

White Hunter

THE INVISIBLE WORLD

The Gates of Flame



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The Gates of Flame

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Adventure: The Games of Flame

Adventure Summary

The Gates of Flame is an adventure set in London in the spring of 1689 where a group of Witch Hunters brought together by a vision, hunt for a missing Witch Hunter. The hunt will take them to various locations in the thriving city, from the busy commercial heart of The Royal Exchange to the dark streets of Southwark. In their search, they will encounter the Brotherhood of the Gate, the hunters will become the hunted, and a busy village will become a monument to the dead, as the true nature of the Brotherhood will finally be revealed.

The Story Begins

During the reign of Solomon, the world was bedeviled with creatures that plagued mankind. Attacking from land and sky, these beasts dwelt in the shadows and hunted men like animals. Mankind's faith in the Almighty was strong, but these creatures tempted and challenged humanity's faith, and many began to doubt.

One of these Nephilim, as they were known, was named Algar. He commanded a host of daemons and spirits that rampaged through the kingdom of Israel and beyond. Many tried to stand against him, but all failed, paying the price for their failure as their souls were ripped from their bodies to roam the ether in torment. One magus, Simeon of Ashkelon, vowed to banish Algar from the land at all costs. Working secretly with his apprentice, Simeon toiled for many months fashioning an amulet with the power to open the Gates of Flame, entrance to the Void. Many evil powers could open a portal, but his amulet would have the power to unlock the Gates of Flame and then seal them again. Only the amulet could ever be used to open them. Algar sensed this threat, but in his arrogance he believed that a mere man could not defeat him. He confronted Simeon and in the ensuing struggle Simeon opened a portal and then the Gates of Flame, drawing Algar and his host into the maelstrom and banishing them to the Void. Simeon was severely injured in the struggle and as he lay dying on the floor, his apprentice crept in and stole the amulet. Simeon was a powerful Magi, and he had already seen into the future. He knew that after his fight with Algar and the closing of the Gates, he would not be strong enough to destroy the amulet forever and thus

prevent their return. As a safeguard, he had fashioned a Rune of Faith into the silver knots around the jewel. This powerful rune could only be activated by someone with true faith in God, and can be used to destroy the Gates of the Flame. So Simeon believed he had successfully guaranteed that future generations had the ability to prevent Algar's return. He had also foreseen that his apprentice would steal the amulet and conceal it deep in the catacombs below the city. He did not know that his apprentice would be attacked and left for dead as he left the catacombs, taking the secret location of the amulet to his grave.



Unknown to Simeon, one Nephilim had escaped the maelstrom before it was closed. Loscar, a lieutenant in the host of Algar, with his earthly body torn and broken, had managed to crawl away and hide as Simeon closed the Gates. Loscar, gravely injured and unable to help his master, crawled away into the deep dark places of the earth to recover his strength, vowing to one day open again the Gates of Flame and bring Algar back to the world of man.

For 2000 years the Amulet remained hidden, until 1153, when during the Second Crusades King Baldwin III of Jerusalem besieged the city. After the siege, the Knights Templar searched the city and found the catacombs, where they discovered the Amulet of Simeon. Not realizing its significance, but recognizing it as a valuable prize, they took the Amulet back to London where they placed it deep below the newly built Temple Church along with many other treasures from the Crusades. There the Amulet stayed buried, until 1689 when Loscar discovered its location.

The Brotherhood of the Gate

It was rumored that Sir William Waller, a merchant from London, formed the Brotherhood of the Gate in 1682. This was indeed true, but although it was Sir William Waller who formed the Brotherhood, it was Loscar, lieutenant of Algar's host, who possessed his body and controlled his actions. On a trade trip through the Ottoman Empire to the Holy Lands, Sir William encountered Loscar at an illegal slave auction. Loscar enticed Sir William with promises of power and great wealth and tricked into giving up his body to Loscar's possession. Loscar had heard the tale of the Knights Templar and the great treasure that had been moved to London from Ashkelon and he was convinced this was the resting-place of the Amulet of Simeon.

When Loscar returned to London in the guise of Sir William Waller, he proceeded to gather together a group of like-minded individuals to form the nucleus of the Brotherhood of the Gate. The wealth and power of the founding members increased rapidly as they established themselves as a criminal organization, rooted in extortion, theft, and gambling. The founding members were mainly merchants eager for wealth and power, and were persuaded by Sir William/Loscar that this was more easily achieved on the wrong side of the law. Loscar dragged each of them deeper into the dark underbelly of London to a place where they were prepared to follow him anywhere. To Loscar, the Brotherhood was the means of obtaining the Amulet of Simeon, so his path would lead them to the re-opening of the Gates of Flame.

The Brotherhood of the Gate consists of the six founding members plus numerous associates and minions. Loscar, in the guise of Sir William led the group. His second in command is Thomas Mackey, an importer of foodstuffs from Europe and a smuggler of anything that could make a profit. The four other members are: Joseph Jacobs, a dealer in weapons; Jack and Samuel Gillet, two brothers, dealers in alcohol, legal or otherwise; Nathaniel Moore, a trader in exotic silks with a sideline of organizing illegal fights and gambling.

At the beginning of 1689, Loscar kidnapped and tortured a descendant of a Knights Templar who had been at Ashkelon. He dragged from him the location of the treasures removed from the city and now hidden in the catacombs of the Temple Church. For a group such as theirs, it was easy for them to organize a raid on the Church led by Thomas Mackey with detailed instructions from Loscar as to the object of their search. It was at this time that the paths of the Brotherhood crossed with the Witch Hunter Alfonso and the adventure you are about to embark on was set in motion.

Alfonso, a Witch Hunter and member of the Fellowship of the Ashen Cross had first encountered Thomas Mackey a few months ago in Spain, and had instantly felt on the alert for trouble. He had been tracking Mackey and in doing so had encountered Sir William/Loscar in London. His instincts told him that things were not right and he had begun tracking the dealings of the Brotherhood of the Gate, culminating in the raid on the Temple Church. As the Brotherhood's minions were transporting the Amulet to a location on London Bridge, Alfonso had intercepted them and managed to steal the Amulet. The chase was on and the whole force of the Brotherhood was now on Alfonso's trail. He knew he had to prevent Loscar from obtaining the Amulet of Simeon, but he also knew this was not enough, he must destroy him and the Brotherhood. He sends the Amulet to his brother Alejandro for safekeeping, and he goes off to confront Loscar and then no more is heard of him.

Where the Player Characters Come In

It has been six weeks since Alfonso went to confront Loscar and did not return. Alfonso's brother, Alejandro has been searching for him after receiving the package with the Amulet. His search brings him to London where contact with the Court of Whispers and specifically Tom Hargetty has assured him that help is on the way. Enter the Witch Hunter party.

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 speak and 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 stops to crimes 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 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 that 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 the idea that a single mortal, such as 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 on 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 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 of 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 dabbings to the public as science. However, behind the scenes, the Eighth Seal makes deals with infernal forces and other beings that are well outside the scope of man. Currently, the Eighth Seal has a strong alliance with Legion, a powerful cadre of demons and spirits that is featured in the Adventure Kit.

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 have a strong faction 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, ships' 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 is 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 for the Mayflower from this very spot. Since that time, other, eager pilgrims and travelers have tried to hire crews here, seeing this as a 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 that might be happening 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-niece was beheaded here as well. It is well known that the ghost of both women still haunt 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 chair specially made 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 loyal 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 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 in 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, but 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.

Important Locations for the Gates of Flame

The Traitors Head - The Traitors Head tavern is located in Thames Street, about ½ a mile from London Bridge. Built in 1467, it gets its name from its location on the route from The Tower of London to London Bridge. There the heads of traitors beheaded at the Tower used to take their last journey to a pole on London Bridge as a warning to any who nourished the idea of treason. It is a small tavern by many standards, with one main room downstairs and two small rooms for storage. Upstairs are three floors of guest rooms, mostly sold by the hour as and when needed. Like many taverns in the area, ale is supplied by the Brotherhood of the Gate and many of its members frequent the tavern because of this.

Billingsgate Market and Docks - Situated between the Tower of London and London Bridge, Billingsgate, also known as Blynesgate and Byllynsgate, is one of London's oldest

Distances between the key locations to aid in calculating travel times depending on transport

Court of Whispers to Thames Street = 2 Miles

Thames Street to the London Business District = 0.5 Miles

London Business District to Southwark = 1.5 Miles

Southwark to Lightwater village = 25 Miles

markets. It is a general market where all manner of goods are traded from coal, iron and pottery to wine, salt fish and other miscellaneous goods, both legal and illegal. Billingsgate is also London's main port visited by vessels from all over Europe. Surrounding the area are lots of warehouses and buildings associated with the work of the docks, and there is activity and noise around the clock.

The Royal Exchange - Sir Thomas Gresham founded The Royal Exchange in 1565 to act as the center of commerce for the City of London. The original building, opened in 1571, was destroyed in the Great Fire. The new building, completed in 1669 is centered on a vast courtyard where merchants and tradesman conduct business.

The Anchor Tavern - Located south of the City of London, across the Thames in Southwark where numerous alehouses are situated amongst the brothels and gambling dens. Dating back to the 15th Century, the Anchor was rebuilt in 1676. The original tavern was a resting place for Samuel Pepys during the Great Fire. The brick building has three floors with numerous rooms for guests. The Anchor is a popular stopping place for people traveling into the City, and a resting place before crossing nearby London Bridge. Surrounded by cobblestones and dark alleys, the tavern is comforting and inviting for the weary traveler, but outside is another world...

The Clink Prison - The Clink prison gets its name from the clinking of manacles and chains worn by the prisoners and is also the origin of the phrase “in the Clink” meaning to be in prison. Located in Southwark, not far from The Anchor, there has been a prison on the site since 680 when the Bishop of Winchester owned the land. Life in the prison was hard unless you had money to pay the jailers to make your life easier. Madams were allowed to keep a brothel going as long as they made payments to the jailers. Beatings were common and torture was authorized including the rack. Prisoners were made to stand in water until their feet rotted and murders were common. At various times in its history, the Clink has also housed religious prisoners from the Protestants in the 1550s to Catholics in the late 1500s. The Clink is now a debtors' prison and houses both male and female prisoners. In the world of the Witch Hunter, the Clink is not only used as debtors' prison, but also houses those guilty of all manner of crimes.

The Adventure: Getting the PCs Together

The most important part of any Witch Hunter adventure is the Witch Hunters themselves. Gathering a group of characters in a coherent and believable manner is crucial to setting the tone of the adventure. There are of course, different circumstances for those who play the Gates of Flame - PCs who have played with the same characters in a number of adventures, or maybe this is their first adventure together, but either way it is important to get the group gathered in a believable way.

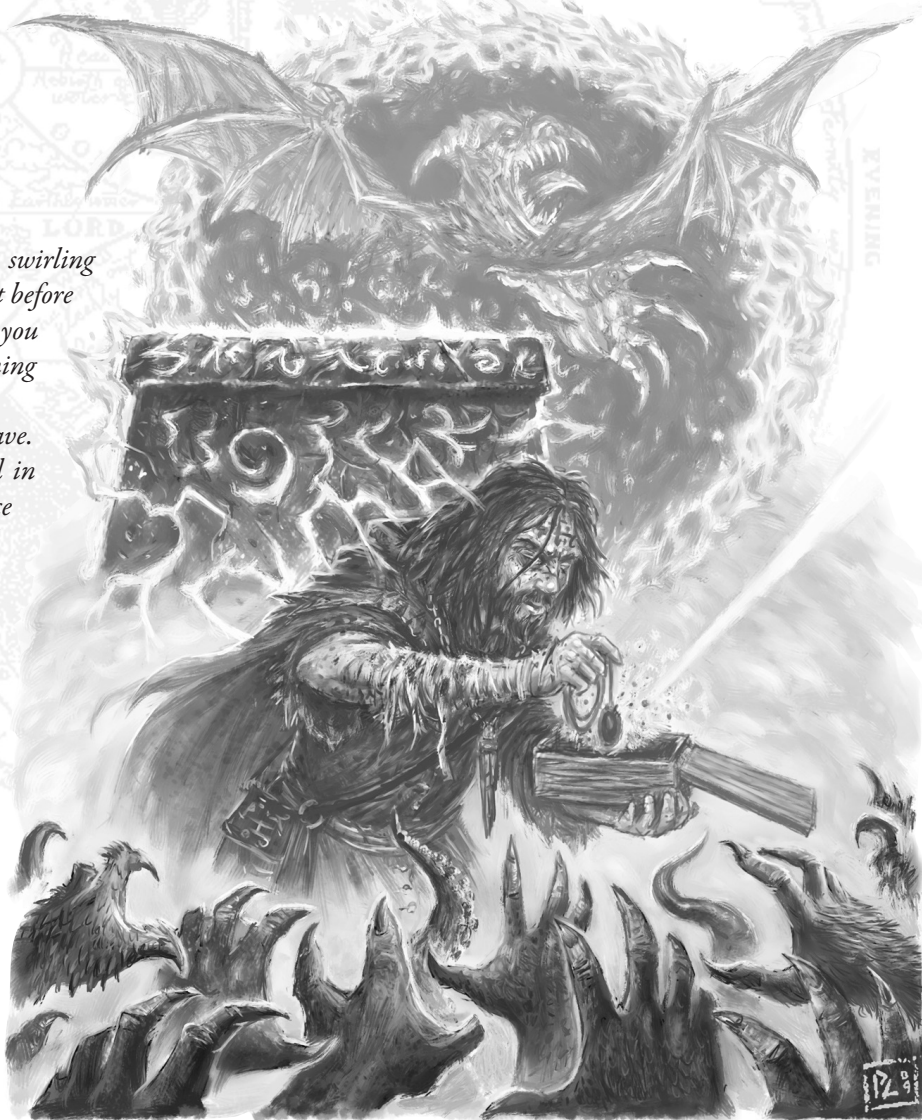
For the Gates of Flame, the method of getting the PCs together is through a vision. Depending on the circumstances of the player group, this vision may appear to one of the PCs who will persuade the others to join him on the quest, or it may appear to all of them and bring them, individually, to the starting point. It is the GM's role to decide how to disperse the vision depending on the dynamics of the group, but it is essential to make all PCs aware of it. In most circumstances, it would be easier to read it out so all PCs receive the vision at the same time, but this is at the discretion of the GM.

The Vision

Your vision begins with a ball of flame swirling around and advancing towards you. Just before you are engulfed, the image changes and you find yourself advancing through a churning tunnel of flames.

You exit the tunnel in a vast cave. In front of you is a stone table covered in painted symbols that shift and dance across the stone. The table vanishes and you see a Witch Hunter kneeling on the ground. There is blood on his clothes. He staggers to his feet and turns towards you. He places an amulet in a small wooden box before he turns and staggers away as your vision changes again. In front of you now stands a monk, the wooden casket in his hand; he opens it and pulls out the red jeweled amulet. He stares at the knot patterns that surround the jewel before putting it back in the casket. The monk vanishes as a dark shadow passes in front of you. The ball of flames grows as a winged daemon flies through it...

Any Witch Hunter who receives a powerful vision like this will find it incredibly hard to ignore it. They live on faith and believe in fate; they would know that this vision was given to them for a reason and they would follow it whatever the cost. Although the source of the vision is not known at the time it is given, the PCs will feel a pulling which will bring them to the required location. Some of the PCs may be in another country, and if this is the case then they will be pulled in the direction of London and will find that their passage is an easy one. The Court of Whispers has also sent messengers out to bring the chosen Witch Hunters to the predetermined location, clearing them passage on ships heading to London from wherever they are located. There should be no reason why a Witch Hunter who receives this vision should be stopped from traveling to London.



It is very important that the GM be aware of the various backgrounds of the PCs characters as being a Witch Hunter in London in 1689 is a dangerous occupation for some religious faiths. For example, any who follow the Catholic faith will be at risk of persecution and hatred from protestant elements that are now dominant in England. It is not unheard of to have Witch Hunters from the New World travel across the Atlantic back to Europe, so there are no restrictions on the origins of characters in this adventure. Historically, women in London at this time had a very subservient role, but this is not the case in the world of the Witch Hunters. The coffee houses in London, a refuge of businessmen in the real world, are as likely to be frequented by women, and female Witch Hunters are also allowed.

To get the PCs together and to place he or she on the path to begin the adventure can be a whole gaming session in itself as each player travels to London from their original location. The important element is that the PCs need to meet up and be placed together at a single starting point. One location that is perfectly suited for this is the Court of Whispers. The pulling of the vision can bring them to the Court where Tom Haggerty will greet them. Tom has met with Alejandro and, although he couldn't persuade him to stay in the relative safety of the confines of the Court, he knows where he has gone and will guide the PCs to find him. Allow the players to use the Court of Whispers as an introduction if necessary. Obviously if this is a long standing group of PCs then introductions will not be necessary.

The Court of Whispers

The Court of Whispers is 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 angels' 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 who 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 theater and the benches.

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 Orders of Witch Hunters wish to meet. Tom is a young eager Witch Hunter and can be used as a supporting cast character whose main job is to get the PCs to stick together.

"You have all been chosen for an important task. Yes, I have also seen the vision, but it is not for me to follow that which is your chosen path. I know you have traveled far, but time is important."

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

Some PCs may have been in adventures where the Court of Whispers has been used before, especially if they are based in England. If this is the case, then they will know the location and how to get into the Court. If the PCs are new to England or have not been to the Court of Whispers before, Tom Hargetty is a good character to meet the PCs as they arrive in London and bring them to the Court.

When Tom meets the PCs, either at the court or outside, he will greet them in their native tongue, one of his uncanny abilities. The PCs will instantly know that Tom is a fellow Witch Hunter.

- Greetings my fellow Witch Hunters. For those who don't know me, my name is Tom Hargetty. I serve the Court of Whispers.
- You have all been chosen for an important task. Yes, I have also seen the vision, but it is not for me to follow that which is your chosen path. I know you have traveled far, but time is important.
- Alejandro, the monk in your vision is waiting for you. I tried to get him to stay here, but he is a stubborn one. You must go and meet him, a fellow Witch Hunter is in grave danger.
- He is at the Traitors Head tavern in Thames Street. I will take you there at once, but you must be wary, London is not a safe place these days.

If any PCs have belongings they wish to leave somewhere rather than carry them, they can do this at the Court. Tom will show them to a chamber for this purpose if requested. Tom will take the PCs to Thames Street, which is approximately 2 miles from the Court of Whispers. When they arrive Tom will receive another vision that will call him back to the Court. As he leaves the PCs, he will give them this message.

- I must leave you now. I have been summoned back to the Court on another urgent matter. I have faith in you my fellow Witch Hunters, but tread carefully in these streets. The Brotherhood is everywhere.

Tom will leave the PCs on the street.



Act One: London

Scene 1: Thames Street

Setting

Thames Street is not far from London Bridge and very close to Pudding Lane, the source of the Great Fire of 1666.

The purpose of this scene is to introduce the PCs to London street life and to bring them in contact with Alejandro, the man they have been told is in their vision.

Thames Street runs between the Tower Of London, through Billingsgate, past London Bridge and into the City, paralleling the River Thames, approximately 10 yards wide. Between the street and the river there are many warehouses with alleys between the buildings.

On the both sides of the street there are buildings, a mixture of shops, workshops and small dwellings. Usually single rooms with a small window, they are dark and dreary places where only the most desperate frequent. The buildings are mainly brick, a wise move after the Great Fire swept through this area and the road is cobbled, although in some areas you can still see the bare earth underneath.

The alleys that abound in the area are dangerous places full of shadows, fog and death, and an unwary traveler is just as likely to get stabbed for the few coins he is carrying as he is to get propositioned by the women who ply their trade on the street corners.

The street is full of sound, and the early morning fog can linger all day. Although the Great Fire was 23 years earlier, it still smells like London is burning, with smoke from ovens and furnaces mixing with the fog to clog your lungs and chill your bones.

The stench is very bad. Slop buckets are emptied into the streets and it was not uncommon for people to be soaked if they are slow to move out of the way.

When the PCs first enter this scene read out the following:

It is early morning, the fog is still lingering, and visibility is down to 20 yards although it does appear to be clearing.

You are standing in Thames Street, London, north of the River Thames. You can hear the water from the river close by and the shouts of the sailors on the boats moving down the river to the docks, ready to offload their goods.

There is an overwhelming stench of human excrement. The cobbled street is wet and slick, a dangerous combination. Brick buildings line each side of the street, a few shops, a tavern and some small dwellings. Outside the buildings are piles of household waste, and crates and barrels left to rot. The buildings are so close together even the alleys barely interrupt the mass of rooftops.

Behind the buildings on the south side of the road are numerous warehouses, some brick, but mainly run-down wooden buildings that somehow survived the Fire. A warren of dark alleys separates the warehouses.

Nearby is a butcher's shop selling meat and fish. You can see carcasses hanging up on large hooks on the eaves overhanging over the street. Through the window you can see a large fat man, wearing a bloodstained apron standing over the carcass of a cow, a large cleaver in his hand.

Next to the butcher's is a wooden gate that is half open; through the opening you can see a small courtyard with a number of doors.

Along the street you can see another store, this one selling cloth and silk. Not of the best quality by the look of the samples visible through the window, but despite the shoddy merchandise it is far busier than the other shops this morning.

Even this early in the morning, the street is busy with people rushing about their business, goods held tightly in an attempt to avoid the pickpockets and thieves that frequent the area.

On the opposite side of the street is a tavern, a four story building which looks very uninviting, its smoke darkened windows staring out across the street. A group of men are standing in the shadows to the left of the front door. The sign above the door shows a head on a pole, eyes wide, a look of horror on its face. This is the Traitors Head tavern.

Most of the PCs will probably want to go straight to the tavern; others may want to look around the street before entering.

Action

If the PCs choose to explore the butcher's shop, George Carlin, a tall overweight butcher who is chopping up the carcass of a cow using a large cleaver, will greet them. His apron is bloodstained. George is a protestant and has a dislike of anything Catholic, although he will be polite and courteous to anyone who comes into his shop. If questioned, George will not give any information that is relevant. He will talk about meat and the weather, general stuff, nothing specific. He will, however state the following:

- If you ask me, there be some strange folk at the tavern, folk lurking around outside. Some foreigner has been staying there the last couple of nights, strange place to want to stay if you ask me, don't get many travelers staying there what with the Brotherhood controlling the area. He looks to me like one of those Catholic fellows. Tries to hide it, but I can spot them.

If asked about the Brotherhood he will say no more just repeating 'I can't say, now best you be on your way.'

If the PCs choose to explore through the gate, they will find a small courtyard, waste scattered around as if no one has cleared this area in a long time. There is a pile of barrels in the far corner, behind which they will find Hetty, an old lady, who has a dirty face and torn clothes. She is hiding behind the barrels. She is afraid of the PCs. If talked to she will not give them any information although, like George, she will say the following if asked about why she hides.

- Nasty men, they push us around. Only asked for some scraps, they had plenty to spare. Watching that tavern all day. Can you spare some coins?

If the PCs give her some coins, a couple of pennies would be enough, Hetty will say the following:

- Thank you kind sirs (and madams). You should beware of the Brotherhood, they don't like strangers in these parts.

She will scamper off before the PCs can ask anything about the Brotherhood.

Around the courtyard there are five doors and a wooden staircase leading up to a second floor where there are more doors. No one will answer the doors if they knock. They will see movement behind the windows, but no one will answer. Most people are afraid to answer the door in case it is the rent man coming to collect.

If the PCs choose to explore the shop selling cloth, they will see lots of people entering the shop and exiting with bundles of cloth. There is a large man outside who is watching them closely.

The shop is controlled by the Brotherhood of the Gate who use it to sell illegal alcohol. Although there is no law enforcement in London at this time, illegal activities are not flaunted in order to avoid the unwanted attention of the City Watch or the local magistrates, who themselves are often on the payroll of the criminals. A case of rum can make a magistrate look the other way and members of the City Watch who don't drink are very rare. Although this is the first encounter with the Brotherhood of the Gate, there should be no connection made here to the mission. It is merely a means to introduce the Brotherhood into the game without being connected to the adventure.

When the PCs enter the shop, they will see all sorts of cloth hanging from racks. Many people are bustling around the store. All the customers are purchasing a roll of cloth. The PCs can use a Notice (Intuition) roll with 2 successes to notice that each roll of cloth is hiding a bottle. Also, although there are rolls of cloth on the counter and in the store, the rolls being purchased are being passed to the shopkeeper from

a storeroom behind the counter. If the PCs speak to the man behind the counter, they can get the following information. The man will assume the PCs know about the bottles hidden in the cloth rolls even if the PCs do not know yet. He will say the following:

- The cloth is a special delivery. The best quality if you know what I mean. Yours for 1 farthing. Can't get better than that anywhere. Compliments of you know who.

If the PCs ask any more questions about who he means, the man will look around carefully and say "the Brotherhood of course."

At the mention of the Brotherhood, the large man who was watching them from outside and who followed the PCs into the store, and will approach them. He is a large man, about 6ft, with a beard. A leather jerkin covers his chest with cloth pants and a sword belt. He keeps his right hand close to his sword. He will say the following:

- Come now sir (and madams if necessary), make your purchase or leave the store for others to come in.

If the PCs want to purchase some cloth they can, but once they do they will be urged to leave. If they show any resistance at all, then they will see a lot of people in the store reach for weapons. They will be horribly outnumbered and should leave.

If the PCs choose to explore any of the other buildings or doors, they will find nothing of interest. All of the doors are locked and like the dwellings in the courtyard, the occupants are either absent or hiding from the rent collector.

You can add the following incident if you want to add an unpleasant situation. If a PC either knocks or tries to open one of the doors, they must make a roll using Agility at Difficulty 2. If they botch the roll (get 0 successes and at least one 1) they will be hit by food waste being thrown out of the window. If hit, although it will do no physical damage, it will make the PC smell awful and will have -1 dice until they have cleaned or changed their clothes on any Charm (Personality) rolls when they are trying to get information from people. This incident should only be used once.

If the PCs approach the men outside the tavern, the men will turn down the alley and move away from the PCs. They will not be able to talk to them.

If one or more of the PCs decide to stay outside the tavern, they should not see any of the action in the tavern or hear the meeting with Alejandro, but will see the group of men, heading towards the tavern at the point that Alejandro is showing the Amulet to the PCs.

When the PCs enter the Traitors Head tavern read out the following:

You enter through a large heavy oak door. The air is thick with smoke. The tavern consists of a large single bar room with oak beams overhead supporting the upper levels.

The room is so full of tables and benches it is hard to move around. In the right hand corner is a large fire, a contributor to the smoke in the room, as most of the smoke seems to float out into the room and not up through the chimney. Opposite the fire is a staircase leading to the upper levels. On the tables are various tankards, discarded by the previous patrons and not, as yet, collected up by the serving wench who is, at this time, sitting on a stool in front of the bar. Behind the bar is a large man, who appears to be making an attempt to wipe the bar, but is intent on watching you as you enter. To the right of the bar is a closed door.

The bar is empty.

As the characters enter, Nancy the serving wench will move towards them and speak the following:

- Good morning sirs, (and Madams is necessary) Nancy's me name, what can I get you this fine morning?

She will lead them to a table near the staircase. If the PCs choose to try and get any information out of Nancy, she will reveal the following:

- If asked about any strangers. "There's one, a foreigner, been here two days now, got a room upstairs. Nice gentleman, not the sort we usually get in here. Not to say that you aren't all nice gentlemen too.
- If asked anything about the people that usually drink there. "We get the usual clients, rough lot if you ask me. Can't keep their hands to themselves. Then there's them thugs of the Brotherhood. Most of them think they own the place...
- If asked about the Brotherhood. "Where 'ave you come from? Everyone knows they control most of the stuff round here..."

Before she can say anything more, she will be called away by the man behind the bar. The main door will open and a man will walk in, the monk from the vision.

Read the following at this time.

The main door opens and a small man, about 5ft 2", dressed in stained traveling clothes enters the tavern. He is the man from your vision. He looks around and sees your table. He strides towards your group. When he is near enough, he leans forward and speaks, with a noticeable Spanish accent.

- My name is Alejandro. Senor Hargetty told me I would find you here. You must come with me. It is not safe here for any of us.

Alejandro is nervously looking around the room.

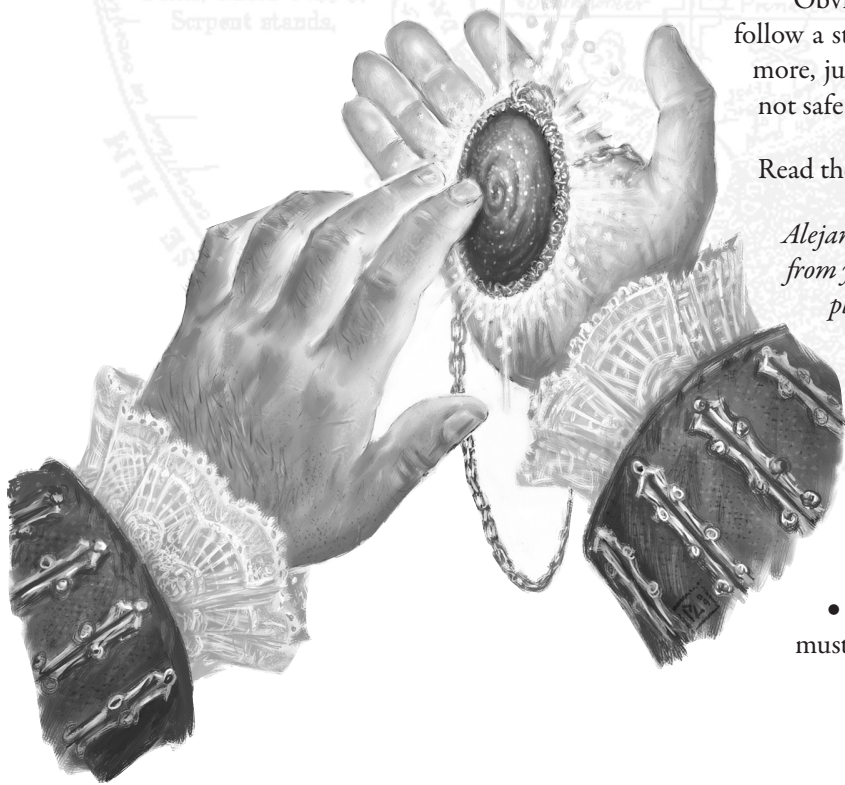
Obviously the PCs are going to be reluctant to follow a stranger. Whatever they ask him, he will say no more, just saying. "Please, you must come with me, it's not safe here."

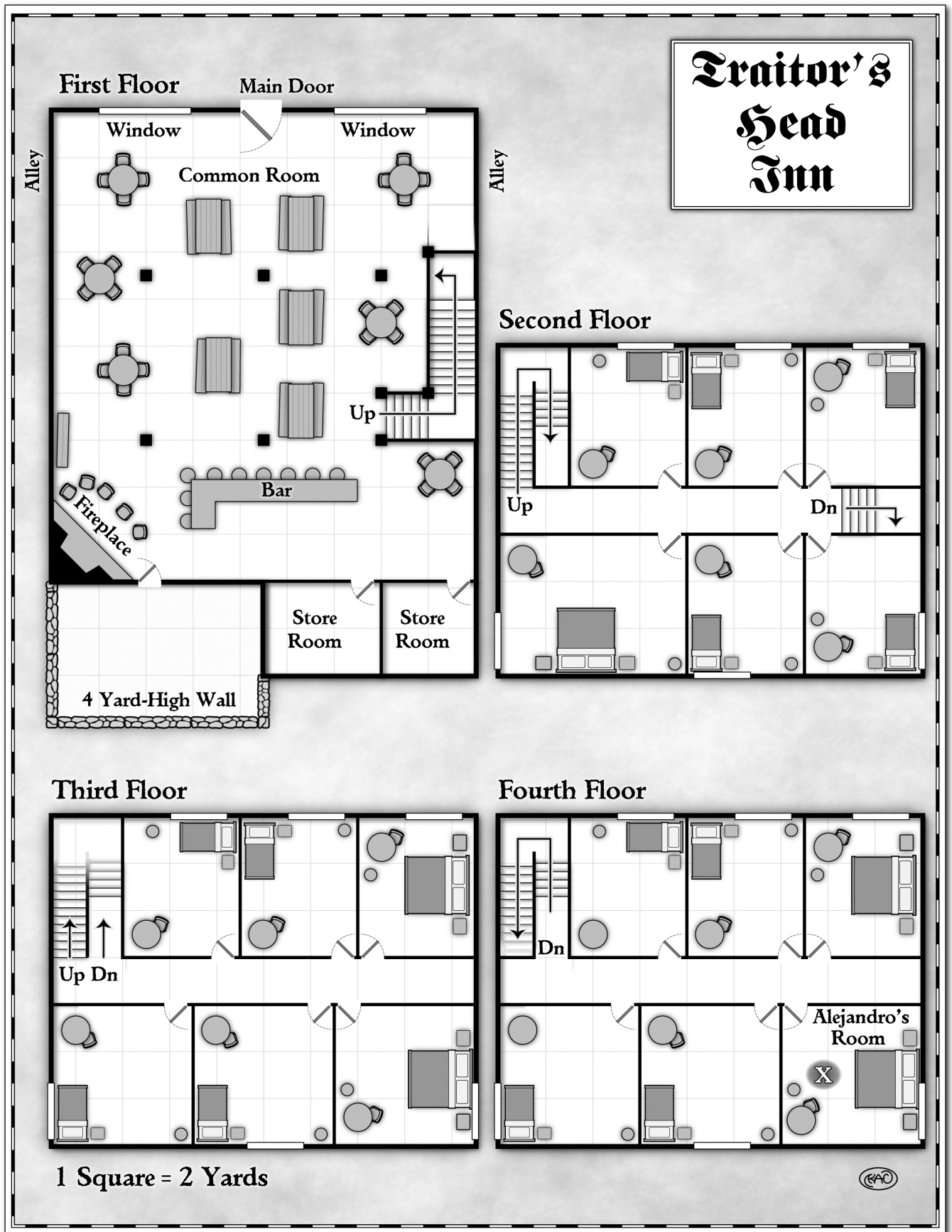
Read the following to the PCs at this time:

Alejandro opens his traveling bag and removes casket from your vision. Opening it, he takes out an object and places it in his hand. In the palm of his hand lies an amulet, a bright red jewel surrounded by a series of metal knots. The jewel glows brightly with a light that emanates from deep inside, pulsating as if alive. The knots entwine the jewel, as if protecting it.

Alejandro will urge the PCs to follow him.

- I know you have seen this before. Come we must go, follow me.





At that moment the main door bursts open and a group of men enter, weapons drawn. The man in the front will look around and will spot Alejandro with the Amulet in his hand. Pointing at the Amulet, he will shout the following:

- There it is, Sir William was right, he does have it.

To determine the number of combatants in this fight use the following combat scaling. Add the PC Combat pool divided by 2 (the Threat level of the minions), rounding up to get the number of minions.

Brotherhood Thugs, Minions	
Threat Level	2
Skills	Hand-to-Hand +2, Throw +2, Grapple +2, Notice +2
Talents	Cheat,
Movement	C3/W 9/R 15
Weapons' DM	Sword +3 or Dagger +1

If a fight takes place, the room is full of objects that can be used as weapons. Stools, benches, tankards are all good. Nancy and the barman will cower behind the bar, neither helping nor hindering. Alejandro will always stay behind the PCs. He does not draw a weapon and does not fight. If one of the men does get near him, a PC should try to protect the unarmed Alejandro, if not move him aside. By this time, having seen the amulet from their visions, they should be more than interested in protecting Alejandro from death in order to discover the meaning of the rest of the vision.

As much as the PCs will try and get out of the tavern, they should be prevented from doing so by whatever means is necessary: people entering the tavern attracted by the noise, upturned tables blocking their path, or slipping on spilt food and drink.

After fighting for 3 rounds maximum, Alejandro will call out.

- The stairs, up the stairs. Follow me.

The PCs should finish any combat they are in and back away, moving towards the stairs. Some may want to stand and fight, but you need to get all of them to follow. Despite their courage, they should be urged to break away and run up the stairs. Bring in more men from outside or through the back door if necessary. When they follow Alejandro up the stairs, the scene ends with all of them running after Alejandro down a corridor at the top of the stairs.

Scene 2: Escape Setting

The purpose of this scene is to get the PCs and Alejandro to safety so Alejandro can tell his story. Scene 2 takes place through the upper levels of the Traitors Head tavern and the surrounding area between Thames Street and the river.

Each level of the tavern has multiple doors leading to guest rooms, some occupied, some empty. Alejandro has a room on the upper level. He will try and lead the PCs to his room in order to grab his meager belongings and then escape over the rooftops.

For this scene use the Brotherhood Thugs Minions profile from Act 1 Scene 1 for all combatants.

As you enter this scene read out the following:

There is the sound of pursuit behind you, and the sound of Alejandro's voice in front yelling for patrons to get out of his way. You are in a narrow corridor, with doors on either side leading to guest rooms. At the end of the corridor you can see another flight of stairs going to the next floor. Alejandro is running ahead...

Action

The PCs should follow Alejandro. Some of them may want to stop and fight, but they should see overwhelming numbers of men following them up the stairs. The GM may need to find some creative ways to get the PCs to follow Alejandro. People may come out of the doors on either side of the corridor: they are not combatants and as such should not be a threat to the PCs, but they will get in the way. The corridor is classified as "cramped quarters" and carries a -2 fight modifier.

On entering Alejandro's room, he will grab his belongings (which will only take a few seconds as he does not have a lot of stuff) and will move over to the window. The building next to the tavern is only three stories high and is within jumping distance from the window.

As the PCs enter the room read out the following:

The room is small, with a single bed and a bare table with a candle on it. In one corner is a waste bucket and next to that a chair. Alejandro grabs his bag and runs to the window, pointing frantically to the roof on the building next door. Through the window can be seen a gap of 2 yards with a drop of 3 yards.

The window does not open, it is stuck or has been jammed shut. The sound of pursuit is getting closer. The chair or the small table will break the window if thrown at it. The chair could be used to block the door from the pursuers. There is a

chance that a PC may cut himself when climbing out of the window unless the broken glass is removed.

Alejandro will jump first and will succeed. Each PC must make an Acrobatics (Agility) at Difficulty 1 to get across the gap. If a failure is rolled, there is a good chance that either Alejandro or a previously jumped PC will grab the falling PC and pull them to safety. The catching PC should roll using their Agility; on 1+ successes, they catch the falling PC. Alejandro has an Agility score of 3.

The building they are now on is only a three-story building with an overhang at the second floor level over the alley. Alejandro and the PCs can climb down the ragged bricks to the overhang, or drop down to the overhang and from there into the alley. The alleys in this part of London are narrow and definitely make fighting difficult so they should be classified as "cramped quarters." They are filled with all manner of rubbish and debris: crates, piles of waste, even the odd vagabond or working lady skulking around. All these things can act as barriers or objects to be used to block their pursuers.

When the PCs reach the alley floor from the roof, a group of men enter the alley from Thames Street, thereby forcing the PCs south to the river, the ultimate goal for this scene. There are various means you can use to get the PCs to the Thames. Escape should be to the south, through the alleys or the warehouses. They should also feel the need to protect Alejandro, as they want to hear his story.

If the PCs decide to try to enter one of the warehouses, you can either let them enter or have the entry barred, either by a locked door or an opponent blocking the way. If the PCs do enter a warehouse treat it as a large room filled with crates and barrels, all good ammunition for a fight if it comes to that. Whatever happens in the warehouse, the PCs should find that the only exit is to the south, closer to the river.

When the PCs eventually exit either the alleys or the warehouses, they will see the Thames in front of them.

Read this out as the PCs enter the area:

In front of you is the River Thames. A low stone wall borders the river, protecting London from its rise and fall. Wooden ladders are spread out at regular intervals where you can climb down to reach the water level. To the right looms a stone bridge, with a church in the center and numerous buildings across its span that seem to hang in the air as the fog shrouds the river and covers the bridge.

To the left are the docks. Numerous ships are docked there, offloading their goods or loading up for another voyage. The bustling activity in this area makes it hard for the pursuit to continue although you can still see your pursuers trying to break through the crowds.

Behind you in the shadows of an alley, you catch the glimpse of a hooded man. He is looking around and appears to look directly at you. He moves towards you, but stops abruptly. He appears distracted, his gaze looking off into the distance across the river. The fog takes him from your sight, but not before you see a dark shadow rise up into the air from where he was standing. The black shape is swallowed up in the fog as it moves towards the bridge.

Your pursuers are not giving up; they are trying to make their way through the crowds to your position. They are approaching you on all three sides, with the river at your back...

To end this scene you need to get the PCs to safety. It may be suggested that they go to the Court of Whispers, this is allowed, but they will still need to get there. The only real means of escape is to use the river, although they may try and find other ways. They may want to fight so allow them to fight. If they try to run in either direction away from the river, their way should be blocked by large throngs of people blocking the path, market stalls, Dockers moving cargo, or more of their pursuers. As pickpockets work in this area, this could be another incident to throw at the PCs while they are trying to escape.

One of the PCs should remember the wooden ladders from the description. These lead down to moorings where anything from a small row boat to a large fishing boat could be moored. The PCs can use the ladders to climb down to one of the boats. If after trying various ways to escape, have them make a Notice (Intuition) roll at Difficulty 2, to notice small, unattended rowboats moored on the river. If the PCs party, including Alejandro, is greater than 4 in number, then they will need to use more than one rowboat. Each rowboat can carry up to four people. The river is not treacherous at this time of year and as such it is deemed safe to row on without making a Row roll to do so.

The PCs can climb down the ladder. Even though the ladders will be slippery, it should be an easy action. Make a Balance (Agility) roll at Difficulty 1. If anyone fails, they will fall into the river. The tide is in, but the river is not deep near the embankment. They will get wet, but will not suffer any damage other than their pride being hurt.

Once in the boat, a destination must be chosen. The safest place would be the Court of Whispers. The Court is 2 miles from where they are and will take about 1½ hours to row upriver. The route will take them under the bridge (which is actually London Bridge, something that will be known to any Witch Hunter with trained knowledge of London or is a London based Witch Hunter) towards Westminster.

If the PCs do not want to go to the Court of Whispers, any other suggestion is valid, the location for the telling of Alejandro's story is not as important as the story itself. It is also possible that the next scene can be played

out while on the boat, possibly across the river away from the pursuit. Downriver is Billingsgate and the docks area; a location could be found there, an abandoned warehouse or some such building.

Another option could be for the PCs and Alejandro to find a carriage/coach to get them to the Court of Whispers or any other location they choose. The Court of Whispers is approximately 2 miles from their location so depending on the coach could take anything from 10 minutes to 25 minutes and cost 2d per person. Remember that a typical coach can usually accommodate 6 passengers inside and 2 up front with the driver.

Scene 3: Alejandro's Story

Setting

The purpose of this scene is to reveal Alejandro's story and to set the PCs on the quest for Alfonso. The actual setting depends on the previous scenes outcome.

Alejandro's story is as follows:

- Alejandro is Spanish, a Franciscan and a member of the Order of Friars. Although like other Catholic orders the Franciscans officially deny the existence of the Witch Hunters, they are a lot more tolerant of them than the Dominicans or the Jesuits who actively work against "Enemies of the Church".
- Alejandro has a brother, Alfonso. He is a Witch Hunter and has been for many years. He is a member of the Fellowship of the Ashen Cross.
- Alejandro has kept the secret of Alfonso's Witch Hunter activities from the Catholic Church feeling, as many Franciscans do that the Church is unjustly persecuting the Witch Hunters.
- Six months ago, Alfonso visited Alejandro and told him he had to leave and wasn't sure when he would be back.
- Two months later, Alejandro received a package from Alfonso. Inside were a letter and a small wooden casket containing the Amulet. The letter is written in Spanish so Alejandro will translate it to English. If one of the PCs can read Spanish, give them Player Handout 1 so they can read it out for the rest of the PCs.
- For three months, Alejandro has been praying for news of his brother, but there has been nothing.
- After many sleepless nights of worrying and contemplating what he should do, Alejandro set out for England, where the last letter had come from, with the small casket hidden deep in his traveling pack.
- For the last month, he has been trying to find his brother, and he believes he must be close as he is sure he is being followed everywhere.

- A week ago, Alejandro met Tom Hargetty who took him to the Court of Whispers saying that his coming had been forewarned and that help had been selected. Tom tried to get Alejandro to stay at the Court but he wouldn't, instead he left the court making plans to meet Tom and the chosen Witch Hunters at the Traitors Head tavern a few days later.
- The name of the man Alfonso was trailing was Thomas Mackey, a merchant who appears to import food goods from Europe, but Alejandro is convinced there is something more, something illegal.
- Thomas Mackey appears to do business out of offices in Exchange Alley, but he often frequents the Royal Exchange on Threadneedle Street and also visits a coffee house in Exchange Alley, Jonathon's Coffee House. So far Alejandro had failed to meet Mackey.

He will end his story with this plea.

- Please, I need your help to find my brother. I fear something bad has happened to him and I can't find him alone.

Action

This scene is not strictly an action scene, but it is the scene that really starts the adventure even though a lot of action has already taken place.

The PCs are going to have a lot of questions for Alejandro. There are two ways to play this section. The first is to retell Alejandro's story in one tale, revealing all the information listed above, or you can allow the PCs to ask questions and reveal the information when they ask the relevant questions. The advantage of allowing the PCs to ask questions of Alejandro is that they will feel they have obtained the information themselves rather than being told everything they need to know. Either way will work, but it is important that they get all the information.

One other important objective in this scene is for Alejandro to give the Amulet to the PCs. The prime time would be when he talks about Alfonso's letter and the casket, but the exact time is up to the GM. When a Witch Hunter handles the Amulet, it glows vibrantly and the red light swirling around inside the jewel is more active. Nothing much will happen with the Amulet until later in the adventure, but it is important that you keep track of who has it.

If a PC examines the Amulet, they should make an Occult (Education) roll. Consult the table below for the results.

0 Successes: You see nothing unusual about the amulet. It appears like any other piece of jewelry you have seen. A red jewel in the middle with a series of knot patterns surrounding it.

1-2 Successes: You notice that the knot patterns are intertwined around the jewel, surrounding it. Although the patterns do not make anything specific, they do not look as random as you first thought.

3+: Successes: The intricate knot patterns on the amulet actually contain a Rune of Faith entwined in the pattern.

A PC can make an Occult (Education) roll to determine how much they know about the Rune of Faith. Refer to the following chart to determine what they discover.

0 Successes: As hard as you try to remember, you can recall no information about the Rune of Faith.

1-2 Successes: You can recall that a Rune of Faith is used to hide a message or an object, but it is a very rare occurrence.

3+ Successes: You can recall that the Rune of Faith is used to hide a message either in an object or on an object, but you have never come across one before, they are very rare. The Rune will become active at a pre-determined time when someone with Faith handles the amulet. At any other time, the only thing that will happen is the object containing the rune will begin to glow.

As the game progresses and characters are awarded Hero points for various actions, they subsequently trade the Hero points for True Faith points. When the wearer of the Amulet reaches a threshold of True Faith points, the jewel will start to glow even brighter than before and an apparition will appear in front of them, emanating from the very jewel itself. The apparition will state the following:

- I am Simeon of Ashkelon. The day that has been foretold is nearing. The day of reckoning is here and the Gates of Flame must be destroyed. Many can open a portal, but only this Amulet can open the Gates of Flame. I have placed the Rune of Faith so it can be used to destroy them for all eternity. You must complete what I failed to do. Close the Gates. Go carefully, as only the Nephilim will benefit from opening the Gates of Flame and their treachery will be everywhere.

The apparition will fade out at this point.

It is important to set the threshold for the True Faith points at a realistic level for the people playing the game. If this is a new set of PCs with no previous True Faith Points, then set the threshold to 5 or lower. For a more experienced group, set it to a number higher than the highest True Faith starting value. The threshold number can be adjusted accordingly. One important thing is that the apparition should be revealed before the end of Act 1. If the threshold has not been reached, reveal the apparition regardless. If necessary, choose a quiet moment to reveal it or a point where the PCs may be getting distracted or lost on the adventure. The time of reveal is not as important as the reveal itself.

A PC can make a Myth and Lore (Education) roll regarding Simeon of Ashkelon. Refer to the following chart for what they discover.

0 Successes: You cannot recall any information.

1-2 Successes: You cannot recall the whole story, but you can remember some of it. Simeon of Ashkelon was a magus from the time of Solomon who created the Amulet as a key to the Gates of Flame through which the Void can be reached. He wanted to banish a Nephilim and his host to the Void when the Nephilim had been rampaging across the kingdom. Although he managed to banish the Nephilim and his host to the Void, he died after the battle. The location of the Amulet of Ashkelon is unknown.

3+ Successes: You can recall the whole story. During the time of Solomon, a host of Nephilim commanded by Algar rampaged through the kingdom. A magus named Simeon vowed to banish Algar and the Nephilim to the Void. To do this he created the Amulet to open the Gates of Flame, the entrance to the Void. When Algar confronted him, he opened a portal to the Gates of Flame and used the Amulet to open them. In the ensuing struggle the Nephilim, including Algar were sucked inside. Simeon was fatally injured in the battle and died soon after. No one knows what happened to the Amulet of Simeon.

Once the PCs have heard Alejandro's story, they now know that they need to help find Alfonso and the best clue they have is Thomas Mackey. To do this, the best leads they have is that he frequents the Royal Exchange, has offices in Exchange Alley and also visits Jonathon's Coffee House. Once they decide what to do next, Alejandro will say that he has some personal business south of the river. He will not say what it is but suggests that they meet up later that evening at the Anchor Tavern in Southwark. Alejandro is very stubborn, as was already pointed out by Tom Hargetty earlier and will not be swayed from this plan. Alejandro will leave the PCs at this point.

Scene 4: The London Business District

Setting

This scene is set in and around the Royal Exchange on Threadneedle Street, the center of commerce in the City and Exchange Alley. The purpose of this scene is to for the PCs to start discovering information about Thomas Mackey and the Brotherhood of the Gate. There is very little action in this scene as it is essentially for data gathering.

It is totally acceptable for the PCs to choose any of the three locations to visit first, there is no specific order for the information to be revealed. It is also acceptable for the PCs to meet some of the characters from the Royal Exchange in the streets outside if the GM feels they are not going to go to the Royal Exchange.

The Royal Exchange

The Royal Exchange is a large building, with 2 main floors as well as attic offices on the third floor. The main business area is the central courtyard that is open to the air. Here merchants and brokers conduct daily business, performing transactions, buying and selling produce that is never seen in the building. Around the outside on the courtyard is a pathway with columned arches, very roman in look. When the PCs go through the main doors, they will find themselves in the large courtyard where throngs of businessmen and woman conduct their business. The noise is tremendous, with people shouting at each other to make sure they are heard.

Action

The PCs need to find out as much information about Thomas Mackey and the Brotherhood as they can. To do this they will need to talk to people in and around the Royal Exchange.

Each NPC listed here has four pieces of information. The PCs should make a Gossip (Personality) roll. For each success, they will get 1 piece of information up to the four pieces.

Jerry Brogan – Merchant who deals in exotic foods; 47 years old, short and fat with rosy cheeks from excess food and alcohol.

1 Success: So what fine foods have you got for me today? Where be your samples? I must try stuff before I buy it. Ah, so you be looking for information about Thomas Mackey and the Brotherhood. That scoundrel has defrauded more people here than he has done business with. The man's a thief and not a good one at that.

2 Successes: Well, if you ask me he deals in a lot more than just food. There's talk of large crates coming ashore down the river with things in them that are lot more valuable than food. Not to say that food isn't valuable, I do all right by it.

3 Successes: Well, I know a lot of people say the Brotherhood are thieves and villains, but if you ask me, they do supply folk with a lot of things that they want and couldn't get, well not legally anyway. Nothing wrong with a little give and take if you know what I mean.

4+ Successes: Thomas, part of the Brotherhood. I would say so, especially when you see him around and about with Sir William Waller.

Henry Castle – Merchant who deals in wines and spirits, 52, red nose from drinking way too much wine.

1 Success: The Brotherhood? I'd throw the lot on them in the tower. Turned my business upside down they have. How can I sell good honest wine when they are on the streets forcing taverns to take their nasty smelling and tasteless drink? You tell me?

2 Successes: Thomas Mackey is the worst of them. Comes in here selling his food by day and by night he's got his lackeys out bullying innocent people out of their hard earned wages. That Nathaniel Moore is the same, exotic silks by day, illegal fights by night. They are ripping the heart out of this city they are. I heard that Mackey had a disagreement with his long time friend and business partner and had him thrown in the Clink. Tallow his name was I think.

3 Successes: There is many a large house west of here that has benefited from Thomas Mackey's other business. Nice wall hangings if you get my meaning. Any art gallery should lock its door if Mackey is around.

4+ Successes: There is talk, only talk mind you; that he was mixed up in some theft on that templar church, but no one reported anything missing. That was really bizarre, but if it was associated with some ancient relic then I would bet money that Mackey was involved.

Elizabeth Walker – Merchant who deals with clothes, 36, young and very successful.

1 Success: Looks like you could do with some new clothes? Thomas Mackey, you say, oh yes I know him, a tall man, always wears a long green coat with red pants. Very distinguished he is.

2 Successes: A gentleman, that one? Oh no. I said he looks distinguished, didn't say he was a gentleman. He's a thug and a thief. I saw him beating up a young lad for looking through his office window, poor lad was only looking. He even had his long time friend and business partner thrown in the Clink. Jack, I think his name was, yes that's it Jack Tallow. Still there as far as I know.

3 Successes: Not seem him around here recently, no. The rumor is that he has shut up shop here in London and moved out to the country, that Sir William Waller as well. No sign of him for a while either. Why a man would do that I don't know?

4+ Successes: Sir William? I've not had any dealings with him, but I don't like the look of him. It's his eyes, dark piercing eyes. Creepy if you ask me.

No one else at the Royal Exchange will give any relevant information to the PCs. If you like you can throw in a couple of uncooperative merchants who refuse to talk but the PCs will need to get as much info from here as possible.

Jonathon's Coffee House, Exchange Alley

Jonathon's Coffee House is located in an area across the road from the Royal Exchange called Exchange Alley. The area is a bustling hive of activity with people continually rushing to get to places, or to close that deal which is going to make them rich. There is as many deals completed in the Coffee Houses on Exchange Alley as there is at the Royal Exchange.

When the PCs enter Albert Cook, the proprietor of Jonathon's, will greet them.

- Welcome friends, come in and make yourself comfortable. Try this table.

He will show them to a table.

- What can I get for you fine people today? Our latest Arabian beans direct from the east are the finest you can taste around here. So, coffees all round? Good, I'll get your order immediately.

Albert Cook will try and leave. The PCs can allow him to go or they can call him back. If they allow him to go, he will return carrying enough coffee for the whole party. If he doesn't leave, he will after he has finished talking and will return with the coffee. Either way Albert Cook has 4 pieces of possible information that the PCs can get out of him by using a Gossip (Personality) roll. Each success is worth a piece of information

1 Success: Thomas Mackey? Oh yes, he's one of my most regular customers. Strange though, he's not been in for a few days. He's usually in everyday. He sits right over there, regular as anything. Rumor is he has shut up shop and left the city. His office was just up the road from here, about 10 yards up the alley.

2 Successes: Well I don't like to talk bad about a customer, you understand, but he really isn't a nice fellow, ever since he got involved with the Brotherhood. He turned all queer like. He even had his friend Jack Tallow put in the Clink. Imagine that. Best friends and partners for years and then one day, slam, Jack's behind bars.

3 Successes: I saw it, his whole demeanor changed overnight. One day he was all friendly to everyone, and then there he was following Sir William like a dog chases a fox. I'd heard he got terribly harsh to the people who worked for him, but when Sir William was around, he was an angel. It was around that time Jack got taken away.

4 Successes: Sir William? No one seems to know where he came from. No one seems to know where he goes to either for that matter. All I know is he basically had nothing, no business as such, but he had money. Where it comes from I don't know but seven, I think it was seven years ago, although it might be less or it might be more, I can't rightly say, he returned from abroad and began setting up business. The rumor I heard is that he started the Brotherhood. Amazing really if it's true. From nothing to that so quickly. Oh well, some people can do it I suppose.

Albert's final words will be the following:

- Well enjoy your drinks; I must attend to my other customers now. Good day all.

Albert will then disappear amongst the crowds. The cost of the coffee is 1d per cup. If the PCs decide not to pay for the drinks they can get up and leave, but each of them will have to make a Stealth (Agility) roll to see if they manage to hide in the crowd and get to the door without being seen. The door is 3 yards from the table they were ushered to. Each success gives them a yard of movement. The GM should attempt a Notice (Intuition) roll using Albert's Intuition of 3 against each PC to see if he can notice any of them trying to leave. If he does he will call them back and insist they pay. If PCs cannot pay, they will need to charm him using a Charm (Personality) roll with Albert having a dislike for people who try and leave without paying.

Everyone else in the Coffee shop will not be willing to talk; they are all too busy for idle gossip.

Thomas Mackey's Office

Thomas Mackey's office is about 10 yards away from Jonathon's Coffee Shop, further east up Exchange Alley. The entrance is a single door that is locked. The windows have been boarded up. There is a sign on the boards. The sign reads "Thomas Mackey Trading, Closed for Business" The buildings either side are all occupied, but the only information the PCs can get is that the office has been closed up for about a week and they do not know where Mackey has gone.

The PCs can try and pick the lock using Disable (Reason) at Difficulty 3. If the PCs manage to get into the offices, they will find them stripped bare. The floorboards creak, it is dark on the lower floor, but the upper levels have not been boarded up. There are four floors, each with five rooms. There are tables in some of the rooms, but there is no paperwork either on the tables or in any drawers. On the fourth floor, one of the rooms is a lot bigger. The window overlooks Exchange Alley. This is the only room for the PCs to find anything in. They can make a Notice (Intuition) roll and consult the following:

1 Success: You look around the room and notice that by the window there are scratch marks in the flooring.

2 Successes: You look around the room and notice that by the window there are scratch marks in the flooring. The scratch marks look like they have been made by something being dragged across the floor.

3 Successes: You look around the room and notice that by the window there are scratch marks in the flooring. The scratch marks look like they have been made by something being dragged across the floor. You notice that there is a small stain of what looks like dried blood on the floor. To the left of the stain you notice there is something written on the floor, small faint letters scratched into the floor, but someone has tried to remove them.

4+ Successes: You look around the room and notice that by the window there are scratch marks in the flooring. The scratch marks look like they have been made by something being dragged across the floor. You notice that there is a small stain of what looks like dried blood on the floor. To the left of the stain you notice there is something written on the floor, small faint letters scratched into the floor, but someone has tried to remove them. You try and read what has been scratched, but all you can read are the following letters – "L T W T E R."

There is nothing else to be found in Thomas Mackey's office. It should be noted here that regardless of the order in which the players investigate these locations the most important piece of information that the PCs must get is the link between Thomas Mackey and Jack Tallow and the fact that Jack is now in the Clink.

Once the PCs have gathered as much of the information as possible from these locations, they will need to make their way over the river to rendezvous with Alejandro and possibly visit Jack Tallow in the Clink. The only way to get to Southwark is by London Bridge. (A PC with knowledge of London will know this or they may remember the bridge from earlier in the day). If they try and find out any more information about the Brotherhood, Sir William Waller, or anything else, they will not be successful. Their only real lead is Jack Tallow and he is in the Clink.

Scene 5: Southwark

Setting

This scene takes place in Southwark, south of the river, in and around the Anchor Tavern and the Clink prison. Dependent on the length of time spent in the business district and the method of transport, by the time PCs arrive in Southwark, it should be late evening.

It is up to the PCs as to which location they go to first. They are due to meet Alejandro at the Anchor that evening, but they may feel they could get in to see Jack Tallow before they meet up at the Anchor. This is perfectly valid and should be allowed if the PCs suggest it.

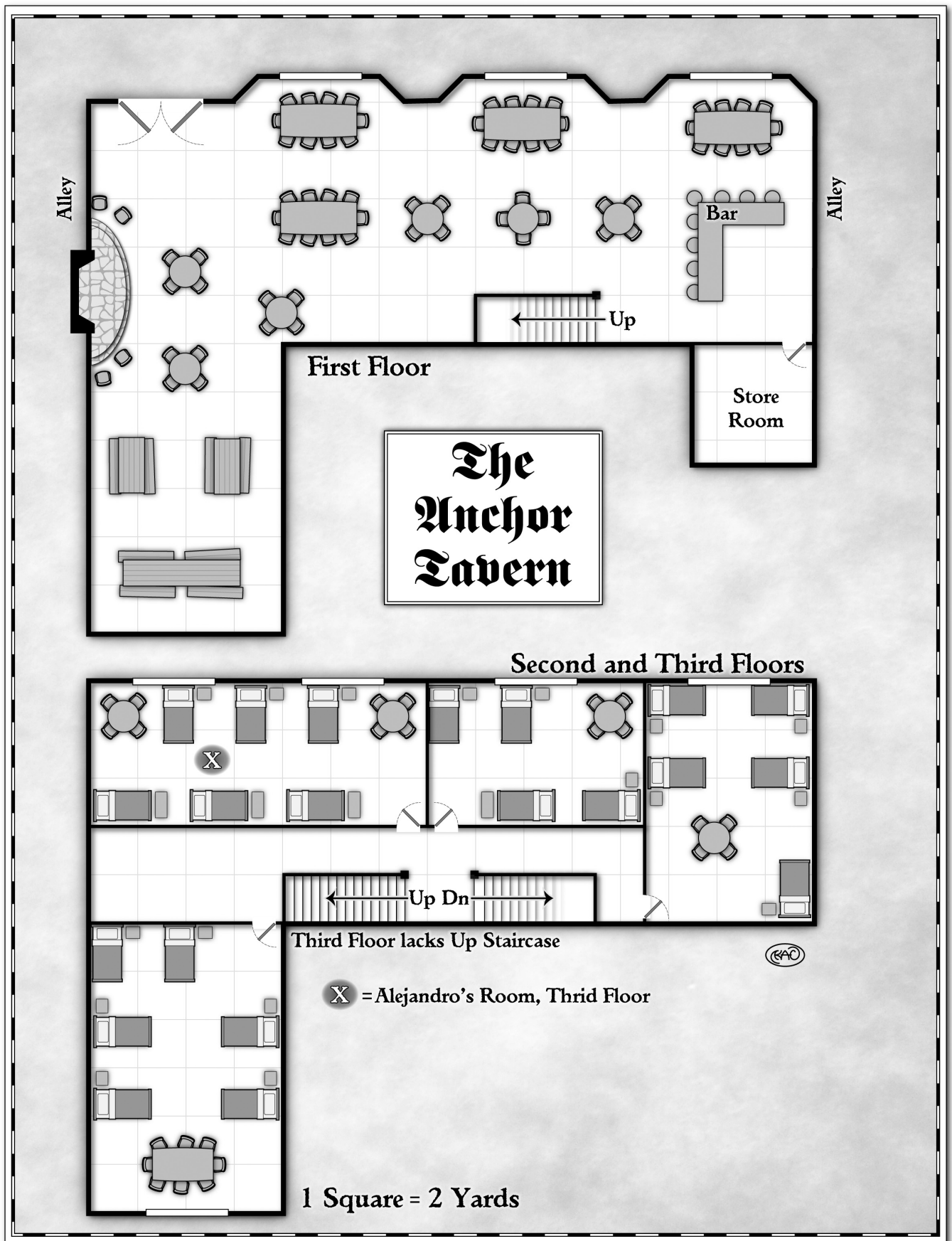
The Anchor Tavern

When the PCs decide to go to the Anchor Tavern read out the following:

The Anchor Tavern is next to the River Thames. It is a three-story building surrounded by cobbled streets and a warren of dark alleys. Brothels and prostitutes thrive in this area, with the London fog that rolls off the river shrouding all manner of illegal activities. A single large wooden door serves as the main entrance. The air outside is unnaturally cold for the time of year and the fire that can be seen through the window is extremely inviting.

When the PCs enter the Anchor tavern, they will be greeted by the landlord:

- Greetings. Welcome to the Anchor. My names Tom, Tom Roberts. What can I do for you this night?



Tom will show the PCs to a table and offer to get them food and drinks. If they ask him about Alejandro in any way, he will say the following:

- Aye, there was a gentleman here earlier this evening, he told me to expect you. I will take you to him.

Tom Roberts will show the PCs to Alejandro's room. Some may decide to stay downstairs, that is fine. They should be allowed to do this if absolutely necessary. These PCs will get involved with the fight later on that evening.

The room that Alejandro has rented is large but sparsely furnished. On one wall is a large fireplace, the embers of a fire glowing in the darkness. There are enough beds for half of the party; the rest will need to sleep on the floor. Alejandro is not in the room and his traveling bag sits on one of the beds. .

Action

The PCs may decide to post a guard outside the room or even in the bar downstairs. In fact it is likely that they will. If they try to post a guard outside, the landlord will complain that armed men in the corridor upsets his patrons and will insist they go inside. A handful of pennies as a bribe will soon dull his insistence.

The PCs will probably find creative ways to pass the time in the room while waiting for Alejandro. This should be encouraged. At some point in the evening, before they start getting restless read out the following to the people in the room.

The sound of breaking glass fills the air as something comes though the window and lands on the floor. Fingers of fog follow the object through the broken glass, seeping into the room. Amidst the broken glass is the projectile, a sack. A note, written on cloth is attached to the side.

If the PCs posted a Guard outside the room read out the following to those PCs:

The sound of breaking glass reaches you from the inside the room.

If the PCs left someone downstairs in the tavern read out the following to those PCs:

You hear the sound of breaking glass coming from upstairs.

If possible make sure any PC that was outside the room is back in the room when the sack is opened.

Give Player Handout 2 to the PC who takes the note. The note is written in English so will need to be read by someone who can read English. If no PC can, then Tom Roberts can read it for them.

When the sack is opened read out the following:

As you open the sack a familiar face, contorted in pain, stares open-eyed in horror. Alejandro's mutilated head, his eyelids and ears removed, is in the sack

Seeing what is in the sack carries a Fear rating 2 that will require a Resolve (courage) roll to overcome.

If the PCs look out of the window then read out the following:

In the street below you see a group of five men standing there looking up at the window. They are all laughing and jeering at you. Two of the men are supporting the headless body of Alejandro between them, Alejandro's arms across their shoulders. They turn towards the wall and pitch the body into the murky water below.

The PCs will probably be angry at this attack upon them. They will probably want to chase after these men. There are many ways they could do this. The heroic way to get to the street quickly is to go through the window and climb down or they could choose to run out of the room and through the main tavern to get to the street. You should allow any method. The room they are in is on the third floor of the building. Outside the window there is a ledge they could reach between the first and second floor. If they choose to climb out of the window, they will need to make a Balance (Agility) roll at a Difficulty 3 to reach the ledge and then an Acrobatics (Agility) roll at Difficulty 3 unless they failed the Balance (Agility) roll then Acrobatics (Agility) is rolled at Difficulty 4, to land safely on the ground. If they fail to land safely then the PC has fallen from the ledge and may take damage. The ledge is 3 yards from the floor. A PC who falls from the ledge will take 5 hits of damage. For every 2 successes on a Toughness roll will reduce the hits by 1. If a PC has the Break Fall talent then each success will reduce the hits by 1.

If the PCs do not go out of the window then they will need to go through the Anchor. The Anchor is a large building with many rooms. The third floor consists of a long corridor, each side having two doors. One door is to the room the PCs are staying in; the other three are rooms identical to theirs. The second floor has ten rooms all with doors off the main corridor. The first floor is the tavern area itself. There are numerous nooks for people to sit in, but at this time the room is empty.

When a PC gets to the street (remember they may arrive at different times if they have chosen different routes) read out the following:

As you reach the cobbled street the fog surrounds you like a cloak. The men seen from the window are nowhere to be seen, but you can hear the sound of feet running down an alley to the left of the Tavern.

If the PCs follow the noises down the alley read out the following:

The alley is full of rubbish, discarded trash from the tavern, empty barrels and human waste. The stench is terrible. The fog is thick and visibility is down to 2 yards. The sounds of running feet have disappeared.

All of the PCs that are in the alley should each make a Notice (Intuition) roll. The PC with the highest number of successes will be able to detect strange sounds, like the ripping of thick cloth, punctuated by low rumbling growls. The rest of the group will sense that the air has gone very cold and the fog is getting thinner, penetrating their clothes.

When the PCs are inside the alley, either stopped or moving read out the following:

The fog clears slightly and you see that three of the men you are following have fallen to their knees. The skin on their faces is rippling and then tears apart, their mouths split open, and long fangs are forced out from torn upper lips. The old flesh drops to the floor as a new face forces its way out of the old. Arms and legs twist and turn, skin ripples, hands become claws, and feet lengthen as claws rip their way through the toes. Their clothes are now in tatters, unable to contain the sinewy muscles that have replaced the human arms. The creatures have dark gray skin like old burned leather. Snarling through the blood dripping from torn flesh, they crouch ready to spring..

If the PCs want to attack as soon as they see the men change then they will be intercepted by one of the previously changed creatures who were hiding in the fog and combat will start at that point. Continue to read the above for anyone not involved in that fight if applicable.



Remember that the PCs will need to roll Resolve (Courage) against the daemon's Fear rating before attacking any of the Daemons of Loscar.

To determine the number of combatants in this fight use the following combat scaling. Add the PC Combat pool divided by 2, rounding up to get the number of combatants. This may result in more than 5 men originally seen from the window but should not result in less, 5 is the minimum.

These are Daemons of Loscar who have taken human form. They are the same men that threw the sack containing Alejandro's head into the tavern, but now in their daemon form. The PCs need to defeat them. As the daemons die their bodies will explode into ash. There is nothing of interest to find once this happens, although the PCs will probably look.

If the daemons are reduced by 50% they will flee. If the PCs try to flee, the daemons will follow.

If any of the PCs stayed in the room or in the tavern (or anywhere else for that matter) while the others pursued the men outside then the following incident can be used to get these PCs involved in the action. A couple of creatures, the same as the ones the group outside are facing, will attack

Daemons of Loscar (Lieutenant)	
Quick Character (445 points)	
Fear Rating	2
Initiative pool	Base: 6d
Melee pool	Base: 6d – Fangs or Claws: 6d (DM +6)
Ranged pool	Base: 5d
Extras pool	5d
Defense pool	Base: 3d
Basic Talents	Attack Focus – Claws Claws It's Just a Scratch
Greater Talents	Attack Specialist – Claws Fangs Tough
Heroic Talents	Brutal Charge
Powers (Prices)	Armor 2, (Obvious Appearance)
Rites	None
True Faith: 0	Damnation: 5
Health Track	(Toughness 3) 7/6/4/4/3
Equipment	None

them. They will not see the transformation and will not understand what they are, but this will make for some good explanation and role-playing later when the PCs get back together.

There will be a bustle of activity around the tavern when any of the PCs return. The landlord will be complaining to them about the disturbance and various patrons will be upset and angry. The landlord will want compensation from the PCs. This must be done and they should pay him a small amount of money. They must each make a Charm (Personality) roll at Intuition+2 for the landlord. For every non-success, they must pay 1 penny to him.

If there were no PCs left in the room at some point in the previous melee (either they all left chasing the men outside or were drawn out of the room while fighting the demons) then read out the following:

You enter your room. The place is a mess. The beds have been overturned and the linen is in crumpled heaps all over the floor. Your belongings have been scattered all around.

The PCs have a few options at this point. They could go to the Clink to try and meet with Jack Tallow if they haven't done that already, they could rest up for the night or they could start out for Lightwater. They could come up with other options such as trying to retrieve Alejandro's body, or going back to the Court of Whispers. All of these and many others are valid, but ultimately the group needs to get to Lightwater.

The Clink Prison

Setting

The purpose of this scene is to uncover more information about the Brotherhood and their plans, as well as to discover the location of the Brotherhood and Thomas Mackey. This information is to be gathered from Jack Tallow who currently is a guest of the Clink prison.

The Clink prison is located about ¼ mile from the Anchor. It is a stone building with a large wooden gate. Inside, the main cells are located down some steps, in the basement. Most cells house multiple prisoners and the noise of human misery is constant. Most of the prisoners have been beaten. These are the unfortunate ones who have no money to bribe the guards. A room in the deepest area of the basement houses a torture chamber. The smell is overpowering with the stench of human waste.

There are single cells that contain the lucky ones who have the means to bribe the guards. The beatings for them are not as prevalent and the conditions slightly better. The downside is that many of them will go insane as they crave human company. Many prisoners do not survive their time in the Clink.

This scene may take place before the PCs go to the Anchor to meet Alejandro, or it may take place after the events at the Anchor, either way is good. The order is not important, but the information that can be gained from Jack Tallow is important.

As the PCs enter this scene read out the following:

You are in a narrow street. In front of you there is a large wooden gate that leads into the prison. Well-worn cobbles lead to the door. Outside stands a large fat man, the door guard on duty at this time.

Action

The PCs will need to convince the door guard, Charley Jackson, to let them see Jack Tallow. This will take some persuading, but nothing that money can't solve. Jack Tallow is a special prisoner, and all the guards are under strict instructions to let no one see him. The PCs will need to charm their way into the prison. Charley has an Intuition value of 2. There are a number of ways they could do this:

- **Talk to Charley.** The PCs can make a Charm (Personality) roll to persuade Charley to trust them and to let them in. Charley is indifferent to you so use his Intuition as the Difficulty level. If you get the required successes, Charley will take you into the prison.

- Command Charley to let them in. The PCs can attempt to command Charley to open the door and let them in. Make a Command (Courage) roll to command Charley to let them in. Charley is again indifferent to them so use his Intuition as the Difficulty level. If they get the required successes, Charley will take them into the prison.
- Intimidate Charley. The PCs can attempt to intimidate (threaten) Charley to open the door and let them in. Make an Intimidate (Personality) roll to intimidate Charley to open the door and let them in. Charley is again indifferent to them so use his Intuition as the Difficulty level. If they get the required successes, Charley will take them into the prison.
- They can bribe Charley. A bribe of 3 pounds or more will work. If the PCs are having trouble getting in to the prison due to bad dice throwing or any other bad luck, allow them in for a smaller bribe if they do not have the money. Charley will also accept trinkets; he is a man with simple tastes.

Attacking Charley will not work as other guards will attack them and force them to flee. They need more than brute force to get into the Clink.

When the PCs enter the prison read out the following:

The large door swings open, the smell is overpowering; an air of despair is everywhere. You are led down a passage past cells crammed with people. They call out to you constantly, hands reaching out to touch you. In one cell, a man is cowering in the corner as a guard pulls out a dead prisoner. You reach a flight of stairs and are led down to the basement level. Here the cells are smaller, often with only one person inside. At the end of the basement level, there is a door. It swings open, and you can see inside to a barred cell where a man is sitting on a wooden bed, staring at the wall. He doesn't notice you enter the room, in fact he hardly appears to notice anything at all. You are introduced to Jack Tallow.

Jack is emaciated; he looks more like a skeleton than a man. His body is so thin you can see his bones underneath. He has not been well fed while in the Clink, his money ran out long ago. Sir William desires to keep him alive, but isolated and it is this that has kept him in the "personal" cells rather than with the general population.

The PCs will need to talk to Jack Tallow, but this will not be easy as Jack is bordering on the insane and his more lucid moments are few and far between. Charley will leave the PCs alone to talk to Jack, but he will not let them in the cell, they will have to talk to him through the bars. When one of the PCs talks to Jack, they should make a Gossip (Personality) roll. The information they get will depend on the number of successes they have. Consult the results below and read out the corresponding paragraph.

0 to 1 Successes: *Keep away from me. I've been good. Not talking, never told, never told nobody about the daemons. Never told about the secret place. Kept the secret. Where is Thomas? I want to see Thomas. He went to Lightwater. Bad place, bad place. Bad things there, hiding in the caves. Bad things. Keep away, leave me alone.*

Jack will start screaming and get very agitated. He will then put his arms over his head and rock backwards and forwards.

2 to 3 Successes: *So you're here to silence me? It's too late. I told everyone about your secret place. I told them, I did. I told them about the daemons and about Lightwater, told them I did. Thomas hurt me, hurt me bad. I saw the secret place under the ground. Nobody believed me, they hurt me. Thomas hurt me. Don't hurt me.*

Jack will lean forward with his head in his hands and start to rock backwards and forwards.

4+ Successes: *I have been waiting for so long for someone to come. Welcome to my humble abode. If I had known you were coming, I'd have cleaned the place. You all look very serious. You must be looking for something important, and for a price I might be able to help.*

Jack will hold out his hand for money. The PCs should give Jack some money at this point, a few coins are enough, Jack does not really understand money anymore, he just knows he needs it.

As soon as the PCs give him the money if they got 4+ successes, or he is rocking backwards and forwards, Jack will start to talk.

I saw a daemon. It was large, skin like leather. In the caves, the dark places near the manor. We were unloading the boxes from the warehouse, taking them to Lightwater. Down in the tunnels. I saw it.

Jack will start to rock backwards and forwards again

The PCs will need more information and will need to ask more questions. If they ask a specific question, then he will stay lucid for six answers, but they may not be the answers to the questions they ask, after all Jack is insane. As the PCs ask questions, answer with the following in this order. If the PCs only ask a couple of questions, Jack will shout out the rest as they move away or start to do something else. If the PCs choose not to ask anymore questions then Jack will start to shout out the answers in order as soon as they start to move or do something else.

Answer 1 – *Did you see the daemons? The guards, they are the daemons, but they don't know I know. I keep it a secret.*



Answer 2 – *I saw daemons once. Thomas took me to his secret place in the village.*

Answer 3 – *My name's Jack. What's your name?*

Answer 4 – *Gone now, gone to Lightwater with Sir William. He's a bad man, he beat me.*

Answer 5 – *I don't want to go to Lightwater. It's evil. A bad place. The people look so strange.*

Answer 6 – *I saw a man. He was hiding. They hurt him. He didn't want to go, don't take me, I don't want to go. Don't take me to Lightwater. Don't take me.*

Jack will now start screaming and will not stop. Charley will come in and hit the bars, but Jack will not cease his screaming. The PCs could bribe Charley to allow them to rescue Jack from the prison, but the bribe will need to be large, 20 pound minimum as Charley's fear of the Brotherhood is great. If the PCs take Jack, as soon as they exit the prison, Jack will run away screaming.

If the PCs do not try and save Jack then Charley will push all the PCs out through the door and away from the cell. The sound of Jack's screaming can be heard all the way through the prison. Charley will urge the PCs up the stairs and out of the prison. A Gossip (Personality) roll for either Charley or any other Guard will reveal the following.

0 to 1 Success: *Lightwater, let me think. Now you mention it I have heard that name before. A village south of here I think, about 25 miles.*

2 – 3 Successes: *Oh yes, Lightwater. Strange place, I have a brother who lives there. It's not been the same since Sir William took up residence in the manor. About 25 miles south of here but I wouldn't go there if I were you.*

4+ Successes: *Oh yes, a lot of people have been talking about Lightwater. A strange place by all accounts. All the travelers avoid it. Some say the Brotherhood has something to do with it. There's talk of strange goings-on, but no one wants to go there to check it out. I'm glad it's 25 miles away.*

After the events at the Anchor and the Clink, the PCs should now be encouraged to start the journey to Lightwater 25 miles south of Southwark.

Lightwater is a village 25 miles south of London. It is a small village with a population of 125. It contains a church that is situated just outside the village near the road from London. The main area of the village sits around a small pond and a cobbled area where there is a small market on Tuesdays. To the south of the pond is Lightwater Manor, built in 1410; this is a large house where the Lord of Lightwater lives. Currently the Lord of Lightwater is Sir William Waller, a position he acquired suspiciously a few years earlier.

Act Two: Lightwater

Scene 1: The Road to Lightwater

Setting

This scene is set on the road leading to Lightwater. The PCs will meet a number of people on the road. The road from London to Lightwater goes through the rolling hills of southern England. At various stages there will be groups of trees that grow at the sides of the roads, a hiding place for thieves and robbers. The main road is well traveled until they get within 1 mile of Lightwater, at which point the PCs will turn off from the main road onto a smaller road leading towards the Village.

As the PCs begin their journey to Lightwater read out the following.

A few miles out of London the road in front of you curves away to the left, behind a small tree covered hill. The sound of cartwheels breaks the silence, turning and creaking of wooden wheels, over and over. Round the corner, two men appear in a small cart. They stop the cart and their hands move nervously towards their weapons.

Action

The cart contains foodstuff being taken to London for selling. The farmers who are driving the cart are extremely nervous; this area is notorious for thieves and robbers. The PCs will need to persuade the men that they mean them no harm.

A PC can make a Charm (Personality) roll to persuade the farmers that you are not there to rob them. They have a dislike and a distrust of strangers they meet on the road and so the PCs should make a roll using the farmers Intuition of 2 + 1.

If the PCs are successful in persuading the farmers they mean them no harm, the farmers will say the following:

Thank you sir (or madam if necessary). You gave us a fright there. We thought you were one of those thieves. They took all our stock last week.

If the PCs fail to Charm the farmers, they will draw their weapons and spur the horse on and race away from the PCs towards London.

If the PCs manage to Charm the farmers, they can make a Gossip (Personality) roll and consult below for the result. Each success will give them 1 piece of information up to 3 pieces.

1 Success: Oh we know Lightwater; I'd stay away from that place if I were you. There are strange things going on there. Mark my words and stay away.

2 Successes: Well only a few days ago a friend of mine from the next village went to Lightwater to see his brother. He couldn't find him anywhere. He was told that he had left the village months ago and gone to London. Now who in their right mind ups and leaves without telling their own family?

3 Successes: Nobody from our village will go anywhere near Lightwater. There's something wrong with that place. Strange flying things at night so they say. I wouldn't go anywhere near there and neither will you if you know what's good for you. You should turn around and go back to London.

After this the farmers will bid the PCs farewell and will move away.

Read out the following.

The farmers you had met were a few miles back towards London. The road continues to wind through the hills. Suddenly the air is filled with a scream, a female scream. The sound is coming from the road ahead.

If the PCs decide to investigate the scream they will see the following. The scream is from a lady traveling with 2 men in a coach. 5 thieves are attacking them. The lady is screaming as one of the thieves tries to grab a necklace from around her neck. The PCs can choose to roll Intimidate (Personality) against the thieves who are indifferent to the PCs; use an Intuition score of 2 for the thieves. As there are 5 thieves, an additional 2 successes will be required above the 2 for the thieves' Intuition. In addition to the Intimidate results in table 2-9 of *Witch Hunter: The Invisible World*, for each success above what is required (4 in this case) 1 of the thieves will run away. If any of the thieves are left they will attack the PCs.

Thieves, Minions (5)

Threat Level	1
Skills	Hand-to-Hand 1, Stealth 3, Thrown 1
Talents	None
Movement	C3/W 9/R 15
Weapons DM	Dagger +2, Club +2

The PCs should have no trouble dealing with the thieves. If any of the thieves are alive at the end the two men in the coach will offer to take them (tied up of course and walking behind the carriage) to the next village.

Once the thieves have been dealt with, in whatever fashion the PCs decide, the Lady in the coach will say the following.

I thank the Lord that you came along. How may I repay you?

At this point the PCs, depending on their characters may ask for money, if this is the case the Lady will give each PC 1 crown. If the PCs ask for information regarding Lightwater, the Lady will answer the following:

Why do you ask about that place? I shudder to think what is going on there ever since Sir William moved in. There is an evil odor that fills the air if you get too close. Lightwater used to be a lovely village. I had some dear friends who lived there. Last night we heard such terrible screams coming from Lightwater. My estate is but a mile away from that place and I could still hear that awful noise. I am leaving to go to London. I want to get away from Lightwater. If you are thinking of going there, may the Lord be with you, for there is something unholy in that place. I bid you farewell and may God give you strength.

The lady will get into the carriage and will move off towards London.

Read out the following:

The Lady's carriage is long gone. After traveling another 14 miles you see an old sign. It points the way to the village of Lightwater, 1 mile to the west. The road is a dirt track. There is an odor in the air that smells like rotting meat. In the distance there is a small church.

Scene 2: The Church

Setting

The purpose of this scene is to start the PCs exploration of the village and to introduce the villagers (or the husks that were the villagers).

The Church of Saint Jude, ironically the Patron Saint of Lost Causes, something that should not be lost on the PCs (a Myth and Lore (Education) roll with 3 successes will remind the PCs of this fact) is a small church surrounded by a graveyard. The church consists of one large room. Rows of rough benches are on either side of a walkway leading to the altar. When the PCs enter the church, they will notice it is in disarray.

When the PCs first enter this scene, read out the following:

You can see the village in the distance, beyond it is rolling hills. Close by, on your right is a small church. A stone wall around the grounds separates the road from the graveyard. There is a wooden sign attached to the gate. Beyond the graveyard the small wooden door to the church hangs open and from inside you hear a noise.

Action

If the PCs read the sign on the gate it will read "The Church of Saint Jude"

As the PCs investigate the church and the graveyard, they will notice that some of the grave markers are cracked and broken, toppled over. The ground around them is disturbed. They can make a Notice (Intuition) roll. On 3 successes, they will notice footprints in the ground. These are not human footprints. Some of the graves have been dug up, but there is no sign of any bodies.

When they reach the door to the church, they see that the door is hanging off its hinges and there are claw marks across its surface; deep rutted claw marks gouged into the wood. If pushed, the door will fall off its hinges.

When the PCs enter the church, read out the following:

The church is in disarray, with benches upturned, some broken and smashed into pieces. The banners hung behind the altar are tattered and torn, shredded into strips that hang limp in the still air. The walls have been daubed with symbols in what appears to be blood, while some walls are just blood splattered. The smell of death and decay is all around. In one corner you can see what used to be a human body, mutilated and ripped as if torn apart by some ferocious animal. The altar has been overturned and daubed with blood. On the right of the upturned altar is another open wooden door.

The PCs can make an Occult (Education) roll. If they succeed, 3 successes required, they will work out that the symbols date back to the time of Solomon, but will not be able to read them.

If the PCs get close to the altar, if they go to leave, or they go to the wooden door near the altar, the PCs will hear a noise from behind a pile of broken benches in the corner behind the altar. Lying face down is a man, he is dressed in tattered clothes covered in blood. As they get nearer to him, he will roll over, groaning.. This is obviously the noise they heard from outside. Blood is trickling out of his mouth and his face is gouged with scratches. He will look at the PCs and try to speak.

- Help me... you must help...I managed to escape...the daemons...everywhere...

His eyes will change as the life drains out of them. Suddenly a red ball of light will fly through the church and dive into the chest of the man. His eyes will glaze over to a deep dark black and his head will drop and when he lifts it again, his eyes are distant. The villager will push any PC holding him (if there is one) away and will stagger to his feet. He will lurch towards one of the PCs and try to claw at their face. His movement is strange, stilted, as if he was a marionette on strings. The PCs will need to defeat this threat.

Undead Villager (Undead Lieutenant) Quick Character (475 points)	
Fear Rating	1
Initiative pool	Base: 6d
Melee pool	Base: 7d – Claws 7d (DM+4)
Ranged pool	Base: 5d
Extras pool	6d
Defense pool	Base: 3d
Basic Talents	Attack Focus – Claws Claws It's Just a Scratch
Greater Talents	Attack Specialist – Claws
Villainous Talents	Undead
Powers (Prices)	Regeneration 3 (Vulnerability – Fire) Armor 1 (Damage – Holy Water)
Rites	None
True Faith: 0	Damnation: 3
Health Track	(Toughness 3) 6/5/3/3/2
Equipment	None

At the point that the PCs defeat the villager, read out the following:

As the villager collapses, two bright red balls of light spiral out of the body, and after a brief hesitation fly through the open wooden door.

If the PCs try to follow the lights, they will see them hover around a group of buildings 50 yards away from the church south towards the village. They will notice that the lights enter a building that has a red broken door. If the PCs try to catch the lights, they will not be successful, as the lights move too fast for capture. If the PCs try to touch one of the lights, they will also be unsuccessful. However, if the PCs at anytime

in the adventure do come up with a creative way of capturing the lights, then it can be allowed. In whatever receptacle they use, the lights will bounce around desperately trying to escape. After 2 minutes of trying to escape, the lights will start to diminish and will vanish after another 4 minutes.

Scene 3: The Village

Setting

The purpose of this scene is to further introduce the PCs to the villagers' dead husks and start the idea that killing one villager will emit an energy that will awaken two more. This scene is set in the main area of the village, south of the Church of Saint Jude. The village consists of houses on either side of the road. Each one is a single floor dwelling with three rooms in each. They all look the same, but one is the house with the red broken door the PCs may have seen earlier where the red balls of energy entered.

The road continues past these houses and enters the center of the village where there is a pond and more stone buildings. The water in the pond is dark and thick. There is a body lying in it with large black birds pecking at the flesh.

As the PCs exit the church, read out the following:

50 yards away from you, to the south of the church, you can see three stone buildings, set back from the road. On the other side of the road are fields that give way to the south to small buildings after a couple of hundred yards. In the fields, you can see scarecrows, one of which is covered in blackbirds, pecking away. Further down the road in the main part of the village, you can see a pond. You can see something in the pond, but from this distance you cannot tell what it is. There is a deathly quiet over the whole area, a stark contrast to the noise of London. There is a smell lingering in the air. It's the smell of death and decay.

Action

There are a number of things that the PCs could choose to investigate and in any order such as the buildings in the village, or they may choose to go straight to the pond and see what is there, or they may choose to investigate the scarecrows. If they choose to investigate the pond first, let them hear a noise coming from one of the buildings, the one with the broken red door and use the description for Building 1. Each building can be investigated in detail if you want to build up the tension. The descriptions below can be used for the general search, but if you want to expand the searches then you may do so.

The Scarecrows

If the PCs choose to take a look at the scarecrows, use the following section.

Black crows scatter as you approach. You have never seen anything like this before. The scarecrows look real: a dried out body, the flesh all crisp and flaky. The cheeks on the head are sunken in and the eyeballs are missing, pecked out by the crows. These are no ordinary scarecrows.

The scarecrows are the bodies dug up from one of the graves. If the PCs make a Notice (Intuition) roll with Difficulty 3, the PCs will notice that there are footprints in the ground around the scarecrows. A Track (Intuition) roll (Difficulty 3 plus +1 for soft ground, +2 smaller than man size, +3 per day plus visibility score depending on the time of day) will enable the PCs to track the footprints back to the church where they lead to one of the opened graves. All the scarecrows are the same.

Building 1 with the broken red door

As the PCs approach the building, read out the following:

As you approach the single floor stone built home, you hear a noise coming from inside.

A successful Notice (Intuition) Difficulty 2 roll will reveal that the window to the right of the door is broken, but there is no broken glass on the outside. The window was broken from the outside.

The PCs can either try to force the broken door open, or they may try and climb through the window. Alternatively they may look round the building for another entrance. There is a back door smashed to pieces. If they enter through the main door, the interior consists of a room with a large table and 4 stools, and an open fireplace filled with burnt wood and ash. The table is overturned, as are the stools. There is glass on the floor below the windows. A second room which is the entry point if coming in the back door, contains kitchen equipment, basins, pots and pans scattered all over the floor. In the main room, there is another door that leads into a bedroom.

As they enter the bedroom, read out the following:
In the middle of the room is a large bed. From beyond the bed,



you see two figures, eyes glazed over, shuffling towards you, black dirty hands reaching out for you.

If the PCs choose to fight, then use the Undead Villager profile from Act 2 Scene 2. When the villagers are defeated, the 2 balls of red light will emerge from each one. This time, if the PCs look to see where the lights go, they will see that they go down the road, past the pond and through a large wooden gate.

Building 2

This is a generic building and should be used for any building the PCs choose to investigate other than the broken red door building, the Kings Head tavern and the Blacksmiths shop.

As the PCs enter a building, read out the following:

The room is in disarray; two wooden benches have been overturned and the table is leaning against the wall as if this is where it fell when thrown. There is blood on the floor, but no sign of a body.

A successful Notice (Intuition) Difficulty 2 roll

will reveal that there are scratch marks on the doors and wooden furniture.

There is nothing of importance to find in this house. Plates and cooking utensils will be scattered all over the floor, mainly in the area around the door, as if thrown at something entering the house.

The Kings Head Tavern

As the PCs approach the building, read out the following:

The Kings Head tavern is small in comparison to the taverns in London; it is only a single story. Outside are two small benches and a table. On the table are two small tankards, their contents long since evaporated.

The tavern door is shut, bolted from the inside.

The PCs can choose to knock down the tavern door or find another entrance. There is a bench outside which can be used to break down the door. There is a back door that has been broken; claw marks are all over the broken pieces. To break down the door use Hand-to-Hand (Strength) roll requiring 2 successes. If the PCs use the bench, add 2 dice to the roll, or if they use any other weapon add 1 die to the roll for each of the weapons Damage Modifier.

When they get inside the tavern, like the other buildings they have visited it is in disarray. Tables and chairs have been overturned. In one corner, a pile of benches and tables have been piled up, it looks like a barricade. Some of the barrels behind the bar are smashed. There is blood all over the place. The PCs must make a Fear check at rating 1 when they enter the room. A Notice (Intuition) roll at Difficulty 3 will determine that it looks like the villagers made a stand against whatever was attacking them. Although there is blood everywhere, there is no sign of any bodies. A Notice (Intuition) roll at Difficulty 2 will enable one PC to find a piece of a manuscript. Give the PC Player Handout 3. The manuscript is written in English and as such will need a PC who can read English to interpret it. The manuscript is the start of a letter that was never finished.

There is nothing else to be found in the tavern. The



PCs can partake in some ale if they feel they should, there is some left in the barrels.

The Blacksmiths

Behind the tavern is the Blacksmiths shop. If the PC choose to take a look, read out the following as they enter.

All around are the tools of the trade, hung up on hooks. The furnace is cold; this fire has not seen flame for a long time. An anvil sits next to the furnace, a large hammer resting on the top. There is straw all over the floor and there appears to be a large amount of blood mixed with it.

On a successful Notice (Intuition) roll with Difficulty 2, a PC will see footprints in the earth, some human some not.

The Village Square

As the PCs move towards the center of the village, read the following:

In the middle of the village is a small-cobbled area and a pond, about twenty yards across next to it. The water is dark and thick, and the smell of blood is overpowering. Plants at the sides have died, leaves rotting and decaying, stalks bent and broken. On the far side is a decaying body, head resting in the water. There are large black crows pecking away at the flesh. Beyond the pond is a tall hedge with a large wall just behind it. The main road leads around the pond and through the hedge, giving access to a large wooden gate. Beyond the gate is a large house.

If the PCs look closer at the body in the pond, they will notice that it has been dead for a good while. If the PCs choose to walk around the hedge that surrounds the house, they will not find another way of getting into the grounds. The only entrance is through the wooden gate.

If the PCs had been following the red lights from the building with the broken door, they will lead through this gate. Still use the description above for the village square.

Scene 4: The Manor House

Setting

The purpose of this scene is for the PCs to find Alfonso, held captive in a cell in the basement. Alfonso will reveal the whole story and will show the PCs what they need to do.

The PCs may explore different parts of the Manor house and its grounds so descriptions are given for all the rooms and areas. It doesn't matter in what order the house is explored. The PCs may even choose to explore the outside of the house, in which case they may come to the catacombs entrance without going into the house. This is all perfectly valid.

As the PCs enter the gate, read out the following:

The gravel path that leads south to the front door has been disturbed and there are specks of blood on the ground. In the garden area, the grass and plants are overgrown with at least a few months of wild growth. A path leads off to the each side of the house, disappearing around the house. The main door is a large double wooden door. On either side of the door are windows; the panes of glass are dirty, and a couple of panes are broken. To the right of the door is a broken urn, the earth inside spilling out over the gravel.

The door is unlocked.

The manor house consists of the following rooms: a large entrance hall, from where you can go into the sitting room to the east, the dining room to the west, and a staircase to the south leading up to the second floor. A door to the east of the staircase leads to the kitchen and a door on the sidewall of the staircase leads to the cellar. There is a door from the dining room into the kitchen. On the second floor, there are 4 main bedrooms, each directly over the first floor rooms.

Entrance Hall

As the PCs enter the Manor House through the main door, read out the following:

This is a large entrance hall, about five yards wide. To the left and right are doors. In front of you is a staircase going up to the second floor. To the left of the staircase is another door leading to the kitchen area. A monk's bench is against the wall on the left. A large frame hangs on the wall at the top of the staircase, the painting inside has been shredded, and pieces of it hang from the bottom of the frame.

A successful Notice (Intuition) roll of Difficulty 3 will show blood splatters leading from the dining room towards the cellar door that is located in the paneling on the side of the staircase.

The Dining Room

As the PCs enter this room, read out the following:

The dining room contains a large table, with ten chairs around it. The wooden table has gouges taken out of it and there is a dried bloodstain on the surface. Two of the chairs have been overturned. There is a large window, looking out onto the driveway and a door leading to the south. On the walls are many ripped paintings.

If the PCs make a Notice (Intuition) roll, on 3+ successes, they will notice drops of blood leading from the table and out of the door to the entrance hall.

The Sitting Room

As the PCs enter this room, read out the following:

This room is full of chairs as well as shelves containing books. There is a large fireplace; the fire is not lit. There is a candlestick on the mantelpiece. Next to two of the chairs are small tables. One of these tables has been overturned and on the floor are the remains of a leather-bound book. The cover of the book has been gouged, but the title can just about be seen, it reads "The Malleus Maleficarum"

If the PCs make an Occult (Education), on 2+ successes, they will recognize the book as "The Witches Hammer", a book written in 1484. It is manual for Witch Hunters written by two famous inquisitors of the time, Heinrich Kramer and James Sprenger that details witchcraft, devils and daemons and how to deal with them. The pages have been ripped out.

The Second Floor

The 4 rooms on the second floor are all bedrooms in a similar layout to the first floor. Each room will contain beds and bedroom furniture. There is nothing of consequence on the second floor. From two of the rooms, the PCs will be able to see into the garden and will spot the creatures that are lurking there.

The Kitchen

The kitchen can be reached from the entrance hall or the door in the dining room. There is also a door that leads into the garden that the PCs could use if they visited the gardens first. The door will be unlocked when they first encounter it.

As the PCs enter this room, read out the following:

The kitchen is fairly large and has a large wooden table in the middle, with walls covered in shelves containing utensils, pots and pans and there is a large wood-burning oven in one corner. There is no food on the table, but there appears to be the remains of food all over the floor. There is a wooden door leading outside. A small window shows the back garden outside.

The door is locked and, if unlocked, leads to the gardens. The lock needs 3 successes on a Disable (Reason) roll to unlock it.

The Cellar

If the PCs have noticed the blood on the floor in the dining room, they can follow the trail to the cellar door. If they have not noticed the blood, there is a chance they will notice it when moving towards the door. A Notice (Intuition) roll with 3+ successes will do this.

As the PCs reach the door, read out the following:

Amongst the wooden panels is concealed a small door.

The cellar door is locked. The lock needs 3 successes on a Disable (Reason) roll to unlock it. To break down the door use Hand-to-Hand (Strength) roll requiring 2 successes. If the PCs use a weapon, add 1 die to the roll for each of the weapon's Damage Modifier.

When the door is open, the PCs will notice a flight of steps leading down into the darkness. On the wall there are 4 unlit torches. They can use these for light if they do not have their own lanterns or torches. When they go down the stairs, they will find themselves in a passageway, about 5 yards long. If they move down the passageway read out the following:

At the end of the passageway is a barred metal door. Behind the door is a Witch Hunter, on his knees, holding on to the bars, his eyes dark and desperate. "Thank the lord, I knew you would come". The voice is weak and ends in a coughing fit as a wracking cough grips the man for a few minutes. When he is able, he speaks. "I knew Alejandro would not fail me although I did not ask for help. Where is my brother?" Alfonso is in a bad way, his clothes are torn and in tatters. His face is scratched with bloody gouges across his cheek, and one across his left eye, gouging though the eyelid. Around his waist, a crude bandage can be seen, bloodied and dirty.

If the PCs come to this scene through the catacombs, the first line in the above should read: *As the stone wall moves aside, a barred metal door is revealed.*

The door to Alfonso's cell is locked and will require 4 successes on a Disable (Reason) roll to unlock it. Regardless of whether the PCs manage to unlock the cell door, Alfonso will talk to them. He will be adamant that they tell him what happened to Alejandro before he reveals anything more.

When he is told about the death of Alejandro, read the following:

I did this to him. I should never have involved him. Why did I get him involved? He was not a Witch Hunter, he was gentle, his calling was not in our world but in a more peaceful one.

After a brief silence Alfonso will start to talk to the PCs. As well as given the PCs a lot of information Alfonso will ask various questions.

- *My brother must be avenged and The Brotherhood of the Gate must be stopped. Sir William is their leader. He is not human, he is Loscar, a lieutenant in the army of Algar, a Nephilim that Simeon banished into the void using the Amulet. He wants to bring back Algar and his host. We have to stop him; this could be the End of Days if he gets free. Mankind is not ready to stand against a host like that.*
- *Do you have the Amulet of Simeon?*
- *So you know about the Rune of Faith. I know you are all men of God, but one of you will have the faith to finish this, but he cannot do it alone. The Rune of Faith must be activated. The one among you with the strongest faith must do this.*
- The PC who has the highest True Faith value should take the Amulet. The Amulet will start to glow violently.
- *Trace the Rune of Faith with your fingers.*
- The PC should trace the Rune with his fingers, after which it starts to glow. After a few seconds the glow will diminish and the Amulet will return to normal.
- *The Rune is now active. You must get the Amulet to the site of the portal. I do not know how to open the portal, but they do. The portal can be opened without the Amulet, but they need it to open The Gates of Flame. To destroy the portal and The Gates of Flame, you must place the Amulet into the portal.*
- Alfonso will start to cough again; specks of blood can be seen on his lips.
- *Leave me here. Go find the Loscar and destroy the portal.*

If the PCs choose to leave Alfonso in his cell, he will crawl to the back of his cell and collapse against the wall. If the PCs choose to take Alfonso with him then he will need a lot of help, he has been severely beaten and will require someone to support him when he walks.

If the PCs entered the cell from the catacombs then they will already know about the tunnel beyond the stone wall. If the PCs entered from the manor house then they should be make a Notice (Intuition) roll, requiring of 3 successes. They will notice that there is a small hole in the wall. If they place a hand inside the hole they will grasp a wooden handle, pulling on this handle will dislodge a stone door that can be opened. This tunnel is the cell tunnel and will lead them into the catacombs.

The Gardens

The gardens can be reached in a number of ways. Through the door in the kitchen, one of the paths east or west of the house, or from out of the catacombs if the players have found the trail from the cellar into the catacombs.

If this is the first time the PCs find their way into the garden and this is not after the finale, read out the following:

In front of you are the once beautiful manor gardens. It has been a long time since a gardener has tended these plants. All around you are overgrown weeds and plants. Vines are creeping across the ground, entwining broken stone statues. Ahead of you are large trees, bushes and hedgerows.

If the PCs are entering from the house or from the paths around the house also read out the following:

In the distance you can see what looks like a vine covered stone archway. All around you can hear movement in the undergrowth.

If the PCs are entering from the catacombs also read out the following:

In the distance you can see the Manor House. All around you can hear movement in the undergrowth.

The gardens are badly kept and overgrown. The pathways are covered in weeds; the plants are all dying. There are a number of stone statues that are overturned and broken on the ground. Stone urns and planters are all broken.

The PCs will probably want to avoid any contact with the creatures they can hear in the garden. If combat does happen then remember that 2 balls of light will exit each dead villager and head for the catacombs through the archway. The following profile should be used.

Undead Villager (Undead Lieutenant)	
Quick Character (475 points)	
Fear Rating	1
Initiative pool	Base: 6d
Melee pool	Base: 7d – Claws 7d (DM+4)
Ranged pool	Base: 5d
Extras pool	6d
Defense pool	Base: 3d
Basic Talents	Attack Focus – Claws Claws Its Just a Scratch
Greater Talents	Attack Specialist – Claws
Villainous Talents	Undead
Powers (Prices)	Regeneration 3 (Vulnerability – Fire) Armor 1 (Damage – Holy Water)
Rites	None
True Faith: 0	Damnation: 3
Health Track	(Toughness 3) 6/5/3/3/2
Equipment	None

To escape the scene, the PCs can exit through any of the entrances mentioned above. Remember that the kitchen door will be locked when first attempted. The entrance to the catacombs is through the vine covered stone archway that can be seen when the PCs first enter the gardens. If the PCs go this route, you should go straight to the catacombs scene.

Action

The action in Scene 4 all takes place in the house and the grounds as listed above. The PCs should be free to walk around.

The scene will end (although the cellar area may be visited again if the PCs have not gone into the cellar through the door in the entrance hall) when the PCs have reached the catacombs. This will either be from the garden or from the tunnel in the cellar.

Scene 5: The Catacombs

Setting

The purpose of this scene is the finale: find the altar, defeat the Brotherhood and destroy the portal for eternity. The scene takes place in the catacombs, a series of tunnels and caves that are cut into the hills that surround Lightwater. There is the possibility that the PCs have reached the catacombs without entering the cellar and finding Alfonso. They will need to find Alfonso.

The catacombs are vast. There are numerous tunnels, but only one will lead them to the main chamber and the altar where the ritual to open the portal is taking place. The tunnels that are well trodden are the ones that the PCs will need to take.

If the PCs enter this scene from the garden and the stone arch, read out the following:

The stone arch is large and stands 12ft tall by 8ft wide. In front of you are some stone steps leading down into the darkness below. You see a flickering light ahead. On the wall to your right are 4 torches, unlit.

If the PCs enter this scene from the cell tunnel, read out the following.

In front of you is a long passageway, 2 yards wide. The flickering torches throw strange shadows across the narrow passageway.

Action

The action in the first part of this scene is one of exploration through the tunnels. The important thing with this finale is to make sure the PCs have found Alfonso. There are two main areas for the PCs to find, but the rest is just tunnels. The scene can be made as short or as long as desired. Just add more tunnels.

The tunnel from Alfonso's cell will lead to one part of a three-way junction. The tunnel from the stone archway will lead to another part of a three-way junction. If the PCs reach the three-way junction and have not found Alfonso they will hear a noise, a faint cry from the cell tunnel. This should make them investigate the tunnel.

Cell Tunnel

This tunnel will lead them to the cell where Alfonso was held captive. They are essentially coming at the cell from the opposite way to the cellar door. When they get to the end of the tunnel they will see a hole in the wall and a small wooden handle in front of it. If they pull this handle, the stone door will dislodge and they can open it. Use the cellar section

in Scene 4 for the encounter with Alfonso if they have not already done so. If they have already met with Alfonso, but did not use the stone door, then they will not recognize the tunnel until they get to the cell.

The Three-way Junction

From the three-way junction, the PCs should find their way through the tunnels by following the most trodden path. This should be easily noticed by first using a Track (Intuition) with Difficulty of 2, then a Notice (Intuition) roll with 2+ successes second in necessary, or finally just a plain Intuition roll requiring 2 successes. If they still fail to spot the correct path, they can see a flickering light from a torch on the wall far in the distance that should lead them down that path.

The tunnels should be creepy, dark and full of shadows. Unsuspecting attacks by single individual daemons could add to the suspense, but only if the party can deal with them, as the objective is to get to the ritual room.

A Cavern

On one of the tunnels is a gap in the stone wall. If the PCs enter the gap, read out the following:

The smell of death and decay hits you like a wall as the light from a flickering torch falls on a heap of bodies. Bodies are piled high to the cavern roof, many ripped and torn, their internal organs exposed to the air, their skin withered and cracked. The life has been sucked out of these poor creatures.

There is nothing they can do for these dead people. They could set fire to the corpses, this will ensure that no more undead come from this pile of bodies.

Once back in the tunnel, they should continue to explore.

Ritual Chamber

The final room they should discover.

As the PCs enter this room, read out the following:

You exit the tunnel into a huge circular chamber, fifty yards across. There are numerous tunnel entrances in the walls leading to other areas of the catacombs. In the center of the chamber is a stone table. You have seen this before in the vision that brought you on this quest. Standing at the head of the table is a large man garbed in purple robes with the symbol of a flaming gate embroidered all over it. Cowering next to him is a man dressed like a farmer. Surrounding the stone table are five other figures in red robes all bearing the flaming gate symbol. They are all in a trance-like state, chanting with their arms held aloft. At the base of the table, in front of the purple robed man, you can see a large pulsating circular flame, the rotating tunnel of flame



from your vision. The heat it generates is tremendous. This is the portal to the Gates of Flame. The man in purple turns towards the farmer, and places his hands on the farmer's head. The man lets out a scream as his skin shrivels and cracks. His dead husk is hurled onto a pile of bodies in the corner. The man in purple turns towards you and speaks.

"Ah, that felt good! So you have arrived at last to witness my triumph. With the Amulet of Simeon which you have so kindly brought for me, I can bring back my Lord Algar and his host so he can take his rightful place as ruler of this pathetic world."

He throws up his arms, and cries out. His body pulsating as its shape starts to change. His muscles throb, the flesh ripping as the gray leathery skin underneath pushes its way through. Blood and flesh fall away from the body, hair shreds, and clothes rip. Standing in front of you is Loscar, lieutenant to Algar. Loscar turns towards the pile of bodies and 2 red balls of light surge out of his fingers and enter 2 fallen carcasses. The bodies rise and start shambling towards you.

Action

The action in this scene is essentially the conclusion of the quest. The PCs must get the Amulet into the portal with the Rune of Faith activated to start the feedback of the energy to seal the Gates of Flame and destroy the host of Algar in the Void.

The members of the Brotherhood will not attack as they are keeping the portal open. The portal must be open for the PCs to place the Amulet. If the chant is broken by an attack on the members of the Brotherhood, the portal will start to fail. A Myth and Lore (Education) roll at Difficulty 2 will reveal this as a normal practice for opening and maintaining a portal. If the chanting is stopped, the portal will take 5 rounds to disperse.

The scene is combat orientated and should be played out as follows:

Loscar is tough, but he is weakened by the increasing amount of undead villagers under his control. As the undead villagers attack the PCs and they are killed, the red balls of light emerge and activate two more husks. Each time this happens, Loscar



gets noticeably weaker. The more husks of undead villagers he has to control, the weaker he gets, but the more undead villagers that are active the more the PCs will have to fight.

While Sir William is transforming into Loscar, the PCs will get 1 round to attack him while he transforms.

Use the Undead Villager profile for the two husks activated by Loscar and all subsequent husks.

The PCs should make a Notice (Intuition) roll, on 2+ successes, they will notice rope in the corner of the cavern, used to keep the villagers corralled before they were killed. The PCs can use this rope to disable the undead villagers instead of killing them once they feel they have enough to weaken Loscar. They will need to work together. Some will need to tie up the undead villagers, while others will need to help the wearer of the Amulet get close to the portal.

Loscar (Villain) Standard Character (1460 points)	
Fear Rating	3
Initiative pool	Base 10d
Melee pool	Base 9d – Fangs or Claws 9d (DM +6)
Ranged pool	Base 8d
Defense Pool	N + 5d +2
Basic Talents	Attack Focus – Claws Claws Basic Witchcraft Basic Necromancy Commanding Presence Its Just a Scratch
Greater Talents	Attack Specialist – Claws Greater Witchcraft Greater Necromancy Fangs Tough Night Vision Fast Power Danger Sense Iron Fisted Iron Grip

Undead Villager (Undead Lieutenant) Quick Character (475 points)	
Fear Rating	1
Initiative pool	Base: 6d
Melee pool	Base: 7d – Claws 7d (DM+4)
Ranged pool	Base: 5d
Extras pool	6d
Defense pool	Base: 3d
Basic Talents	Attack Focus – Claws Claws Its Just a Scratch
Greater Talents	Attack Specialist – Claws
Villainous Talents	Undead
Powers (Prices)	Regeneration 3 (Vulnerability – Fire) Armor 1 (Damage – Holy Water)
Rites	None
True Faith: 0	Damnation: 3
Health Track	(Toughness 3) 6/5/3/3/2
Equipment	None

Loscar (Villain) - Continued			
Heroic Talents	Villainous Witchcraft Brutal Charge Incredible Reflexes Incredible Leaper Hulking Body Mark of the Beast		
Powers (Prices)	Flight 3 (Restriction – Warded Areas) Regeneration 3 (Damage – Holy Water) Chilling Wind 3 (Ward – Holy Symbol)		
Rites	Witchcraft Rites: Shapeshift, Drain Necromancy Rites: Reanimate the Dead *		
Abilities	Strength 5 Agility 6 Toughness 4	Education 6 Reason 5 Willpower 5	Courage 4 Intuition 6 Personality 3
Background Skills	Necromancy 6(12), Research 5(10), Myth and Lore 4(10), Occult 4(10), Stealth 5(11), Deceive 3(6)		
Elective Skills	Witchcraft 5(10), Hand to Hand 4(9), Throw 3(8), Command 3(9), Intimidate 3(6), Acrobatic 5(11), Climb 3(8), Jump 4(9), Endurance 4(8), Notice 4(11), Reflexes 4(12),		
True Faith: 0	Damnation: 9	Hero Points: 0	
Health Track	(Toughness 4) 9/8/5/5/3		
Equipment	None		
* Reanimate the Dead for Loscar has the following limitation. Loscar requires 0 preparation time to enact this rite. The rite can only be activated once and cannot be used again while reanimated corpses are still active. When Loscar reanimates a corpse it will attack his enemies using some of his own energy to do so. When a reanimated corpse is destroyed that energy will hunt out another host or return to Loscar if it cannot find a host within two minutes. For every eight reanimated corpses active, Loscar takes a 1 dice penalty in all strength-based rolls.			

If Loscar has not already been attacked, he will attack the PCs as the wearer of the Amulet gets close to the portal. At this point read out the following:

Loscar leaps forward. "You fools, no one can stop me now." He screams and attacks.

The PCs will need to fight Loscar, while the wearer gets to the portal. When the wearer of the Amulet reaches the portal, they must place the Amulet in the portal. They will need to make a dice roll, using their True Faith score + D4 for the number of dice they roll. Consult the chart below for the required number of successes needed to close the portal. The successes should be totaled and the total can be made during subsequent rounds, once a success is gained it is not lost, unless another Witch Hunter takes the Amulet and attempts to close it.

True Faith Total	Required Successes
1 to 5	10
6 to 10	15
11+	20

If the PCs fail to close the portal, or if the portal starts to close and they have not managed to get the Amulet to the portal, Alfonso will stagger over to the wearer of the Amulet and will take it, throwing it into the portal. If Alfonso is not with the party he will stagger into the room.

Once the required successes are achieved or Alfonso has thrown the Amulet into the portal, the portal will start to close. Read out the following:

Flames shoot out from the portal, flaring across the chamber before roaring back again. There they flare and burn brighter and higher. The cavern will start to shake, as more and more flames erupt into the room.

If Loscar has not been defeated read out the following:

Loscar will let out a scream and dive towards the portal, throwing himself into it in an attempt to keep the Gates of Flame open. His body is engulfed in flames and his screams reverberate around the cavern. The undead villagers all fall to the ground, finally at peace.

The PCs must now get out of the chamber. With Loscar gone, the undead villagers will crumble to dust, finally at peace. The PCs can get Alfonso if they choose to, he will still need help to walk. He will urge them to leave without him.

The PCs will not meet any resistance when escaping the tunnels all of the Brotherhood and its minions will be in disarray. The quickest route is through the cell tunnel, up the stairs and out through the entrance hall, but they could also go out through the stone arch. All the time they are running, the tunnels are rocking as if there is an earthquake. Rocks will fall from the ceiling, and there will be a strong chance that PCs will fall over. All PCs should make a Balance (Agility) roll at Difficulty 3 to stay on their feet. The Manor House is also shaking and falling apart. When the PCs escape the Manor House grounds read out the following:

The ground is shaking; the buildings all around you are crumbling and cracking. The ground splits behind you, and Lightwater Manor starts to fall into the crack. A final rumble surges through the ground and a large ball of flame shoots up into the sky from where the Manor once stood. The buildings in the village have crumbled too dust and lie in ruins.

As the dust settles, the only building standing is the Church of Saint Jude. The End of Days has been avoided, for now...



Player Handout 1 ~ Alfonso's Letter

Dearest brother,

I fear I may have walked my final path in the ways of God. You know me and I have never been one to pass up an opportunity to follow my heart and unfortunately my inquisitive nose. For the past two months I have been following the man I told you about, the smuggler I encountered in Madrid. The terrible things I have now seen have shown me the way. I must stop this man and the people he works for before the evil they have planned comes to pass. I will say nothing more as I am anxious of what you might do to protect your little brother. Please for my sake, stay in Spain and keep this casket safe. Hide it well, my brother and tell no one, for I have been shown that the fate of the whole world is in our hands. I will write again when I can, although I fear this may be my last communication. My beloved brother, I will always keep a place for you in my heart.

Yours in God,

Alfonso.

Player Handout 2 ~ Note Written in Blood

LEAVE THE AMULET AND GO AND YOU WILL BE SPARED. IF YOU DO NOT HEED THIS WARNING, A SIMILAR FATE AWAITS YOU.

THE BROTHERHOOD OF THE GATE.

Player Handout 3 Torn Manuscript from the Kings Head Tavern

Dear Lord Sharp,

You must come immediately, I fear that Sir William is insane and must be stopped. Only last week he killed the blacksmith for fitting the wrong shoe on his horse. He is spending more and more time in the catacombs below the manor house. I fear what he is doing down there. There is a strange feeling in the air. Even now I can hear the screams of something unholy. Oh may God help us, they are coming...

The Gates of Flame

"Before them fire devours, behind them a flame blazes. Before them the land is like the garden of Eden, behind them, a desert waste— nothing escapes them." - Joel 2:2-4

During the reign of Solomon, the world was bedeviled with creatures that plagued mankind. Attacking from land and sky, these beasts dwelt in the shadows and hunted men like animals. One of these Nephilim, as they were known, was named Algar. He commanded a host of daemons and spirits that rampaged through the kingdom of Israel and beyond. Many tried to stand against him, but all failed, paying the price for their failure as their souls were ripped from their bodies to roam the ether in torment until a wise magus imprisoned Algar within the Gates of Flame. For 2000 years, the hidden servants of Algar have sought the fiend's release, and only the Witch Hunters stand in the way.

"The Gates of Flame" is an exciting adventure perfect to test the mettle of a cadre of hardened Witch Hunters.

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