 Toughness 4	Education 2 Reason 2 Willpower 3	Courage 3 Intuition 4 Personality 3
Background Skills	Balance 3(6), Climb 2(5), Hand-to-Hand 4(6), Row 3(6), Sail 3(7), Swim 3(6)		
Elective Skills	Command 2(5), Firearms 3(6), Intimidate 2(5), Jump 3(6), Notice 2(6), Parry 3(6), Perform – Dance 3(6), Reflexes 3(6), Throw 3(6)		
True Faith: 0	Damnation: 6		Hero Points: 0
Health Track	(Toughness 4) 8/6/6/4/2		
Equipment	None		
*Captain Lessar cannot travel or move easily while someone is praying within earshot of him.			
**Lessar cannot travel more than 100 yards away from the ocean.			

Appearance: Lessar dresses in a ship captain's uniform, with a traditional captain's coat and boots. His uniform, however, is badly tattered, with numerous holes and rips upon it. Lessar himself is a thin, lithe individual, who has very tan skin. It is so brown and leathery that it actually has a glossy tone to it, making him look almost like a waxen figure. His face is long and wrinkled. His hair is white and stringy, and falling out around his scalp. Most hideous of all, however, are his wide, staring eyes, which look at everything and everyone with a lecherous glare.

Background: Captain Lessar was once an English nobleman who lived outside of the town of Bristol. There, he had a sizeable estate, and lived his life in luxury. His parents died when he was young, and the young Lessar noble began to indulge in strange behaviors, holding all manner of debauched parties at his house.

Eventually, Lessar turned to paganism, which actually might have saved him. However, the young Lessar began to demand more and more bizarre rituals and ceremonies as part of his religious practices, until most pagans who visited his estate left. Eventually, only a small cabal of followers remained.

There, in the isolation of his country manor, they began to conjure all manner of spirits, demons, and devils. And eventually, they were visited by Azazel. The demon gave Lessar and his followers a new purpose, one beyond simple self-gratification. Now, they could bring the glory of their hedonistic lifestyle to others. They could reach out and convert more people to their way of thinking.

Now, Lessar is a full-blown fanatic. For him, Azazel was able to make him into a ship's captain. He is now convinced that his desires are correct and natural, and that it is society that is flawed.

Combat

Lessar will not make any bones about trying to start a fight. He will first begin his encounter with the cadre by asking them if they are children of God. If so, he will openly spit upon their faith and call them cowards. Next, he will ask his minions to draw back their hoods to show the PCs their "marks". Lessar will ask if his follower's appearances shock the cadre. The depraved captain will explain that people are shocked by what they do not understand, and those who do not understand show a lack of wisdom.

Allow all of the Witch Hunters to make a Notice (Intuition) roll. The PC with the highest roll is able to hear some kind of knocking or struggling coming from inside two of the crates. This should be a dead giveaway that there is something wrong.

At this point, the GM should have a fight on his or her hands. Lessar will attempt to kill the person who was most vocal with him. Meanwhile, the minions at hand will attempt to spread out and take on the rest of the cadre.

This is a perfect place to engage in some of the swashbuckling aspects of Witch Hunter. After all, the cadre is fighting evil, deformed cultists led by a pirate captain. What could be better?

If you wish, the GM can have one or more swashbuckling opportunities "staged" around the scene. These opportunities allow PCs to get creative with combat and possibly be rewarded for it.

Many players may not be aware of these opportunities. At the GM's option, at the beginning of combat, have every PC make a Faith (Reason) check, and combine their successes. For every two successes scored by the *entire* party they notice one of the opportunities below.

Opportunity #1 A Stack of Crates:

Standing nearby the area where everyone is fighting is a large stack of crates, tied down with many ropes. If a PC cuts the rope and pushes at the crates, they might all fall down onto a bunch of minions, killing them or at least knocking them unconscious.

To take advantage of the stack of crates, a PC needs to push at the stack of crates, causing the rope to snap, and making the crates fall onto those behind them. To make this happen, the pusher makes a Strength check, Difficulty 1. Those who succeed can then immediately make a Resolve (Strength) check, each success on that check takes out 1 minion, even though these minions are Threat Level 2!

Alternatively, a crafty PC might cut the ropes at just the right place, causing the stack of crates to fall in the direction they choose. PCs wishing to do this must make a Reason check, Difficulty 1. Those who succeed can then make a Resolve (Reason) check, each success on that check takes out 1 minion, even though these minions are Threat Level 2!

Of course, in order for this to work there must be a number of minions on the other side of the stack of crates.

Opportunity #2 A Weak Place in the Dock:

You know, they just don't make 'em like they used to. The rickety old dock is giving way in some places. A PC can attack a weak plank in the dock and cause a section of it to fall away, sending a number of the minions crashing to the water. The minions will be able to swim to shore, of course, but it takes them out of the fight for 3 rounds.

Breaking the dock with one's brute strength requires a Resolve (Strength) check, Difficulty 2. Success means that a portion of the dock gives way, taking out 2 to 4 minions, depending on the generosity of the GM.

Finding that one special weak plank that causes all of the others to give way requires a Notice (Intuition) check, Difficulty 2. Those that succeed can spot the plank, but still

must spend an action to attack it. Only 1 success is needed on an attack roll to hit the special plank and send 2 to 4 minions into the water.

Opportunity #3 Into the Open Casket:

If some of the coffin crates that the crew was hauling on board have been opened or have fallen open, then the PCs will see quivering, screaming people in the throes of demonic possession.

A minion can be kicked into an open coffin where a possessed individual will strangle them with just 1 success on an attack roll. However, this only eliminates 1 minion, instead of having the opportunity of eliminating more.

Opportunity #4 Pitching You Off the Side:

Minions can be knocked off of the side of the dock with a knockdown attack. That means an attacking Witch Hunter makes a Strength check against the cultists' Threat Level. If the attacker wins, each success over their opponents' roll knocks 1 minion into the drink. It takes minions 3 rounds to get back onto shore.

Opportunity #5 The Lonely Powder Keg:

A lone powder keg sits on the dock, waiting to be loaded onto the ship. It's just one powder keg. It was going to be used to supply people with powder for their pistols or muskets.

Technically, *shooting* a powder keg does nothing, because it needs to be ignited to be set off. However, in true swashbuckling/cinematic fashion, if the powder keg is shot, a spark is struck and it explodes, taking out all minions within a 10-yard radius of it.

It can be ignited as well. A small flame is enough to light a powder keg, but it must actually touch the powder. If someone throws a torch or lantern onto the powder keg, it takes 2 rounds until the powder inside of the barrel ignites and is set off.

If any characters are caught in the blast, they suffer an "attack" from the blast. The blast gets to roll 5 dice as if it were attacking any Witch Hunter or character in the area, with DM +5. These successes may be eliminated with Defense as normal, and eliminating all of the successes with one's Defense eliminates the damage, as normal.

If Lessar feels like he's losing, he has no qualms about trying to escape. He will take an opportunity to leap over the side of the docks or his ship to dive down into the water. If he can make it into the river, he will try to stay under the surface long

enough to swim to another boat that is docked. Remember that the docks are full of boats, waiting to be launched in the morning. From there, Lessar will try to keep swimming from ship to ship, in an attempt to lose the cadre. Don't forget that he can easily scale the sides of a ship with his Wall Crawling power. If Lessar is able to lose the Witch Hunters, then his next move is to try to lay low and take the next vessel he can to the New World. Keep in mind that even if Lessar attempts escape, the PCs very well might be able to catch up with him and kill him. That's fine. Lessar doesn't need to survive this encounter.

What's in the Crates?

If, at any time, a PC wants to open a crate, it requires a Strength check, with a simple Difficulty 1.

Those who manage to open the crates discover the horrid cargo within. Inside every coffin is a person of varying age and gender...all in various stages of demonic possession.

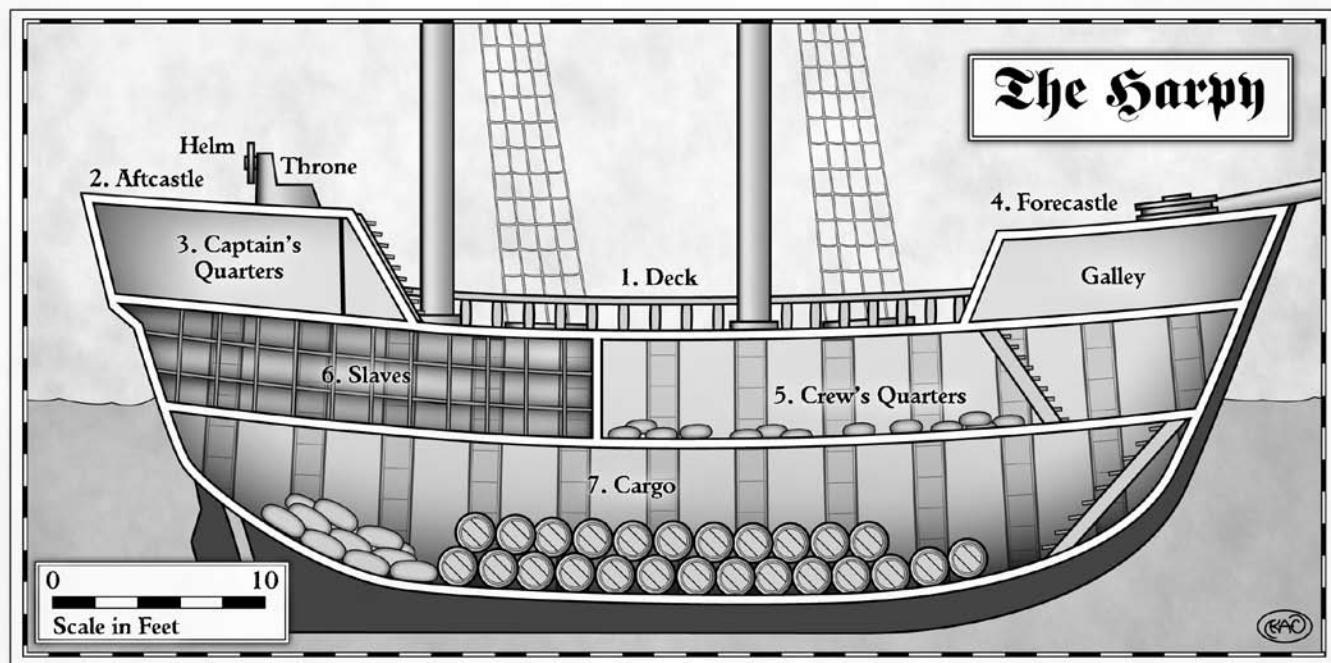
Most of these individuals are barely coherent, because they are fighting for their very soul. None of them can simply get up and walk away. They will have to be carried back to the Court of Whispers for treatment and an exorcism.

Um, Some Help?

While the PCs are patrolling the docks, they can, at any time, call for help. After all, agents of the Court of Whispers are at the docks as well. As they arrive on the scene, simply have more minions of Captain Lessar pour up from the hold of the ship, to balance out each side.

If the GM doesn't want to bother with a lot of dice rolls and book keeping, and the group is using a map to show everyone position on the field of battle, simply place battling minions and Witch Hunters next to each other on the battle map. Then for each duel, roll a single die. On an even number, the agent from the Court of Whispers wins, on an odd number, the minion wins. This way, the GM can focus more on the *real* fight, which is between the PCs, Lessar, and his minions.

If the GM is not using a map, simply describe the numerous minions and Witch Hunters who are going to battle with one another. You don't need to keep an exact number of who is defeating whom. Keep the focus on the PCs and the enemies *they* are facing.



Scene Four: The Unquiet Ship

Assuming the cadre is able to defeat Lessar and his minions, they will now be able to search the ship that Lessar was on. As the PCs search the ship, they will find a number of disturbing things. First, they will discover that Azazel has already left to the New World. Second, they find some evidence of Azazel's larger scheme.

Setting

This scene assumes that the PCs have defeated the minions that were loading up the ship. In this case, the entire ship that rests at the docks appears empty. After all, all of the minions ran out to attack the party, right?

The ship that rests beside the docks is a slave ship, *The Harpy*, by name. *The Harpy* is a schooner with 120 tons of displacement. It is not a large ship, by any means. In comparison, it is almost half the size of the Mayflower.

Area 1 – The Deck: The deck of the ship is the first sign of how things on the ship are run. At the center of the ship, around the main mast, is a circle of small animal bones nailed to the deck of the ship. Weaved among the animal bones are grapevines, one of Azazel's symbols. At the center, upon the main mast, is nailed a goat's skull, marking the vessel as Azazel's grounds.

Around the ship are numerous barrels of wine. As Bacchus, wine is one of Azazel's sacraments. Thus, the cadre will be able to find numerous places where wine has been splashed or splattered.

Anyone stepping inside of the circle of bones will suddenly hear the sound of raucous laughter and hideous debauchery... the demonic "after-effects" of the numerous orgies that took place on the ship.

Area 2 – Aft Castle: This area was reserved for the Captain's quarters. Lessar used this area as his own. On top of the Aft Castle is the ship's helm, used to steer the rudder. In front of the helm is a strange, wooden throne of some sort. It is stained with a dark wine, and has all manner of bizarre carvings. All throughout the wooden throne are small bas-reliefs depicting people copulating with animals. The image of a skull appears at the head of the arms, and from each skull sprouts the likeness of grapes. In truth, this is where Azazel appears during the crew's grand orgies. Anyone daring to sit in the wooden chair must make a Faith (Courage) check, Difficulty 3.

Those who fail the check will gain the sudden urge to laugh uncontrollably and begin to carve blasphemous runes into their own flesh. The poor unfortunate will continue to suffer these afflictions until they are struck unconscious. Once they have awakened, they will not longer be under the effects of the throne.

Area 3 – Captain Lessar's Quarters: Below the Aft Castle, of course, is Captain Lessar's Quarters. The most striking thing about Captain Lessar's quarters is that they are covered with all manner of arcane runes and symbols. The sigils have been actually carved into the wooden walls, floors, and ceiling with a knife. Here and there, one can see a few phrases in Latin that invoke the names of angels and spirits. Usually these phrases ask for protection.

Captain Lessar was quite aware that he was making deals with the demon Azazel. As such, these wards are meant as a safeguard against evil spirits. Lessar figured that if he was going to make a deal with a demon, he might as well expect trouble to follow him.

A simple hammock lies here, hung up limp upon one wall. Even the hammock has a few prayers in Latin written upon them in ink. Just to make doubly sure, of course. A small desk is here as well, as well as a chamber pot, one of the small luxuries afforded to the captain.

The inclined desk opens up on top to reveal an area to keep the ship's log, papers, maps, and compasses. The desk contains all of these things, with a total value of £2.

The Ship's Log: The maps and ship's log reveal that the ship was headed to the city of New Amsterdam, all the way over in the New World. The log talks about how the ship has already been on one such voyage, taking a wide variety of goods and supplies over to New Amsterdam to make ready for a "new home."

Most of the ship's log talks about sailing trips from Germany to England.

Some of the more poignant entries in the ship's log appear in the sidebar. Look for the sidebar for more details.

Area 4 – Forecastle: The forecastle is where the ship's kitchen is. There is a brick stove here, along with a few supplies and kitchen utensils. There is nothing much of interest in this tiny working space.

Area 5 – Crew Quarters: Here's where the ship gets interesting. As the party descends into the crew quarters, one can immediately feel the air grow cooler.

As one's eyes adjust to the darkness, they can see that the interior of crew quarters has been highly modified. All along the floor are round cushions, the kind that one might keep in a harem or opium den. Squashed and crushed grapes litter the floor, making it slick to walk about.

There is a strange sensation that clings to the air. Anyone who spends any time in the crew quarters will begin to feel something crawling across their back, even though nothing is there. Those lingering will notice the smell of rotting meat, which overpowers everything. The smell gets more and more intense the longer anyone stays in the area. It makes the otherwise opulent decorations seem foul and warped.

May 3rd, 1688 – Traveling again. The new orders from on high say that Germany is too dangerous for us. We will have to move again. This time, for a much farther trip.

June 21st, 1688 – The man up top has already begun assembling all manner of knick-knacks in Bavaria for his move. Apparently, stronger winds blow in that direction.

August 15th 1688 – Preparing for another trip across the Channel. This time, we will be bringing live cargo. Many of the crew has complained about this, claiming that carrying so many wrigglers will be back luck. For their trouble, I beat one of the blighters within an inch of his life. They know better than to feel fear, those dogs.

October 3rd 1688 – I feel myself getting the old itch again. I passed by a woman today and imagined what she must taste like. I know why my mind has turned this way. It's like the Bible says. My heart is hardened, now. There is no turning back for me. I am damned, along with the rest of my crew.

October 10th 1688 – Three of the crew brought a young man aboard last night and did things to him. I cannot say anything to them. After all, this is what our lord has promised us. Still, part of me worries on the matter of the gallows. As every day passes, I can feel the rope pulling about my neck.

October 30th 1688 – We hold our Sabbath tomorrow. The man up top will be there himself. Orders are to sail out into the sea, where others cannot see. What we do is not meant for mortal eyes.

November 2nd 1688 – I have no fear. I have neither mercy nor love, for I have seen Him and He is glorious. He has made me better, as he does for all who are deserving.

December 7th 1688 – We have arrived in London, but we must lay low for a while. Too many military people about. Too much revolution. Must be careful.

February 3rd 1689 – Much has happened since I last wrote openly on this. We now move to the New World. There the Shepherd will find his many flocks. Many flocks. All two thousand of them. But we must gather what we can here and take them to him. It is only right.

February 18th 1689 – The Shepherd did it! He has found some of the key players. Soon He will be assembled again, and the two thousand will be whole. We now will make for New Amsterdam. There, the Shepherd will be able to continue his glorious feast.

Painted to either side of the stairs leading down into the quarters are two large pentagrams, with the symbol of a goat inscribed over the star. This is the symbol of Azazel himself.

Even more disturbing, however, is at the front of the crew quarters. There, spread out on a table is the body of a dead woman. Her limbs are nailed to the table in an "X" formation. And worst of all, her head has been removed. A goat's head now supplants it – sewn onto the dead body.

Anyone approaching the body will suddenly trigger the strange magics within the foul altar. The woman's body remains dead. But the goat's head, which is stitched to the neck of the corpse, begins to thrash and scream. It will be very obvious that the head somehow still lives, while the body remains a rotting corpse.

Behind the macabre altar is a set of double doors that normally open into the cargo chambers of a slave ship. However, this particular slave ship has been converted into something else.

Area 6 – Slave Cargo: In a slave ship, normally the human cargo would be stored here. Historically, slaves transported in a slave ship would be kept in the most inhuman of conditions. Most would be made to lie down onto the floor or a small wooden bunk, and then were chained down so they could not rise up more than three feet. Slaves were chained next to each other and crammed in tight, so that one was constantly in contact with another body. There were no bathroom facilities – many victims had to simply excrete where they lay.

Azazel has converted his slave ship into his own personal supply ship. He has stocked the ship with human victims, who are nothing more than receptacles for the various demons and devils that he has summoned forth.

The cargo bay, then, is a sight of a complete horror. The entire bay is full of quivering, shaking, and struggling bodies, each of them in various stages of demonic possession. The entire slave hold appears to be a writhing mass of arms, all reaching out from the low, cramped, and catacomb-like spaces of the slave quarters.

The whole of the cargo space is replete with grave vines, which seem to entwine around every beam, plank, nail, and chain.

The place is filled with an unsettling purplish light, which makes the whole room look like it was bathed in wine. Upon the ceiling are nailed goat's skulls and the vines seem to be growing from the open mouths of the skulls.

As one passes by, newly possessed victims appear to be normal, though they are in a state of complete shock and fear. Other victims, however, are in the throes of demonic possession.

These victims will call out to the cadre, stroking them as they pass by, offering all manner of temptations for setting them free.

As one looks into the faces of the possessed, the demons will cause their victims to appear to the cadre as loved ones, or people known to the Witch Hunters who have long since died.

Almost all of the people within the hold were homeless or indigent people who were captured by Azazel's minions and made into living vessels for diabolic spirits. These are people who need saving.

Getting information from the chaotic cacophony of the cargo hold is difficult at best. For each success the cadre is able to score on an Empathy (Intuition) check, they receive 1 piece of information below. The entire cadre makes the check and totals their successes.

1. What do you seek? What do you seek?
2. The master? The Shepherd? He is not here. You can see that. He has gone. Gone across the sea.
3. We will give you this body. Give it to you. Do you desire it? We will make it give you pleasure. Perhaps you will take pleasure in hurting us? Make us bleed! Make us suffer!
4. The Shepherd herds us together to eat us! You must set us free! He wishes to eat us! He will pull us into him. Please, don't put us into the pigs again!
5. When he has enough of us, the master...he will assemble us into an army!
6. Don't you see? The master has traveled to the New World... where there are spirits and demons aplenty. There, he will raise an army. There, in the wilderness, no one will be able to see his debauchery! His wild abandon!
7. Our master is there waiting for us. Let us go to him! Let us go to him!

There are six individuals trapped in the slave hold that are at the beginning stages of demonic possession. These individuals can be led out if they are freed from their bonds. Besides these few, there are over ninety individuals who are in the deep throes of possession. It would probably be best for the cadre to report back to the Court of Whispers and bring other Witch Hunters to the ship to help save those who can be saved.

Area 7 – Cargo Hold: The cargo hold of the ship is where the supplies for basic travel are kept. Food stores, rope, linen, canvas, nets, gunpowder, and all other things necessary for a trip across the ocean are kept here. Because of the gunpowder, no one brings lamps down into this area. Instead, it must be navigated by whatever light is provided by the open hatch. Any PC who has traveled on a ship before would know this as common knowledge.

Act Two: Across the Ocean

At this point in the story, it should be abundantly obvious that the cadre needs to go to New Amsterdam in the New World. The captain's log, if nothing else, spells this out.

When the cadre discovers this, they will have a choice to make. They may either report back to the Court of Whispers or set out on their own.

Scene One: Setting Out

Setting

The Court of Whispers or *The Angel*

Action

If the cadre sets out on their own after Azazel and the assembling forces of Legion, then they will, of course, need to buy passage on a ship heading to New Amsterdam, which is easy to do. At this time, ships head out to New Amsterdam from London on a regular basis. If the cadre has bothered to go back to the Court of Whispers, then the Court will pay for their passage to the New World.

This will still mean that the cadre will have to find a ship, of course. The best place for them to go will probably be *The Angel*, which is a tavern described in the London section of this product. *The Angel* is the very pub where The Mayflower gathered its crew on its voyage to Plymouth Rock.

In this scenario, the party will meet Captain Matthew Bannick early in the adventure. Captain Bannick is described in Act 2, Scene 2.

Bannick will not ask many questions about why the cadre wants to go to the New World. After all, all manner of individuals want to go there nowadays, from bandits to pilgrims. The cadre will certainly *not* be the strangest group that he's seen come across his deck.

He will definitely inquire about any wounds the cadre has, however, if the PCs bare numerous gashes and wounds from their fight aboard the ship. After all, he doesn't want to get into trouble with the local authorities.

While the PCs are on board the ship, they will get another vision. The vision can be described as follows:

The sounds of the ocean are around you. But you are cramped again. You thirst again. All you can see is blackness. The same dull smell of the wooden box. The sensation of many people around you. The thumping of footsteps. The sound of voices.

You can feel something, something wriggling inside of your chest akin to the sensation of worms squirming around inside of your heart and lungs.

Scene Two: *The Wolf Hound*

This scene takes place while on board *The Wolf Hound*, the ship that will take the cadre from England to the Grave New World. Whilst the heroes are aboard, a young boy will grow ill and sick. However, the superstitious sailors aboard will believe the boy to be possessed, because the boy happens to have a pagan charm. The boy might be guilty of a little superstition, but he is clearly not possessed. The cadre will have to try to convince the crew of this.

Setting

It takes three weeks for the Witch Hunters to get from London to New Amsterdam.

The setting of this scene is while on board *The Wolf Hound*. It is a much larger ship than *The Harpy*, which was the slave ship that the cadre ran into earlier.

The Wolf Hound is about 30 feet wide and 110 feet long, with the displacement of approximately 240 tons. It is very similar in size and construction of the Mayflower, which transported pilgrims to Plymouth Rock in 1620.

While much bigger than *The Harpy*, *The Wolf Hound* is a very cramped space to live in. Privacy is virtually non-existent while at sea, for the duration of the three-week journey.

Most of the PCs time will probably be spent on deck, since below decks are even more cramped with low ceiling, and usually smell of sweat and body odor. Also, there's always someone sleeping below decks, so that the sailors can take shifts during the day or night.

To pass the time, people often play cards, dice, play music, or practice whittling. Those people who can read might read the Bible as a pastime, particularly if they are Protestant.

As the cadre is counting out the days, however, something will happen aboard their ship that will require their attention.

Action

The true action in this scene occurs when a cabin boy is found with a strange malady. Young Adam Millson is found in the food stores, where he was trying to hide from the rest of the crew. When he is found, the crew hauls him up to the deck and begins to call out for everyone to come and look at him.

The boy's eyes are rolled back into his head and his body quivers. In other words, he's having a seizure. The seizure is over very quickly – in about a minute after he is taken up on deck. However, the sailors on the ship aren't buying that for a second. They believe the boy to be in the throes of demonic possession, and want to immediately throw him overboard.

To make matters worse, young Adam has a necklace around his neck with a Celtic rune upon it. The crew sees this as a sign of Adam's paganism, and proof that he is in league with the Devil. In truth, Adam is wearing a charm that just about any sailor might. In this time period, people blended folkloric practices with Christianity all of the time, despite the Church's opposition to it. It's really only proof that Adam is superstitious, like many other sailors.

It will be immediately obvious to the Witch Hunters, however, that the boy is *not* in the throes of possession. After all, they have just seen a whole ship full of possessed people. They have been witness to a variety of people who were various stages of possession – and this boy is clearly not possessed. For most of the PCs, it will simply be a matter of them “understanding” that the boy in question is not possessed. However, those who can make a Myth and Lore (Education) roll, Difficulty 2 will be able to articulate their observations.

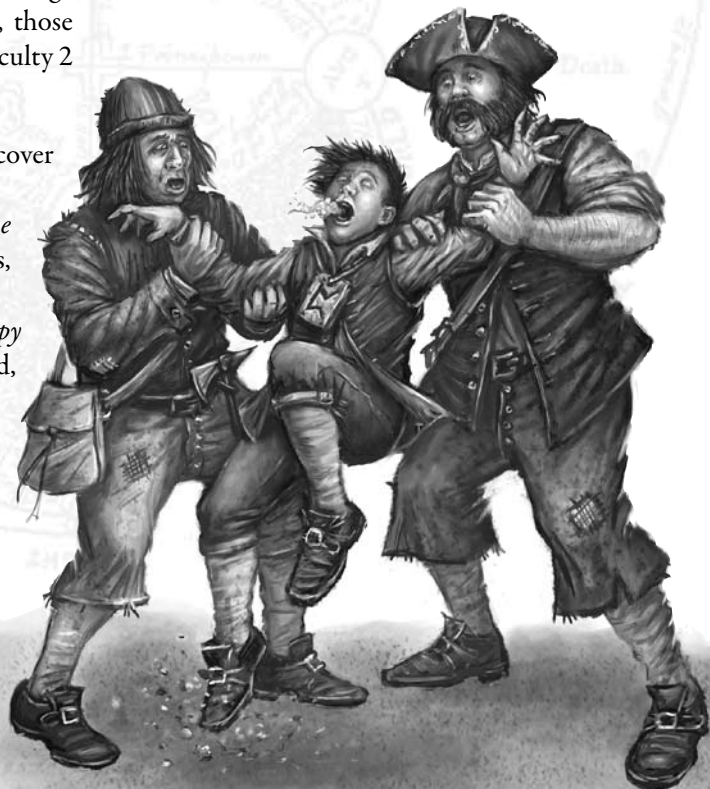
Each success on the roll enables a PC to definitively uncover one of these facts.

- For one, the possessed people aboard the *The Harpy* were able to converse with the PCs, while this boy clearly cannot.
- The possession of the people aboard *The Harpy* was continuous. They were always possessed, all of the time. The boy, on the other hand, recovers from his seizure after only a moment.
- There was the presence of supernatural “after-effects” around the bodies of the possessed. The boy manifests none of those.

It will be up to the PCs to convince the crew that Adam Millson is not in the throes of demonic possession. There are several ways they might do this. No matter what, however, they will have to contend with the ringleaders of the frightened crew – Kurt McNee and Thomas Banion.

Here are some options before the PCs:

- They might be able to point to some of the evidence described above as proof of Adam's “innocence”. Doing so will cause the crew to ask the cadre why they should be trusted. After all, what makes them experts on demonic possession? If the cadre can produce some kind of evidence that they are expert in occult matters, the crew might listen to them.
- The PCs might simply try to get the crew to calm down by talking to them reasonably. In this case, this is more of a Charm (Personality) roll or a Command (Personality) roll. The Difficulty for either of these rolls is 2-4, depending on what is said during role-play.
- The PCs might resort to intimidation or force. This is very touchy, because there are a total of 40 crewmembers...that's a lot for the cadre to take on. Also, there is the matter of getting the ship to New Amsterdam. If the cadre wants to get there, they will need a crew that is willing to take them. Intimidation will work for a bit, but if the cadre is too overbearing or too forceful, the crew will attack, seeing the PCs as agents of the Devil. Making an Intimidation (Personality) roll is Difficulty 2-4 depending upon what is said and how the intimidation is carried out.
- Of course, the cadre may simply allow young Adam Millson to be thrown overboard. This is a bad thing, because allowing this to happen causes everyone in the cadre to gain a Damnation point.



No matter what the cadre decides, the matter will be resolved, one way or another. As far as Captain Bannick goes, he will stay out of it for the most part. From his perspective, he has no idea if Adam Millson is possessed or not. He will watch both the crew and the PCs to make up his mind. If the cadre uses reason or diplomacy, he will start to lean towards siding with the Witch Hunters and call his crew back. However, if the cadre threatens violence, then he will start leaning to back his crew.

The rest of this scene will be highly dependent upon how the Witch Hunters handle the situation. If the crew backs down, but only reluctantly, then the cadre will get glares from the crew for the rest of the journey. If tensions continue to increase, the crew may even begin to accuse the Witch Hunters with being in league with the Devil.

However, if the Witch Hunters are able to actually convince the crew to come around to their perspective, the cadre will be treated with great respect, even a bit of awe.

If the Witch Hunters unfortunately used violence, then they will have to be watching their backs. The crew will refuse to sail the cadre to their final destination unless forced with further violence. Even then, the crew will constantly work to try to undermine the cadre, because they will become increasingly convinced that the Witch Hunters are in league with the Devil and are sailing the ship into Hell itself.

Boy, Minion	
Threat Level	2
Skills	None
Talents	None
Movement	C2/W 6/R 10
Weapons' DM	None

Crew, Minions (40+)	
Threat Level	3
Skills	Hand-to-Hand +1, Balance +1, Sail +2
Talents	None
Movement	C3/W 9/R 15
Weapons' DM	Cutlass +3, Pistol +2

Captain Bannick (Lieutenant)	
Quick Character (420 points)	
Fear Rating	0
Initiative pool	Base: 5d - 4d
Melee pool	Base: 7d - Cutlass 6d (DM +2)
Ranged pool	Base: 6d - Pistol: 4d (DM +2)
Extras pool	6d

Captain Bannick (Lieutenant)	
Quick Character (420 points)	
Defense pool	Base: 2d+2
Basic Talents	Attack Focus - Cutlass Direction Sense Strong Lungs
Greater Talents	Attack Specialist - Cutlass Canny Fighter Speed Loader
Heroic Talents	None
Rites	None
True Faith: 2	Damnation: 0
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	Cutlass, pistol, pitch jacket, powder and shot

Appearance: Captain Bannick has a large, scruffy beard and bushy eyebrows that are so long that they curl over. His captain's uniform is caked with dirt and dust. The man himself doesn't look like he's taken a shower for years. In fact, his skin has grown over some of the dirt on his palms and face, giving him a permanently course look.

Background: Captain Bannick is a fair-mined, friendly man. He loves to spin tales about things he has seen on the high seas, and as a sailor in the Grave New World, he has seen much. Bannick has actually seen wyrms (dragons some might call them) wrestling in the clouds at the height of a storm. He has seen sirens drifting in the deep, and he has actually seen a raft of faeries floating through the fog towards Tir Na Og, though he rarely speaks of this last tale.

As Bannick talks to the cadre, he will definitely want to hear about their journeys and any tales they might have to tell.

Kurt McNee & Thomas Bannon (Lieutenants)	
Quick Characters (370 points)	
Fear Rating	0
Initiative pool	Base: 6d
Melee pool	Base: 6d - Clubs 6d (DM +2)
Ranged pool	Base: 6d - Blunderbuss: 6d (DM +3)
Extras pool	5d
Defense pool	Base: 3d
Basic Talents	Attack Focus - Cutlass Cheat Pugilist
Greater Talents	Speed Loader
Heroic Talents	None
Rites	None
True Faith: 0	Damnation: 0
Health Track	(Toughness 3) 6/5/5/3/2
Equipment	Cutlass, pistol, powder and shot

Background: Kurt McNee is a withdrawn, sour, and terse man. He can read and reads the Bible every night. He is also very superstitious. Kurt won't speak much during the conflict over Adam Millson, but will occasionally glare out at his fellow sailors and whisper menacing things like: "Don't ye see? The boy's a clear shepherd o' the Devil! He needs to be thrown down to Davy Jones, where he belongs." or "Hold him! They say that the spirit may be able to leave his body and burrow its way into another person!"

Thomas Bannon is a much more vocal and loud man. He will basically be the ringleader in wanting poor Adam to be thrown overboard. Bannon isn't an avid Bible reader, but he's as superstitious as they come. The seizure that Adam is undergoing has the man definitely spooked. At this moment, Bannon is on the verge of panic and is almost willing to do anything to get rid of the source of his fear.

The Grave New World

At a Glance

To understand what life would be like in the colonial world, you have to understand that all of the colonists there were starting life from scratch. If you wanted to build a house, you had to use the materials at hand. If you lost a tool, you couldn't go to a nearby city to buy a new one. If you were sick, you had to consult whoever was nearby. You couldn't just go to a convenient doctor about your problems.

The threat of starvation was ever-present. If your crops didn't yield or your livestock died off, you couldn't just go buy more food. Your very life was at the mercy of nature. A single harsh winter could kill an entire community.

The continual threat of violence and war loomed over everything. Life in the New World meant that constables, watchmen, and guards – people commonplace in civilized Europe – were not available. Many towns fought over territory and land. To make matters worse, there was always the threat of Indian attack. Because Native American alliances continually shifted, a tribe that was friendly one month might turn hostile the next.

All of these continual threats mean that most colonists live under a blanket of fear. Most colonists try to pretend that this state of anxiety does not exist. They carry on with their daily lives. They go to their small churches and sing joyous hymns. But when the sun goes down, and the lights go out, the people of the Grave New World are filled with apprehension.

This apprehension inspires the numerous superstitions that plague the population. For example, everyone who owns a home has a "witch's bottle" hidden somewhere in the house or buried on the grounds. This witch's bottle is always filled with various talismans to protect against witchcraft, and no colonist would ever dream of having a home without one. Keep in mind that most of these superstitions were brought over from the Old World, but the fear behind them has now been multiplied.

Some other examples of common superstitions are:

- A rooster crowing on the doorstep indicates that company is coming.
- If the bottoms of your feet itch, you shall soon walk on strange ground.
- If your left ear burns, you will hear bad news; if your right, good news.
- If your mind is plagued, a broken twig placed under the pillow can often ward off the evil spirits that cause your illness.
- Crossroads should be avoided at night, for that is where devils linger.
- If you spill salt, you should throw some over your left shoulder, for that is where the Devil sits, and he takes delight in such a holy item spilled.
- Always take salt and a new broom into a house before moving in.
- Never cut a baby's nails until a year old or you will make a thief of it.

The Church constantly rails against these numerous superstitions. However, they are *so* ingrained into the culture of the time that many of these superstitions have become traditions, little things that everyone does on a daily basis. It is part of everyone's everyday life.

New Amsterdam

New Amsterdam is currently a small, but fortified community. It occupies the southern most tip of Manhattan Island. The rest of the island is mostly farming communities and wilderness, with a few Native American encampments as well.

Historically, the city was already under British control and was operating under the name of New York. However, in the World of Witch Hunter, the Dutch still control the site, and it retains the name of New Amsterdam. The current population of the city is a little over 4,000 people.

The city of New Amsterdam, while small, has as very neat and orderly appearance about it. There are flattened dirt roads that lie in straight lines across from one another. Most of the

city is made up of wooden houses with large, sloped roofs with red shingling. Numerous windmills stand out amongst the various buildings, always turning in the Atlantic breeze.

Anyone exploring the area would find numerous homes, shops, and trading posts. Most of the buildings are fairly new, since the city is barely 50 years old at this point. The city does feature a racetrack, which is often a place for gathering and excitement.

The population of New Amsterdam is very diverse. The Dutch practice a great deal of religious tolerance, and 50 percent of the population is non-Dutch. There are a good many English and French here, as well as Native Americans who usually come into town for trading. There are a fair number of Africans here as well, both free and slave.

Outside of New Amsterdam are some farms, a few small villages, and wilderness. A few of these villages, such as Greenwich Village and Haarlem are slowly prospering. Most of the farms are set down on long tracts of land, with indentured servants or sharecroppers working the fields.

The most powerful institution in New Amsterdam is the Dutch West India Trading Company. Historically, the Dutch West India Trading Company went bankrupt when the English took over Manhattan. However, in the World of Witch Hunter, this has not been the case. Thus, the Dutch West India Trading Company has extended his fingers far into the New Netherlands.

Additional information about New Amsterdam can be found in the Witch Hunter Core Rulebook.

Fort Amsterdam

Fort Amsterdam is the center of all activity in New Amsterdam. It is also where the Dutch West India Company carries out most of its operations. The Governor of New Amsterdam and the Mayor both have separate positions, and both have residences outside of the Fort.

When something momentous occurs within New Amsterdam, it is a sure bet that the Fort will have some part in it. If there is an Indian attack, the Fort will call out for troops. If there is a trade dispute, it will likely be resolved at the fort. Finally, it is where most of the day-to-day decisions about New Amsterdam are made. Should troops be sent out after Indian raiders or not? What kind of protection can be offered to ships against pirates? How much more lumber will the Dutch West India Company need to turn a profit this year?

Area 1 – The Governor’s House: This large, ornate residence is set in the middle of the fort. The residence is three stories tall, and replete with numerous guest rooms, offices, meeting rooms, a dining rooms, and dance hall.

The Governor’s House serves a variety of purposes. At one time, it once was the headquarters for New Amsterdam’s Governor, Jeremais Schyler. However, the large residence is currently controlled by the Dutch West India Company. Governor Schyler has home and office elsewhere in the city, a fact that causes him no small amount of indignation. The building, for now, retains the name “Governor’s House” though Schyler is trying to commission a change of names.

The building serves as the guesthouse for visiting individuals of import. For example, if a high-up member of the WIC were to visit, they would stay here. Finally, it is where the various servants, maids, and butler of the fort and mansion house stay.

The top floor of the mansion is mainly bedrooms, the governor’s room, and meeting rooms. Almost no one is allowed up to the top floor. The only servants who are allowed on this level of the mansion are the head butlers and maids.

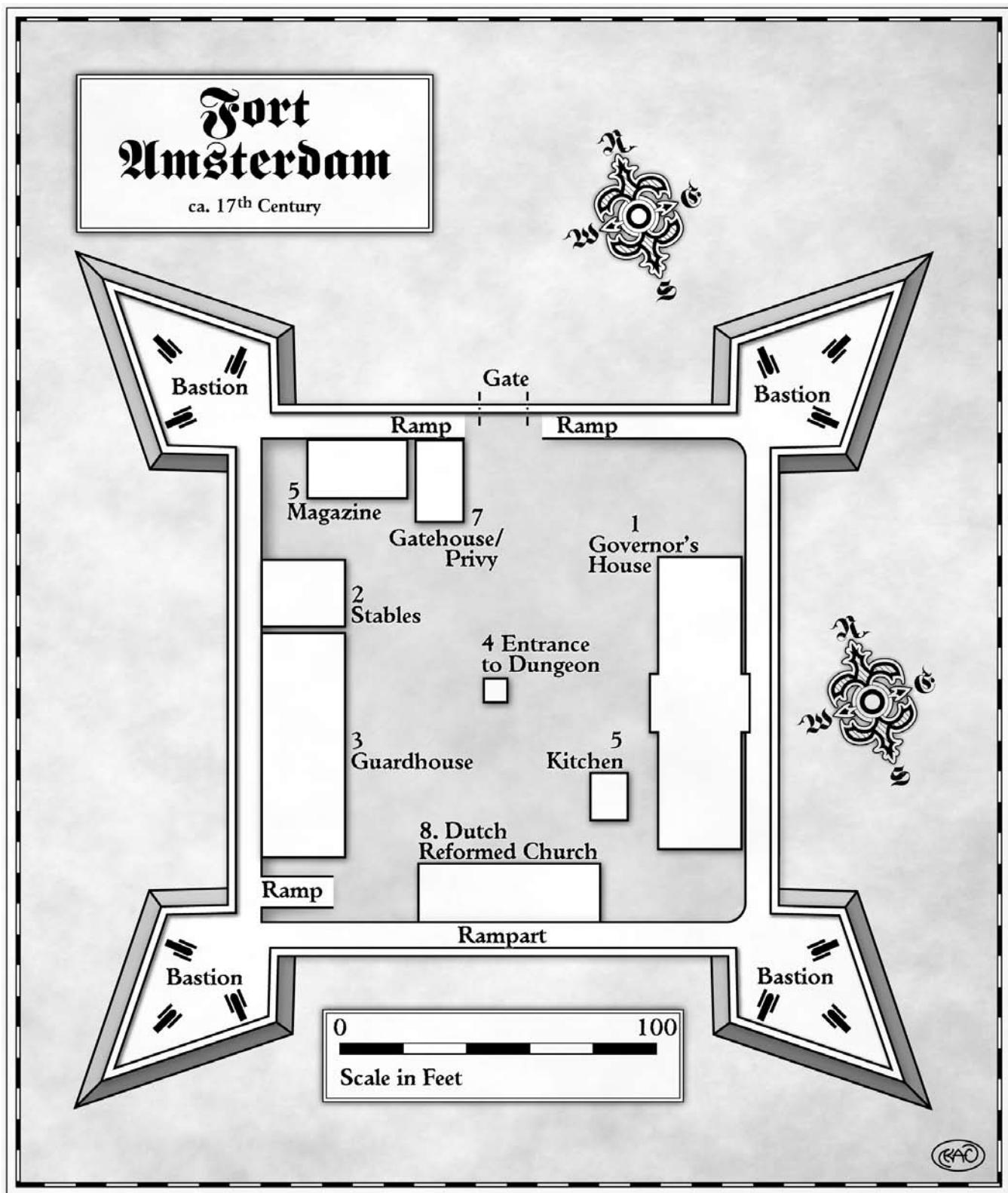
The reason for all of this secrecy is anyone’s guess, but there are a number of wild rumours. One belief that is whispered about is that there is an observatory where the Dutch West India Company secretly practices astrology. There, in the astrology room, the top level WIC of New Amsterdam carry out bizarre rites. It is said that anyone who passed into the upper ranks of the West India Company must undergo a mystical ceremony there in the observatory.

The second floor of the mansion is mainly numerous meeting rooms, offices, parlours, and two separate libraries. The Northern Library, which lies on the north end of the mansion, has a secret door that leads to the WIC reliquary. Here, the WIC holds numerous occult artifacts they have gathered from around the Grave New World. There are crystal skulls from the Yucatan; feathers from the great Thunderbird; water from the Well of the World, and other such mysterious paraphernalia.

The bottom floor is taken up by a large dining hall and a large dance hall. Most of the wheeling and dealing of New Amsterdam happens on this floor. During talkative dinners and fancy dances, many of the top-level deals between business executives take place during these festive occasions. During Samhain, the West India Company holds an annual masquerade ball in the mansion’s dance hall. It is said that one person vanishes every year during the masquerade, but that

all those in attendance at the event always refuse to talk about it for some reason. The most savage rumour of all is that a great Prince of Hell arrives on that night and takes one of the guests with him to the Ashen Pit.

Normally, Mansion House is a busy place. The activity goes on every day, 365 days a year. There are always guests from other colonies and overseas in abundance here. Travel being what it is, guests tend to stay for at least a week when visiting here, bringing with them all manner of tales, culture, and trade with them.



Because this one small place is already a world-crossroad, it has seen its share of supernatural visitors and events. A number of famous individuals have been visitors at the Mansion House. One of the most famous of these is Sir Edward Halley, whom the famous comet will one day be named after. Halley made a secret visit to Fort Amsterdam to test out his newly invented *diving bell*, which was funded by the WIC. It is said that upon his inaugural dive into the deep that Sir Edward Halley encountered something strange that altered his life forever.

Area 2 – Stables: The stables are the second largest structure in the fort besides the mansion, a testament to how valued the horses here are. Most of the horses in the Fort stables are valuable breeds from faraway lands. A single horse from these stables might fetch the same cost as a small ship.

For those who are looking for the inside dirt on the WIC, this is the best place to get it. It is known that a few of the stable boys will turn in a good piece of gossip for a handful of coins.

Area 3 – Guard House: The standing guard of New Amsterdam stays at the guardhouse. Here, guards usually sleep, eat, play games, and talk amongst themselves between patrol shifts or tours of the New Netherlands area.

Since attacks from Indians, pirates, or bandits are always possible in this frontier town, the guards must always remain active.

There are only a few hundred employed soldiers who stay here, because of New Amsterdam's small size. When the Fort wants to raise a proper army, people are conscripted from the general populace.

Area 4 – Entrance to Dungeon: Below the Fort lies the true heart of Fort Amsterdam. Deep below the ground, the West India Company accomplishes dark agendas, hidden from view of the rest of the world.

First, numerous enemies of the WIC are held here without trial, for an indefinite period of time. These poor souls are made to sit in cramped cells packed in with other prisoners, released only upon the whim of the WIC.

Past the prisoner cells is a series of four large rooms. This series of rooms is called the Theater, by those in the know. The rooms of the Theater are used to perform both experiments and torture. The agents of the WIC often experiment with magic and fantastic beasts. They torture those who can provide them with interesting information. Those who are particularly unfortunate find themselves the subject of both magical experimentation as well as torture.

Past the Theater lies the headquarters of the Rattle Watch, the West India Company's secret police force. The Rattle Watch is called thus because their leaders carry large rattles which supposedly can be used to communicate coded messages at a distance in the night. Within a series of six rooms, the Rattle Watch meets, conspires, and makes decisions on how best to serve the West India Company's needs. More information on the Rattle Watch can be found in the Witch Hunter Core Rulebook.

The final chamber of the dungeon is a large room known as the Summoning Chamber. The summoning chamber is a round room. In the middle of the chamber is an etched circle of arcane runes placed on loose stone blocks so that they may be switched out for other etched runes. The Summoning Chamber is where the West India Company holds its most secret meetings. There, it is whispered the officials of the company speak with beings beyond mortal ken, and occasionally bring forth spirits from the Invisible World to do their bidding.

Area 5 – Kitchen: This large kitchen has been built with three fireplaces to accommodate the mansion house's many guests. There are almost always servants in this area.

Area 6 – Magazine: All of the Fort's rifles, guns, arms, and spare cannon are held in this area. Barrels of gunpowder are also stocked here, both for rifles and for cannons. Because of the sensitive nature of gunpowder, no open flame of any kind is allowed into this compact building.

Area 7 – Privy: These privies are located throughout the area.

Area 8 – The Dutch Reformed Church: Ironically, not but a stone's throw away from the staging ground of some of the most vile and dark rites in the area stands the Dutch Reformed Church. This interesting structure is visible just about anywhere in the city. It features a tower with a weathercock at the tip of it, and is constructed with slanting roofs that touch the ground.

The Church is currently run by the Reverend Dominie Selyns, the only clergy to service the church at this time. Recently, the city has opened itself to allow for any practicing religion to congregate wherever they wish. This means that much of the city's worship is happening in people's homes. The Dutch Reformed Church on the other hand, which was almost always packed on the Sabbath, is now a much more vacant structure during services.

Rev. Selyns continues diligently to conduct services in his church, however, and is beloved by almost everyone in the town. Selyns is naively ignorant of the atrocities the WIC conducts on a nightly basis and would most certainly be appalled at some of the rituals conducted so close to the church. Director-General Oliver Grimes would love to be rid of Rev. Selyns and the church, as they both pose a terrible risk to his operations. However, Grimes realizes that would be completely impossible. The church's congregation is still a sizeable one and it is very devout. Also, Rev. Selyns is far too popular a figure.

Important People

Esmeralda Arden and Catherine Barrett

Courtesans of Influence

These two individuals are the caretakers of the third floor of the mansion house. Both women are publicly acknowledged as widows of former members of the Dutch West India Company. However, most New Amsterdam citizens understand that these two women "see" numerous high officials of the West India Company on a regular basis. Nevertheless, both Ricker and Barrett hold a lot of power in New Amsterdam, as their many "clients" are some of the most powerful men in all of the New Netherlands.

Marten Fane

Head of the Rattle Watch

As the infamous head of the Rattle Watch, Marten Fane is a man who is almost universally loathed. Most know him by his tattered coat and calico eyes. One of his irises is amber, while the other is bright blue.

Most people in New Amsterdam give Marten a wide birth, speaking to him only when necessary. He seems to know far too much about anyone in the city. For example, he has the uncanny habit of seizing a person up, and then listing their wants, fears, personal habits, and childhood traumas. He also appears to have an uncanny ability to hear just about anything, from a leaf falling from a tree outside, to whispered comment about him from behind a closed door. Because of these strange traits, many in the city believe Marten to be a warlock of some kind.

While Marten's enigmatic aptitudes are off-putting, he is always impeccably polite, always carrying himself with flawless manners. Yet, despite his courteous manner, he will not hesitate to quietly order the torture, murder, or do worse to someone who defies the will of the West India Company.

Anke Manser

Sergeant of the Rattle Watch

Anke Manser is Marten Fane's right-hand woman. While Marten plays the well-mannered head and voice of the Rattle Watch, Anke plays the part of its unwavering fist.

Anke is lithe and taut woman. Her long, grimy hair is always dangling in front of her face. A small curved scar mars her right cheek. Anke rarely speaks, but when she does, it is with a seething rasp that cuts the air.

Those who have dealt with Anke know her to have a quick temper with a penchant for violence. She is famous for being a crack shot with her twin pistols, and renowned as a deadly knife-fighter, as well.

While Anke is savage and violent with most people in the New Netherlands, she is quietly kind and almost nurturing to those in the employ of the Rattle Watch. Those who work for her say that she often gives them large gifts, such as money, livestock, and even property. She has a habit of never allowing any of her men to become captives of enemies, going to extreme personal risk to save them. Because of all this, all of the Rattle Watch is unwaveringly loyal to her.

Oliver Grimes

Director-General of the West India Company

Oliver Grimes is the Director-General of the West India Company in New Amsterdam. Historically, the duties of the Director-General would fall under the auspices of the Governor. However, in the World of Witch Hunter, these are two separate and distinct positions.

As the Director-General, Oliver Grimes is in charge of the WIC's day-to-day operations. He manages the funds of the company, the hiring and firing of personnel, all imports and exports, and the set up of new trading posts. Meanwhile the Governor, Jeremais Schyler, oversees all matters dealing with the common citizens of New Amsterdam, such as civil disputes, crime, the passing of laws, maintenance of the town, and the defense of the city.

Director-General Grimes and Governor Schyler are constantly at odds with one another. For one, Schyler, as the Governor of the colony, is banned from numerous West India Company functions. He is never allowed to know about, much less witness the WIC's secret initiation rites, tortures, inquiries, and spirit summonings. While Schyler has many suspicions about Director-General Grimes and his blasphemous activities, he can't do much about it. He simply has no solid evidence.

Meanwhile, Director-General Grimes constantly rails against the numerous restrictions that Governor Schyler has put upon him. If the Governor's men capture someone, they are put in jail in Town Hall, and their rights are respected, unlike the dungeons of the Fort. Such individuals become untouchable to the WIC, which frustrates Grimes to no end. Furthermore, Schyler is a big proponent of keeping a friendly relationship with the local Natives, but Grimes hates the people whom he considers "dirty savages" with vigour and zeal.

Grimes is a greasy, rotund man who constantly sweats, even in the dead of winter. He tried to keep his girth hidden within numerous layers of clothing, of which he has a large variety.

Grimes is an openly greedy man, who is known for having almost no patience. He wants what he wants immediately, and usually goes into a rage when he can't have it. For him, the West India Company is not expanding fast enough, and not collecting mystical relics quickly enough for his tastes.

The deep, dark secret of Oliver Grimes is this – he is not himself, and hasn't been in some time. Grimes is currently possessed by the spirit of John Stone, a notorious pirate, slaver, and outlaw from the earlier part of this century. Stone has possessed Grimes for years now, using his position to acquire what he wants.

Stone takes no care of Grime's body. He eats gratuitously and enjoys the corporeal pleasures normally denied to him as a disembodied spirit. Besides pleasing himself, Stone's main objective is to acquire as much mystical power as he can. This has been his major motive ever since running into the demon Buer. Since that time, he has realized that he can lose the possession of a body. Currently, he seeks a way he can tighten his grip upon others whom he possesses.

The Dutch West India Company

The Dutch West India Company is the single most powerful economic force in New Amsterdam. In the world, it is only rivaled by its sister company, the Dutch East India Company.

The WIC is one of the first companies to become multinational, and has enough influence to sway the passing of laws and charters in its favor. Currently, the Dutch West India Company has been encouraging the expansion of the borders of the New Netherlands under the guise of finding new fur trapping territory and more lumber rights. However, the true purpose of this unbridled expansion is so that the explorers and adventurers under its employ can find new and interesting species of creatures and uncover the mysteries of the Grave New World.

The West India Company's interest was piqued when one of their explorers brought back prize after a bloody conflict with a village of Aztecs. The explorer brought to Europe a crystal skull that was both garish and magnificent to behold. As the West India Company investigated the relic, they found that it possessed enormous powers. Overnight, the WIC became one of the world's most powerful companies, behind only the East India Company in size and strength.

Since this time, the Dutch West India Company has spread fingers throughout the Grave New World, in search of every kind of supernatural phenomenon. Whenever it finds something of interest, the WIC is quick to analyze, dissect, and dismantle it in the interest of profit. Already, the Dutch West India Company has discovered several shape shifters, beasts, and nature spirits and performed numerous dissections on all manner of beings.

Of course, tampering with such beings has resulted in the deaths of dozens upon dozens of WIC operatives. However, these deaths are considered acceptable losses for the WIC, who have unlocked numerous arcane secrets since its arrival in the Grave New World.

Finally, the West India Company is always on the lookout for mystical locations such as sacred hunting grounds and ancestral burial grounds. The Company seeks to use these ambient magics in such places to its own ends.



Act Three: Into a New Land

In this act, the cadre will travel to New Amsterdam, which is featured in the Witch Hunter Core Rulebook. There, the cadre will be able to pick up the trail of Legion once more. Here, they will find out definitively what Azazel has planned and what his next move is. The heroes will also meet a very important character – the demon Buer, who is a very grey character in the adventure.

Scene One: Arrival in New Amsterdam

Setting

The setting for this scene will be the docks of New Amsterdam. Unlike the large and cosmopolitan docks of London, New Amsterdam features but a small area for ships to dock. Still, New Amsterdam's port is a busy area, filled with continual activity. Watching over the entire scene is the imposing structure of Fort Amsterdam, which has cannons facing out to the sea.

The cadre arrives in New Amsterdam in the morning, around 9 o'clock. As all of the PCs disembark from their ship, they will definitely be wobbly kneed from their long sea voyage. Remember that it has taken them about a month to arrive here.

Action

As *The Wolf Hound* begins to unload, a local dock master directs the crew as to where they can unload their goods. Everyone goes about their business, ignoring the PCs for the most part.

It's important the cadre doesn't get lost at this point in the adventure. They're not exactly sure where to go, because the only clue they have is that they had was that they needed to go to New Amsterdam.

Alternatively, it is possible that some of PCs have made character from the New World, or from New Amsterdam itself. If particular Witch Hunters are familiar with this area because of his or her background, then they will know that the place to go to is the Stats Huys, or Town Hall. The Town Hall is one part meeting place, one part government building, one part jail, and one part public house.

If the PCs are unfamiliar with area, then asking dock master about strange happenings will put them back on the right track. However, if the cadre is wandering around lost, the dock master, George Stand, will approach them first. He's a genuinely nice fellow, and will make attempts help them as best he can. He will immediately point the cadre to the direction of the Stats Huys, or Town Hall as a place where they can get information.

Sleeping Accommodations – For forwards thinking PCs, sleeping accommodations might want to be found first. There are three inns close by that will serve the cadre's needs. Most people who stay in any inn stay in the common room, a large room where the general populace sleeps on benches or the straw-lined floor. Getting a private room is possible, of course, but much more expensive.

The Lamb: This inn is a quaint little place, run by the McGregor family. It moderately priced, has good food, and average lodgings in its common room. The private rooms here are quite small, big enough only for a cot, chamber pot, and a small window to the outside. There is not a fireplace in every room.

Incidentally, the McGregors have also experienced a recent demonic possession in their family, due to the arrival of Azazel in New Amsterdam.

The Bell and Dragon: This inn is a larger building, owned by the West India Company, and run by two different managers. It is higher priced. The food is average. Its common room is wide, and spacious, almost never feeling cramped. The Bell and Dragon is kept fastidiously clean thanks to its large staff. The private rooms here are expensive. However, they are decent sized, featuring a small bed, chest for one's belongings, basin and water pitcher, chamber pot, and small fireplace.

The Adder: The adder is the inn where most of the rougher elements of town tend to stay. Fur trappers, hunters, explorers, gritty sailors, all make their beds here. The price for this dive is cheap. The food is not terrible, but is made cheaply, like everything else in the inn. Ale, water, fish porridge, and bread are all one can expect here. The common room is always cramped and dirty. There are a few cramped and drafty private rooms, but they tend to be far overpriced for what one gets with them. The adder is the only inn that will take Native Americans of any sort.

Scene Two: Stats Huys

Setting

The Stats Huys, or Town Hall, is hard to miss while walking around New Amsterdam. It is a large, three story building that stands over all of the other houses around it. The building is broad and made from stone. It also stands out because there are always people going to and fro from the doorstep, no matter what time of day or night.

The Stats Huys was originally built as a tavern for guests who came into town for harvest fairs. It grew slowly into a meeting place, and then became the natural place to have a town hall where common citizens could discuss the problems of the day. The Stats Huys still serves as a tavern, giving this civic meeting place a rather informal atmosphere.

The town Mayor has his offices upstairs on the third floor of this stone building.

Action

When the cadre arrives, they will want to naturally want to find information that might lead them to the whereabouts of Azazel. In this case, they will need to interview various people around the tavern to gather all the things that they need to know.

For each NPC represented here, they will know three pieces of information. To get information out of them, any Witch Hunter interviewing them will need to make a Gossip (Personality) roll.

For each success the PC makes on their roll, they will get a piece of information from that particular NPC. For example, a Witch Hunter who rolls 3 successes will get 3 pieces of information from that particular character in the town hall.

Tom Albright – Sailor; 45 years old; Scottish Protestant

1 Successes: Oh, ye lookin' fer odd things about are ye? Well, I can tell you that there have been a few odd things about town. Some claim there's been demon possession, you know. Ask others about here. They'll tell ye. But *I* tell you, all this trouble started when that ship arrived two weeks ago. *The White Lady*, she was called. A poorly named vessel if ever I heard one. The trouble all started with her arrival. Ask me no more! 'Tis bad luck.

2 Successes: Oh, all right. *The White Lady*. When she arrived, she came with that strange man. A merchant from Germany they says. Went by the name of Albrect. How was he strange? Well, one of my mates says that he saw a lantern flicker blue whenever he come 'round. Sure sign o' witches, I tell ye. No more, now. Be on yer way.

3 Successes: Fine. If ye must know...the rest of *The White Lady's* crew weren't quite right either. A few of them wore hoods so that you wouldn't see their faces. But there were plain lookin' folks as well. Heh, plain and unremarkable to look upon, I suppose. But all o' them had a strange gleam in their eye. And their cargo. The crew carried with them a strange chest. It was painted red and had brass trimmings. And they guarded as if it were treasure! *The White Lady* left after they arrived. I don't know where that Albrect went. Ask about.

Sara Tynes – Woodcutter; 23 years old; Dutch Puritan

1 Success: Greetings, good neighbor. What can I do for you? You seek knowledge of strange things about town? Well, I'm sure you have heard about the...possessions in town. Demonic possessions. A sad, sad case, I tell you. I saw one of them, you know. The possessions? Happened right here in town. I was delivering wood to the McGregors. They're merchants in town, don't you know. Mr. McGregor's wife was frothing at the mouth. Babbling in strange tongues. We mustn't speak of these things, however.

2 Successes: Well, if you *must* know, Bethilda McGregor is who is the one suffering. That poor woman. They say that it all happened two weeks ago. It began with strange noises in the house. Knocking sounds on doors. The candles turning into strange shapes. Then... Bethilda didn't wake up one day. She just started babbling in her sleep and crying out blasphemies.

3 Successes: So fortunate that that man came by their house. Such a kind soul. I never did catch his name. What? Oh, a stranger came by the McGregor's house and took the demon from

Mrs. McGregor. Yes, banished that spirit. Some say that poor stranger took the demon from her and put it into himself. However, I was not there. I know not what happened.

Felix Reneau – French farmer; 27 years old; French Huguenot

1 Success: Hello, mes amis. What can I do for you today? Ah, you say you are looking for the suspicious things? Hrm. You must be talking about the possessions happening in town. Yes. Two demonic possessions. I have seen one of them. It was very frightening. An elder man, Anthony Bennet. He is a leatherworker, yes. I went to go speak to him and there I found him! His body was twisted up like a dying insect, mes amis! It was horrible to see. The body bent backwards like that. And the strange noises that came out of his mouth? Oh, I cannot speak of it any more.

2 Successes: Well, Mr. Bennet was last seen while working at his business before the demonic possession. I believe he was doing something for that German merchant who arrived here. Oui, a German merchant by the name of Albrect, I believe. I do not know where the merchant is now.

3 Successes: Persistent, are you not? As I understand it, this Albrect visited the McGregors, the other family who was possessed as well. The McGregors run an inn here in town, as a matter of fact. The Lamb, it is called.

Johann Jansen – Barkeep; 32 years old; Dutch Protestant

1 Success: Ah-ha! Welcome my good friends. May I interest you in some ale? Or perhaps warm cider in this Spring chill? So, you seek knowledge of strange things about town, eh? Hmph. Well, I tell you my friend, there's been two cases of demonic possession in town. But I wouldn't be the one to tell you about that. What I *can* tell you is who took away the demonic possession. The fellow who goes by the

name of Mr. Buer. He's a stranger in these parts. Oh, well. Glad that he took care of the problem.

2 Successes: As I understand it, Mr. Buer visited the two possessed town people and removed their affliction. A strange man, Mr. Buer. Has a thick beard like a lion's mane, and strange, green eyes. He walks with a bit of a hobble, and wears a long coat that drapes to the ground. You can't miss him.

3 Successes: Mr. Buer came in here, he did. And I...I'm loathe to speak of it, but the man unsettled me, my friend. When he arrived, the door blew open from a strange gust of wind. And then all of the rats in the place began to flee out of the front door! I was sure that this was a sign, but is he not the man who took away the possessions in town? Honestly, I don't know what to think.

What if the cadre doesn't want to go to the Stat Huys? It is quite possible that the Witch Hunter cadre will not want to go to the Stat Huys. Or, the game master might wish to avoid making it seem like the PCs are being led by the nose.

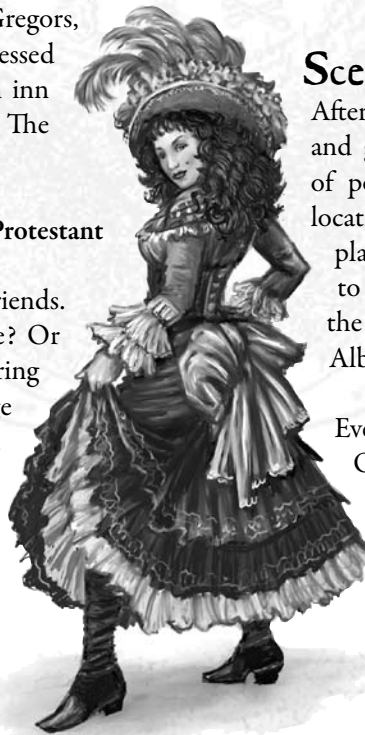
In this case, the game master can easily have any of the NPCs listed above be out and about in town. As the PCs make their way through town, investigating and interviewing people, they can run into the NPCs above.

Scene Three: On the Beat

After talking with the people of the Stat Huys and gathering clues, the cadre will have a lot of possibilities. They might visit one of the locations where demonic possession has taken place. Likewise, the PCs might visit the docks to find out more about *The White Lady* and the mysterious German merchant, Bruno Albrect.

Eventually, the cadre will want to interview Oliver Grimes, who is the Director-General of the West India Company in New Amsterdam.

Throughout their time investigating in the city of New Amsterdam, however, the PCs should beginning to see strange things going on around them. These



strange things are due to the presence of Buer, the daemon who appears at the end of this scene. Buer is a daemon who is opposing Azazel because he doesn't want to be drawn into him and made part of Legion. In terms of story, these strange and creepy effects also help to raise the tension level of the game and remind the players that things are getting progressively worse.

Setting

The setting will vary upon where the cadre goes in the town. However, the GM should be aware of the time that passes as the Witch Hunters continue their investigations. As the sun sets, the town will begin to shut down. As the town shuts down, the Rattle Watch will begin to emerge and begin their nightly patrols. If the PCs meet up with Rattle Watch this could lead to some interesting encounters. More information on the leadership of the Rattle Watch is in the Fort Amsterdam section of this adventure and the Witch Hunter Core Rulebook.

As stated before, every once in a while, when the action comes to a lull, the one or two of the PCs should experience something odd or creepy. These are the effects of the presence of Buer, a daemon who is watching the Witch Hunters closely. Some of these effects might include:

Quick Vision: Have the PCs all roll Faith (Intuition). The PC or PCs who achieve the most successes will briefly see, something standing in the air. It appears to be a disembodied head surrounded by five goat's legs that spiral out from its neck. The head appears to be whispering something inaudible, and then the image disappears.

Phantom Footsteps: Have the PCs all roll Faith (Intuition). The PC or PCs who achieve the most successes will hear something like the sound of goat's hooves behind them. However, nothing will be there if the sound is investigated.

Faces Appear: A random PC will see cherub-like faces appear in a window or in a pool of water. The infant-like faces will have vacant smiles upon them as they gaze out at the Witch Hunter momentarily. Then, they vanish.

Strange Humming: A random PC will hear someone nearby humming a grating, discordant tune. The humming will start up and then stop. It happens just every so often, and whenever the PC calls attention to it or asks if anyone else can hear it, it immediately ceases.

Encroaching Feeling: Have the PCs all roll Faith (Courage). The PC or PCs with the lowest roll will get a sensation of

being watched. The sensation grows and grows, until the PCs begin to have feelings of being touched. They might be tapped on their shoulder, or their hair might be stroked.

The Grand Master should feel free to make up their own effects if need be. Don't feel pressured to use all of these effects. They are mainly meant for atmosphere and tension.

Action

As the cadre continues their investigation, they will no doubt want to investigate some of the key locations in the city. If they talked to the NPCs in the Stats Huys, then they should know of the places listed below. If the players are still a bit lost, you might want to have some of the NPCs who are in these locations actually *approach* the Witch Hunter cadre. After all, these people want help with their problems. Hearing about someone doing an investigation might cause them to seek out the cadre.

The Lamb: *The Lamb* is a small inn run by the McGregor family of Scotland. If the cadre talks to the McGregors, they will find out that the demonic possession has been cured, by a mysterious stranger that appeared at their doorstep. The stranger only identified himself as a Mr. Buer.

Mrs. McGregor, who is still recovering from her affliction, lies in her bed in the family's private quarters in the inn. There, she continually reads from the Bible, and prays, trying to settle her disturbed soul.

The room in which Mrs. McGregor sits has clearly seen the presence of diabolic activity. The temperature is colder here, almost 10 degrees cooler than outside. The fire in the fireplace gives off wan light and heat. Shadows here seem to be more distinct, and any candle lit in the room flickers blue the moment it is lit. These things are subtle, but not outright supernatural, which is why Mrs. McGregor is still staying in the room.

If interviewed, just about any of the family will have similar things to say:

- O' course we're happy to have Mrs. McGregor's possession done with. But this whole process. It's unsettled me.
- It started with that German merchant. Bruno Albrect was his name. He came with a large entourage.
- Albrect had a large entourage of people with him, some wearing strange hoods to hide their features, some not. Albrect stayed in a private room while his entourage took up almost the whole common room.

- And they carried a strange chest with them. The chest was painted red with brass trimmings. They guarded it as if it were a sick child, I'll tell you.
- Albrect himself was a large man. Towering. He had reddish skin and an unnerving, resounding laugh. Liked his wine, too. Drank almost a cask of it while he was here.
- After that German fellow left, Mrs. McGregor wouldn't wake up.
- Then, her eyes snapped open, showing their whites. She began to speak in strange voices.
- Oh, there we other things as well. Knocking on doors. Candles melting into strange shapes like faces and the like.
- Then, Mr. Buer arrived. He was a very odd man with a huge, golden beard, and wild hair.
- And you know...Mr. Buer made no footsteps when he walks. Always silent those feet were.
- In order to remove the possession, we stared in horror while Mr. Buer unhinged his jaw and sucked in "strange vapor" from Mrs. McGregor's nostrils. So terrible a sight, we have never seen.
- Last I heard, Albrect was moving his business somewhere. I overheard a few of his man talking about shipments from overseas to a small village nearby. They didn't say which, though. You might find more information at the Fort. After all, they know everything about any kind of shipment in this town.

This may be the first time that the cadre hears the name "Buer". If it is, then the PCs may make an Occult (Education) check, Difficulty 5. Those that make 3 successes will note that the same sounds familiar in Occult circles. Those that make 4 successes will note that the name sounds like the name of a spirit or entity. Those that make 5 successes will understand that "Buer" is indeed that name of a daemon and a *grigori*, or a daemon that watches over man.

Anthony Bennet: This English leatherworker is now recovering from demonic possession. The cadre will find his leatherworking shop quiet and still, because most people now avoid him.

His shop is still feeling the lingering effects of a diabolic presence. The leather in the shop has become infested with insects. Inexplicably, flies and maggots have housed themselves in the leather here. Many pieces of leather seem to be wriggling with tiny larvae and flies.

Bennet is very weak and still recovering from his affliction. He and his ten-year-old son, George, are working tirelessly to try to cut out the ruined leather and fix their wares.

- Greetings. I suppose it is too much to ask that you might be customers?
- Please. Not to come close. I have had an affliction. Yes, I have had...oh bless my soul...I have had my body possessed.
- Yes, yes, my friends. It was terrible. Terrible! It was like having a nightmare from which you could not wake! My mind had a fever within it and my eyes could see the very pits of Hell! Oh!
- I suppose all my troubles begin with Bruno Albrect. He visited me because he was simply buying some boots.
- Albrect ordered massive boots of a size I had never even heard of.
- I was given wooden molds of the merchant's feet. I never saw Albrect's feet, you see. But he was a tall man. I did not question it.
- The last I heard, it sounded like the merchant had purchased a small farm. If this is true, you should ask the West India Company. They would probably know more about it. They are always aware of any land purchases in the area.
- The West India Company? Yes. They run the town. Go seek them at the Fort.
- Yes, I was cured of my possession. It came by a man who is named Buer. This man, he came to me. He looked into my eyes and saw my soul.
- I felt him lift the demon from my body. I saw Buer inhale the soul of the demon through his nostrils. I saw this, yes!
- This...Buer unsettles me. I cannot explain it. Ask me no more!

This may be the first time that the cadre hears the name "Buer". If it is, then the PCs may make an Occult (Education) check, Difficulty 5. Those that make 3 successes will note that the same sounds familiar in Occult circles. Those that make 4 successes will note that the name sounds like the name of a spirit or entity. Those that make 5 successes will understand that "Buer" is indeed that name of a daemon and a *grigori*, or a daemon that watches over man.

The Docks: Should the PCs go back to the docks and talk to dock master George Stand, about the arrival of Bruno Albrect and *The White Lady*, he will have this to say:

- Ah, Bruno Albrect. That German merchant? People thought he was an odd fellow. Very tall, you know.
- What was he here for? Don't know, but he didn't stay long. He stayed at the Lamb for one evening. Then, he went to Fort Amsterdam. It's where the West India Company has their branch headquarters.

- I suppose he had business with them. Him being a merchant and all.
- The White Lady reports that they arrive from London. They set out after a day. I suspect it's Bruno's private vessel. Don't know where they set out to. However, they didn't pick up any supplies here, so they can't have gone far. I'm sure they're nearby.

Fort Amsterdam: It is important that the cadre eventually wind up in Fort Amsterdam. Eventually, all of the investigating should lead the cadre there. However, if the PCs lose the plot of the module, the GM can always have Oliver Grimes summon them to the Fort. After all, a bunch of competent adventurers wandering around town asking about demonic possessions will arouse his interest.

If the players are feeling too pushed in the direction of the Fort, simply have Oliver Grimes summon them to a nearby tavern. Or have him meet them at their inn when they eventually turn in for the evening. If Grimes meets them outside of the fort, he will definitely do so with a very large contingent of guardsmen. At least 30 bodyguards will be with him (Threat Level 3 minions). This may seem like overkill, but Grimes will only enter a situation that he is confident that he can dominate. Grimes likes to throw his weight around.

If the cadre travels to the Fort, the PCs will have a long wait. Then, they will meet Oliver Grimes himself, who is the head of the WIC. Normally, Grimes wouldn't meet people who are asking about a simple German merchant. However, Grimes has instructed his minions to report to him whenever anyone asks about Albrect.

Remember, of course, that Grimes is not simply a greedy merchant who is in charge of the Dutch West India Company. The malevolent spirit of John Stone possesses him. Detecting this possession is extremely difficult, because the spirit of John Stone has lived within the husk of Oliver Grimes for so long. Detecting the presence of a supernatural entity within the body of Grimes requires a Faith (Intuition) roll, Difficulty 5. Those who get 3 successes, notice something odd about Grimes. Those who get 4 successes note that he acts as if someone in disguise or on stage. Those who get all 5 successes will be able to ascertain that Oliver Grimes is indeed possessed.

If the cadre is able to detect the spirit of John Stone within Oliver Grimes somehow, he will simply shrug it off. Without hard evidence, it will be the Witch Hunter's words against his as to who is possessed. And few would take the words of strangers over the word of one of the most powerful men in town. If the Witch Hunters actually attack Oliver Grimes,

they will have to leave town quickly. If Grimes was not able to tell them the underlined information before the attack, have the daemon Buer tell that same information to the PCs later.

Should Oliver Grimes be killed by the PCs, the spirit that possesses him will simply move to another body, in all likelihood Governor Jeremais Schyler will be the one Stone's spirit will possess next. If the spirit is forced to possess another body, it will be very cross and will pursue the PCs until the ends of the earth to achieve its revenge.

The rest of Oliver Grimes's background is described fully in the Fort Amsterdam write-up and in the Appendix.

- Ah. Good day to you. I understand that you've asked about Bruno Albrect. The German fellow who came to visit here?
- Hmhm. I was hoping that you all could tell me something about him. Albrect was a...very interesting person, shall we say.
- Oh, he was tall. Reddish skin. But that is not what interests me. What interests me is the fact that I believe that Mr. Albrect was...well, I will reserve speaking on such manners. I do not wish to defame a man of whom I know so little.
- However...if you are looking for Mr. Albrect, might I suggest going to Long Island? I suspect he went there. After all, he did buy property there. I believe it was somewhere around the small community of Huntington.
- As I understand it, Albrect bought a farmstead. I've no idea what he wanted to do with it. And I daresay that I would have never sold it to him...if I knew then what I know now. But oh, well. What's a man surrounded by a small army to do?
- You realize that Albrect is no mere man, mm? You do? Oh, good. Do you know about some of his...capabilities? Perhaps I might be able to help you in that department.
- But wait. Perhaps *you* know something? Let us have a bit of quid pro quo. You tell me what you know, first. Then, I'll tell you what I know.

Here, Oliver Grimes will start to interview the PCs and what they know about Bruno Albrect. In fact, the cadre knows a lot of information, which was told to them by Alena. Oliver Grimes will want to know everything that Alena of Palestine told them. Furthermore, he will know if the cadre is holding any information back, unless someone in the cadre can make him a roll convincing him otherwise. This would require a Deceive (Personality) roll, Difficulty 5. Oliver Grimes as an Intuition of 4 and should be considered to be unfriendly, as he

is suspicious of the Witch Hunters. This makes all Interaction rolls with him Difficulty 5.

If Grimes is satisfied with the party's information, he will tell them a bit more. Remember he is only satisfied if the party tells him everything that Alena told them, or if they succeeded on one of their rolls.

- Very well, I suspected that Mr. Albrect was a demon of some kind. And believe me, I can tell these things.
- Well, any flame brought near him flickered blue. He seemed to sap the heat from the air. And the very shadows lengthened at his approach.
- If I'm right about Albrect, he's what some call one of The Watchers. An interesting history behind them. The Watchers were angels, who turned away from God when man was first created. They were jealous of God's love of man, thinking that the angels should be the object of God's affection.
- Throughout history The Watchers have tampered with mankind. They even laid down with our women, giving birth to the Nephilim.
- Throughout history the *thing* that calls himself Albrect has gone by many names. But I know the signs. I know the stench that follows these creatures. The creature that calls itself Albrect has gone by many other names. Bacchus and Dionysus are two that I know of.
- In ancient times, people worshipped the very being that you now chase. In his past, he has been a god! Do you think yourselves ready to face such a being?
- Well, if you're going to go up against...such an entity, you'll need to find out Bacchus's weaknesses. Yes, according to the accounts from...history, Bacchus could not be killed by a simple show of arms. As I said before, he is not a simple being. Before confronting him, I would find out what his weakness is.

At this point, Oliver Grimes will be trying to figure out if the cadre are Witch Hunters or not. He definitely is aware of the existence of Witch Hunters. If the party confirms his suspicions, he opens up again. If the party wishes to lie to him, one of the cadre will need to make a Deceive (Personality) roll, Difficulty 5.

Intimidating Grimes is a difficult task at best. He is in his fort during this interview, and he has a few hundred guards at his beck and call. Still, it is possible. Intimidating Grimes requires an Intimidation (Personality) roll, Difficulty 6.

Should the cadre give up the information that they are indeed Witch Hunters, or if they make their rolls, Oliver Grimes will give his last pieces of information.

- Ah, now *this* is quid pro quo. From what...legends...I have heard, Bacchus was a demon god of orgies and debauchery. Wine is his sacrament, but only wine in excess.
- Such a daemon will be seeking out a place to set down his roots. He will need a place where the border between this world and the next is weak. New Amsterdam is not such a place.
- However, there are some burial grounds and massacre sites nearby here that would serve his purposes. If I were you, I would look for places of great death. And those places are in abundance here. There are villages that died from sickness. Sites where savages have killed colonists and vice versa.
- One thing might help you...his weakness. Bacchus was once a god of the vine, of grapes, of wine. He gained power from fermenting those things. From the rot and corruption of them. So using weapons made from plants...from *wood* might be effective against him.
- All agents of the Adversary have some form of weakness or price. It's just a matter of finding out what it is.

Oliver Grimes will eventually end his conversation with the PCs bidding them good hunting. He will not send any help with the cadre, seeing the whole affair as someone else's problem.

For Grimes, a threat to New Amsterdam would be worth dealing with, but this is something that does not concern him. After all, this mysterious Mr. Albrect might be a potential ally. Besides the two incidental demonic possessions, he did not threaten New Amsterdam. Finally, if the Witch Hunters take care of the problem for Grimes, then he can sit back and allow the problem to resolve itself without wasting valuable men or resources.



Scene Four: The Demon Buer

After talking to Oliver Grimes, the cadre should know that the quarry is actually on Long Island, where he has bought property. The Witch Hunters will probably want to go there next, of course.

However, before the PCs travel a short distance to Colonial Long Island, they will meet the mysterious Mr. Buer, the being that apparently removed the demonic possession from Mrs. McGregor and Mr. Bennet in the city of New Amsterdam.

Setting

This scene does not need to take place after the cadre meets and speaks with Oliver Grimes. It might take place at any time during scene three, while the Witch Hunters are investigating and interviewing witnesses about the city.

However, wherever the GM decides to stage this scene, it should take place in a relatively isolated area, where there are no pedestrians around. This might take place on the street, which suddenly and mysteriously empties of people or in a lonely tavern where the bartender and patrons are strangely not present.

As the scene starts, the air grows still. A sudden crispness sets into the atmosphere as all of the warmth and humidity suddenly disappears. As the cadre looks around, they will see that no people are present. Perhaps they were in a crowded tavern, but when they look up, everyone is gone. Or perhaps they were on the street, and as they turn a corner, the road is empty. Only then, when time seemingly stands still with Buer make his presence known.

Action

The sudden and bizarre emptying of people from the general vicinity is an effect created by Buer himself. Through his enormous mental abilities, Buer has simply mentally commanded all of the pedestrians around the PCs to leave the area. The chill in the air is caused by him, because his very presence disturbs nature around him.

As the PCs monitor their surroundings, they will see Mr. Buer come into view, either strolling through a door or appearing from behind a corner. Just as some of the witnesses have mentioned, Buer doesn't make any footsteps as he walks. He is completely silent as he strides.

Those who examine Buer carefully will notice that he is actually walking about half an inch off of the ground. That's why he makes no sound as he steps.

Buer is covered in more detail in the Appendix.



Remember that Buer is a demon that has traveled for an eternity between dimensions and worlds. His strange journeys have left his mind quite fractured. However, he is able to make himself coherent for a period of time. For the purposes of this conversation, Buer will appear to be relatively conversational, even urbane. However, beneath this veneer there is a definite undertone of madness. Buer will not want to spend much time in the material world in any case, because he is afraid of being discovered by Azazel. Thus, he will keep his visit with the cadre as short as possible.

As the conversation goes on with the cadre, reality twists and bends in the presences of such an ancient being. Below are *some* examples of things that might happen during the conversation. The GM doesn't have to go through all of these events, or any of them if he or she deems them unnecessary.

- 1) Buer's head will slowly tilt until it is completely sideways upon his shoulder. Then, it will rotate around like a screw as he speaks.
- 2) Strange insects like locusts will suddenly appear in the air and then vanish, as if they were never there.
- 3) Whispering sounds will be to sound all around the cadre, but then die off.
- 4) Fire and flame nearby will twist into odd shapes.
- 5) The air will grow hot and cold in air.

- 6) Those speaking to Buer will see small, cherub-like faces appear upon the back of his hands or growing from his neck, as if they are trying to escape. All the while, each infant face has a vacant smile upon it.
- 7) An object nearby might suddenly move. For example, a window shutter might close, or a cup might roll off of a table.
- 8) This would also be an appropriate time to reprise some of the earlier effects felt by the PCs as they were investigating the town. In this case, the same visions, sounds, and sensations appear again as Buer is talking, except these sensations are experienced more intensely and by everyone.

During his conversation, Buer will have much to say about the cadre's opponent. This is a very important scene in the adventure, because it is when the Witch Hunters find out about the true nature of who and what they are fighting.

- So. You've come. We meet. At the meeting place of worlds.
- Such a strange land this is. Two worlds, separated by millions of years. Suddenly thrown together. Wonder if there will be any conflict?
- We should ponder this later. We do not have much time. The longer I linger, the more chance there is that *he* might find me.
- You know. *Him*. Bacchus. Dionysus. Azazel. Legion. How's that for a name. Do you know that one?
- Azazel is gathering a large group of spirits, daemons and devils unto him. He has been doing this for a long time. Relatively speaking. It would be a long time for you. It's just yesterday for he and I.
- As he travels the world he's eating them. He's eating all of the possessed. Ah, Bacchus. Ever the God of the Feast, eh? He never could turn down a good party.
- Once he has devoured so many, he shall gather all of those spirits into himself. This will make him Legion once again.
- You see, when Azazel gathered up two thousand diabolical spirits the first time, he was called Legion. Yes, Legion from the Bible. Legion who met Christ on the shores of Gerasenes.
- When he met the Christ on the shores of Gerasenes that day, he and all parts of him were banished from the world. He might have become one of the most powerful spirits to ever have walked the earth. But Christ renounced him.
- They were spread all over the world, those spirits and devils. Now, they are congregating, and they are trying...to go home. To Azazel. To Legion. They are one and the same.

- When Azazel has gathered the army of two thousand, he will become a being of unimaginable power.
- You must stop him. He does have his weaknesses. For one, Azazel keeps his essence somewhere. He cannot be destroyed unless his essence is destroyed. He keeps it inside a receptacle. He would keep it near him.
- I tell you this...because he wants to eat me as well. To make me part of his infernal army.
- Once his is assembled again, Legion will have the combined power of thousands of devils.
- But that is only part of the reason you are here. There is yet a larger part of destiny that you are meant to fulfill.
- Yes, that's the part where I get to be cryptic. Us daemons are like that.

At the end of his conversation, Buer looks at the cadre with a very strange smile and vanishes, with a wave. His time is up. His other selves have called him back to the Invisible World.

It is quite possible that the Witch Hunter cadre will attack Buer on sight or at the very least when weird things start happening. That's okay. A single attack causes his body to shred itself apart as he is called back to the Invisible World. As Buer is flung back out of the material world, he will scream out the information that has been underlined. That should keep the cadre on track.

Long Island: 1689

At a Glance

Today, Long Island is an area that most associate with affluence and suburbs. Of course, the Long Island of 1689 is far from the populous community that it is today.

The Long Island of 1689 is a populated by small villages and farming communities. Long Island and the surrounding areas of the New Netherlands have already seen two large-scale wars at this time, which have decimated the Native population. It has already seen a full-scale witch trial. And in Witch Hunter's version of Long Island, another conflict is simply waiting to explode.

Historically, Long Island was given over to Great Britain in the same deal that handed New Amsterdam to England. However, in the World of Witch Hunter, Long Island remains half Dutch, and half English. The Dutch control the Western half of the island, while the English reside on the Eastern half.

Farming and livestock are the big sources of income for people here. Fishing, too, is important. Fishermen can reap clams, oysters, fish, and crabs from the ocean. Much of the food stock goes to supply New Amsterdam.

Life inside the small communities on Long Island is tough. Because most people survive on the basics, few people on Long Island use money. Mostly, people rely on the barter system to exchange goods and services.

In addition to all of these hardships, there is the constant threat of disease. There is also the threat of starvation, because most of the small communities here live on what they themselves can grow or catch. Finally, there is the danger of attack from the Native Americans, English or Dutch. Add to all of this the fact the Grave New World is a hive of supernatural activity. For whatever reason, numerous entities of all sorts seem to be coming from the woods of the Americas, seeking to go ever eastwards for some reason.

Recent History

At this point, Long Island's history is one that is filled with contention, strife, and bloodshed.

The first settlement of Long Island grew out of a natural extension of New Amsterdam. When the Dutch first settled New Amsterdam, they needed a place to grow crops as well as trade goods such as tobacco. Long Island was conducive to both.

However, this initially peaceful arrangement was brought into strife when the English began to push into Dutch territory. Eventually, the New Netherlands area became a place where Dutch, English, and Native Americans were constantly running into each other. Inevitably, conflicts arose.

The Pequot War and Kieft's War

Ironically it would be John Stone – an English smuggler, slaver, and pirate – who would spark the first war in the New Netherlands. In 1634, Stone sailed up the Connecticut River to capture Pequot women and children as slaves. In retaliation, the Pequot, a powerful Native American tribe in the area, snuck aboard and murdered Stone and his entire crew. Just as Stone's own throat was about to be slit, legend has it that he uttered a curse upon his attackers, claiming that he would have revenge against their entire people.

In retaliation for the murder of John Stone, the colonists of the area formed an army led by Captain John Underhill and made war on the local Native populace. At first the Europeans were shocked at the viciousness of the Native Americans

warriors. They had never seen an opponent that would scalp their victims or skin them alive. Underhill, however, was unperturbed at the Native violence and marched to Mystic, Connecticut where 1,000 Native men, women, and children were put to the sword or burned to death.

Yet Underhill did not stop there. He went on to Massapequa, Long Island, where he slaughtered another couple hundred Native Americans. After this latest slaughter, it is well recorded that Underhill threw the bodies up on a hill, and sat down to have breakfast nearby. To this day, the ground bears a reddish tint, said to be the stain of blood from all of the bodies that will never wash away. When it was all said and done, the English had nearly wiped every single Pequot from face of the New World.

It seemed that Stone's curse had taken hold.

The English were the not only ones who engaged in warfare with the Native Americans. In 1643, Willem Kieft, the then director-general New Amsterdam engaged in open war with the local natives.

To repay some local Natives for a single murder, Kieft's men journeyed northwards and slaughtered a large encampment of Native Americans. The attack was so savage, so brutal that even many of the Dutch accompanying Kieft were horrified. One account stated: "...young children were cut in pieces before the eyes of their parents, and the pieces were thrown into the fire or into the water; other babes were bound on planks and then cut through, stabbed and miserably massacred, so that it would break a heart of stone...."

The brutal attack roused a heated response. Many of the local Indians banded together, forming an army of 1,500 warriors. This massive force then attacked numerous communities around the area of New Amsterdam and Long Island, killing Dutch and English alike. These attacks went on for two years before the Dutch were able to sign a peace treaty with eleven of the attacking tribes.

The East Hampton Witch Hunt

Historically, the East Hampton Witch Hunt culminated in the trial of Goody Garlic in 1650, where she was acquitted. However, in the World of Witch Hunter, the East Hampton Witch Hunt went on for a whole year, accusing a wide variety of women of witchcraft, all of whom were found guilty, and put to death.

The witch hunt began in the town of East Hampton, with the tragic death of Elizabeth Howell, the daughter of a prominent

member of the Long Island community. Elizabeth's died from a strange disease that weakened her spirit and body. Just before she passed away, Elizabeth cried out, and claimed to see a dark shape at the foot of her bed.

This vision struck the community with fear, but that fear began to get out of control when numerous other people began to pick up the same baffling illness. Each time, the victims of the disease saw some kind of black shape at the foot of their bed, sucking their souls away.

The European denizens of Long Island began to panic. Accusations of witchcraft began to fly, and soon numerous people were tortured to get them to confess to witchcraft. Often, these people were acquitted, but no less than two dozen people were hanged for being witches. The trials ended when Goody Garlic, a wise-woman who lived in East Hampton was tried and found innocent for her implacable Christian nature.

The most disconcerting thing about the East Hampton Witch Hunt is that the cause of the strange disease was never found. Nor did anyone ever find an explanation for the black shape that appeared at the foot of people's bed.

The Current Situation

In the World of Witch Hunter, the Native Americans have backed away from the scene, and are gathering their numbers once again. However, this has opened the door for a new round of English and Dutch rivalry.

Politically, the English and Dutch are supposed to be allies since a Dutch King sits upon the throne of England beside the English Queen. However, the two communities here have grown up in competition, and many prejudices die hard. Unlike the cosmopolitan world of New Amsterdam, Long Island is a place where people are somewhat intolerant of others. This intolerance has ignited a few skirmishes along the Long Island center border. To further complicate matters, rumors have it that the twelve local tribes in the area are gathering their strength once again to start another war, probably aimed at attacking whoever wins the battle between the English and the Dutch.

Most recently, at Huntington, there have been a number of Dutch and English conflicts. While only five people have been killed in this most recent round of conflicts, the situation may eventually inflate into full-scale war. The current Governor of New Amsterdam, Jeremais Schyler, is considering a plan that would send a large number of militia into Long Island to quell the rising violence there.

Invisible Long Island

On this single stretch of land, a wide variety of supernatural and occult events occur on a regular basis.

One of the most haunted areas in the entire island is Massapequa, the site of one of the bloodiest massacres in the Grave New World. Atop a hill in that town, the soil has a distinctly reddish tint – the supposed stains of blood from the last Pequot to ever walk the earth. This site, aptly called Massacre Hill, is often a gathering place for the spirits of dead Pequot, thirsty for revenge against any white man or woman on their land. A number of witnesses have claimed that the warriors that gather here often engage in mad, wild dances before descending upon the surrounding countryside, looking for hapless victims. The Red War Party as this group of spirits is called is well known throughout the Grave New World in tales and stories.

The Red War Party is not the only band of spirits that roams the land. The spirits of the massacred children that were killed in Kieft's War still trod the soil of Long Island as well. The Children's Parade, as it is morbidly named, appears anywhere from New Amsterdam to Long Island, to as far away as Connecticut. These ghostly children appear at people's windows, in their fireplaces, or under their beds. Sometimes they appear to play pranks on the hapless, but other times they come to take living children with them to their secret place in the Invisible World.

While these supernatural threats are out and in the open for all to see, there are a number of threats that have hidden themselves upon the island as well.

The demon Buer has long dwelt in Long Island and Manhattan Island, meddling with the populations there. It is Buer who appeared to the people of East Hampton in 1650, and who started the yearlong witch hunt that ensued. Only the efforts of Goody Garlic, a devout Witch Hunter drove Buer from his deadly playtime with the people of that eastern Long Island village.

Yet another secret hidden in this ancient land is the sacred cave on the far eastern portion of the island. An Indian burial cave, dating back to 700 B.C. resides, as serves as a meeting place for twelve local Native American tribes. There, hidden by the cave's magic, the Natives plot to gather another army, hoping to attack all of New Amsterdam in a series of guerilla-style raids. According to their plan, the tribes plan to use malevolent spirits and undead warriors to aid them in the upcoming battle. Sadly, the tribal elders who are involved in this mustering fail to see their slow corruption and damnation in their thirst for vengeance. A powerful animus

spirit in the burial cave that goes by name of Marrow Sucker has twisted the minds of a number of key tribal members, and is manipulating them to war.

One of the great secrets of Long Island is that of the notorious slaver, John Stone. When the Native raiders climbed aboard his ship and slew him, he cast a powerful spell upon the moment of his death. Now, Stone has the ability to possess the bodies of others. After his death, he possessed the body of John Underhill, and went out to slaughter the entire Pequot tribe, as well as to aid in Kieft's War. Currently, Stone's possessing spirit resides in the body of Oliver Grimes, who is the current director-general of New Amsterdam. Posing as Grimes, Stone enjoys a vast amount of power, and hopes to gain more of it through the uncovering of mystical relics in the Grave New World.

Interesting Places

Massacre Hill – Massacre Hill is the very site where John Underhill killed the last surviving members of the Pequot tribe. Those few daring enough to gather up some of the reddish soil from this place have said that it carries with it potent magical properties. Those who rub their eyes with the soil from this hill receive visions of death and murder. If this is done near the site of a murder, the visions may or may not give clues about the circumstances of the murder. In game terms, those who rub the soil on their eyes near a murder site will receive a vision from the game master, who can use this opportunity to either give the PCs a clue, or simply scare the hell out of them. If the red soil is rubbed onto the eyes of a dead body, it is said to make the body animate for a short period of time. In this case, it becomes a *revenant*, from the Witch Hunter Core Rule Book. However, the *revenant* is not under the control of the one who animated it. Doing so causes the animator to gain 2 Damnation points.

It should be noted that few people who attempt to gather soil from Massacre Hill have ever made it back down the hill. Most, say the legends, die screaming at something that assails them from all sides.

The Bone Cave – The Bone Cave is a hidden Indian burial ground that dates back to 700 B.C. It is located in a sea cave that can only be accessed at low tide. The Bone Cave is extremely winding and perplexing. Many who have been inside of the Bone Cave say that it dips beneath the water level, but is mostly empty of water...which should be completely impossible.

The cave is watched over by Marrow Sucker, a mighty spirit summoned 1200 years ago by a long-forgotten tribe. Marrow Sucker was eventually rediscovered by a local tribe called the

Shinnecock. He lured in some of their leaders and began to slowly twist their minds with his own insanity. Eventually, he was able to lure down the leaders of eleven different tribes and whisper his madness to them.

A number of cultists live within the Bone Cave. This small cult is composed entirely of Native Americans who were tossed out of their own tribes. These once-humans have now become corrupted by the spirit's presence, turning into twisted versions of themselves. Most who enter the Bone Cave assume that these poor creatures are monsters, not humans.

Important Areas

Huntington – Historically, this small settlement will eventually grow into the village known as Amityville. The tiny community has been established on the site of a horrific Indian massacre. This massacre, unlike most of the mass killings in the area took place in secret. A few dozen Indians of the nearby Shinnecock tribe were summarily executed without anyone knowing about the incident in order to cover up the rape of a local Shinnecock woman.

This terrible crime has been the cause of many supernatural occurrences in the settlement. Many homes report being haunted. Those that stay in the town long begin to get strange urges to kill or abuse others. Those who suffer the compulsions long enough eventually go mad and try to reenact the massacre. So far, the people of the settlement have managed to keep this dirty little secret quiet by quickly identifying those who are afflicted with the "killing madness" and either dispatching them or sending them away.

To add to the settlement's troubles, recent unrest between the town's Dutch and English inhabitants has caused fights to break out within the village. The supernatural compulsion to rage only fuels the seething hate that permeates the town. Currently, Dutch vs. English violence is threatening to erupt into open war.

East Hampton – This small seaside town is known to be a quite place, which stays away from the strife of other communities in the Long Island area.

Most of East Hampton's quietness is due to Lion Gardinier. Lion was a local inhabitant who was instrumental in establishing a workable peace between the settlers and the Native Americans of the area by rescuing the daughter of a local chief. Legend has it that he defeated some sort of creature on the edge of town and dragged the Indian chief's daughter to safety.

Soon after Lion's victory, the quiet of the little town was shattered by the invasion of some demonic force, which resulted in the East Hampton Witch Trials.

Today, most seek East Hampton as a place to get away from the strife and troubles that plague most of Long Island. However, some say that East Hampton is too quiet. These folk say that the town's witch trials gave birth to a number of small cults and witch covens, which practice their rites when the sun goes down over the tiny roofs of the town.

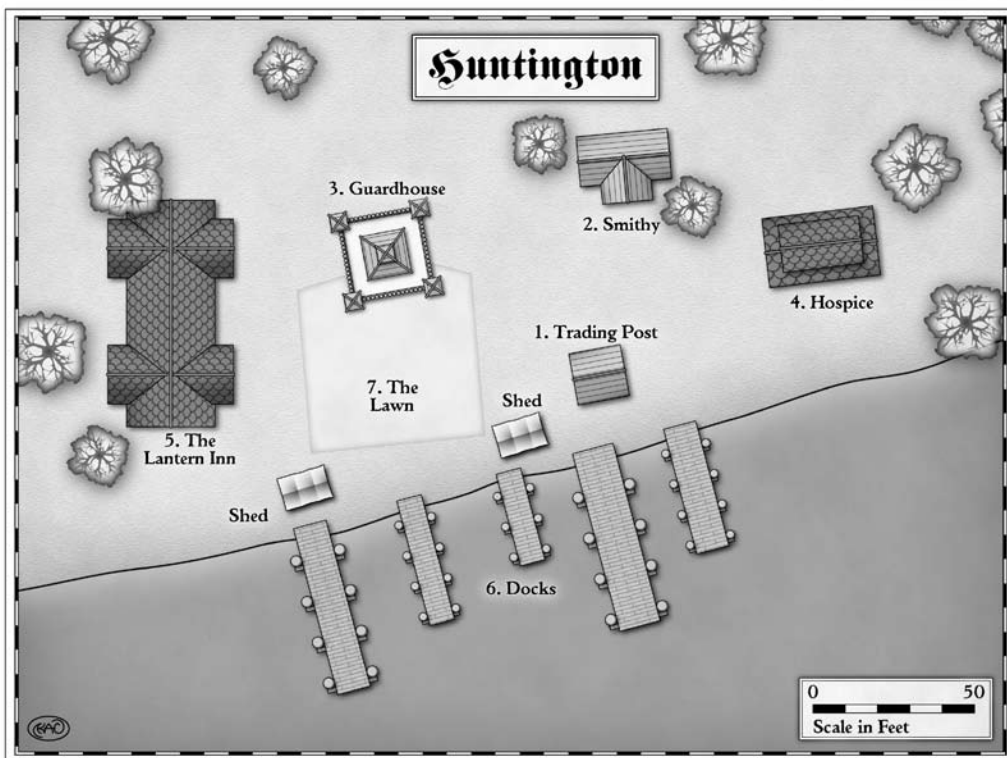
Massapequa – This town is built on the site of one of the most hideous Indian massacres in the New Netherlands. It is believed that because of this mass murder, the soil of the nearby Massacre Hill has supernatural qualities to it. This has made Massapequa a gathering place for soothsayers, folk healers, and alchemists. Most clergy members steer clear of this cesspool of charlatans and fortune-tellers.

At this time, in the World of Witch Hunter, Massapequa is a shantytown of ramshackle buildings and muddy tents. Only outcasts of society, those who left their communities before they were accused of witchcraft, dwell here. The community receives many visitors, many the sick and the desperate, hoping for some kind of cure for their ills.

One of the more interesting structures in town is the Cabinet of Curiosities, a chain of carriages that house various oddities and strange phenomena found around the Grave New World. People from all over Long Island come to visit the Cabinet from time to time. The carriage train is run by Mistress Amila De Graaf, a show woman who makes her living by collecting and displaying the strange.

Interesting People

Captain Kidd – Historically, Captain William Kidd would not appear in the New Amsterdam until 1691 and would not embark on his famous career as a privateer until 1695. However, in the World of Witch Hunter, Captain Kidd has just embarked on his career as a privateer (a legalized pirate, essentially) a few years early.



At this point in his career, Captain Kidd has an honorable reputation amongst the English for hunting pirates and looting French ships. His ship, the Adventure Galley, is a massive 34 cannon ship, which provokes awe and hero-worship whenever it appears at port.

Kidd travels around the world on the hunt for pirates and French prize ships. On his adventures, he has encountered his fair share of the strange and unexplained. He is loathe to talk about it, but is already beginning to bury treasure from the prize money he gathers. Word has it that Kidd has had a premonition that he will come to a bad end, and buries treasure in various places so that he might leave it to future generations or trusted companions.

The Long Coven – Once called "The Long Island Coven", this group of seven women have lived in the shaded woods of Long Island since it was settled in the early 1600's. Today, many call them the Long Coven because of the Witches' longevity. Though all of them should have aged by half a century by now, not a one of them look a day older than when they landed upon the shore in the 1630's. As the tale goes, these seven women came aboard a chartered vessel which supposedly sank once they arrived, though legends have it that the seven women ate all aboard, and had their chained spirits pilot the ship the rest of the way.

While the Long Coven has lived on Long Island, it has been completely untouchable by the local populace and authorities. Those who have sought to oppose the Long Coven have always met with failure, defeat, or hideous death. When John Underhill, the famous Indian killer, went after the Coven, he and the rest of his party were found the next day running and screaming from the woods. They were missing all of their clothes and skin. Underhill and his party all died within half an hour later.

The Long Coven is now seen as an institution on Long Island. Most people simply acknowledge their existence and try to stay out of their way. In exchange, the Long Coven mostly keeps to themselves. From time to time, however, the Long

Coven will extract a toll from the people of the island. For example, the Long Coven once walked into a nearby village and requested that all children under the age of one year be given to them. When a large group of armed men tried to oppose them, witnesses said that the men were instantly consumed alive by a horde of unseen creatures.

To this day, no one knows why the Long Coven exacts their strange tolls. Some say that the Coven has gathered up numerous children to have them as slaves. These slaves, says the folklore, toil day and night to uncover a great artifact within the earth. That artifact, say the knowledgeable, is Pandora's Box.

Area 1 – The Huntington Trading Post: The hub of this untamed territory is the trading post, located by the southern shore of Huntington. The trading post is a small building surrounded by a palisade wall. There, farmers, hunters, and fishermen all gather to discuss all manner of topics. Just outside of the trading post is the Lawn, a cleared area of soft grass where community gatherings take place. Often in the form of large picnics at long tables.

Area 2 – The Smithy: The smithy is run by an old hunter by the name of Joseph Hosiah, a large and bearded man who supposedly killed a bear with his bare hands. Joseph walks with a distinct limp nowadays, a disability that has permanently retired him from hunting. Still, he is respected in Huntington as a man who has seen many things out in the wilderness and known to be a capable fighter.

Area 3 – Guardhouse: This small shack with a palisade and watchtower is what passes for a guardhouse in this area. A small contingent (about 3 to 4) of New Amsterdam militia is stationed here on a rotating basis. These overworked guardsmen are constantly busy, trying to quell the unrest between the Dutch and the English. If they aren't trying to stop the infighting, they are trying to subdue or capture someone in the community who has caught "the killing madness" (see *Invisible Long Island* for more details).

The men are led by Femke Vandenhoff, a weary and rugged beauty who courageously tries her damndest to keep the fragile peace. She tirelessly petitions the Director-General of New Amsterdam for more guards to help, but has yet to get a response.

Area 4 – The Hospice: This place was once a residence – the home of the large and extended Delmont Family. However, when the "killing madness" overtook two of their number, the result was a massacre of the entire family. The affair was

covered up by the locals, who claim that the Delmonts have moved back to the Old World. However, the house is now used as a hospice to house those who have contracted any kind of madness. At least 13 people now call this place their home. They are looked after Goody Marlene, an elderly woman who is patient as she is stern with those that she cares for.

Area 5 – The Lantern Inn: The Lantern is a decent-sized inn that serves to house traders who arrive at the trading post, sailors who come ashore to Long Island in Huntington, or merchants who wish to buy hay or fish from the locals. Because it does such good business, it is far and away the nicest building in town. Most that stay at the lantern stay in the inn's large common room, sleeping on the benches around the wall or on the straw floor. Only those of exceeding wealth can afford the few rooms that are available. The Lantern Inn is run by Gerard Schaffer, a jolly Dutchman who honestly has no stake in the current conflict between the English and the Dutch.

Area 6 – The Docks: This area is where most of the fishing boats leave from shore, or where small shipping schooners pick up crops and other supplies to bring back to the rest of the New Netherlands. Many of the fights between the English and the Dutch have broken out here.

Area 7 – The Lawn: The Lawn is a large, wide area of grass just outside of the trading post. It is where the community of Huntington holds most of their communal gatherings. They have large picnics here, hold prayer meetings, and often congregate for games such as racing or wrestling.

The tensions in this area have run high with the Dutch vs. English hatred. A number of fights and duels have broken out, mainly due to farmers claiming that someone has encroached upon their land.

Act Four: Legion

Act Four: Legion

This is the final act of the adventure. Here, the Witch Hunter cadre will finally confront the threat of Legion, who is led by the devil Azazel. Presumably, the cadre will go to Amityville, as directed by Oliver Grimes. Once there, they will see that the village of Amityville is in no condition to take on Legion, because they are too busy fighting themselves. The cadre will have to forge their own path to Legion's doorstep.

The Witch Hunters will probably also find out where Azazel has been keeping his essence and find out a slight twist in the storyline.

Scene One: A Brewing War

If the cadre follows the Oliver Grimes's information, they will track Azazel's path to Huntington. Essentially, Grimes is the only NPC in New Amsterdam who knows where the merchant Bruno Albrect went to after he arrived in that city.

Remember that if the cadre attacked Oliver Grimes and he wasn't able to convey this information, they can always get it from the daemon Buer, who will spit out the information whether the Witch Hunters attack him or not.

Huntington can be reached by first getting onto a boat to Long Island. There are small ferries that go to and from Long Island all of the time, since most of the food in New Amsterdam is grown or caught on Long Island. From there, the cadre must travel south and east through the island to Amityville. There are no roads leading to the small village. Long Island is not yet that developed.

Setting: The area known as Huntington West Neck South is a tract of land on the southern shore of Long Island. Historically, the place that will one day be called Amityville is largely unsettled at this time, home to a small farming and fishing community.

However, in the World of Witch Hunter, the small hamlet of Huntington is already a small, bustling community. The local populace grows and sells salt hay. Salt hay is grown in the area main to feed livestock in other area of the New Netherlands.

Within Huntington, there are no roads. Farms exist on their own as self-supported entities, with no paths connecting them. Wild trees and brush grow up around the small huts and houses of this community, giving it a wild, untamed feeling to it.

Action

Before any action begins, the PCs receive another vision:

You find yourself trapped in the wooden box again. This time, you feel yourself struggling. The sensation of something growing inside your chest is painful, now. It feels as if worms were wriggling inside of your heart, struggling to break free. Your nails have broken off as you have clawed on the inside of the wooden box. Splinters of wood sharply dig into the quick of your nails. You struggle again. You know that you will be saved. Your saviors are coming...

When the cadre finally arrives at Huntington, the scene is already in action. A large number of Dutch and English both have gathered outside of the trading post. They are in hot debate with one another and some of them can be seen wielding club, pitchforks, and even muskets.

It is possible that the cadre will try to stop by one of the farmhouses in Huntington along the way before reaching the trading post. In this case, the farms should be empty or silent, because most everyone in the community is gathered at the trading post at this time.

Outside, on the Lawn, are perhaps over one hundred men and women all bickering and shouting loudly. The first speaker is a large burly man with a leonine beard – Joseph Hosiah. The second is a plump woman with flushed cheeks, who carries a musket – Anna Van Verbeck.

"See here. For the last time, the English side of Huntington is not to be trespassed upon!"

"And the Dutch side has not been?"

"You dare to claim that we were responsible for these acts?"

"Yes, I claim such, English! We all know of the perversions that you all are capable of."

"How dare you!"

"What? How dare I what, English? Speak the truth?"

"I'll not have you talk that way about we God-fearing folk."

"I shall speak as I wish, so long as I speak the Lord's Plain Truth!"

"It is poison that you speak, woman!"

The dialogue goes on like this for sometime, should the cadre stand around and listen to it. Also nearby is Femke Vandenhoff, the local captain of the guard. She is watching the proceedings and shaking her head sadly. Already, she has asked the crowds to stop bickering, but they have already

The debate the community is having is based around a number of livestock mutilations that have happened in the past three nights. The mutilations have been caused by malevolent spirits flocking near the cesspool of evil that is Azazel and Legion. However, Huntington, already a place of great contention has turned upon itself.

When the Witch Hunters come upon the scene, Femke Vandenhoff will intercept them, coming straight to them and holding up her hands.

- Wait! Who are you? We are in the middle of a contentious time here, my brothers and sisters. I would ask your deference.
- Yes, the people here are arguing. This time about the mutilation of cattle. Each side blames the other.
- I am Femke of the family Vandenhoff. What are you here for? How can I help you?
- Ah, you seek Albrect the German? He bought the Millson farm property out here. A large manse they had, with many servants. But the lot of them went back to the Old World. Life here is harsh for many, and some return to their old lives.
- A few nights ago, some strange noises and lights were seen out in that direction. A few of my men and some of the locals went to see what happened. They haven't come back.
- Then, the local cattle were slaughtered. Their flesh was ripped as if by some beast. Since then, I have been trying to keep our brothers and sisters here from falling into strife.
- I'm barely doing that as it is. If you see my men, tell them that I have been worried and that they should return.

Revealing the News

It may be that the Witch Hunters will want to tell Femke about the terrible situation involving Bruno Albrect. If they actually tell her that Albrect is really a daemon or devil in disguise, she will immediately become quite fearful and ask the cadre how they know this. Should the cadre explain the *whole* story, she will get the town's attention.

If the PCs want to quiet the townsfolk and tell them the news themselves, someone will need to make a Command (Personality) check, Difficulty 2.

Femke Vandenhoff (Lieutenant)	
Quick Character (465 points)	
Fear Rating	0
Initiative pool	Base: 7d
Melee pool	Base: 7d - Axe, Woodsman's 6d (DM +5)
Ranged pool	Base: 7d - Musket: 6d (DM +3)
Extras pool	5d
Defense pool	Base: 3d
Basic Talents	Animal Empathy Attack Focus - Axe, Woodsman's Attack Focus - Musket Direction Sense Mountaineer
Greater Talents	Attack Specialist - Axe, Woodsman's Swift Speed Loader
Heroic Talents	None
Rites	None
True Faith: 2	Damnation: 0
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	Woodsman's Axe, musket, powder and shot

Once the town's attention is gotten, if the PCs explain that Albrect is a diabolic creature or that he is gathering spirits and souls, there will be a growing panic.

The crowd will begin to ask question after question. "How do you know this?" "Who are you?" "How do you know that you are not servants of the Devil?" "What has happened to the men that have gone out to the farm?" Many of the questions will be driven by raw fear and panic. Many of the villagers will shout their questions over the answers that are offered.

In order to keep the crowd calm and collected, the Witch Hunters will need to make a Command (Personality) check, Difficulty 4 to 6, depending on what the PCs have been saying this whole time. Remember that PCs can assist each other on their rolls. Assisting one another will probably be necessary to keep the crowd from springing into a panic.

If the PCs fail the roll, the crowd will turn immediately into a mob. People will scramble about, and in moments, everyone will have run back to their homes. Doors will be shut. Windows will be slammed. Everyone will refuse to talk unless it is with someone that they know. The conflict between the Dutch and the English will also be exacerbated. Each side will now blame the other for bringing the daemon to their doorstep.

If the PCs make the roll, then assembled crowd will be calm, but still be on the verge of panic. The people will be constantly muttering amongst themselves. Quite audible comments will

be heard. The Dutch will be blaming the English for bringing the diabolic presence to the land, while the English will be blaming the Dutch.

If the townspeople have been calmed, the Witch Hunters have some options.

- The PCs can recruit aid from the townsfolk.
- Questioning the townsfolk does no good. No one knows anything more than Femke Vandenhoff.
- If the PCs try to get the townsfolk to set aside their differences, this will be quite an accomplishment. See below for details.

Should the Witch Hunters try to get the townspeople to set aside their differences, it will make more than rolls. It will take good role-playing. The townspeople will need to be given solid reasons why they should be able to put aside their differences. Some reasons might include:

- We are all children of God, and now we all face an agent of the Adversary.
- We have a common enemy, so let's set aside our differences for now.
- We know what has been causing the cattle mutilations, and here's how we know what we know.
- We solemnly oath to you to get to the bottom of the cattle mutilations after we resolve the conflict with Albrect.
- Quoting the Bible or giving a powerful sermon.
- Anything else that seems reasonable to the GM.

Keep in mind that the community here is deeply divided. Many of them have already been involved in fights with the other side. If they haven't been involved in fights, they have had family members involved in those fights. Also remember that both of these communities are fighting for their *survival*. The reason cattle mutilation is so terrible is because food is *scarce*. Losing one's cow is like losing one's milk or meals for the next month. A family can starve to death over losing a single cow or all of their livestock.

Thus, many of the people gathered here feel vary justified in their hate. The people on the other side may have, for example, allowed their herds to graze on their valuable grazing land, possibly causing their own livestock to starve. Every single resource in the area is a point of contention, because these folk live hand-to-mouth every day. Each day, each month is a struggle to survive.

The GM will ultimately have to judge if the Witch Hunters have given enough compelling reasons for the crowd to change their minds or not. If they have, then the GM should award a Hero Point to every PC that participated in rallying the crowd together. It should be difficult to do, but possible.

Should the Witch Hunters try to recruit aid from the townsfolk, they will get 5 volunteers, and 5 minions they can use to help them.

Townsfolk (5)	
Threat Level	1
Skills	None
Talents	None
Movement	C3/W 69/R 15
Weapons' DM	Club +2, Pitchfork +3

Scene Two: The Farmstead

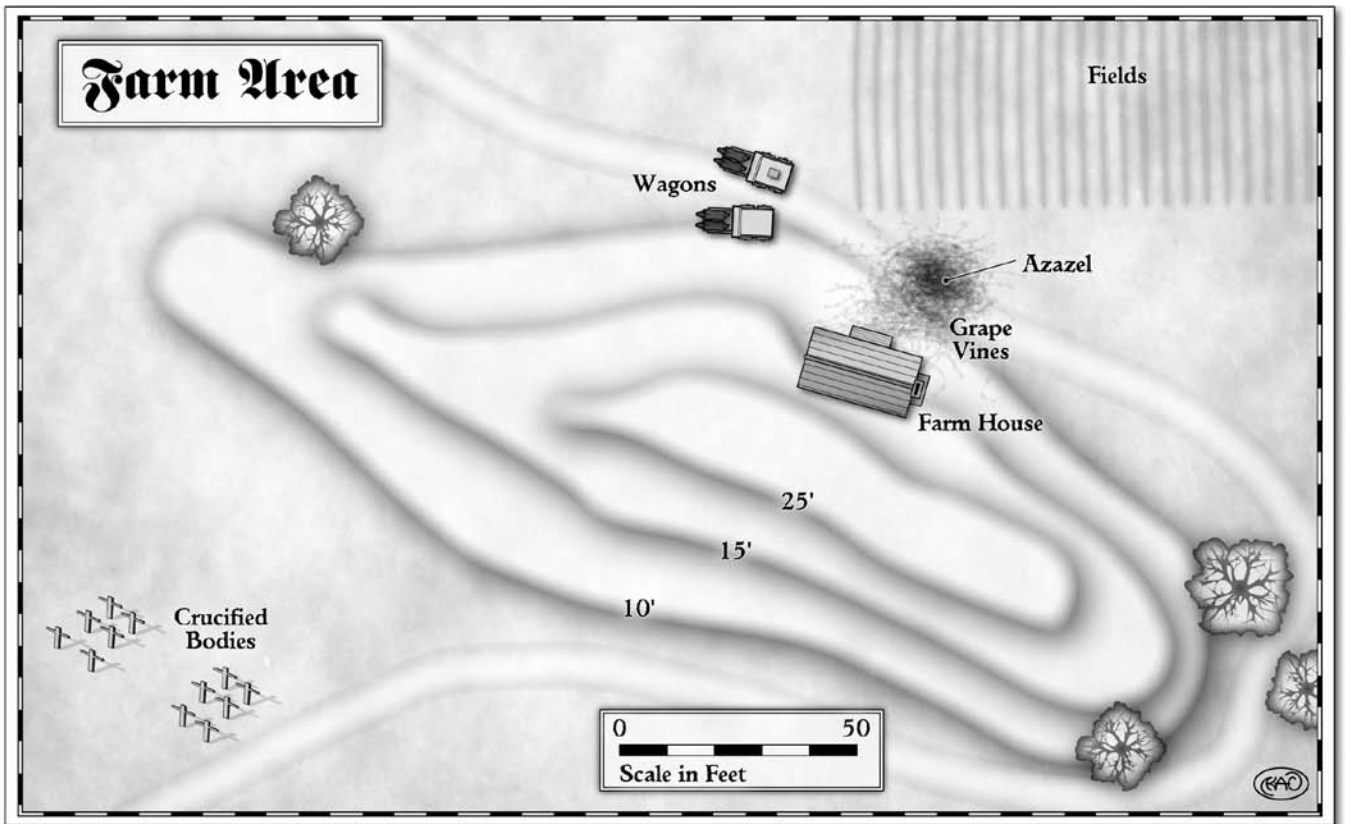
Here, the Witch Hunters will finally confront Azazel, who is currently absorbing the essence of hundreds of other spirits, devils, and daemons. He will be helpless against the PCs...at first.

When Azazel realizes that the Witch Hunters arrive, he will send his essence away. Currently, his essence is being kept in a reliquary, which is kept in a box, which is guarded by some of his minions.

The cadre has been given, during their investigations, numerous clues about Azazel's weaknesses. Here's what they should already know from their investigations:

- They should have been told that Azazel always has a red box nearby him.
- The cadre should also know from Buer that Azazel's big weakness is that if his essence is destroyed, he is destroyed.
- It shouldn't be hard to put together that the red box contains Azazel's essence.
- The cadre might have also been told that wood is Azazel's vulnerability, but this would only have been told to the PCs by Oliver Grimes if the cadre gave him a lot of information.

At this point, if the cadre has *no idea* that Azazel has a weakness of some kind, the GM might want to drop a hint to them. At the GM's option, have the players roll an Occult (Education) roll. The one PC who rolls the highest will realize that the daemon Azazel will probably have a weakness of some kind. This is the only clue that the cadre *needs* to have to complete the adventure. Everything else is a bonus for good detective work and good role-playing.



Setting

The PCs can get directions to the farmstead from Femke Vandenhoff or any other villager in the area. Femke will be unable to accompany the cadre on their mission, because she will be busy keeping the villagers from panicking. If they are already panicking, then she will be busy trying to keep them from killing each other. If the cadre is very insistent on having her accompany them, then the GM may use her stats, featured in the Appendix.

The journey out to the farmstead is lonely and quiet. The birds have left the area, making it eerily quiet as they approach the Millson farm. There are no insects either. Nothing but the dry wind can be heard, hissing in from the ocean and sighing through the tall grass and trees.

As the cadre finally approaches the farm, they will first find the remains of the militia and local folk who went to go investigate the farm. They have been crucified, all of them. There are twelve bodies in all. Most of the poor men's bodies are already dead and rotting. Crows have come and plucked out their eyes and eaten their noses. Flies have infested themselves into their empty sockets. This sort of decay is rather quick for them being dead for only a single day.

However, one of the men still lives, barely clinging to life.

- Kill me. Stop the pain. The pain...
- You must understand. When we saw the unholy things that we saw.
- We attacked, but...to no avail.
- The devil. His powers were too great. Musket fire and axes had no effect on his flesh. As soon as he was wounded, his body healed.
- The evil that lives on that farm. It cannot be killed by force of arms!
- Twelve of us stood against him, and we were killed so easily. If you seek to defeat this evil...you must find another way besides simple combat....

At that point, this last man will pass out and die within 3 rounds. He may be saved with a Heal check, Difficulty 2. If the GM doesn't want the PCs to have to deal with a wounded character, the Heal check possibility may be waived. Otherwise, it's perfectly reasonable if the Witch Hunters want to take him back to Huntington. Alternatively, the cadre might have recruited some townsfolk and these folk might take him back.

Beyond the entrance to the farm is the farmhouse itself. It stands on the back of a hill, so it is out of sight from the direction that the cadre approaches. As they round the hill, the cadre will begin to see the terrible that Azazel has erected.

Azazel is attempting to absorb more spirits, devils, and daemons into him so that he can become the next Legion. All in front of the farmhouse is a large expanse of grave vines. These vines are growing into hundreds of bodies. Each body is in the throes of diabolic possession. The diabolic spirits are trapped in their host bodies, screaming for release. Some cannot wait for their essence to be absorbed into Azazel. Others are full of fear, screaming to be spared. The vines wrap about their quivering limbs, growing into their flesh, and exiting from various points on their bodies.

All around, strange, bloated flies buzz about, lighting onto one body after another. The flies are abnormally large and asymmetrical in form.

In the center of it all is Azazel, sitting on a throne made entirely of grave vines. His own body is tangled with vines and leaves. The vines seem to originate from his body. A quick Occult (Education) roll, Difficulty 1 reveals that Azazel is absorbing the spirits of the assembled beings around him.

Nearby, Azazel's minions are tending to him. His many followers are fanning him, and touching he forehead with cool wine. On the ground, there seem to be anywhere from 12-60, depending on the relative strength of the party.

About 10 yards away lay two wagons, strapped to horses. Each wagon is led by two horses. Minions stand around the horses, soothing them and preventing them from panicking around the strange supernatural events. One of the wagons holds a red box with brass trimmings. Within this wagon sit 5 to 9 of Azazel's hooded minions, obviously guarding the box. The exact number will depend on the relative strength of the cadre. It will be up to the GM to decide the exact number.

Action

As soon as he is aware of the Witch Hunters, Azazel will immediately signal to his minions to take off with the wagon towards the shore, where his ship, *The White Lady* is anchored. If the PCs want any hope of destroying Azazel, they will need to get to the red box, open it, and get to the reliquary that contains Azazel's essence.

If the Witch Hunters choose to use stealth, the scene can be snuck up on quite easily. Remember that the farmhouse is on the back of a hill. If the cadre sneaks over the top of the hill, they can run up to the back of the farmhouse and either sneak through the house, or around it to get to Azazel. Sneaking up requires a Stealth (Agility) roll opposed by Azazel's Notice (Intuition) and the minion's Threat Level roll (minions use their Threat Level in place of the usual skill checks). It takes one Stealth roll to get from the top of the hill to the back of the farm house, and one more Stealth roll to get around the house or through the house to optimal attack position.

At the first sign of danger, Azazel sends the wagon with the red box away. As soon as Azazel knows that there is a problem, he has 2 rounds of helplessness before he is full capable.

If the cadre doesn't waste time with subtlety, then the Azazel will send the red chest as soon as he sees or hears danger.

Azazel's Hooded Minions

(5-9 around red chest; 15-60 around Azazel)

Threat Level	3
Skills	Hand-to-Hand +2, Notice +2, Drive +2
Talents	None
Movement	C3/W 9/R 15
Weapons' DM	Sword +3, Pistol +2

The hooded minions of Azazel are fairly tough for a beginning Witch Hunter cadre. They will fight to the death to protect the red chest that contains Azazel's reliquary.

Warhorses (4)

Threat Level	3
Skills	Hand-to-Hand +3, Stealth +3
Talents	Night Vision
Movement	C6/W 18/R 30
Weapons' DM	Hooves +5

When combat begins, the minions of Azazel will attempt to start up the wagon with the red chest on it at their earliest opportunity.

On their initiative, one of the minions will whip the horses that are attached to their wagon, and it will take off like a shot. Three other minions will stand in front of the chest, providing it heavy cover (negate 3 successes on attack rolls).

Stopping the Chase From Beginning:

However, it is quite possible that the PCs might be able to stop the wagon from moving anywhere before it goes.

The PCs are able to act before the minions in the wagon; they might stop the chase from ever starting. In this regard, PCs have several options, depending on what happens at the beginning of the round.

- Attack the horses driving the wagons.
- Destroy the red chest.
- Kill the all of the minions guarding the red chest.
- Take the red chest.

Attack the Horses: If the PCs attempt to kill the horses so that the wagon cannot take off, that is fine. They will need to kill both horses. If one horse is killed, the minions will unhook the dead horse from the wagon before peeling away.

That will require 2 minions to hop out of the wagon to unhook the horse. As wagon pulls away, the 2 minions will be left behind.

Obviously, killing one of the horses during a chase sequence ends the chase.

Destroy the Red Chest: As stated before 5 to 9 minions are hovering around the chest at any one time, making the chest hard to hit. All of the bodies provide the red chest with heavy cover. This means anyone attacking the chest must take away 3 successes before calculating a hit.

The chest has 3/3/3 hits. After it takes one level of damage, a hole opens up in it. After it has no more hits, the chest is destroyed, revealing the reliquary. See Scene Three: The Reliquary for more details.

Killing all of the Minions Guarding the Chest: Remember that there are 5 to 9 minions, guarding the chest. In any event, it should be *difficult* to kill every single minion around the chest. Even if this is accomplished, more minions that are not in the wagon will immediately jump up into the wagon on their first available action, ready to defend the chest. However, killing all of the minions on the wagon prevents it from taking off that round.

Take the Red Chest: The Red Chest weighs a total of 80 lbs. It is not easy to carry by oneself. It needs to people to properly manipulate it, because of its size. Those people can only walk, not run.

Alternatively, the red chest might be thrown open. Doing so requires picking the lock. This means a Disable (Reason) check, Difficulty 2. The lock might also be broken with a Strength check, Difficulty 2. A pistol or musket shot destroys the lock. If the chest is thrown open,

See Scene Four: The Reliquary for more details.

It's possible that the PCs will get a hold of the wagon and ride off with the chest themselves. In this case, the minions of Azazel will chase the PCs, using the other wagon that is available.

Attacking Azazel

While Azazel is on his throne of vines, he is helpless and has no Defense. However, the vines around him, give him Armor 5 to negate incoming attack successes.

If the Witch Hunters stick around, Azazel has 2 rounds before he rises up from his throne of grape vines. Azazel will attempt to stand up from his vine throne. As he does, the numerous

roots and vines that are sprouting into his flesh will be pulled up with him. Slowly, but surely, he will rip his limbs free from the vines that hold him. As he does, the trapped bodies that are captured in the vineyard begin to die. Ripping himself free from the throne before his ritual could be completed kills those trapped bodies.

As they die, the ghostly essences of daemons, devils, and spirits will fill the air, whirling around in a mad dance. After a moment, each spiritual being fades from view, returning to the Invisible World.

If Azazel is still "alive" at the beginning of the third round, the PCs have a terrible fight before them. Not only does he have many minions around him, but also Azazel will use all of his powers and abilities in full force. As Azazel stands upright, it will be very clear that the Witch Hunters stand before a being of immeasurable power.

The very ground will tremble with Azazel's might. As he stands straight, everyone can see that his might form stands eight feet tall. Long, curling horns protrude from his head and red, hooves stamp upon the ground. His body smokes and steams with the heat of a smoldering coal, and when he speaks it is with the voice of a dozen forge-fires. **It should be abundantly clear to the PCs once Azazel is on his feet that they are outmatched. This is especially true of the PCs don't know about Azazel's vulnerability to wood. There is no need to kill off all of the Witch Hunters on their first quest.** If the Witch Hunters are too persistent in trying to kill something they cannot face, the GM might have Blind John arrive and try to encourage the PCs to leave the area. In any case, the message should be clear: Azazel is not an opponent that can be killed upfront with any old weapon. He is an enemy that requires thought and research to destroy.

If the Witch Hunters have played their cards right, they will know that Azazel is vulnerable to wood. *This is only if they role-played well with Oliver Grimes and got this tidbit of information.* In this case, it's quite possible that the Witch Hunters will be able to destroy Azazel before he gets out of his vine throne.

However, remember that there are many, many minions around Azazel. They will stand in front of him, providing him with various amounts of cover. They will also mob the PCs. Again the exact number of minions varies with the relative strength of the cadre. It's better to start out with the numbers being too few. If they are too few, more minions may always arrive.

If the PCs simply have overlooked the fact that they have been warned that Azazel cannot be harmed through conventional means, then the GM can give them one last warning as

they are attack him on the vine throne. As bullets or blades penetrate his body, his potent regeneration power heals his body while he struggles to break free.

If Azazel is destroyed by the PCs (remember that he can only be permanently damaged by wood), then the minions fight to the death, though their Threat Level goes down by -1. Remember the Azazel is not permanently destroyed in this fashion. The Judgment of Solomon must be used for him to be permanently destroyed.

Chasing the Chest: If the wagon takes off with the chest, and the PCs follow after it, then a chase scene begins. Remember that chases have five distances: Near, Close, Distant, Far, and Very Far. At Near distance, people can jump between the two wagons. It requires a Jump (Strength) check, Difficulty 1 or 2, depending on the conditions around the carts. Farther distance makes it impossible to jump from one cart to another. If the wagon gets farther than Very Far away, then the cadre has lost the wagon entirely.

When the minions take off in the wagon, they start at near distance to the Witch Hunters. They then get to roll 5 dice to attempt to make their getaway (3 for their Threat Level and 2 for their Drive skill). For every two successes, the minions separate themselves from the PCs by another distance. For example, if the minions started at Near, but got 2 successes on their Drive roll, they would then be at Close distance. Another 2 successes would put them at Distant

PCs that get on the other wagon to pursue must quickly dispatch the 2 minions who are blocking the way to that wagon. Then, the driver of the wagon may make a Drive (Agility) check or a Ride (Agility) check to drive the wagon forwards and after the minions. A Ride check requires that the Witch Hunter actually mount one of the horses that are hauling the wagon.

From then on, both drivers of the wagons roll off every round. The pursuers get 1 step closer with every two successes, and the escapees get 1 step farther away with every two successes.

The minions who are not driving the wagon will attempt to fire on their pursuers using pistols. The PCs, of course, may fire back. Firing while on a speeding wagon causes a -2 penalty to the attack rolls. Because range is abstract the range is the same for all ranged weapons. When the distance is near, there is no range penalty for weapons. At Close range, it is considered medium distance (-1 to hit). At Distant range it is considered long distance (-2 to hit). At Far range, it is considered extreme distance (-3 to hit).

Of course, every round, there may be complications to the chase. The GM should not use any of these complications more than once if at all possible. It helps keep the chase seem exciting and different at all times. These complications can be used if the PCs are the ones being chased as well, remember.

Some possible complications include:

#1 Look Out!

The minions in the wagon will try to slow the cadre's vehicle by chopping down tree limbs as they pass by. Or even throwing planks of wood from their own wagon down right behind them. If the PCs are the ones being chased, then the obstacle might appear in front of them incidentally. For example, a large rock might suddenly appear before them.

An obstacle causes the driver of the wagon to make a Drive (Agility) check or Ride (Agility) check, Difficulty 2. Success means that the obstacle is avoided. Failure by -1 means that the wagon has to careen to avoid the obstacle. This makes it impossible to jump from the wagon safely and makes all ranged attacks from the wagon automatically miss. Failure by -2 means that the everyone except for the driver must make a Balance (Agility) check, Difficulty 2 or fall out of the wagon.

Those that fail the Balance (Agility) check by -1 fall out but are hanging on the edge of the wagon. Someone must spend an action to help them back into the wagon and no roll is necessary. Those who want to pull themselves into the wagon must make a Climb (Strength) check, Difficulty 2.

Those who fail the Balance (Agility) check by -2 means that the character has fallen out of the wagon (ouch), and takes 4 hits of damage.

#2 The Troubled Wheel

The wagon that the PCs are driving catches something in it like a branch or a vine. It begins drag and gives the driver a -1 penalty to all Drive (Agility) or Ride (Agility) checks. This penalty increases each round by 1. Thus, the penalty will be -2 on the next round, and -3 on the round after that. Eventually, it makes driving the wagon impossible.

The PCs may counteract this by reaching down off of the speeding wagon and pulling the object free. This requires a Construct (Education) roll, Difficulty 2 or 3, depending on the conditions. If no one has this skill, then a Disable (Reason) check or a Subterfuge (Agility) check might work, but with a -2 penalty. Failure any of these rolls means that the obstacle is still stuck in the wagon's wheel.

#3 Leaping Minions

Once the wagons are at Near range, minions may start jumping onto the Witch Hunters' wagon, attempting to do battle with them. Minions make the jump automatically.

PCs who wish to jump into the chased wagon must make a Jump (Strength) check, Difficulty 1. If they fail, a Witch Hunter then clings onto the edge of the wagon. Other characters may hoist them up into the wagon and no roll is necessary. Characters who want to pull themselves into the wagon must make a Climb (Strength) check, Difficulty 2.

#4 The White Lady

At some point in the chase, the minion's wagon may pull up towards the shore. Its ultimate destination is *The White Lady*, the ship that Azazel used to arrive to the New World.

Of course, the minions getting close to *The White Lady* does them no good, because it's off shore. They'd have to wait for a rowboat to come out to them to load the red chest onto it. Obviously, they can't do that with the Witch Hunters after them.

If the minions get close to *The White Lady*, however, that ship may fire its cannons at the PCs. It can only do this if the PCs wagon is Close distance or farther from the minions wagon. The cannons constantly miss the PCs wagon, but provide a lot of explosions, thunder, and plenty of excitement. As the cannon shot causes the earth to explode around the wagon, anyone in the wagon must make a Reflexes (Agility) check, Difficulty 2 or get blasted by dirt and rock as the ground explodes. Anyone who fails the check is stunned by the blast and loses their next action.

Scene Three: The Reliquary

In this scene, the PCs finally discover what is contained in the red chest what Azazel has been guarding so closely. Within the red chest is a little girl who looks very much like Alena of Palestine.

Indeed, the reliquary that Azazel has been using to house his essence is Alena's sister, Samira. It has been Samira who has been sending the PCs visions of her own experience locked inside the red chest.

Samira and Alena were separated long ago at birth. They are identical twins. When Samira was born, she was identified early as being simple-minded. She was taken away and cared for by relatives, who treated her with about the same care as one might a pet. This sort of treatment is quite typical for this period in history. Alena, however, was brought up in her

Palestinian household as a Christian, quite rare for her part of the world, but not unheard of.

When Alena began to have prophetic visions, she was recruited by Blind John and began to travel the world. About that same time, Samira was discovered by Azazel. Azazel immediately understood that Samira had prophetic powers.

While Alena learned to hone her prophetic abilities, Azazel cultivated them in Samira as well. Eventually, he placed part of his own essence into her, because it enhanced her ability to see into distant places and times.

Setting

The setting for this event will vary. It may take place at the back of a wagon, or it may happen right there at the farmstead as Azazel tries to break free from his throne of vines.

Action

If the red chest is destroyed at any point in the adventure, the body of Samira falls out. It should be very obvious that Samira looks just like Alena. The major difference between the two girls is that Samira still retains her sight.

If the PCs discover this in the moment of action, they will have to decide very quickly what they want to do. Do they rescue her? Kill her? What? The daemon Buer has given them a strong indication that Azazel's essence is inside of Samira. Buer has even implied that to destroy Azazel, Samira, his receptacle, needs to be destroyed.

If the red chest is destroyed in a very violent fashion, such as a massive explosion or being flung off of a cliff, Samira will be extremely injured and on the verge of death (1 hit left).

In any case, it shouldn't take too much to figure out that the visions that PCs have been receiving about being locked up in chest have come from Samira all along. If the players are still not understanding this, an Occult (Education) check, Difficulty 2 by any of the PCs reveals this to them.

Now What?

If the PCs capture Samira or are able to get her away from her terrible situation, they will soon discover that she is simple minded. Samira is mute and can only talk with a very limited vocabulary that is difficult to understand. Luckily, she knows many different languages. Unfortunately, she only knows a few words in each language; this is the sad reality of how her mind works.

Samira can, however, draw very well, and is quite adept at drawing pictures of future, past, or present events. If given

an opportunity, as she interacts with the cadre, she will be being to absently draw things like their families in the dirt, or important moments from their lives.

Blind John

If the red chest is opened or revealed while there are no enemies about Blind John will appear to the Witch Hunter cadre. Otherwise, Blind John appears to the Witch Hunter cadre at the first opportune moment when there are no enemies about.

Blind John appears with his Celtic cross as first. As the Witch Hunters are traveling, the cross will appear in the distance. Then, Blind John will step out from behind the cross.

Blind John will appear to be an elderly man, dressed in rags, whose white, stringy hair barely clings to his shining scalp. A blindfold is tied around his forehead.

- We meet at last. I was told that you arrived in London and saved Alena. I thank you.
- Alena is my apprentice. At any one time, there can only be Twelve Penitents in the world. And my time is approaching. I have foreseen it. So you see, she is and always will be precious to me. So you have my personal gratitude as well.
- And who are Twelve Penitents? We are...people like you. People who are trying to rid the world of the Adversary. However, our role usually is to advise. Not to interfere.
- In my own case, I was long ago given a great gift from God. From where I stand, I can see a great many things. I can see far into the future or past. I survey distant lands... and yet I cannot interfere with the events I behold. For that was the price I had to pay.
- I have been allowed to advise people as the years have passed. As the days and nights have poured by like a swift and savage stream. But I can only advise so much.
- No doubt, you see before you Samira. Alena's sister. Samira was born simple-minded. She was taken away when Alena was very young. No one knew that she would have the gift of foresight. Not even I. And that was our own downfall. Our sin.
- Clearly, Samira has the ability to look far and long into other places. Else, Azazel would not have taken her. Nor would he have placed his essence into her.
- I suspect that Azazel put his own essence into her to enhance Samira's already potent abilities.
- But now, you have a choice before you. Do you wish to let Samira live? Doing so almost guarantees that Azazel will continue to dwell on this earth, for as long as Azazel's essence lives on in her, he will be able to return to the mortal realm.

- And killing her will ensure his permanent destruction. He will never be able to recover when his essence is shattered in such a way.
- And know this... Samira's and Alena's souls are intertwined. Should you kill Samira, Alena will perish as well.
- If you wish to possibly save her, to separate her from Azazel's essence, it may be possible. But such a task would be...monumental. It would take a great idea of time, surely. For the daemon's essence and hers are now intertwined.
- As much as I would like...I cannot advise you as to what you should do with Samira. That is not my place. I came here to give you information. To give you all of the facts so that you might see them in the plain light of day.
- However, the choice of Samira's life *must* be decided by you. For that is why you were chosen. You were chosen to be here on this very spot, to make this very decision. I cannot tell you what I would wish.
- I have arrived to witness your decision. That is all.

At this point, Blind John will patiently await the PCs decision. No matter what they decide, Blind John will abide by their ruling. When the cadre has decided upon a course of action, he steps behind the Celtic cross and vanishes, leaving the scene. The Celtic cross will remain for a while, completely unmovable from the earth. Should the PCs leave and return later, the cross will also have disappeared.

It's possible that the PCs have let the red chest get away, and not have dealt with it at all. In this case, the PCs still meet Blind John, but he appears to them long after the conflict is over. He explains who he is and thanks the Witch Hunters for saving Alena, just like in the text above. However, after the introductions are over, he says this instead:

- I am glad that you were able to deal with Azazel. However, I fear that will not be the last that we see of him.
- The contents of the red chest were needed to permanently end his threat. However, once you find out the contents of the chest, you may not wish to end him after all.
- I know. I'm speaking in riddles. And for that, I apologize. I'm afraid I'm forbidden from telling you any more than that.
- Find the contents of the red chest, and we shall speak again. Your task is not yet complete. But you have come this far, and achieve this much. I have no doubt that you will be able to walk the road set before you.

Fighting Azazel

If the PCs have destroyed Azazel by using wooden weapons, but let the red chest escape, Azazel laughs with his final breath and tells the Witch Hunters mockingly that he will return soon. His essence is trapped elsewhere, allowing him to return to the world after a short while.

If the PCs destroy him in front of Samira, he will gladly shout out that he will every destroyed unless she is killed, too. Finally, if the Witch Hunters destroy Samira in front of Azazel, he will scream out before disappearing from the world. Azazel's destruction will be quite spectacular. The very fabric of reality will bend and twist. The air will ripple. Colors and shapes will begin to twist at odd angles. And with a great ripping sound, Azazel will be drawn into a huge rift in space. His screams will mingle hideously with the sounds of hundreds of people howling from the spatial rift. The opening seals up after Azazel is drawn through.

It's also possible that the PCs decide to kill Samira immediately, before Blind John even has a chance to survive. That's totally fine. He will simply appear later, telling the cadre much of the information above. However, in this case, he will express his sadness and tell the cadre that ultimately, it was their decision to make.

It's very important to know that Blind John will not hold a grudge against the PCs no matter what they decide. He sees the situation as one where there is no true right or wrong, and will support the cadre either way.

Epilogue

Here, the adventure *really* begins. *This* part of the game is meant to be written by *you*, the Grand Master.

If the PCs have chased the wagon, rescued Samira, and then returned to the farm, Azazel will have left in a hurry. The possessed bodies around the farm will have died from the sudden trauma of Azazel's abrupt leaving. An Occult (Education) check, Difficulty 1 reveals that Azazel was not able to absorb the essence of the captured spirits, devils and daemons, because of his rapid escape. It's clear that the Witch Hunters have struck a tremendous blow to this powerful and ancient being...and probably made him pretty angry, too.

If the Witch Hunter cadre has killed Samira and Azazel, there is still the matter of Azazel's scattered minions, who are still members of a diabolical cult. There is still the matter of the White Lady, Azazel's personal boat, which houses other possessed individuals.

If the PCs did not kill Samira, they have to figure out what to do with her. This could be the beginning of a long quest to discover how to separate her from Azazel's essence.

Also, if the PCs did not kill Samira, and Azazel is still walking around, the PCs need to think about what they want to do about him. If they don't realize that he can be harmed by wooden weapons, they may have to research diabolical creatures some more.

There's also the matter of Blind John. If Samira is killed, that means that Alena will die as well. He will need to find a new apprentice, which he might recruit the Witch Hunters to do for him.

If the PCs want *some kind of resolution* with Azazel before dealing with Samira, then the GM should make the information about Azazel's vulnerability to wood very clear in a quick fashion. For example, Blind John might tell it to them. Or a messenger from Oliver Grimes might arrive. This will give the PCs the tool they need to have final confrontation with Azazel, which the Grand Master can provide. Finally, the cadre might be given the knowledge of a ritual that will separate Azazel's essence from Samira from Blind John. Once the cadre activates the ritual over Samira, they will be able to destroy Azazel's essence once and for all.

Since the adventure officially ends here, the GM can use this story as a start for his or her campaign. It may lead to a campaign-long quest. Otherwise, it may lead to simply the first arc of a longer story. For example, while the cadre might be able to stop Azazel and his machinations, what about Legion? Legion is an assemblage of two thousand daemons, devils, and spirits. This collective entity has its own agenda, and its own will that it follows. This adventure might end with Azazel's defeat, but lead to the necessary defeat of Legion, which would mean ensuring that all two thousand spirits could not become enjoined again. This might be accomplished through a special ritual or perhaps destroying a special receptacle that contains all of Legion's entities.



Appendix

Oliver Grimes: Villain

Oliver Grimes (Accursed Villain) Standard Character (1,055 points)		
Fear Rating	None	
Initiative pool	Base: 4d	
Melee pool	Base: 1d - Unarmed	
Ranged pool	Base: 4d - Pistol: 4d (DM +2)	
Defense Pool	N + 2d	
Basic Talents	Basic Diabolism Basic Hermeticism Basic Necromancy Bookworm Charismatic Cheat Incredible Actor Torturer Unreadable	
Greater Talents	Fast Draw Greater Diabolism Greater Hermeticism Greater Necromancy Logical Mind Tough	
Heroic Talents	Master Manipulator	
Powers (Prices)	Possession 5 (Feeder – Souls)	
Rites	Diabolism Rites: Circle of Summoning, Diabolic Presence, Dread of the Dark One, Blasphemous Truths, The Unseen Hand Hermetic Rites: First Circle of Binding, Eldritch Blast, Magician's Mark, Sigil of Warding, Summoning of the Unseen, Mark of the Minion Necromancy Rites: Séance, Reanimate the Dead, Slumbering Death, Trap Ghost	
Abilities	Strength 1 Education 4 Courage 5 Agility 2 Reason 4 Intuition 4 Toughness 2 Willpower 5 Personality 5	
Background Skills	Charm 5(11), Deceive 5(11), Diabolism 4(9), Gossip 4 (10), Hermeticism 4(8), Necromancy 4(8)	
Elective Skills	Command 2(8), Empathy 4 (9), Firearms 2(4), Intimidate 4 (10), Gamble 3(7), Notice 2(6), Myth and Lore 4(8), Occult 4(8), Reflexes 2(4), Trained Knowledge – Law 3(7)	
True Faith: 0	Damnation: 13	
Health Track:	(Toughness 2) 4/3/3/2/1	
Equipment:	Pistol	

Background: As has already been stated, Oliver Grimes is not himself. Currently, his body is being possessed by the spirit of John Stone, a former pirate and slaver before he was killed by the very Native Americans that he tried to enslave.

In his time, John Stone was not just a slaver and pirate but a dabbler in the dark arts. During his voyages, he encountered numerous people that he learned bits and pieces of magic from. Eventually, during his dabbings, Stone encountered the entity known as Korsky. Korsky was one of the most powerful beings that Stone had ever encountered. It was Korsky that gave Stone the secret of transferring one's spirit from one body to the next. However, Korsky gave Stone the secret so that the two individuals could spend eternity together, as companions of a sort.

Stone fled Korsky, hopping on a vessel to the New World, having no intention of associating with the homicidal and insane personality of Korsky for all of eternity. While in the New World, however, Stone got himself killed by the local natives.

Soon after, Stone's spirit entered the body of John Underhill. Determined to have his revenge on the local native population, Stone caused John Underhill to lead a war against the Indians, and was responsible for a number of massacres and slaughters. However, his time in John Underhill's body was short, because it wasn't long before Stone went up against the infamous Long Coven of Long Island. The coven tortured Stone inside of Underhill's body for days before letting him run out of the woods without any of his skin on.

After Underhill's body died, Stone's spirit inhabited the body of Oliver Grimes. Since that time, Stone has tried to stay behind the scenes much more. He's learned lessons from his time in Underhill's body, and has come to the conclusion that being at the forefront is a bad idea.

Recently, Grimes has received a number of mysterious letters from something that claims to be the spirit entity Korsky. The news has sent the spirit of Stone into a paranoid panic. Stone has now caused Grimes to desperately find all of the occult and supernatural material he can find. He's hoping that he will be able to combat Korsky when he eventually comes from his protégé.

Grigori, or Watcher Demon

Background: In general, daemons are beings that were once angels. In the beginning when God created his host of angels, he allowed them to make a choice – to follow him or to be cast apart. Daemons are beings that chose the latter, and were exiled to the far corners of creation. Because daemons were not beings that actively rebelled against God, they are not necessarily good or evil, and there are many types.

One type of daemon is the *grigori*, or Watchers as they are termed in ancient Jewish legend. These beings watched over humanity in its early stages and became enamored with Man. In the end, two hundred of these former angels openly defied God and came to actually live with mortals. They even bred with them, spawning the *Nephilim*, giant beings of legend. In the World of Witch Hunter, the Nephilim were some of the staunchest opponents of King Solomon, the originator of the world's Witch Hunters.

The grigori taught mortals many things, like the art of warfare, how to make weapons, how to set up a system of slavery, how to enjoy wine and spirits, and other secrets of civilization. Yet these secrets caused humanity to become decadent and God sent his flood to wipe the twisted debauchery that humanity had become from the Earth.

Many grigori were destroyed in the flood, though a few managed to escape God's wrath. These beings lived on, still meddling in the affairs of mortals. After all, these beings had once lived with humans and now felt a sort of kinship with them.

Many grigori who lived amongst humans chose to become minor gods amongst mortals. For example, the grigori Azazel took on the name Dionysus and was worshipped among the Greeks as a minor deity. Other grigori avoided drawing such attention to themselves, however quite aware of the wrath that God could be provoked to with much more tampering.

Most grigori are content to advise mankind from a distance, like the strange and alien Buer. However, advice from a Watcher is always to be taken with a grain of salt, since most of their advice will always advance humanity in some way, but with a high price. For example, a grigori might advise a general on how to improve his strength of arms, but this advice might lead to mass warfare and destruction as a result. Thus, Witch Hunters typically will carefully scrutinize any advice doled out by the Watchers and guard it with the utmost caution, keeping it from public view.

Strains:

Minor Gods – Many grigori find it difficult to stay out of the affairs of men. Having lain with mortal men and women, these beings cannot resist the touch of human skin and the scent of human flesh. Thus, many grigori wind up slipping into small corners of history, taking on the role of minor gods such as Bacchus of Roman legend, the Coyote spirit of Native American folklore, or Anansi of African myth. No grigori has ever been foolish enough to take on a greater role than a simple minor god, well aware that attracting too much attention also garners the attention of God.

Those grigori who became too popular with mortals were usually hunted down by Witch Hunters or literally struck down by God himself. This is said to have happened to one of the grigori who dwelt in the human city of Gomorra, when he gathered too much mortal influence.

Most minor gods, however, stay hidden by appearing to different cultures as time passes, changing their names but keeping their personal predilections.

Whisperers – The Whisperers are grigori that are content to advise humanity on all manner of topics. They prefer to remain hidden and behind the scenes. Like most grigori, however, these beings usually cannot resist the temptation to crawl out from their hidden corners of the world and tamper with events. They are too enamored with mankind to stop associating with it.



Often, Whispers will watch particular mortals and take a shine to them. In these cases, these beings will start appearing to a particular mortal and whispering advice to them. This often begets cults and other odd religious offshoots. In other cases, where a human leader has been thought to be both brilliant but mad, it has been because of the seductive machinations of Whisperer.

Organizations:

The grigori are primarily loners. Long ago, when they dwelt amongst humanity, they might temporarily form alliances. However, since the time of the flood, grigori tend to stay away from each other. Banding together tends to attract attention. Too much attention, for the grigori, tends to lead to extinction.

Suggested Locales:

Any

Fundamental Powers:

Debilitating Aura 3

All grigori have the **Spiritual Nature** talent.

Fundamental Prices:

Atmospheric Disturbance

Corpus Powers:

Armor
Durability
Regeneration
Mimicry Mask

Corpus Prices:

Damage
Vulnerability
Obvious Appearance
Reveal Nature

Movement Powers:

Flight

Movement Prices:

Restriction

Offensive Powers:

Crippling Strike
Fury
Mystic Blast
Mystic Bolt

Offensive Prices:

Avoidance x2
Weakness

180+460+165+420+110+30+120+80+35

Mystical Powers:

Debilitating Aura
Immortality
Longsight
Possession
Weather Control

Mystical Prices:

Soul Outside
Riddle Bound
True Name
Word is Law

Buer (Daemon Villain)

Standard Character (1600 points)

Fear Rating	6
Initiative pool	Base: 9d
Melee pool	Base: 6d, Fang or Claws 5d (DM +4)
Ranged pool	Base: 6d
Defense Pool	N + 5d
Basic Talents	Basic Animism Basic Hermeticism Bookworm Cheat Claws Meditative Trance Unreadable
Greater Talents	Convey Power Danger Sense Fangs Greater Animism Greater Hermeticism Logical Mind Slam Tumbling Escape
Heroic Talents	Heroic Animism Heroic Hermeticism Mark of the Beast Spiritual Nature x2 Villainous Caveat
Powers (Prices)	Debilitating Aura 3 (Atmospheric Disturbance) Durability 3 (Damage – Holy Water) Mimicry Mask 3 (Reveal Nature*) Flight 3 (Restriction – Threshold) Mystic Blast 3 (Avoidance – Salt) Immortality 3 (Word is Law) Longsight 3 (True Name)
Rites	Animism Rites: Knit the Flesh, Speech of the First Times, Bond of Blood, Spirit Brother, Spirit Father Hermetic Rites: First Circle of Binding, Magician's Mark, Sigil of Warding, Mark of the Minion, Sigil of Sundering, Mark of Dominion
Abilities	Strength 3 Education 6 Courage 3 Agility 6 Reason 4 Intuition 6 Toughness 3 Willpower 5 Personality 2
Background Skills	Hermeticism 6(12), Empathy 6(12), Myth and Lore 6(12), Occult 6(12), Research 4(8), Stealth 5(11)
Elective Skills	Animism 5(10), Animal Care 3(9), Acrobatics 4(10), Concentrate 3(8), Contortionist 4(10), Gossip 2(4), Hand-to-Hand 3(6), Heal 6(12), Herbalism 6(12), Notice 4(10), Reflexes 3(9), Resolve 3(6)
True Faith: 0	Damnation: 18
Health Track:	9/6/5/5/3/2
Equipment:	None

Background: Like Azazel, Buer is a grigori, a daemon who at one time consorted with mortals and actually lay with them. Unlike Azazel, Buer is not one of the minor gods that likes to be worshipped by humans. Instead, Buer is one of the Grigori Whisperers, who has mostly stood by the sidelines of history, observing from afar.

From time to time, Buer has appeared before man, but only when called by sorcerers, wizards, or magi. In the past, he has consorted with the likes of Hammurabi, Merlin, and Al-Khwarizmi. Each time Buer appears, he is happy to give advice, almost chipper about it. However, all of his advice and wisdom is at a price, a price that everyone who has ever dealt with him has discovered.

Buer's knowledge is like a great twine of rotten rope. There are many threads of knowledge that he possesses, but much of his expertise ends at frayed edges. As one who has traveled between dimensions and realities, Buer has a disjointed and fractured mind. This entity is most certainly insane, but he covers up his raving insanity quite well. Few discover his true nature until it is too late.

Appearance: In the Invisible World, Buer appears in a bizarre form – as a lion's head surrounded by five goat's legs which spread out around him in a spiral. His five legs are placed in this way so that they can "walk in any direction," allowing Buer to walk through the air, the sea...even through walls and dimensions.

In human form, Buer will always feature a wild, and untamed beard, whether he take the shell of a man or woman. His hair will likewise be unbridled. His eyes are always slightly leonine in appearance.

Roleplaying: Speaking to Buer is like speaking to a smoldering volcano. One never knows what will set him off. Buer always seems as if he is on the verge of sanity, trying to desperately hold his thoughts together.

However, nothing could be further from the truth. Buer is almost always in control of his thoughts and feelings. However, in order to speak with mortals, Buer must "dumb down" his methods of communication to speak with lesser beings. Buer usually does this by "shutting out his other selves" as he calls it, making his mind into something simple enough that a human could understand it. As such, it is difficult for Buer to talk with a human for any extended period of time.

Azazel (Daemon Villain)			
Standard Character (1,455 points)			
Fear Rating	7		
Initiative pool	Base: 10d		
Melee pool	Base: 14d, Claws 14d+1 (DM +8) Fangs 13d+1(DM +6) Tail 13d+1 (DM +6)		
Ranged pool	Base: 6d		
Defense Pool	N + 6d		
Basic Talents	Attack Focus - Claws Claws		
Greater Talents	Attack Specialist – Claws Fangs Slam Tough		
Heroic Talents	Hulking Body Mark of the Beast Restless* Spiritual Nature Tail		
Powers (Prices)	Debilitating Aura 3 (Atmospheric Disturbance) Durability 5 (Damage – Wood) Regeneration 5 (Vulnerability – Wood) Fury 2 (Avoidance – Fresh Water) Immortality 4 (Feeder – Souls) Possession 4 (Soul Outside)		
Rites	None		
Abilities	Strength 7 Agility 6 Toughness 6	Education 4 Reason 3 Willpower 4	Courage 5 Intuition 3 Personality 5
Background Skills	Charn 5(10), Hand-to-Hand 7(14), Intimidate 4(9), Myth and Lore 4(8), Occult 4(8), Reflexes 5(11)		
Elective Skills	Command 3(8), Deceive 5(10), Empathy 3(6), Grapple 6(13), Notice 3(6), Parry 6(12), Reflexes 5(11), Resolve 3(8), Stealth 4(10)		
True Faith: 0	Damnation: 20		
Health Track:	15/13/10/10/7/4		
Equipment:	None		
*Azazel cannot die unless his essence, which is kept outside of his body, is also destroyed. If Azazel's body is destroyed, he will return in a week's time to the world.			



In later years, Azazel took on the guise of Dionysus and Bacchus, the Greek and Roman god of wine. Whilst posing as that deity, Azazel gained many followers and would often lead them into dark acts of debauchery.

Finally, Azazel concocted a mad scheme to gain even more victims for his perversions. He gathered up two thousand demons, devils, and spirits, and implanted a piece of his own consciousness into their essence. His goal was to be able to create a massive horde of the diabolical that would run all over the earth and experience every kind of dark sensation, but he would be at the center of it all, reaping the benefit of the Grand Sabbat.

However, one being stopped him just before the height of his power – The Christ. It was the Son of God who expelled every demon under Azazel's control and banished them into the body of pigs, who subsequently drowned. This destroyed Azazel completely and banished him to Hell.

Being a demon, Azazel had never been to Hell before. He had spent most of his existence in the Invisible World, not the Abyss. The fires of the Black Lodge were excruciating, humiliating, and terrible. There, Azazel swore vengeance against God and his children.

Background: Azazel himself is a demon, an angel who turned away from God before man's creation. Azazel later became one of the *grigori*, angels who lay with mortal women and spawned the Nephilim – half-angels. Because Azazel's offspring were spawned from the loins of mortals, Azazel took a special interest in mankind.

To begin with, the demon lord became part of the mystical tradition of the Jews. When the Jews would make sacrifices, they would put all of their sins upon a sacrifice, such as a goat, and send it into the desert. This "scapegoat" would then be left as a sacrifice to the demon, Azazel, who took the sins into himself. As Azazel took on these myriad sins, he began to delight in them. He began to see man's capacity for excess as pleasurable and exciting.

It was Azazel that first taught man the arts of war. He taught men how to make weapons, shields, and armor for killing other men. He also taught women the secrets of beauty – how to paint their faces to appear more attractive and how to enhance their scent to make themselves more alluring. Azazel did all of this in hopes that man would one day become independent from God. The demon believes that if man becomes self-sufficient, he will no longer need God.

It was only later, through the Great Fire of London, when some of his ancient followers were able to sacrifice enough souls to the burning flames that Azazel was able to return. Now, Azazel is trying to reassemble another Legion, a massive army of demons, devils, and spirits with an altogether different goal.

If Azazel has his way, he will simultaneously control two thousand demons, devils, and spirits. All of these beings will be then turned upon the world at once and made to possess mortals in positions of power. If this can be accomplished, Azazel will direct these two thousand mortals to cause war amongst each other. He will direct them to sway others away from God, cause heroes and leaders to appear corrupt, and undermine the Church in all its forms. With two thousand world leaders at his command, Legion will be a terrible force to contend with.

Appearance: Azazel, like all demons, cannot appear upon the earth in solid form unless inside of a human host. In the spirit world, Azazel takes on a variety of forms. Sometimes, he appears as a man with a reddish tan, beard, goat horns, hooves, and a large, swollen belly. When taking on this form, he often calls himself Bacchus. Other times, Azazel appears to be a towering goat, with large staring eyes, whose entrails are dragged upon the ground behind him.

When appearing in the world, Azazel usually takes on a human host. Usually, his human host will grow to a very tall size. As the transformation continues, he will grow horns and hooves. Finally, his host will grow grape vines from his body, which will infest and take root wherever he makes his lair. It is at that time that Azazel must move on to another body.

Roleplaying: Azazel embodies everything dark about Bacchus and Dionysus that you could imagine. His end goal is to engage in his lust, gluttony, and desire, no matter what the cost...so long as someone else is willing to pick up the tab.

To this end, Azazel constantly holds massive orgies in his name. Witches' sabbats, where women mate with his minions and he mates with everyone are a common practice for him. He loves to engage in all manner of dark pleasures, and entice others to indulge this practice with him.

In Azazel's own sick and twisted way, the demon believes that he actually cares for man. After all, did he not love human women and lay with them? Did he not teach man how to make war and war implements? But Azazel's love is a destructive one. Instead of being like a nurturer, Azazel is like an over-indulgent parent who gives their child whatever they want. It is important to understand, however, that Azazel does *not* truly love man. Azazel's caring for man is only when the caring suits him. Azazel is only interested in *conditional* love. In his own words, he loves those who can provide him with something.

New Talent

Spiritual Nature (Villainous)

Requirements: None

Description: Taking this talent means that the creature in question primarily dwells in the Invisible World. While the creature is in the Invisible World, it may not interact with anything in the physical world in any fashion. Physical weapons cannot harm it. However, certain magical effects may affect the creature. For example, beings that have stepped into the Invisible World can be trapped by a Hermetic Circle (First Circle of Binding). They may also be affected by any other rite that might affect a spirit, such as Summoning the Unseen or other such magics.

It may manifest in the physical world if it wishes, but once it does it may not return to the Invisible World until the next sundown. While the creature is in the physical world, it is a physical creature, subject to all of the laws of nature, harm, and magic, unless it has other abilities that protect it.

Finally, a being that has stepped into the Invisible World might be seen by Witch Hunters who make a Faith (Intuition) check against a Difficulty equal to the creature's Willpower.

New Power

Possession

Factor Limit: 7

Range: Line of sight

Area: N/A

Renounce? Yes

Opposed: No

This ability allows a being's soul or essence to leave its body and possess another. Whenever the being attempts this, the victim makes a Faith (Willpower) check. Those that fail become possessed by the spirit of the creature. Once this happens, the creature's original body falls over, comatose. Those that succeed in this check are immune to all other attempts at possession from that creature *forever*.

When a victim does become possessed, the creature controlling the target has free reign to do whatever they wish. The controlling creature may return to its original body at any time. However, if the original body is not returned to after a while, it will die, leaving the possessing being stuck in its host body. This may happen prematurely, of course, if something happens to the possessor's body.

If the possessing being attempts to make their host do something completely against their nature (harm a loved one, commit suicide, etc) then the victim gets to make an additional Faith (Willpower) check. Success means that the victim has expelled the creature from his or her own body. If the victim fails three such checks in a row, the poor target is forever possessed by the controlling entity. No more checks are allowed from that point on.

Should the host body be killed in any event, the possessor's spirit must immediately return to the original body or possess another body within 3 rounds. Failure to do so causes the possessor's spirit or essence to dissipate forever, destroying it utterly, despite what other powers or protections it might have.



Supplemental Maps

The following maps have been provided for the Grand Master and the players to serve as handouts and game aids. More information about these locations can be found in *Withhunter: the Invisible World*.

