

THE ROAD TO HELL



D101 GAMES

The Road to Hell

A misadventure for Old School Fantasy Adventure games.

For 3-6 gentle-person adventurers of Levels 3 to 5

By Newt Newport

Internal Art by Daniel Barker and Peter Town

Cover by Jon Hodgson

Cartography by Glynn Seal

Editorial/Proof by Paul Mitchener/Neil Benson

Legals

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The Road to Hell

The party of adventurers are traveling through the long dusty back roads of the county of Cheshire, on the 30th of October, the day before Halloween, in the year 1604.

They are bored, and time stretches long and winding as the endless road. The travellers are getting nowhere fast. The immortal words “are we there yet?” have been uttered by less mature and patient characters. Little do they know that a rift in the very fabric of reality is about to open to a minor hell, and they are about to be caught up in an escape attempt of an evil sorceress imprisoned there.

Referee’s Background

Ten years ago, Lady Lillian, a vile sorceress of great evil, was imprisoned in the Hell of Twisted Flesh by Queen Elizabeth’s Court Sorcerer John Dee. There she will stay until the day after the adventure begins, when her brother and lover, the Black Knight Sir Henry of Thetford, sacrifices one of his willing followers in the stone circle that stands in a field on the side of the road between the cities of Chester and Manchester.

This stone circle is a place of high magical power from the old times, before the Roman Empire, and Sir Henry will invoke a portal to the hell where his sister is imprisoned. Taking his followers through, they will embark on a crusade against the ruler of the hell, Lord Flesh Fiend Face. Once this devil is slain, Sir Henry can rescue his sister from this hell and they will return hand in hand to Earth to embark upon a reign of terror. This escape will be made possible for Flesh Fiend Face is the very ‘soul’ of the hell. Kill him, and the hell collapses. Save him and the hell will be saved and a great threat to the world contained.

Who are the Characters?

The characters are experienced adventurers, who have spent the last five or so years undertaking daring and dangerous jobs in the Fantasy Elizabethan setting that is presented in this module. They’ve had their scrapes in London’s underworld working for the Queen’s Spymaster Sir Francis Walsingham and his successor Sir Robert Cecil. Maybe they sailed to the New World on one of Sir Walter Raleigh’s expeditions. Perhaps they’ve been to Ireland or fought as mercenaries in Europe. They have a common background of doing occasional jobs for the premier magician of the age, Dr John Dee.

Last year Queen Elizabeth died, and the adventurers fell on hard times. Work and patronage have dried up during the early days of the reign of King James I, who is less sympathetic to these “strange, weird hangers-on, obviously knowledgeable of the dark arts and in league with Lucifer” as he characterises the adventurers. As well as curbing extravagant expenditure, since Elizabeth left the realm considerably in debt due to its wars and intrigues against the Catholic powers of Europe, James has a personal interest in witch hunts and has even sat in on the torture of suspects.

If it wasn’t for a mutual acquaintance in the Secretary of State Sir Robert Cecil, who maintains a correspondence with Dr Dee, the characters would either be retiring from the life adventurous or facing poverty on the streets. Instead, knowing Dr Dee is in need of help

from people more sympathetic to him, he arranges for the characters to enter Dee's service. A letter of introduction is passed to each character; see Dr Dee's Letter on page 11. One of Cecil's men who the characters traditionally meet down the Nag's Head pub in Southwark in South London delivers the letter. This man is their contact for jobs from the King's Spymaster. The letter instructs the characters to travel north to join Dr Dee who is currently Warden of Christ's college in the city of Manchester in the North West of England. When the adventure starts, they are near the end of their journey, outside of the city of Chester as night is falling, another half day travel from Manchester's outskirts.

Given the characters' previous experience, they are levels 3 to 5.

Six example player characters are given at the end of the adventure. They come from a variety of backgrounds which illustrate the sort of weird origins possible. Two of the characters are even an Elf and a Dwarf, and show how standard non-human characters can be adapted for use in this fantasy Jacobean setting.



A Gallery of Rogues - Dr Dee's Adventurers

Where in the World?

The adventure as written takes place in a fictional England in the year 1604, and starts on October 30th the day before Halloween, a year into the reign of King James I. While the new Protestant King is settling in, the persecution of the Catholics that occurred during Elizabeth's reign has calmed down. The horror that is unleashed by the Gunpowder plot of 1605, Robert Gatsby's plan to kill the King and all of Parliament in one explosive moment, is a year hence.

The reign of Queen Elizabeth was a magical time in England. As well as being the head of the Protestant Church of England, silencing dissent and persecuting anyone who did not accept her as being both religious and secular ruler of the realm, she was also seen as 'Gloriana' ruler of the supernatural realm of the Fairy amongst the common folk who still practice folk magic, a mix of belief in the Christian Saints and the pre-Christian pagan deities and their ability to perform magic to help people in their everyday lives. She also was the patron of many practising Alchemists and Christian Mystics, the most famous being Dr John Dee, who was her Court Astrologer for many years. With Elizabeth's passing, the magical light in many people's lives have gone out.

Magic exists in this world where science has yet to take the hard hold on the minds of the believers as it has in the current day, and while the Church and State actively persecute adherents of the old ways, as it does with members of other sects and religions other than Protestant Christianity, it has yet to have 100% control of people's belief in the supernatural through Jesus Christ. There is still a bewildering array of hedge wizards, village wise women, Jewish Kabbalists, and Christian Mystics who mix the principals of alchemy with the doctrine of the one true God (such as Dr Dee who features in this adventure), pagans who believe in Wotan, Isis and other non-Christian gods, and other strange cultists who worship beings long forgotten from antiquity. Magic Users can be from any of these schools. While Clerics can be inquisitors and witch hunters working for the Church they can also be fanatical cultists of more heretical orders, either suppressed or thought destroyed by the Church in previous purges, such as the Knights Templar, whose idea of a supreme deity differs from the Protestant Church's.

Supernatural creatures also exist in the shadows, hidden from the torch-bearing mob and the witch hunter alike. Creatures from myth and legend, and the products of alchemical experiments (Golems, Basilisks and the like) are found away from the public eye. The world of the Fae, inhabited by Elves, Dwarfs and Fairies, exists invisible alongside our own reality, and its inhabitants occasionally cross over the divide to perform acts of mischief and malice. See the pre-made characters Lord John and Duncan the Dwarf see pages 57 and 59 for more information on Elves and Dwarfs respectively.

One important thing to note regarding the use of magic in England during the reign of King James I is that he is a passionate opponent of witchcraft. He blames the death of his mother, Mary Queen of Scots, on witches, who he claimed knew of her coming death years before it happened. The king felt further persecuted by the near-death of his wife Anne of Denmark as she traveled over the sea from Denmark, and himself after he went over to Denmark to collect her on the return journey. James is the author of an anti-witch pamphlet called *Daemonologie* (or Science of Demonology) and in 1604 passed a bill of law, making witchcraft a crime against the state punishable by death.

The Hell, The Sorceress, The Court Astrologer and Lucifer

Ten years ago, a particularly foul and evil young woman known as Lillian came to Queen Elizabeth's court as a Lady in Waiting with her brother Henry, who was a simple soldier, from some backwater manor in Norfolk. Barely in her twentieth year, she scandalised high society with her outspoken and brazen lewdness. Worse still she formed a coven of evil intent made up of high-ranking nobility. There were all sort of rumours, even that she slept with her brother!

While jealous tongues wagged about Lillian, Henry's star rose spectacularly. You see, Henry wasn't afraid of spilling a bit of blood when it came to it and he fell in with Spy Master Walsingham. This gave salacious Lillian protection at court. Soon Henry became a knight for his services to the crown, and Henry the Bastard became Sir Henry of Thetford, and everyone assumed that Lillian would be untouchable as long as she never directly crossed Elizabeth.

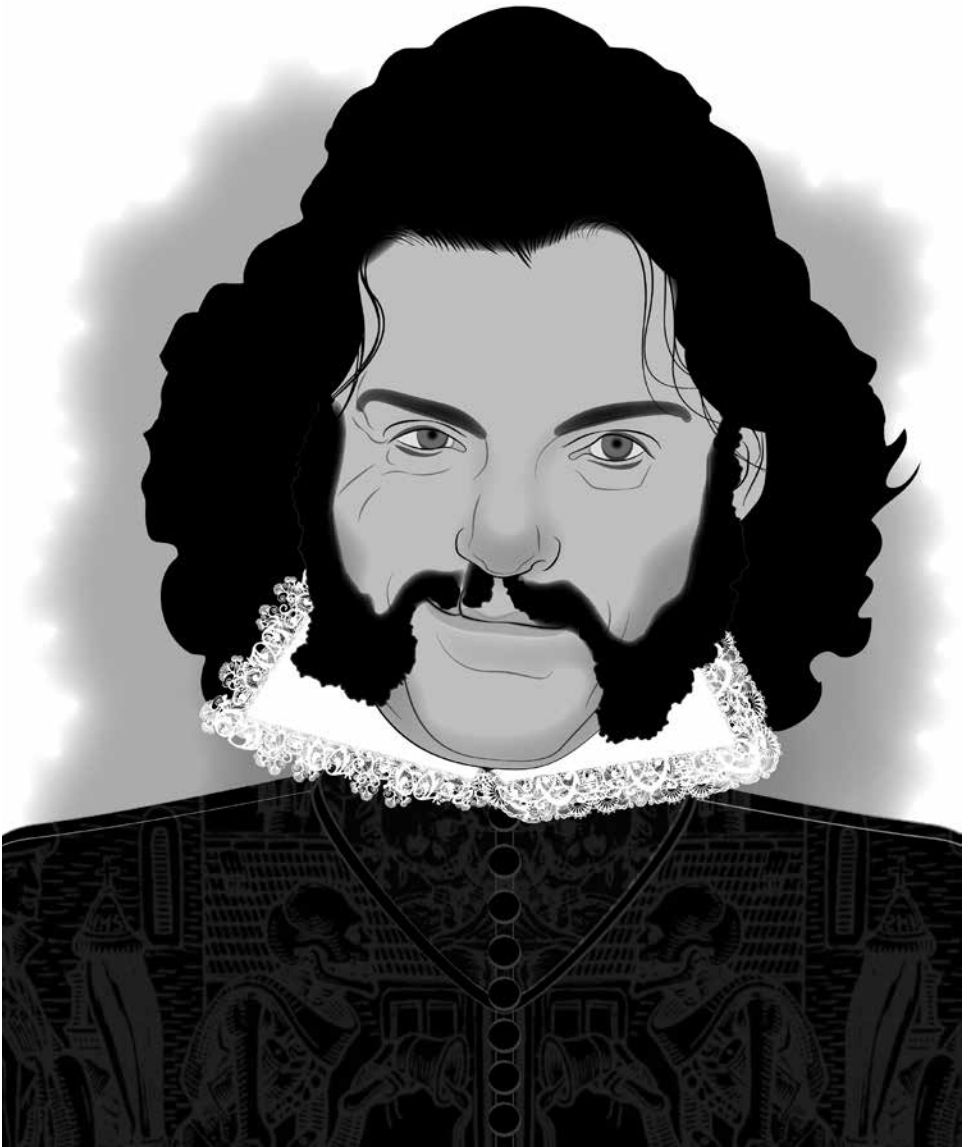
But in the power games that Elizabeth had been forced to take part in since childhood, the Virgin Queen was no longer a passive observer. Through Walsingham and her Court Astrologer, Elizabeth was aware of how dangerous Lillian and Henry were together. So she decided to separate them. Henry was given command of a sailing ship, the Black Dog, and license to prey upon Spanish Treasure ships in the Caribbean. He was away for eight years, raping and pillaging his way around the New World, with his crew of 'knaves'.

Meanwhile, Elizabeth decided to be rid of Lillian. With her protector out of the country, she had Dee transport her to a hell where she would be punished for all eternity for her crimes. Dee 'found' a small and blood-soaked hell, which he named the Hell of Twisted Flesh, whose cannibal inhabitants gleefully took Lillian to torment, and whose leader Lord Flesh Fiend Face took the sorceress and imprisoned her in his abode, the Tower of Bone.

When Henry returned from his travels at the end of Elizabeth's reign, he found that his sister had simply disappeared, "gone home to yer fathers in Norfolk" they said. Anyone who knew the truth was either dead, like Elizabeth, or away from the new King's Court, like Dee who was now in Manchester, warden of Christ Church College. Henry was also stripped of his privateer license and his ship by King James, although the worst of his crew, the 'knaves', joined him as a small army of miscreants wandering England's wild and lawless network of roads causing all sort of trouble. This has not escaped the King's notice, and there is a price on Henry's head of five hundred Gold Pounds for his capture.

What is unique about the Hell of Twisted Flesh is that it's a man-made hell. Dee brought it and its Devil inhabitants into being through an act of imagination and empowered it through creative magic. That's why all the named Devils have such evident and simplistic names. It's a hell just for Lillian, so it's not too big. Finally, part of the enchantment was that Dee forgot that he created it and forgot that Lillian is imprisoned there. That way if he was ever questioned, even under torture, he would never reveal where he sent Lillian.

A devout Christian, Dee was also deeply conflicted about even creating the hell, so forgetting it removed this worry from his mind. As it's not part of Lucifer's Realm, the traditional Hell chronicled in Dante's Inferno, Lucifer has no knowledge of the Hell of Twisted Flesh. Yet the Devil suspects it exists, for he was very fond of Lillian, and just as God knows where everyone is, Lucifer knows where every one of his wicked children is. Especially those who



Sir Henry. of Thetford

have sold their souls to him ever so young for ultimate power during their lives. Yet Lillian was lost to him. A puzzling problem.

During the eight years since the Twisted Hell's creation, its fiendish inhabitants have grown and evolved in their lush paradise where none oppose them. They learned how to create their own magical portal to Earth, and Lord Flesh Fiend Face sends Blood Assassins, who are paid in Blood Money (see page 48) on missions to Earth. This tipped Lucifer off, as on one of these missions the Blood Assassin killed a man who was due to go to Hell for a life of wickedness, and Lucifer who is alerted of the death of all people who are Hellbound, learnt of the supernatural nature of the killer and followed him back to the place where he came from. In one stroke he knew of the existence of the Hell of Twisted Flesh and where Lillian was. Tremendously angry, he took that energy and hatched a plot both devious and direct in its nature.

So he appeared to Lillian in a dream, teaching her two diabolical spells, the Never-Ending Scream to call for her brother to her and the spell of Seal Mouth to immobilise her captor Lord Flesh Fiend Face. With the Lord of the Hell powerless, Lucifer instructed her to slay her guards and wait in the Tower for her brother. Similarly, he appeared to Henry in a dream, disguised as Lillian, telling him to follow the psychic scream of his sister to the stone circle between Chester and Manchester, there to sacrifice an evil man to open a gate to the hell where she is imprisoned, kill her captor and bring her back to Earth.

This is why Lucifer hopes that Henry will bring his sister out of Hell, killing Lord Flesh Fiend in the process. Lucifer's plan will bring an end to a Hell of Twisted Flesh, and Lillian back within his grasp when she dies.

As for Dr Dee, because he is a Christian of strict morals, and therefore immune to Lucifer's mind reading (which only works on wicked people), with the extra protection that he magically forgot that he created the Hell of Twisted Flesh as part of its creation, Lucifer has no idea of Dee's involvement. Yet Lillian knows, and as soon as she's in Lucifer's realm she'll gleefully tell him, and the Great Adversary will be very cross with Dee.

System and Setting Choices Explained

This adventure is written for original Class/Level based games of the 70s/80s. Specifically it uses Swords & Wizardry as a rules base. As such it is compatible with other retro-clones as well as the original and first editions of the Worlds Most Famous Fantasy Role-Playing Game. It should, however, be noted that the setting draws inspiration from different sources, a blend of historical and modern horror, so you will find little Tolkien for example. Much of the adventure is horrific in nature and suggested for a mature audience.

Dr Dee's involvement in the Adventure

Dr Dee is a Sorcerer, perhaps the foremost of his age, up there with the greats like Merlin and Morgana. He communes with the higher realms of existence; and being a Christian, he believes the entities he contacts are angels. These angels tell him of the future and the present, often in cryptic form and certainly in terms that often make no sense to him at the time. They do have a high hit rate on being correct, however, so Dr Dee trusts them implicitly.

The angels have spoken to Dr Dee regarding the events of this adventure, and as a result, he has arranged the following things.



- Three years ago, he was staying at the Inn of the Cock in the attic room, just outside the city of Chester on All Saints Eve (Halloween). The angels spoke to him and told him to enchant a dagger in their name and hide it in under the bed. They gave no reason why, but Dee was moved powerfully to do it with their help.
- A couple of months ago, the angels prompted Dee to “assemble a group of past acquaintances through the major manipulator of the King” in response to him performing divination asking for help in his current situation as Warden of Christ’s College, where he is served by priests hostile to his work.
- Dr Dee often takes a lodestone suspended on a leather thong and lets the power of the angels flow through him as he uses it to dowse a map of the local area, of the North West of England, to determine if there are any areas of devilish influence or magical threat soon. The location of the stone circle on the road between Chester and Manchester came to his attention during such a session about a month ago, and further questioning of the angels gave the actual day and rough time that the magical event was going to occur as Halloween when the veil between worlds is traditionally thin.

Dr Dee saw the link between the last two communications from his angels, since they occurred but days apart, so in his letter to the characters, telling them to join him in Manchester (see page 11), he also instructed them to go to the Stone Circle and investigate it on his behalf at the precise time the angels told him that the devilish incursion would occur. He almost forgot all about the hidden dagger in the attic room of the Cock Inn, since it happened so long ago, but the angels reminded him about it and instructed him to mention it in the letter. The angels foresaw Sir Henry’s failed attempt to open a gate to the Hell of Twisted Flesh in the attic of the Cock Inn (see part 1 page 13) and so ordered Dr Dee to enchant and hide the dagger, so that the adventurers could use it to open the tear in reality or at the very least it could help them fight the devilish inhabitants of the Hell of the Twisted Flesh.

In this way, Dr Dee acts as the adventurers’ patron and magical guide, even though they never met him in person during this adventure.

The Players' Introduction

1604 Autumn, at the door to the Cock Inn, outside the walls of Chester.

It's been a rough year for professional adventurers such as yourself. Last year, good Queen Bess finally passed on, and Sir Robert Cecil effortlessly paved the way for King James to come south from Scotland and take up the crown. A prudent monarch with a considerable national debt to deal with, King James immediately tightened the purse strings. So, less money for expeditions to the New World. Also, Good King James has been making friends with the Spanish, so no more licenses for Gentlemen Pirating and an end to dubious endeavours in Europe.

The King is also no friend of witches. He personally sat in on torture sessions while up in Scotland. Patrons for your line of work have dried up or in some cases lost their heads in the change of regime, and you were looking destitution in the face. Then the architect of your downfall, Sir Robert, seeks you out and puts you in touch with an old patron of yours. An odd fellow called Dr Dee, former court astrologer to the Queen until he fell out of favour and had to go a European grand tour, to avoid losing his head.

Last you had heard Queen Bess had arranged for him to take up a post at some priestly school up north, well away from the intrigues of court. You remember the occasional job you did for Dee as being some of the weirdest and most fantastical of your career. Not the most straightforward work, but needs must so at the end of a long trek made at your own expense northwards, you find yourself outside an inn where Dr Dee has paid for your lodgings according to a letter you hold that details your current employment. It's an ominous message that details Dr Dee's precarious position as Warden of Christ's College in Manchester, and worst still that he has divined that your journey north from Chester will take you along a "Road to Hell".

Read Dr Dee's letter to the characters, or hand them a print out.

Dear Sirs,

I understand from our mutual acquaintance, Sir Robert, that with the passing of our most generous benefactor, Queen Elizabeth of England, that you have fallen out of regular employ. Our new King James is not as flamboyant with his coin, and I understand your patrons have fallen out of favour with him, as he balances the realm's books. Some have even lost their heads over this matter! Blessed Fortuna is with you, my good friend! Once again, I am in the position to offer you patronage, since I have need of your unique talents. I promise you steady employment this time, of no less than five years, instead of the occasional commission as was our previous arrangement.

Please make haste northwards and meet me in my chambers in Christ's College in the city of Manchester, where the good Queen Elizabeth saw best to send me and our current monarch King James I of England and Scotland sees fit to keep me. I find myself in an unfortunate position where the priests of the college try to undermine and sabotage my efforts at every turn. They have even claimed that I summoned Lucifer to my chambers in my quest for wisdom! You can see that I have need of your services when surrounded by such spineless and judgmental fellows.

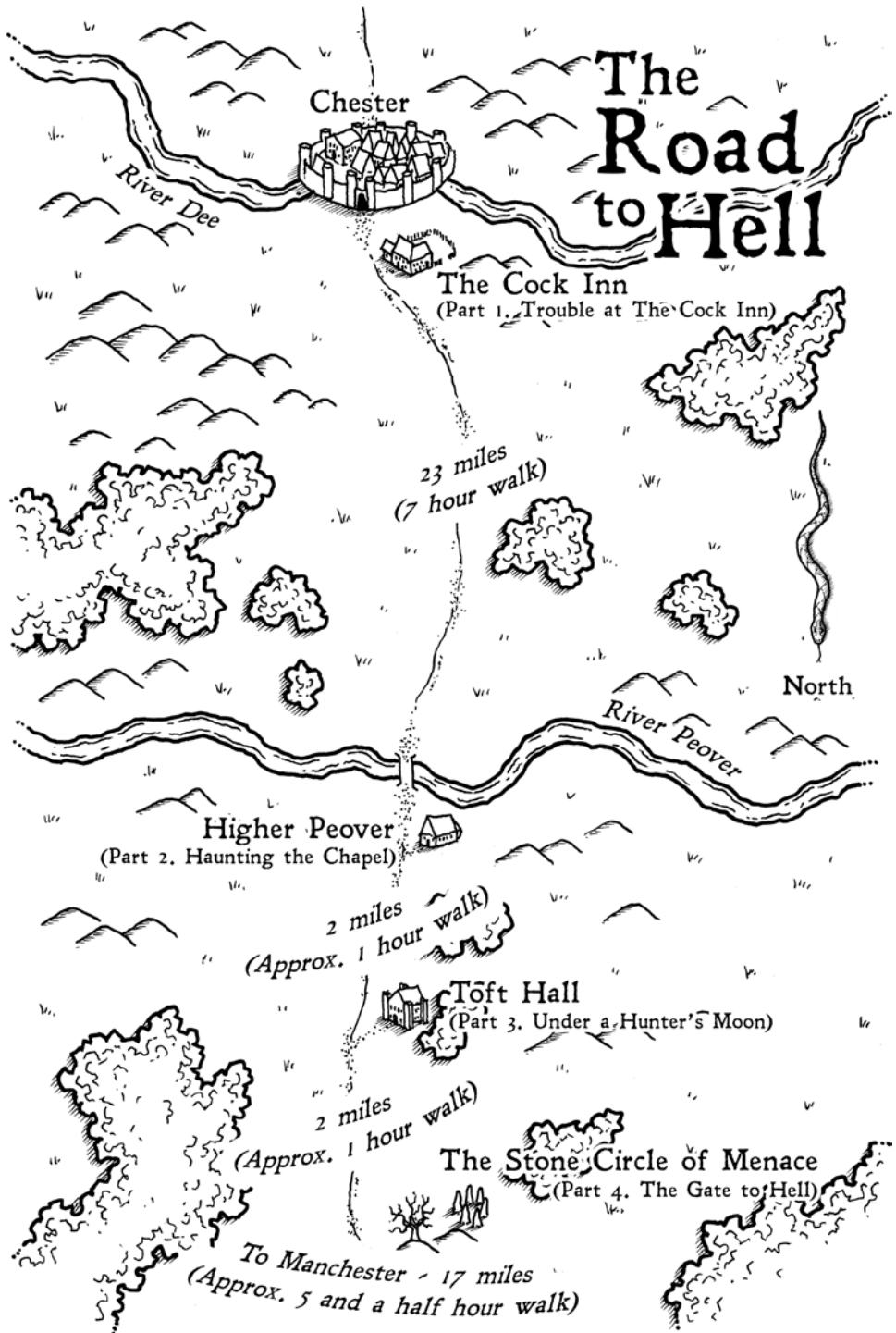
I'm afraid you will have to make your way to the nearby city of Chester under your own means. However, once you reach the outskirts, look for a house with a Cockrell as a sign. This is the Inn of the Cock, and despite its regular appearance specialises in giving lodgings to people of an extraordinary nature who do not want to be scrutinised by the law of the land. Upon arrival, mention my name, and the innkeeper, one Mr Weston, will provide you with lodgings and vitals for the night. Please note I have previously hidden a magical weapon, a dagger, which I have blessed on All Saints Night against the powers of Lucifer under the bed in the attic room when I stayed there three years ago on All Hallows Eve. I was advised to do this by angelic powers, who aided me in the somewhat rushed enchantment, who despite not being clear on the reasons why they insisted that it would be important on the date that you are to visit the inn.

In the morning, after breakfast, depart with great haste. Follow the road north to Manchester. It will take you through rolling countryside, and you must ensure that by no later than midday you are at a certain great oak where the travelling servants of Saint Christopher have made a bench out of wood for the good of weary travellers just outside the hamlet of Toft near the village of Higher Peover. There you will find buried a bag of gold, part payment of work you are to do. Then if my calculations are correct, you should see from your vantage point a strange sight, that I wish you to investigate upon my behalf. I asked my angels what this matter related to, and all they said was "A Road to Hell will open in this world, that if not closed will drag in innocents to feed its need for blood and souls." Do not be afraid, proceed down the hill with the full knowledge that the Lord is on your side.

After you have concluded your business with the infernal powers and all is well, return to the Manchester road and complete your journey. Report to me at the college, and I will pay you the rest of your monies, heal whatever wounds you have suffered to the best of my abilities and establish you in lodgings, so you may enter my service in a position of financial security.

Yours sincerely

Sir John Dee
Warden of Christ's College, Manchester.



Part 1 Trouble at the Cock Inn

The adventurers arrive at the at the Cock Inn after a long day of walking, at nine in the evening. They are tired and hungry. The previous three days of travel have been especially hard, as they have had to travel through the pouring rain. The inn is quiet, and the main front door is closed.

The Walled City of Chester

Chester is near to the border with Wales. The city was established during the time of the Romans, when it was known as Deva, and was to be a strong base for the conquest of Wales. After the Roman withdrawal, the city was further fortified by the Anglo Saxons, against the invading Danish, and was the last city to fall to William the Conqueror during the Norman Conquest. During the Middle Ages it became great trade centre, not only with the local North Western region of England but also with neighbouring Wales and internationally via a port just north of its Water Gate.

When the characters arrive in the late evening (around nine o'clock) the city gates are closed. If they want to spend coin, they are out of luck since the city's market, and shops are closed when they arrive.

Starting the Adventure

Get the players to introduce their characters to each other. Ask them what are they carrying, what's their state of readiness and what are they doing now. Then bang - they are at the front door of the inn; start the adventure.

The Overall Situation

The Cock Inn, which stands on the banks of the River Dee, just outside the northern walls of the medieval city of Chester, is a special place. It is almost exclusively used by the adventurer social class and their henchmen and associates, with the occasional traveller who is familiar with, sympathetic, and perhaps intrigued, by that world (John of Rochdale - see location 1 below- is an excellent example of such a person). It is an "Adventurer's Inn". The inn was set up a good hundred years ago by Mr Weston's Grandfather in agreement with the Earl of Chester of that time, so that adventuring types could take up lodgings near the city, but not trouble it with their unruly and anti-social behaviour. It also acts as a place where people wishing to hire adventurers can do so discreetly

One hour ago, Sir Henry the Black Knight with the aid of five of his knavish followers attempted to cast the gateway spell that would have allowed them to pass over to the Hell of the Twisted Flesh in the attic room that they had rented for the evening. It was a rash move, inspired by the bravado of a heavy afternoon's and night's drinking. A willing sacrifice was made, blood was split, and incantations made. Then all hell was let loose, because the spell was drunkenly miscast in Sir Henry's haste. Instead of the gate opening, many of the residents of the inn lost their heads, which exploded from the magical forces unleashed. Some became headless zombies who stumble around the inn. Sir Henry survived the magical backlash, grabbed his horse from the stables (after running the stable lad Ned through with a hay fork) and rode northwards to meet the rest of his knaves at the Stone Circle to the north (see The Stone Circle of Menace page 42), who had been sent there to camp out nearby and to secure the stone circle while their master slept in comfort at the inn.

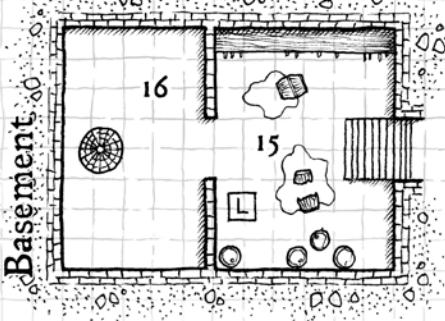
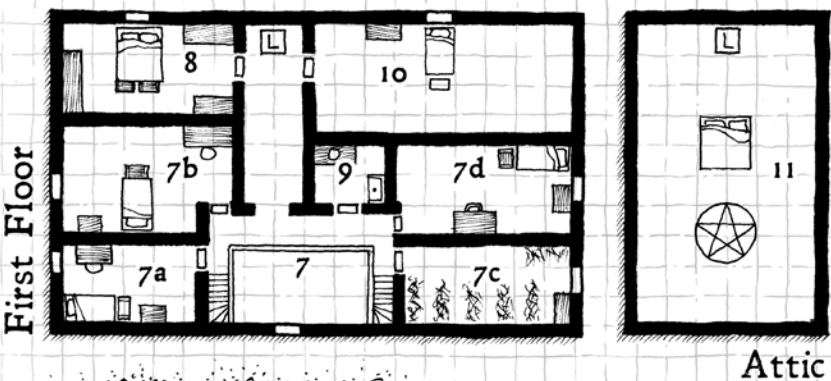
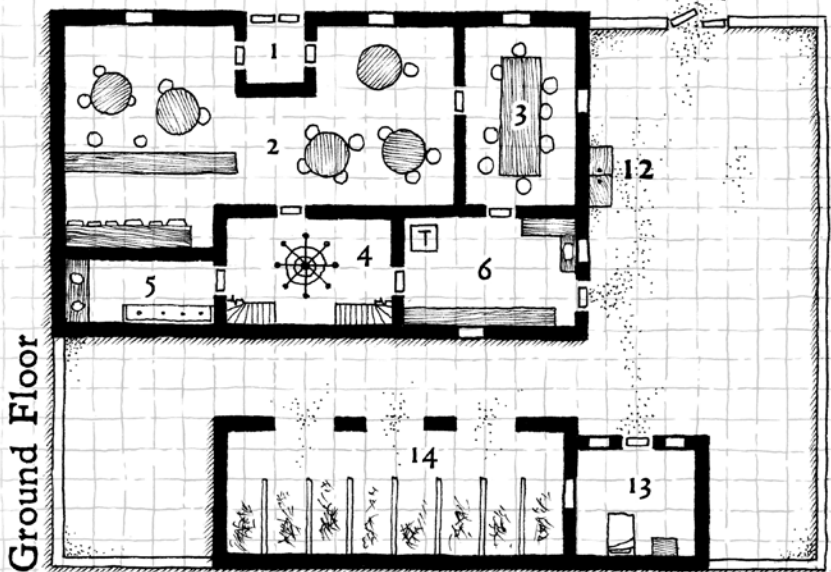
A Time-line of Unfortunate Events

- Twelve noon. Henry and six of his knave followers arrive at the inn. After a quick lunch provided by Mr and Mrs Weston, they commence heavy drinking.
- Two in the afternoon. Tom Redmond, one of the knaves and former ship's boy, seduces Mildred Weston, the innkeeper's teenage daughter, and the couple slips upstairs unseen.
- Four in the afternoon, fueled by Sir Henry's coin that he is now spending freely, all the inn's guests are involved in the drinking session, except for Simon de Strange who is asleep the whole time in his room upstairs.
- Seven in the evening. Much delayed by the drinking, the evening meal is served. A knife fight ensues between some of the patrons in the dining room with one fatality (the body on the table in 5).
- Eight in the evening. Egged on by his men, Sir Henry and his followers head upstairs to perform the ritual to open the gate to the Hell of Twisted Flesh. One of the knaves, the most intoxicated one, is sacrificed by Sir Henry who is leading the spell. It is miscast, and there is a backlash of magical energy from the Hell of Twisted Flesh which causes all sorts of mayhem. Some guests lose their heads as they explode, either killing them outright or turning them into headless Zombies. Others melt into fleshy messes that get mixed up with the furniture. A pack of six ghouls are transported from the boundaries of the Hell and materialise in the dining room.
- Five past eight. Mrs Weston, who is in the main bar, goes mad, runs screaming into the entrance hall (see room 1) and bolts the main door before sitting down next to the headless body of one of the customers, John of Rochdale. Mr Weston, who is in the bar initially, flees upstairs pursued by a headless zombie, who he pushes onto a large hanging candelabra from the first-floor landing, leaving it impaled there. He then hides in the upstairs water closet.
- Eight-thirty. Sir Henry runs downstairs from the attic room and runs through the kitchen out into the backyard. He makes good his escape after running through the stable lad, Ned, and riding off on his horse. Moments after Henry's exit, a Blood Assassin materialises in the Attic sent by Lord Flesh Fiend Face.
- Nine o'clock in the evening, the players arrive at the front door of the Inn.

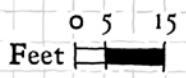
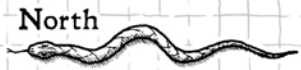
From outside the inn seems completely dead, which is very odd even for a unique inn like this. It's nine in the evening and there should be light and conversation streaming into the night air from the windows. But all the windows have shutters on them. There's no light, and the inn is entirely silent. The main entrance is on the street, the front door leads into a small entrance hall (see location 1), and there is a gate in a ten-foot-high stone wall around a cobbled stone yard. This leads to the stables and outhouse (see locations 14 and 15), and is currently flung open as it was left by the fleeing Sir Henry.

The Cock Inn

Outside the North Walls of Chester



TD: Trap Door
L: Ladder



Key to Locations Within the Inn

Ground Floor

1. Entrance Hall

A big heavy oak front door leads to the street. It is barred and locked from the inside. Adventurers seeking to open it will have make a successful Open Doors roll.

If the character trying succeeds, the door opens without making too much noise, and they can quietly slip in. They find Mrs Weston standing in shock over the headless body of John of Rochdale.

If they fail, the door is stuck and requires a concerted group effort to break down noisily. It comes unstuck, but as the characters pass over the threshold, they will find Mrs Weston pointing at them and screaming blue murder.

The front door which the characters stand at leads to this small entrance hall, a recent addition made in the last couple of years to give the bar some privacy and from people coming in from the street, and a cloakroom for visitors (there are five cloaks hanging up on pegs on the wall opposite the door).

Lying there in a pool of blood is the headless body of one of the customers, John of Rochdale (a leather merchant who liked the privacy and interesting crowd the Cock Inn provided). As well as being headless he is missing his trousers (which he left in his room, see 7a upstairs). John was getting dressed at the time of the miscast spell after sleeping off the worst of the afternoon's drinking (he took to his room at three in the afternoon) and ran downstairs, to see all the commotion. He made it across the bar, saw all the head exploding mayhem and decided to flee the inn via the front door, at which point his head exploded, thus ending his escape.

Standing over the body in shock is Mrs Mary Weston, the innkeeper's wife. She has been sent utterly insane by the experience. Any attempt to calm her down without Mr Weston (who is hiding in the Upstairs Privy - see location 9) will lead to her screaming her head off.

Mrs Mary Weston HD 0; HP 6; AC 9[10]; Atk no attack/improvised weapon(1d3); Move 12; Save 18; AL Chaotic when in mad state, Neutral when sane; CL/XP A/5; Special: None.

2. The Main Bar

The gory exploded remains of about twenty customers, who were still there drinking heavily at the time of the miscast spell, are splattered across the room. One unfortunate has been merged into the wood of the bar itself.

Five headless zombies shamble around the bar, the remains of five burly labourers.

Headless Zombie HD 2; HP 12; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL Neutral; CL/XP 2/30; Special: Immunities, Sense life.

- Immune to mind control magic, poison and disease.
- Magically sense life within ten feet, and even though without eyes does not suffer any penalty in combat.

3. The Dining Room

A pack of six ghouls, who usually roam the edges of the Hell of the Twisted Flesh, have been transported here by the botched spell. They crouch over a large dining table feasting on the remains of one of the customers who was killed in a drunken fight earlier in the evening. They stand over an open ribcage which they are scooping the organs out of, and hold limbs that are in the process of being stripped to the bone.

Ghouls HD 2; HP 12; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL Chaotic; CL/XP 3/60; Special: Immunities, paralyzing touch.

- Immune to mind control magic, poison and disease.
- The Ghouls' bites have paralyzing poison. If bitten, characters must make a successful saving throw or be paralysed for 2d6 minutes

4. The Stairs Upstairs

In this wooden panelled hallway is a staircase leading up to the first floor. There is also a cast iron black candelabra with eight candles. Impaled on it is one of the headless corpses, which is still partially twitching with life. If the adventurers are stupid enough to take it down, it will attack them. Its stats are the same as those in the main bar (see room 2).

5. The Downstairs Privy

This tiny cramped room which has another 'modern' feature- a wooden box with a hole designed to fit the bottom of the user, which contains a chamber pot. At the time of the botched spell, it was occupied. The occupant exploded from within, and his flesh and guts are all splattered over the walls, floors and ceiling of the room. His eyeballs float in the chamber pot, looking up.

6. The Kitchen of the Headless Chef

Once a small but busy kitchen, this room is now dominated by the big overweight headless zombie of the former Inn's Chef ("Cookie"). Held in the zombie's left hand, hanging by its side, is a meat cleaver. In the left hand is a ladle which it is currently stirring a large soup cauldron full of wiggling flesh-eating giant maggots. These maggots are from the Hell of Twisted Flesh and materialised in the soup cauldron when the gate spell was miscast. Cookie's head, which popped off his neck, is floating in the soup being devoured by the maggots. If attacked, Cookie will throw maggots in the first round, and if attacked with melee weapons will attack with the meat cleaver. The maggots do 1d4 damage per round after successfully hitting their target, and this damage continues each round unless the afflicted takes a full combat round to remove them from their person.

Cookie the Headless Zombie Chef HD 5; HP 40; AC 8[11]; Atk strike (1d8) or throw maggots (1d4 per round) or Meat Cleaver (1d8); Move 6; Save 12; AL Neutral; CL/XP 5/240; Special: Immunities, Sense life.

- Immune to mind control magic, poison and disease.
- Magically sense life within ten feet, and even though without eyes does not suffer any penalty in combat.

There is an oak door that leads to the main hall (see location 4), another that leads to the dining room (see location 3), one that leads to the back yard and a trap door that leads to the Beer and Wine Cellar (see location 15).



Heads are on Cookie's menu in the kitchen

First Flour

7a-d Guest Rooms

a. John of Rochdale's room. All that is left of John's occupancy is a pair of leather trousers he never managed put on before attempting to flee the inn (see 1 for his body). There is a money purse on the bed containing 23 Gold Pounds.

b. Another guest room, which is currently occupied by Simon de Strange, a weird traveller who slept through the whole incident.

He has shoulder length white hair, bright blue eyes and slightly pointed ears. He is an extremely powerful Elf of 23rd Level, who travels time and the dimensions. He's been sleeping in his full clothes, a red set of trousers and jacket over a white shirt, with a very fancy neck ruff. He wears thigh length black leather boots and a green hooded cloak.

If confronted with any violence he will click his fingers and disappear in a puff of smoke (a quickly cast Dimension Door). If approached in a friendlier manner he will converse with a slightly uppity tone, until he tires of the characters. At which point he opens his clothing chest at the bottom of his bed, walks into and down (as if there is a set of stairs in it) and then disappears (this is another form of him casting Dimension Door).

There is nothing else in the room.

c. Bob the Burglar's room. Bob is dead, splattered into fleshy bits downstairs in the bar. He leaves behind ten silver shillings and a set of thief's tools in a bag, hidden under his bed's mattress.

d. It's a tight fit, but this room is neatly prepared for the adventurers' arrival and along with two single beds, has four straw-filled mattresses laid on the floor.

8. The Westons' Room

A double bed is crammed into this room, along with a his and hers cupboard for clothes, and a chamber pot under the bed. The idea is that they move their bedroom upstairs to the attic room, but they never have due to the money they can make renting it out to travelling groups such as Sir Henry and his five men. So, they make do with this much smaller room.

9. The Upstairs Privy

In this privy, behind a locked door can be found the innkeeper Mr Weston, in hiding.

Mr Weston HD 0; HP 6; AC 9[10]; Atk kitchen knife (1d4); Move 12; Save 18; AL Neutral; CL/XP A/5; Special: None.

Mr Weston is terrified by events at the inn and worried about his wife and daughter (see 10). He remembers everything up to about eight and then it's all a blank. While not driven mad like his wife, he had a great flight or fight moment in the bar when all hell was let loose, which sent him charging up the stairs. Along the way one of the headless zombies followed him. Mr Weston turned around and with all his might shoved the pursuing Zombie off the stairs, over the railing and into the cast iron chandelier (see location 6). He then locked himself into the privy.

10. The Virgin and the Knave

This is Mildred's Room. It has a bed and a wardrobe. There's an old handmade doll house in the corner.

In the bed is the innkeeper's fifteen-year-old daughter Mildred, and Tom, a sixteen-year-old lad and one of Sir Henry's Knaves. Both are naked with their clothes discarded by the side of the bed.

Mildred Weston HD 0; HP 6; AC 9[10]; Atk none; Move 12; Save 18; AL Neutral; CL/XP A/5; Special: None.

Tom Redmond HD 1; HP 6; AC 9[10] or 7 [12] if dressed in leather; Atk dagger knife (1d4+1) or fist (1d3); Move 12; Save 17; AL Chaotic; CL/XP 1/10; Special: None.

If Mr Weston catches them together, there will be a big uproar as he threatens Tom, who will grab his clothes and attempt to flee. If Mrs Weston is present, she will suddenly become lucid and say "Mildred, get your clothes on. We are going to Higher Peover to get you married to this young gentleman at St Samuel's". Any trace of her former madness is gone; instead, going to the church in the village where her sister, Jane, lives is her primary concern. Mrs Weston believes that Jane is married to the church's vicar, who she sees as an upstanding Christian Gentleman of a slightly non-conformist church, who unlike any of the churches in Chester, will be willing to quickly wed the two young lovers without much questions.

The Attic

11. The Attic Room

The attic is reached via a sturdy wooden ladder at the end of a hallway on the first floor that only one person can fit in at one time. The stairs come up directly in the north end of the floor of the attic. The ceiling is a triangle of the roof, eight-foot-high at its apex, and five foot at its lowest points at the edge of the room. In the centre of the room is a double bed (see Under the bed, Dr Dee's Angelic Dagger below). At the southern end of the room is the bloody scene described below.

The Bloody Scene

Earlier in the evening, at about eight, there was a botched attempt to open a gate to the Twisted Hell by Sir Henry, who had a very rudimentary knowledge of such things taught to him by his sister. The body of one of the knaves, whose blood was offered up to open the way, lies in the middle of a magic circle drawn in blood. The victim has been stabbed several times in a frenzy. Sitting cross-legged but without heads, which have exploded leaving a mess on the walls, are bodies of the other four who accompanied Sir Henry. They sit just outside the magic circle, in the four cardinal directions (north, south etc.).

Hanging from the rafters in the darkness is one of the Blood Assassins of Flesh Fiend Face, sent by his master. Flesh Fiend Face sensed an attempt to breach his realm and sent the Assassin to investigate what happened here. The ogre has not worked out what has gone on, and his power of Dimension Door only works once a day, so he is stuck in the mortal world until tomorrow. If attacked he will fight to the death, because he really doesn't want to be questioned, and seeing that he will be resurrected in the Hell of Twisted Hell (see page 48 The Death and Resurrection Show) does not fear death anyway. And pain, he loves the pain.

Blood Assassin (cannibal ogre); HD 5; HP 40; AC 7[12]; Atk long sword (1d8) or bite (1d8); Move 12; Save 12; AL Lawful; CL/XP 6/400; Special: Immune to pain, Spider Climb, Regeneration.

- Completely immune to pain,
- Can climb sheer surfaces like a spider,
- Regenerates hit points by eating flesh, either 1d4 per round by consuming dead bodies or 1d6 from live victims.

Cannibal Ogres, Devils of the Smiling Death

These Devils are formed from Dee's partly remembered folk tales of cannibal Cornish Ogres. They appear as tall handsome humans, with mouths is full of canine teeth. They can speak English but have their own devilish language. Most of the ogres live in Flesh Town, in a state of bliss, fighting, fucking and feasting on the plentiful human flesh that makes up the ground beneath their feet.

Some of their number are Blood Assassins, who can use the spell Dimension Door once per day to move between the Hell of Twisted Flesh and Earth. They are paid in Blood Money (see page 48) to perform assassinations. Not only do they get to eat the flesh of their victims, but they also consume their souls. Lord Flesh Fiend is their master, and they obey his commands without hesitation. If they are killed, they return to the Death and Resurrection Show, a magical circus tent that exists in the Hell of Twisted Flesh, where they are reborn (see page 48).

Under the bed, Dr Dee's Angelic Dagger

As Dr Dee's Letter describes there is a dagger hidden in the wooden base of the double bed. It is a plain steel dagger, with the holy symbols of the Archangel Michael and Gabriel inscribed in Enochian (the language of the Angels which Dr Dee speaks and reads). The dagger is enchanted and is +4 to hit and damage versus devils, and glows hot when within thirty feet of them. Against all other foes, even magical races such as the Fae, it is a normal mundane weapon.

The Tear in Reality

Like a bloody wound in the corner of the roof where the Blood Assassin hangs is the tear in Reality that the creature came through. It smells faintly of rotten eggs. It is rapidly healing up, and cannot be forced open except by a magical weapon that has been blessed by a holy cleric or angelic powers. Such as the one that Dr Dee has previously hidden under the bed and has mentioned in the letter to them. If the characters figure out how, let them do so. The gate shines a bright light, giving no clue to what is beyond, and can be stepped through. Characters who do so, proceed directly Part 3, where they materialise in Lord Flesh Fiend's house (see part 4 page 48).

Back Yard and the Out Houses

12. The Drayman's Entrance

These double wooden hatches are the entrance to the inn's cellar and leads directly via stone stairs into location 16. One of the double hatches is wide open, and the sound of what initially sounds like a clucking hen, which can clearly be heard by anyone in the backyard, comes from within. If anyone gets close to the hatch and listens carefully, they will realise its not a bird that is making the clucking sound, but a human making an excellent impression. This is Lady Agatha, the Bird Lady, in the Beer and Wine Cellar (see location 16).

13. The Stables

These stables have enough room and fodder for about eight horses. They are completely empty, and there are signs, a feeder full of hay and spoor on the floor, that there was only one horse here. This was Sir Henry's horse, and Sir Henry has ridden off at high speed to join his men further up the road to Manchester. See Part 4: The Gate to Hell on page 42.

14. Ned's Room

Next to the Stable is the stable lad's room. It has a single bed with a small bedside table with a lit candle. Slumped against the far wall, opposite the door which is half open, is the dead body of Ned, the Stable Lad who has been pinned to the wall by Sir Henry with a hay fork, as Sir Henry made his escape.

The Basement

There is a full-sized basement directly under the first floor. It can be accessed by a drayman's hatch in the backyard (see location 12) and a small wooden ladder that goes up to a trapdoor into the Kitchen (see location 6).

15 The Beer and Wine Cellar

This cellar was neatly ordered, with racks of the wine bottles against the south wall, and barrels of beer stacked upon each other. Sir Henry's miscast magic caused all the bottles to pop their corks and the barrels to explode. The characters will be able to hear the Bird Lady in the next cellar (16), and unless they make special efforts to be quiet, she will hear them and call out to them.

Partly hidden amongst the burst barrels is a small round table, on which is a green glass bottle containing a metallic silver liquid, and a bag of bird seed, upon which there are traces of the silver liquid on the grains on the top. This is the Bird Lady's food.

The Bird Lady's Food

The silver liquid in the green bottle is a Potion of Shape Changing Human to Bird. Its initial taste is somewhat gamey, and then the drinker feels a whoosh of exhilaration as their mind launches skywards and their body turns into a bird (see the table of common British Birds on the next page), a condition that lasts 1d6 hours per dose. The green bottle contains enough for three doses. The Bird Lady has it mixed with the birdseed that is next to the bottle on the table.

Roll d20	Bird
1	Wood Pigeon
2	Robin
3	Black-headed Gull
4	Mute Swan
5	Mallard
6	Wren
7	Starling
8	Blackbird
9	House Sparrow
10	Crow
11	Blue Tit
12	Magpie
13	Great Tit
14	Goldcrest
15	Pied Wagtail
16	Chiffchaff
17	Pheasant
18	Quail
19	Crow
20	Special

Special sub table (includes exotic breeds not necessarily familiar in England at the time of the scenario). Unlike the common birds, these breeds have natural weapons of peck and claws (1d6 damage for birds of prey, 2d6 for the Giant Roc).

Roll 1d6	Bird
1	Kestrel
2	Raven
3	Golden Eagle
4	Vulture
5	Giant Roc
6	Harpy

The potion is unstable, however, and after 666 applications, the drinker becomes addicted and never quite returns from bird form. Madness also accompanies addiction. One beneficial side effect is that the drinker gets the ability to see into other dimensions, which is a random and distressing experience.

16. The Bird Lady

The Bird Lady is a strange sorceress, who lives in a human-sized gilded gold cage suspended from a robust iron chain in this cellar. An old lady in her 90s, she wears a crazy bird suit, an all in one undergarment with feathers of various species sown into it. She also has a nose that is more like a beak in shape, her eyes have slid to the side of her head like a bird and what few bits of hair she has left are more feather-like.

She was once Lady Agatha of Toft Hall (see Part 3: Under a Hunter's Moon) and is a member of the family of the shape-changing Sorcerer-Alchemists who live there. She is a daughter of either Lord Nick or Lord Neil, though they weren't saying precisely who, and a short-lived liaison with a mortal woman. A life of taking the magical potions and being recipients of spells that bend both mind and body into other animal forms that her fathers specialised in took its toll in old age about ten years ago.

The Bird Lady suffers from dementia and infirmity, and in many ways is stuck halfway in between her actual human body and the bird form she was so fond of. So, her family made an arrangement where they pay a large number of gold pounds to Mr and Mrs Weston, who are used to dealing with strange people, and they house and feed her here. In her own way, the mad sorceress is happy and comfortable. She has no stat block; if the characters attack her, the first blow kills her, and she doesn't fight back. Her once formidable knowledge of magic has now faded from her memory, but she has the unique ability of being able to see into other worlds (which makes her high in demand amongst certain members of the nobility who know of her existence) gifted to her as a side effect of her addiction to the Silver Potion.

The sorceress randomly comes out with the following snippets of conversation, almost like a minor bird mimicking a human.

Roll 1d8	The Bird Lady Says
1	"I can feel my mind slipping away. What a beautiful mind it was, keen to the arts of Alchemy."
2	"The Oracle he knows all and looks at me with one eye!" (a reference of the Oracle in the Twisted Hell, Cave of the Oracle see page 50.)
3	"Bring me more Food, from the Beer Cellar, NOW!"
4	"Oh, he's so pretty, so gaunt and stretched thin, with lovely long fingers." If asked who, she replies "Who? Lord Flesh Fiend Face!" (Agatha has seen a vision of the Hell of Twisted Flesh, specifically the Tower of Bone see page 50.)
5	"Sir Henry, he's a wicked one, him. His sister calls him from Hell, and he's going to rescue her no matter the cost."
6	"I want to fly, but I am denied the sky!"
7	"My family has wolves, so many wolves. Why do they want to be wolves?" (this is a reference to the rest of her family who lives at Toft Hall; see Part 3)
8	More bird squawking.

Aftermath

Ideally, the characters should slay all the monsters and help the survivors clean up the Inn, enjoying a short sleep and breakfast as a reward.

Realistically*, once the characters work out what is going on, grab the Angelic Dagger mentioned in Dee's Letter and any rescue survivors (Mr & Mrs Weston, Mildred and Tom), they will burn the Inn down to cleanse it. The Inn being of wood framed, wattle and daub construction with a thatched roof is highly flammable, and determined characters will easily find oils and torches to help them set it on fire. The survivors will want to go to Higher Peover where Mrs Weston's sister Jane lives after marrying one of the members of the Hellfire club who lives there. The Westons are unaware of the Hell Fire Club's activity and think their Brother in Law is a lovely "Gentleman and proper loaded".

[*This is what's happened in every single playtest of the adventure!]



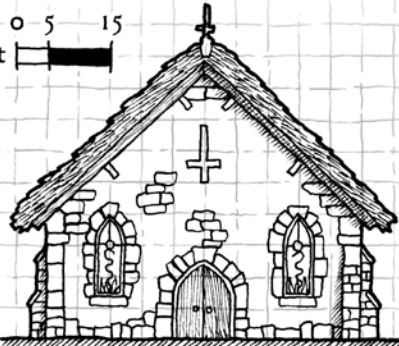
Lady Agatha of Toft Hall

St. Samuel's Chapel

1604

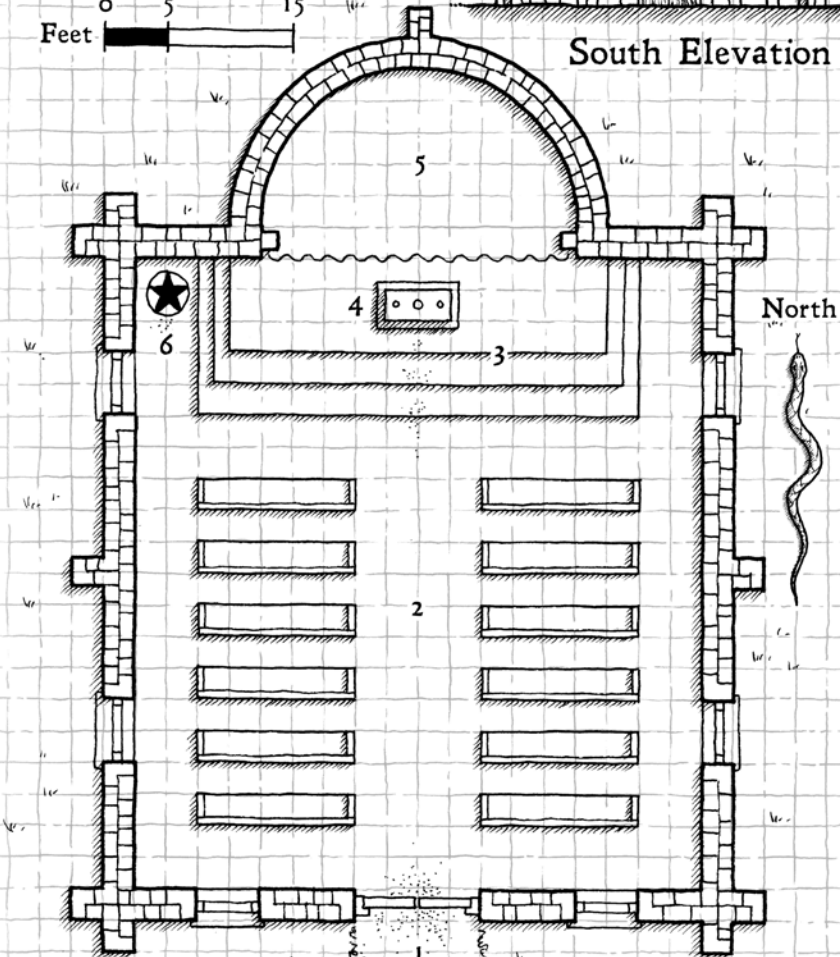
Higher Peover,
Cheshire.

0 5 15
Feet



South Elevation

0 5 15
Feet



North

Plan View

Part 2 Haunting the Chapel

If the characters controlled the mayhem at the Cock Inn and decided to stay the night there, while it cannot be totally classed as a peaceful night, any spellcasters regain their magic, and some form of breakfast is eaten. After leaving the Cock Inn in the morning about 9, the adventurers should head north as the letter directs them to along the road to Manchester. About 12 they see a turn off to the town of Higher Peover, which is on fire.

Alternatively, the characters flee, with other survivors of the Cock Inn (Mr and Mrs Weston, Mildred and Tom) and arrive in the early morning (assuming the characters spent an hour or so exploring the inn, before leaving they arrive at 5 am), to the sight of Higher Peover on fire lighting up the early morning sky.

Higher Peover

The name of this town, pronounced Peever, comes from the Anglo Saxon ‘Peeffer’ which means “bright one”, and is named after the Peover river that runs through it. There is a Lesser Peover a couple of miles away, but it is a smaller village of little importance which does not take part in this adventure.

It is a Tudor New Town, established in the year 1570 by Baron Nils Bjornson and Master Craig Daley, specifically so their Luciferic cult could live and worship together. The village has a population of 48 souls, mainly male members of a Hellfire Club, drawn from rich people from across Europe (and beyond) who have been drawn together to this rather exclusive village, and who are currently experiencing their idea of paradise. Magic and money wielded by the high-ranking members of the club ensures that the lords of Chester and Manchester never pry into the unholy goings on here.

The Current Situation

One of the guards of the Tower of Bone in the Twisted Hell of Flesh, the devil Spiny Sid, escaped the slaughter of his fellow devils (see Part 4 page 50) and has used the distraction of Sir Henry’s failed attempt to open a gate to the hell to slip down to Earth. He materialised in the chapel of St Samuel, a rather exotic church dedicated to the Devil, before a packed service of the cult’s major members in the church.

The rank and file cultists outside of the church were torn asunder by the devil’s arrival in the magical backlash from the gate to Hell opening and closing, and their bodies lie scattered around the town. The town started burning from a fiery hellish rain that descended from the sky when Spiny Sid materialised in the church. The remaining members of the rank and file went mad and wander the burning streets wielding pitchforks and other improvised weapons as an angry mob – ready to tear asunder any outsiders who arrive in the village and threaten their idea of paradise on earth.

I'm Half the Man I Used To Be

On the main road to Manchester, by turning off to Higher Peover, is Sir Robert Rookroft. He's immaculately dressed in fine noble clothes, but his legs are planted in the dirt feet upwards five yards away from his still living torso.

He is unsurprisingly dying, but if any of the characters engage him in conversation, he will press an oversized silver crucifix into their hands and quickly say his final words:

"A devil has come to my village, go take this to My Lord in the Chapel and he will rid us of this monster."

A Short Walk Into the Inferno

There is a well-maintained side road that leads off the main Chester to Manchester road. It heads down into the valley where the new town of Higher Peover sits on the River Peover. It's of modern construction, not that the characters can tell because it's all on fire. Buildings are being consumed by the blaze, and even from a distance the characters can see and hear some of them collapsing. In the centre of the town is the Chapel of St Samuel, the only stone building. If the Westons are with the characters, they will want to go there because they believe that their relative Jane would have taken sanctuary there.

On the Streets

The heat on the streets of Higher Peover is incredible as the buildings burn. The characters will also see and encounter more shattered bodies of cultists, who like Sir Robert exploded and were thrown into the air by the magical backlash of the gate to Hell opening.

Unless the characters are especially cautious and stealthy, it is almost inevitable that they will meet another form of heat, a raging angry mob of 6d6 Cultists.

The Mob HD 0; HP 6; AC 9[10]; Atk pitchfork (1d6) or kitchen knife (1d4); Move 12; Save 18; AL normally Lawful but in current enraged state Chaotic; CL/XP A/5; Special: None.

The members of the mob are normally non-combatant rich folk, are buoyed up by a magical frenzy. They will engage in verbal abuse and shouting matches with the characters, especially those of obvious Christian belief, before physically attacking them. While this is happening another 6d6 worth of Cultists arrive. If the characters are successful in their retorts, the cultists retreat but come back six minutes later with more of their fellows (roll 3d6). If the characters fail to successfully rebuke the cultists, the cultists immediately attack!

St Samuel's, The Haunted Chapel

St Samuel's is a bizarre church, with an inverted cross over the entrance and stained-glass windows depicting devils and serpents strangling and disemboweling human victims. It is the centre of the Hellfire Club's activity in Higher Peover. Unlike the rest of the town, it is a stone building instead of a timber-framed wattle and daub. It does have a thatched roof, but the fact that it stands isolated in the centre of a cobbled square at the centre of the town, fifty foot away from any neighbouring buildings, means that it has been spared the fire that has spread from building to building elsewhere.

Inside the Church

1. The Entrance

In Latin over the double wooden doors which currently stand open, slightly ajar, is the phrase:

"Melius regnare in infero quam servire in caelo."

Which translated to English is

"It's better to reign in hell than to serve in heaven."

These doors can be barred using a massive oak beam that stands just inside by the left door.

2. The Pews

This area is filled with twelve wooden benches, arranged in two columns of six rows. Crammed in to this area are twelve cultists, dressed in fine clothes. They follow one of two paths: one of Black Magic (Sorcerers) or one of arms and force (the Warriors).

Six Sorcerers HD 2; HP 6; AC 9[10]; Atk dagger (1d4); Move 12; Save 14; AL Lawful; CL/XP 3/60; Special: Can cast spells, see below, as 2nd level Magic-User.

- Knows Magic Missile x2

Six Warriors HD 2; HP 8; AC 7[12]; Atk; Longsword (1d8) or dagger (1d4); Move 12; Save 16; AL normally Lawful but in current enraged state Chaotic; CL/XP 2/30; Special: None.

3. Raised Area

Stone steps lead up to this raised area, where the cult's leaders, the Baron Nils Bjornson and Master Craig Daley, address the members.

Baron Nils Bjornson is of Swedish origin. After decades pouring over the darkest arcane tomes the Baron is bereft of the family he loved (they deserted him, were taken by disease or killed at war) and twisted by insanity. The Baron was determined to find a way to project his suffering onto others and so developed the Uncreate spell (see below). He traveled to England and set up the new town of Higher Peover and married again (see Jane below) in an attempt to start a new life dedicated to Lucifer.

Baron Nils Bjornson HD 6; HP 50; AC 9[10]; Atk nasty curved long dagger (1d6); Move 12; Save 11; AL Lawful; CL/XP 7/600; Special: Spell casting.

- He can cast as a Level Six Magician the following: Magic Missile, Charm Person, Web, Uncreate (see Appendix D New Magic User Spells).

Master Craig Daley is a merchant banker from the City of London who organises the finances of the village. He prefers to work in the shadows, letting the Baron take up the spotlight with his dramatics. He also prefers to hide in the shadows and strike when least expected in combat. He earned his nickname, Chains, from casting Hold Person and then strangling the target with a bit of iron chain.

Master Craig "Chains" Daley HD 6; HP 50; AC 9[10]; Atk length of chain (1d6); Move 12; Save 11; AL Lawful; CL/XP 7/600; Special: Spell casting.

- He can cast as a Level Six Magician the following
 - Magic Missile, Sleep, Hold Person.
- Like a Thief of level 3 he can strike from the shadows, strangling his opponents with his length of chain. But he prefers to make this attack straight after he has successfully cast Hold Person on his victim.

4. Altar of Sacrifice

Laying on the altar naked is Jane, Mrs Weston's sister. She is a willing sacrifice, euphoric that hell has come to Earth and ready to be sent ahead to Hell to enjoy its pleasures. Her husband Baron Nils Bjornson stands with a curved dagger poised above her breastbone ready to send her on her way.

5. Curtained area

Behind the altar is a red velvet curtain which conceals an area where the priests get changed. Currently resting, curled up in a foetal position is the devil, Spiny Sid. He is a fleshy thing, where his skin is drawn gaunt over his bones. He has a large six-foot-long scorpion tail. He was one of Lilian's guards who threw away his arms and armour when his fellows were slaughtered by her during her break out.

Initially, Spiny Sid fled into the Woods of Hanged Men (see part 4) and hid there a while. Like the Blood Assassins, he can cast Dimension Door once per day, and when he sensed Sir Henry's failed attempt, he used it to come down to Earth. Accidentally he found himself in the vestry of St Samuels, standing before Baron Nils Bjornson who was in complete awe of him. He then took control of the Cultists, posing as their Master Devil. It helped that Sir Henry's botched attempt to travel to the Hell of Twisted Flesh caused the heavens to open up in a rain of fire.

Spiny Sid HD 8; HP 60; AC 2[17]; Atk barbed tail (2d6); Move 12; Save 5; AL Lawful; CL/XP 10/1400; Special: Fiery Breath, Immunities, Spell casting.

- Breathe fire once per day causing 3d6 damage, which a saving throw halves.
- Immune to mind control magic, poison or disease.
- Cast Dimension Door once per day.

6. The Statue of Lucifer

In the corner to the left-hand side of the altar is a statue covered hastily with a red velvet throw. It's man-sized and stands on a plinth five-foot-high which has the inscription "Our Lord" with a hole shaped as an upside down cross, about twelve inches high, six inches wide and one inch deep, between the two words. Underneath the throw is a magnificent statue of Lucifer, who seems to embody the most fashionable and attractive Tudor noble, with beautiful clothes, a neck ruff, a well-groomed goatee beard and a pair of eight-foot-high wings, neatly folded behind his back. He looks down on the viewer with an amused grin on his face.

Lucifer Unveiled!

If the characters have the large silver cross given to them by Robert at the crossroads, they may correctly guess that it fits in the hollow between "Our" and "Lord" on the statue's plinth. If they actually place it there, perhaps in some hope that it will unlock great treasure, the statue glows with a great heat and then starts to crack and fall away revealing Lucifer himself!

Once the statue has fallen away, the Great Adversary will hop off the plinth and have his moment with the characters. He will be quite charmed with them, calling them "Dee's men" and while not revealing the entirety of his plan to unravel the false Hell of the Twisted Flesh, he will tell them that his flock here in Higher Peover have strayed from the righteous path and are cavorting with false devils.



He will finish with a flourish, explaining that they should run from this place since he will be bringing down a fire that no man can put out.

Burning phosphorous will then start raining from the sky, incinerating everything it touches in blinding white heat. Higher Peover and its sinful folk will rapidly be destroyed and erased from history.

If the players foolishly want to fight Lucifer, his stat-block is given in Appendix B at the back of this book.

Randomly Encountered Cultist Tables

These tables are for the Referee to roll on if they need to personalise the various cultists that the players encounter.

Innocent Bystander(Dead)

Roll 1d6	Name and manner of death
1	Juliana Whitlocke. Trampled to death trying to flee.
2	Nicholas Martin. Broken back, possibly from fall from rooftop.
3	Oliver MacLachlan. Drowned while trying to clean out a cesspit drunk
4	Alfred. He's still sitting at the dinner table at home, spoon in hand, walls crimson with a splash of arterial blood. Well, most of him is, because he was beheaded with an inhumanly strong strike of Spiny Sid's razor sharp claws, and his head is floating in the pot of soup boiling in the hearth.
5	Hagen Thomas. Crushed by Spiny Sid's tail.
6	George the Curious, thrown up into a tree and impaled on its branches.

Member of the Mob in the Streets

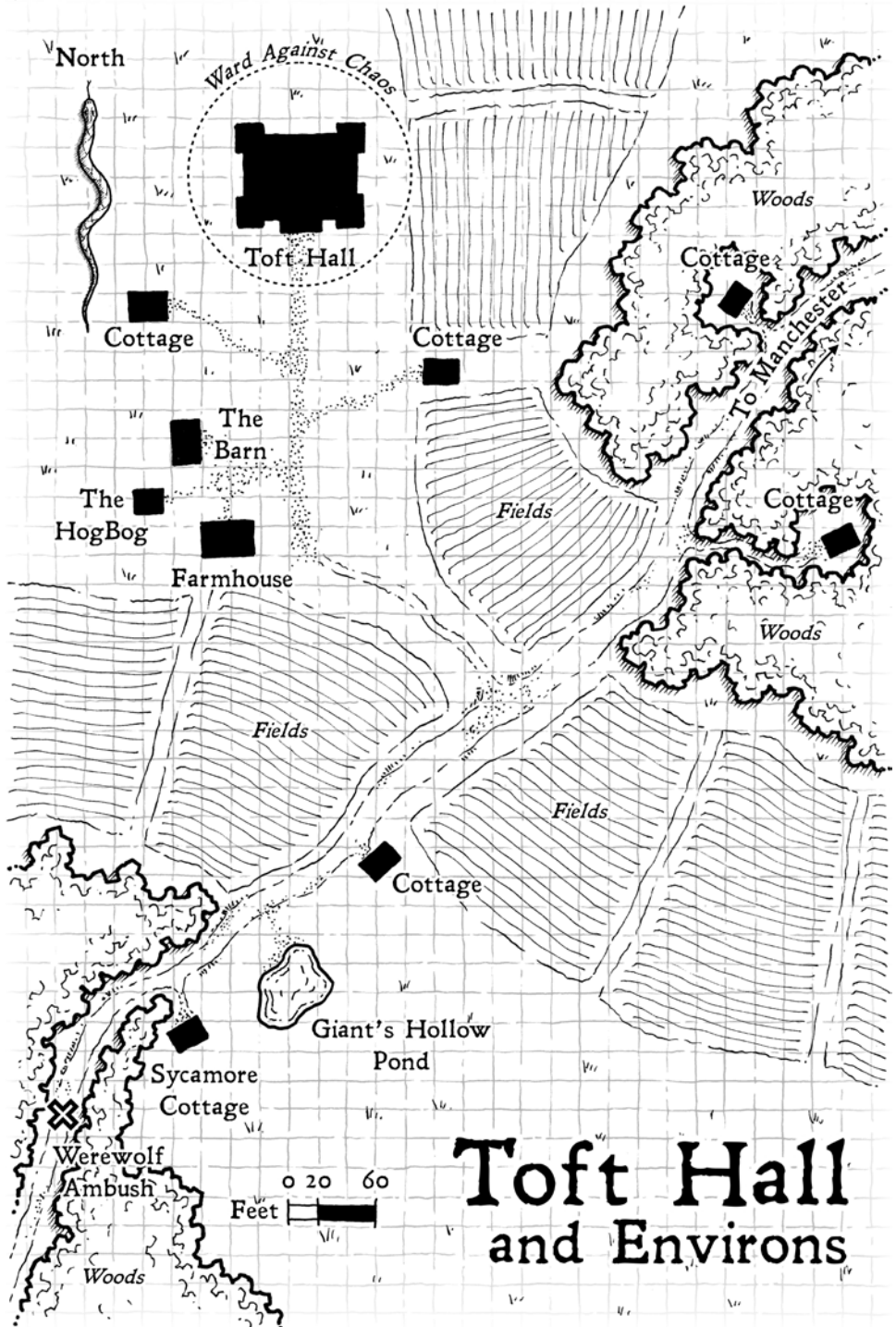
Roll 1d6	Name and improvised weapon
1	Matilda, a washer woman armed with a 6-foot long forking tree branch, it even still has bark on it.
2	Selena with Flail as weapon
3	Archibald Alfred Featherstonhaugh wielding a fireplace poker.
4	Samson Fletcher who is armed with a pitch fork.
5	John Copper armed with a pair of long pilers.
6	Richard the Architect armed with a very sharp-edged set square.

Sorcerers in the Church

Roll 1d6	Name	Notes
1	Heinrich von Oldenburg	Heinrich is actually a commoner, who has a false set of patents of nobility on his person
2	Tybalt of Hallam	
3	Micheal Mitchener	A seemingly gentle ex-academic from Christ's Church in Manchester, who harbours dark secrets and inhuman lusts.
4.	Ricard de Brassy of Normandy	He wears a burgundy cloak clasped with a wicked looking bronze brooch pin, in the shape of a hand holding a needle dagger, which doubles as a short weapon and an object of magical power (a Charm Person spell usable once per day)
5	Sir Timothy of Payne	
6	Keith Of Widnes	

Warriors in the Church

Roll 1d6	Name
1	John Kilinn
2	James Von Horne
3	Lloyd of the Mist
4	Augustine Pemberton
5	Simon the Brave
6	Morgan Ramsbottom



Toft Hall and Environs

Part 3 Under a Hunter's Moon

The Coming of The Wolves

“Nioclás and Niall, The Wolf Brothers, came from old Ireland as pups hunted and driven out by the Irish King, Cú Chulainn, after he killed their parents. Their faithful servants, the blacksmith Edmund the Scot and his wife Eithne the Witch, brought them safely over the water on a raft, and further inland by covered wagon to the fertile valley of the Peover River. There Edmund and Eithne found a patch of land which would be ideal to build a home and farm. Edmund called the place Toft (the old Scottish for homestead).

The only problem was that the place was already inhabited by a Formorian Giant and his pet, a giant Sabretooth tiger, who had been driven out of Ireland many years previously by the parents of the Wolf Brothers, and so had a blood feud against them. Thus, Edmund gathered up his great two-handed smithing hammer and knocked seven shades of sense into the Formorian's skull, which he hit across the field (where it is the basin of Giant's Hollow Pond) before wrestling the giant's pet to the death. With the Giant dealt with, Edmund built a home out of logs, and the young Wolf Brothers thrived.

As the years passed and the land became more civilised, Edmund became Ted (or Edward), and Eithne became Edna, and when surnames became required, they took on the Irish name Roocroft which means “settler”. You can still find them in Sycamore Cottage on the edge of Toft Hall estate, where their “grandchildren”, Lord Nick and Lord Neil Woulfe live.

A local legend, known only to local cunning men and women who know better than to gossip about it, because wolves have keen ears don't you know!

The Wolves of Toft

A full moon is high in the sky, and the werewolf clan of Toft in the Peover Valley is stirred up by the events at the Cock Inn the night before. The werewolves were fighting the powerful effects of the October Full Moon, known as the Hunter's Moon since Anglo-Saxon times, and the time that livestock is slaughtered before the coming of winter.

Then several packs of Ghouls transported from the Hell of Twisted Flesh arrived in the werewolves' lands. Most werewolves have not been able to control their anger, meaning they have transformed into the shape of a ravenous beast, and are rampaging across the countryside hunting down the undead. The clan's leaders, however, have kept their cool for now, and are considering how to respond.

The clan is made up of two distinct types of werewolf and headed up by two immortal Sorcerers. The clan is headed up by two immortal Sorcerers, the Lords Nicholas and Neil Woulfe, originally from Ireland in the time of the Irish Celtic hero Cu Chulainn, who turn into wolves using magic spells during the Full Moon. The two sorcerers are sometimes called the Wolf Brothers.

The more common feral werewolves are the Ferals, descendants of local families who allied themselves with the Sorcerers when they arrived in the area. They drank the Blood of the Wolf, an alchemical potion which gave them the ability to turn into a wolf, and this was passed on to their descendants, who can also pass on this ‘taint’ via their bite.

Due to the alchemy used to create them the Ferals are vulnerable to weapons made of silver, taking double damage. They also have limited control over when they turn into wolves. If they are placed in situations that make them angry or stressed, they must saving throw or transform. Also, every night the moon is full they must saving throw or transform. The Hunter's Moon is especially powerful since it was the full moon at the time of the original rite when the Sorcerers first assumed wolf form. The clan lives in the hamlet of Toft, which is made up of Toft Farm, Toft Hall (where the Sorcerers live) and a handful of workers' cottages.

The Gathering of the Wolves

When Mercians moved into the north-west of their Kingdom, they came into the lands of a river that they named Peeffer or Bright One. The Thane Algar was in the process of claiming the whole valley as his own when he was challenged by two men, Nicholas and Neil, who both bore the name Wolf and who said that they had a prior claim to the lands by the river. Algar accepted the brothers' claim, and it said that he and his folk accepted their domination and drunk a sacrament called The Blood of the Wolf under the Hunter's Moon of that year to seal it.

From a suppressed entry in the Anglo Saxon Chronicle.



Lord Nick Woulfe of Toft Hall

Wolves in the Wood

This encounter starts on the Chester/Manchester road as the sun streams through the trees that grow on either side of the road.

In the trees on both sides are two feral werewolves for each player character, lying in ambush. If the characters do not detect the werewolves or stay peaceful, George the Hunter steps out from the trees.

George, a handsome man in his early thirties, is a feral werewolf, who is currently resisting the urge to transform into his wolf form. If stressed or angered he must make a saving throw to stop transforming. If he fails, all bets are off regarding peaceful negotiation, and the entire pack of ferals attacks the characters.

If both George and the characters manage to keep their cool, George explains they need help since their home (Toft Farm) is being attacked by undead creatures that suddenly appeared. He also suggests that he and the characters go to see Ted Roorcroft and his wife for help. If asked why “Ted’s handy with that hammer of his, and Edna has err other talents”. He will not elaborate further, except perhaps to say, “they are kin”.

George as a human hunter HD 2; HP 10; AC 7[12]; Atk longsword (1d8) or longbow (1d8); Move 12; Save 16; AL Neutral; CL/XP 2/30; Special: None.

As noted above, George must make a saving throw (16) to avoid transforming into a feral werewolf.

Feral Werewolves HD 4; HP 20; AC 7[12]; Atk claws and bite (1d8); Move 24 Save 13; AL Chaotic; CL/XP 2/30; Special: Fast moving, Lycanthropy.

- Werewolves move twice as fast as an average human, and take double damage from silver weapons,.
- If a character is bitten by a feral, make a saving throw to determine if they are afflicted by Lycanthropy, which first takes effect in 1d6 days.

If things degenerate into a fight, half the ferals will attempt to take prisoners. NPCs such as the Westons from the Cock Inn (part 1) are ideal targets. Once they have prisoners, the werewolves run away quickly, back to Toft Hall Farm (see below) and imprison them in the barn there. This way they hope to drag the characters into the fight with the Ghouls.

The Fields

The fields around the farm are given over to wheat farming and sheep. The wheat fields were harvested back in August with just the stubble remains waiting to be ploughed over. The sheep provide both wool and most of the milk drunk on the farm. However, the fields have lately become a battleground, where roaming pack of ghouls from the Hell of Twisted Flesh are ambushed by a pack of feral werewolves who lurk in the woods and hedges at the edges of the fields.

Farm Workers' Cottages

There are five of these one-story buildings, complete with their own small Hogbog (see Hogbog below), and vegetable patch. They are entirely deserted since the adults are out in the fields hunting down the ghouls while the children went to the barn at the main farm for protection.

Giant's Hollow Pond

A big pit dug by Ted hundreds of years ago when he arrived from Ireland with Edna and the Wolf Brothers, which he threw the bones of the Formorian Giant into. The skull is the basin of the pond, and bones covered in green algae stick out of the sides of the pit. Floating in the water is a group of five dead ghouls that attacked Sycamore Cottage earlier in the day and were dispatched by Ted's hammer and Edna's magic missiles.

Sycamore Cottage

The house of Ted the Giant Killer and his Irish Witch-Wife Edna. In the backyard there are a collection of about twenty wooden sculptures. The sculptures stand between six and ten feet tall and depict animals, mainly pigs, along with a few supernatural beings, such as a unicorn, or exotic beasts such as a rhino or elephant. At the centre of the group is a fifteen-foot-tall sculpture of the Formorian Giant (a big brutish thing with a misshapen head, where the left eye is noticeably lower than the right) and its Sabretooth Tiger pet (which at shoulder height stands five-foot high). If the characters ask what the Giant and Tiger are, Ted will happily tell the tale of his fight with them as detailed above. As well as their home, a single-storey cottage with a thatched roof, there is a pig pen and a converted barn that contains Ted's smithy, which is cold these days and mainly given over to his wood carving tools.

Ted appears as an elderly man of average height with a completely bald head, in working men's clothes. He does all the hard work around the couple's smallholding in the morning, leaving the afternoon free to indulge in his hobby of wood carving. In the cottage's backyard is a ten-foot-high oak trunk that he is currently carving into the shape of one of the Ghouls he dispatched in the morning.

Ted Roocroft (Edmund the Smith), HD 12; HP 100; AC 2[18]; Atk two handed hammer (1d12); Move 12; Save 3; AL Neutral; CL/XP 14/2600; Special: Immortal, Giant Size, Make enchanted items.

Ted is an immortal demi-god from Irish Celtic Mythology, and as such he is

- Immortal: Ageless and immune to poison and disease.
- Able to become giant size (which is how he fought and slew the Formorian Giant), causing 5d6 damage with his fist and kick attacks.
- Able to create and make enchanted items.

Edna initially appears as an elderly woman, who sits in her rocking chair pressing wildflowers in a wooden flower press, or doddering around the cottage making jams and bread.

However, when required to do any strenuous physical activity she will turn into an attractive twenty-year-old with long flowing raven coloured hair.

Edna Roocroft (Eithne the Ageless) HD 13; HP 120; AC 2[18]; Atk dagger (1d4); Move 12; Save 3; AL Neutral; CL/XP 15/2,900; Special: Immortal, Shape shifter, Fly, Assume Insubstantial form at will, Spell caster.

Edna is an immortal demi-god from Irish Celtic Mythology, as such she is

- Immortal: Ageless and immune to poison and disease.
- Able to shapeshift to any age from old lady to herself as a young girl.
- Able to fly (as the spell) at will.
- Able to become insubstantial at will.
- Able to cast the following spells at will: Magic Missile, Web, Hold Person, Phantasmal Force.
- Also a Magic User of 20th Level.
- She makes enchanted Irish Bread, a type of fruit cake, which when eaten heals 3d6 hit points per slice. She is exceptionally stingy with this bread and only gives one buttered slice per person per day.

Both Edna and Ted are allies of the werewolves, and see themselves as something like the pack's grandparents. But it will take the persuasive powers of an incredibly charismatic character to get them to come out and fight the ghouls who have overrun the estate. Edna and Ted consider themselves to have retired from the concerns of the everyday world hundreds of years ago, back when the Wolf Brothers were first truly established as lords of the land. After a colourful and active career over in Ireland's Celtic past, the couple are more than happy to pursue their respective hobbies and enjoy being old without a care in the world. Not only that, but after getting the measure of the ghouls and quickly dispatching a pack of them earlier (see Giant's Hollow Pond), they both feel that the werewolves should be able to handle themselves capably without their assistance.

Toft Hall Farm

This farm is currently under attack by ghouls. Many of its workers, all feral werewolves, have succumbed to the influence of the Hunters' Moon and are raging across the estate in hunting down the Ghouls. The Wolf Brothers, magically protected by wards, are holed up in Toft Hall, a stately home a short way from the farm, contemplating their next move.

The Barn

A group of six ghouls are trying to get into this thatched barn, through the roof by tearing through the thatch. The main barn doors are barred from within by a group of two farm workers, John McGuinness and his wife Sally. Both are untransformed feral werewolves. They are looking after a group of six children, who range from age 6 to 12, whose parents are in the fields hunting ghouls. If any of the characters or their companions were captured at the ambush on the Chester/Manchester road earlier, they will be held here securely tied up.

Ghouls HD 2; HP 12; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL Chaotic; CL/XP 3/60; Special: Immunities, Paralyzing Touch.

- Immune to mind control magic, poison and disease.
- The Ghouls' bites have paralyzing poison. If bitten, characters must make a successful saving throw or be paralysed for 2d6 minutes

The Farm House

This is a two story, five-bedroom house, with a living room, kitchen, and pantry. It is home to the Cooper family who are the farm managers. The children are in the barn, and the adults are in the fields. Locked up in his bedroom on the first floor is the elderly Sam Cooper, who is currently bedridden with a bad case of pneumonia. He is resisting the transformation into a feral werewolf since he fears that in his weakened state the change will kill him. He will not open the door, merely shout to that the characters should go up to the hall and get the Lords.

The Hogbog

This is both a pig pen with hen houses on raised stilts to provide extra security from vermin such as rats and the occasional roaming fox.

Five ghouls have broken in, killed most of the pigs (which are more like wild boar than modern pigs) and are now working out how to open the hen houses.

The Hall

This small stately home – which has ten bedrooms – stands apart from the rest of the farm a good half a mile down a gravel pathway. It has its own stables and a staff of about eight servants (who are all untransformed Ferals).

This elegant house is the home of Lord Nick and Lord Neil Woulfe, who are the epitome of English Nobility despite their Irish roots. They are shapeshifting sorcerers from a long line of werewolves descended from the Morrigan (the Irish Goddess associated with War and Fate, who sometimes takes the form of a Giant Red Wolf), who came to Toft as small children under the protection by Ted and Edna, after their parents were killed by the great hero Cu Chulainn.

Later they gained their nobility when the Anglo Saxons from the Kingdom of Mercia accepted their dominion over the lands of the River Peover, and some of their number drank the magical elixir known as the Blood of the Wolf to become feral werewolves. Their riches are from a treasure horde of gold brought over from Ireland. This treasure is without measure, and is hidden in an underground cave reached through ten foot of stone; the Wolf Brothers use Neil's Passwall spell when they need access. If the characters do find a way to obtain or steal the treasure, they will be hunted down and pursued by other supernatural agents abroad in the United Kingdom at this time, such as the Lich-Bishop of Durham.

The Wolf Brothers are currently thinking about their next move, safe behind a Ward against Chaos that Edna cast around the house when it was built, and which is now active to a distance of ten foot from its walls. In the main entrance hallway is the stuffed body of the Formorian Giant's sabretooth tiger, enchanted by Edna to come alive on a command phrase ("here kitty, kitty kitty") spoken by either of the brothers. Neil favours simply letting the tiger loose on the ghouls, while Nick wants to get Ted and Edna involved.

The Sabretooth Tiger HD 8; HP 60; AC 6 [13]; Atk 2 claws (2d6) or 1 bite (1d12); Move 15; Save 8; AL Neutral CL/XP 8/800; Special: None.

Lord Nick Woulfe HD 10; HP 80; AC 1[18]; Atk longsword (1d8); Move 12; Save 16; AL Neutral; CL/XP 12/2000; Special: Immortal, Spell Casting.

- As an immortal, Nick does not age or suffer the consequences of disease or poison.
- As a sorcerer who draws his power from the goddess Morrigan, Nick knows the following Druid spells:
 - 1st Level: Detect Magic, Faerie Fire, Locate Animals, Predict Weather.
 - 2nd Level: Cure Light Wounds, Heat Metal, Obscuring Mist, Speak With Animals.
 - 3rd Level: Call Lightning, Cure Disease, Hold Animal, Plant Growth, Water Breathing.
 - 4th Level: Animal Summoning I, Cure Serious Wounds, Dispel Magic, Insect Plague.
 - 5th level: Wall of Fire.

Lord Neil Woulfe HD 10; HP 80; AC 1[18]; Atk longsword (1d8); Move 12; Save 16; AL Neutral; CL/XP 12/2000; Special: Immortal, Spell Casting.

- As an immortal, Neil does not age or suffer the consequences of disease or poison.
- As a sorcerer Neil, who draws his spells from the Magic-User list, he knows the following spells:
 - 1st Level: Charm Person, Detect Magic, Magic Missile.
 - 2nd Level: Detect Invisibility, ESP, Invisibility, Web.
 - 3rd Level: Clairvoyance, Explosive Runes, Fireball, Protection from Evil 10-foot Radius, Protection from Normal Missiles.
 - 4th Level: Dimension Door, Fear, Wizard Eye.
 - 5th Level: Animate Dead, Passwall, Wall of Stone.

Both Nick and Neil know the 3rd Level Magic-User spell, Become Red Wolf (see page 70) which they can cast during the Full Moon. This is how they turn into wolves.

Nick and Neil as Red Wolves HD 10; HP 80 AC 5 [14]; Atk claws and bite (1d12) Move 24; Save 16; AL Neutral; CL/XP 12/2000; Special: Immune to non-magical attacks.



Part 4 The Gate to Hell

After visiting Higher Peover and Toft Hall (or ignoring them and leaving them to their fates), the characters travel another hour through the autumnal fields of Cheshire on the road to Manchester, until they see a hill with an oak and the wooden bench mentioned in Dr Dee's letter

The Traveller's Rest Point

These rest points are built by the mystic followers of St. Christopher, the patron saint of Travellers. The wooden bench is made from a sturdy piece of oak. On the back of the bench a crude depiction of St Christopher carrying a man on his shoulders is carved into the wood. Anyone stopping and resting at least one hour immediately regains 1d4 hit points.

As the characters rest, the sky suddenly darkens as if a massive storm is about to hit. Pitch black clouds swirl overhead and peel off towards the stone circle. At one point, there are three lighting flashes and the screams of a woman can be heard from their direction.

If the characters decide to flee the Traveller's Rest Point and continue their travel on the road, it goes up a crest of a hill, plunges down through a small copse of trees before settling back into flat tedium surrounded by a wheat field. An hour later after trudging through the never-ending midday sun, they arrive back at the Traveller's Rest Point again. This scene repeats itself until the characters investigate the woman's screams. Heading in the direction they came from, they reach a stone circle. During the creation of the portal, reality has protected itself from further invasion from the Hell World by sealing off an area of five miles around it. Put quite simply, until the portal is closed the characters cannot leave this pocket of reality.

The Stone Circle of Menace

Five roughly hewn dark grey stone obelisks tower three meters over a small earth clearing in the wheat field. Each stone stands one metre apart from its neighbours. There is a five-foot gap in the circle where a sixth rock should be; the characters can see the round hole where it stood, allowing the characters to pass through into the circle without touching the stones. The wheat gives the stone circle a wide berth of five feet. In the centre of the circle is a stone table made of the same grey rock, freshly blooded by a dead man who lies naked with a sword sticking out of his cut open chest. The characters can still hear the screaming of the woman, but will not be able to place the source. Above the stone circle, black clouds swirl ominously.

This stone circle is an ancient place of power created during prehistoric times, where blood sacrifices were made allowing pagan priests to travel to the Hell Worlds. It is malignant to the very being of the characters, who feel uneasy and nauseous just by being here. Plants die within the circle and at a distance of five feet from it. Characters take 1d6 HP damage if they touch the stone.

The stone table in the centre of the circle is an altar of sacrifice. The male 'victim' is, in fact, one of Sir Henry's knaves. If the characters possess some method of communicating with the man's dead spirit, such as a Speak with Dead spell, they will find him reluctant to discuss the reason for his death. The more they talk to him the more they will see that this is

evasiveness on his part, that he's hiding something.

The Devil Knobbly Ned hides behind one of the standing stones. He is a servant of the Flesh Fiend Face who has been sent by his master through the gate to see what has opened it. He has examined the body and blood is on his paws. He will attempt to fly away through the hole in the sky (see below) if the characters notice him.

Knobbly Ned HD 6; HP 30; AC 7[12]; Atk fist (1d8); Move 12; Save 11; AL Lawful; CL/XP 6/400; Special: Magic Portal.

- Magic Portal. Ned has a magical connection to the portal between Earth and Hell of Twisted Flesh and can travel through it without any complications.

If the characters look up into the dark swirling clouds above the circle, they will see the “Hole in the Sky”, which is the portal to the Hell, a profoundly unsettling sight from which the screams of the woman emanate. As the characters look at the hole, they will feel themselves being pulled towards it, and if they carry on looking at it, they will be yanked up and through into it. Merely looking away stops this process.

Crossing the Threshold

Traveling from earth to the Hell of Twisted Flesh makes the characters physically sick; upon entering the Hell of Twisted Flesh make a successful saving throw or lose 1d4 hit points from vomiting.

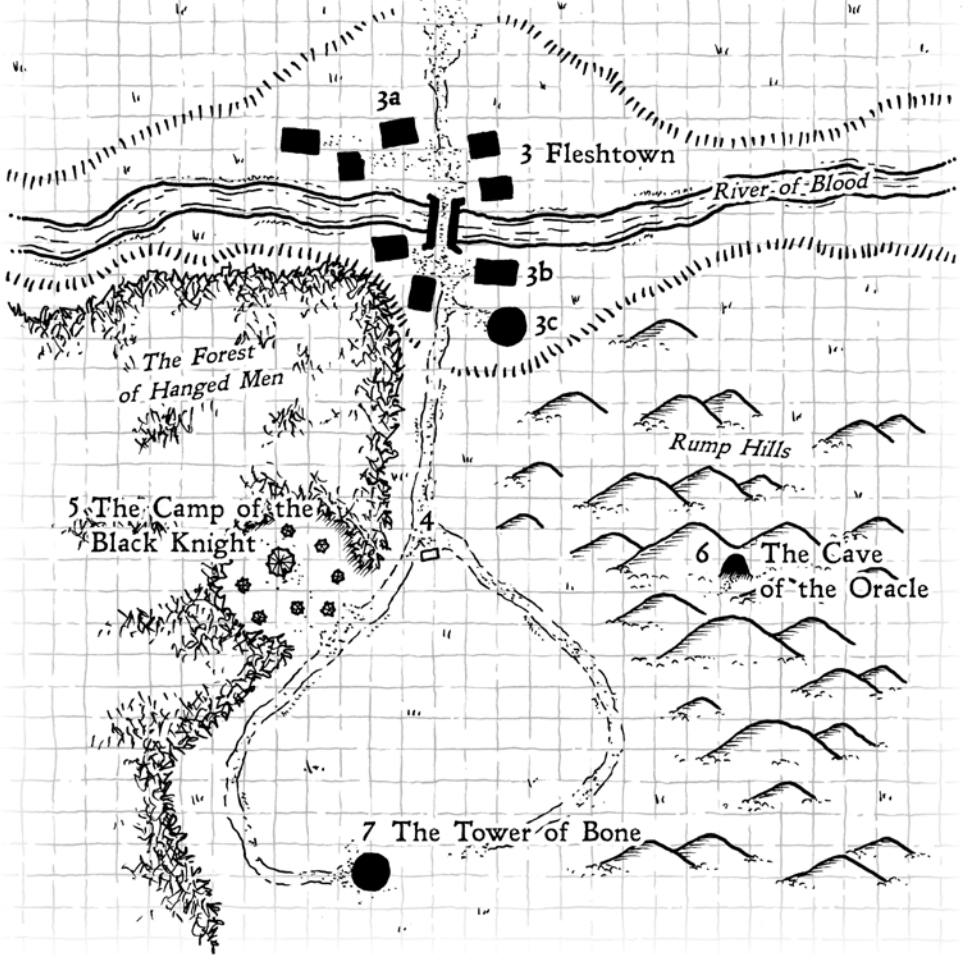
The Hell of Twisted Flesh

The Foggy Edge of Hell

1 The Gate to Earth

0 50 150
Feet

2 Fields of Blood



Part 5 The Hell of Twisted Flesh

One of the minor Hells of Evil, this pocket of awful reality is ruled by the Devil Lord Flesh Fiend Face. He is served by the Fearcrows, scarecrow-like devils who guard the perimeter of the hell where it is possible to pass between the worlds to Earth and back. A small group of fifty flesh eating Ogres live in Flesh Town which is the only inhabited place on this plane.

The Tower of Bone is a prison where Flesh Fiend Face tortures and holds Lady Lillian. Recently Lillian broke her imprisonment, slew her devil guards and used their stolen strength to turn the tables on Flesh Fiend Face. Although not killed, he has been severely weakened in the breakout and Lillian has cast a spell of silence that prevents him from speaking and explaining his predicament to would be 'rescuers'. Lillian has also cast the spell of "Never-ending Scream" to summon her brother who is psychically attuned to such things to the hell to rescue her.

General features of the Hell of Twisted Flesh

This is a minor hell, explicitly created to imprison and punish Lillian by Dr Dee. As a result it's not very big. Five miles across in a square shape, so roughly twenty-five miles square.

When you get to the edge of it, if you enter the thick fog at the border, you emerge at the opposite edge. This is like the effect that the characters experienced back on Earth if they walk away down the road instead of investigating the portal.

In this foggy edge area packs of ghouls roam.

Ghouls HD 2; HP 12; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL Chaotic; CL/XP 3/60; Special: Immunities, paralyzing touch.

- Immune to mind control magic, poison and disease.
- The Ghouls' bites have paralyzing poison. If bitten, characters must make a successful saving throw or be paralysed for 2d6 minutes

The sky is like glimmering pools of blood, with eyes instead of stars. It's a twisted mirror image of the real world, and here everything is made of moulded and melted human flesh, the bodies of sinners bound into the world. For example, trees are made up of people with their bodies as the trunks and their outstretched arms as the branches. Ear plants and eye stalks follow the characters around when they hear/see them, and even the ground is a vast carpet of melted flesh which occasionally 'squeaks' as they walk on it.

The characters can hear the scream of the woman that they heard in the real world everywhere here, but still can't quite pinpoint the source. It seems to echo around the hell. This is Lillian's "Never-ending Scream" spell, a psychic beacon to her brother. The overall effect is very unsettling, and once the characters have 'explored its delights' for thirty minutes, they should make a Saving throw and see if they are adversely unsettled by the scream. If they are, roll on the Scream Effects table on the following page.

Roll d6	Scream effects
1	Lose last meal from vomiting.
2	Unsettled stomach, causing uncontrollable diarrhoea, 1d6 x 10 minutes later.
3	Shaken -2 to hit in the next combat only, after which the character composes themselves.
4	Unsettled, - 2 to next saving throw vs mind control magics.
5	Paranoid, overwhelming sense that someone is following them.
6	Experience an immediate and short-lived vision of Lilian standing in the window of the Tower of Bone, with Lord Flesh Fiend crawling around the wall.

1. The Gate to Earth

The gate that the characters have travelled through from Earth immediately seals itself when the characters arrive through it.

It can be reopened either by Sir Henry (who created it), Lillian (who is attuned to it being Henry's sister) or Lord Flesh Fiend Face (since he is the Master of the Hell of Twisted Flesh).

When the characters want to leave the Hell, they will have to get the cooperation of one of the above to open the gate, or sneak through after they open the gate, since it stays open for 1d6 hours. See the Resolution section below (page 52) for more details.

2. The Fields of Blood

The characters materialise at the edge of these fields. Behind them is a dense bank of fog (the edge of the Hell as explained above).

The fields are made up of what first looks like fully grown red coloured wheat which rises to a height of five foot. Closer inspection reveals it to be a grisly hell plant, which seeps blood from the corn ears which trickles down the grass stem, and the crunching from walking through the field is from the bones that have been deposited here as fertiliser, a good 50-50 mix with the black dirt (which is dried blood).

In the centre of a 15-foot diameter clearing stands a Fearcrow. There are five of them in the same field. This scarecrow-like devil will first use its Fear attack to drive off any humans who enter its clearing. If that fails the devil sounds off a wail and waits, if possible, until at least one of its comrades for each character present arrives, before attacking the characters.

Fearcrow HD 4; HP 20; AC 7[12]; Atk farming tools attached to wrist (1d6); Move 12; Save 13 ; AL Neutral; CL/XP 5/240; Special: Fear Attack.

- Fear attack, once per day, all targets within twenty feet must saving throw or flee in fear for 2d6 rounds.
- Immune to mind control magics, poison and disease
- Moves half as fast again as a human.

Buried under each Fearcrow supporting pole is a small pot containing its treasure, typically 2d10 Blood Gold (see Blood Money below).



Sir Pumpkinhead Forkhand the Fearcrow

3. Flesh Town

After the characters make their way through the Blood Fields, they find themselves on a ridge above a valley in which a town sits. This is Flesh Town, were the cannibal ogre inhabitants of the hell live.

This is a town with buildings made of flesh and bone. A river of blood runs through the town and is crossed by a bridge of bones. It is inhabited by ogres, human-like monsters who have no fear or shame of showing their true cannibal nature here. They have no leader, each ogre living in bliss and harmony with each other. Well-fed (food is all around) and never dying (see the “Death and Resurrection show” below) they are in their version of heaven. However, the ogres are in fear at the prospect of Flesh Fiend Face dying. Once they have established the characters are not working to kill the master of the Hell, they will try and persuade them to save him. They will even pay 1500 gold in Blood Money (see below).

Ogres HD 3; HP 10; AC 7[12]; Atk long sword (1d8) or bite (1d8) ; Move 12; Save 14; AL Lawful; CL/XP 4/60; Special: Immune to pain, Regeneration.

- Completely immune to pain,
- Regenerates hit points by eating flesh, either 1d4 per round by consuming dead bodies or 1d6 from live victims.

Blood Money

This is the currency of the Hell and flesh Town. It is the currency of killers, each coin being worth one murder. If you kill someone while in the Hell, a gold coin dripping in blood appears in your pocket or money pouch. In the real world, you can use Blood Money to summon a Blood Assassin (see page 21) instantly. Just putting it on the table with the intent of wanting someone dead summons them.

Places in the Town

3a. The House of Flesh Fiend Face

An empty two-story townhouse made of black lacquered bones. In the bedroom, on the second floor, the line “We are going to get you” has been written in human blood.

If entering the Hell from the tear in the attic room of the Cock Inn, see page 20, the adventures materialise in the bedroom opposite the ominous message in blood.

3b. The Inn of Smiling Death

A rowdy local inn, where one can sample the delights of Blood Beer, eat black puddings and almost raw meat marbled with blood, as well as ‘winner stays on knife fighting’. Blood Money is the only acceptable payment for the beer, food and lodgings on offer, and can be earned through taking part in the knife fights.

3c. The Death and Resurrection Show

At the edge of town where the graveyard should be is an empty field with a large circus marquee tent. Above the entrance is a sign which reads “The Death and Resurrection Show?”. Inside are wooden benches, where a small audience of five ogres watches a thin ogre in a torn and blood splattered Jester’s outfit cartwheel and juggle knives. If any of the town’s ogre population have been killed anywhere in the Hell, they eventually resurrect here (about 1d6 x 10 minutes after they are killed) behind the stage curtains the Jester Ogre stands

in front of. When new arrivals are about to come back to life, the Jester stops his juggling, introduces the ogre who is about to be resurrected, gives a quick and humorous retelling of their life to date before drawing the curtain aside to reveal the resurrected ogre. The audience then laughs, applauds or boos depending on their feelings about the individual. At the Referee's option, slain characters may also revive as ogres (with attendant cravings for flesh) here.

4. A Fork in the Road

There is a road that leads out of Flesh Town and into the surrounding countryside. It soon forks, and there is a choice between taking the path that leads into a forest (that leads to Location 5 The Camp of the Black Knight) or one that leads into some bare fleshy hills, known locally as the Rump Hills (that has Location 6 The Cave of the Oracle). At this point there is a corpse hanging from a noose attached to a hangman's scaffold. Around its neck is a sign which reads "Decisions, Decisions".

5. The Camp of the Black Knight in the Forest of Hanged Men

In a particularly grisly forest where the bodies of hanged men hang from willow-like trees made of bone, is the camp of Sir Henry and his twenty knave followers. Sir Henry sleeps in a large tournament tent and is waited on hand and foot by the knaves who provide wine and food at this demand. The tent has his coat of arms, a Red Rampant Boar breathing fire and anyone with a knowledge of heraldry will recognise them. The knaves sleep in smaller two-man tents around a firepit that they have hacked into the fleshy ground, which still bleeds and moans from the pain.

If the characters are not hostile, Sir Henry will hail them as 'good fellows' and parley with them, telling them how he has come to the Hell to rescue his sister, Lillian who has been kidnapped by the foul devil Flesh Fiend Face. Sir Henry is not above embellishing the tale or making outrageous claims or offers to secure the characters' help.

He is an adventurer of significant renown after all. A pirate under Sir Walter Raleigh, who liberated gold from the Spanish Treasure Fleets, part of the victorious fleet under Sir Francis Drake who repelled the Spanish Armada. Why, he's just returned from the New World, looking for the missing colony of Roanoke and from making a fortune from the newly discovered tobacco that grows in the plantations around Jamestown and is all the rage at Court, despite the King disapproving of its smell and tendency to tighten the lungs. He makes no mention of his recent falling out with King James and the price on his head.

If the characters are hostile Sir Henry and his men will show no mercy and attack them.

Sir Henry of Thetford HD 8; HP 40; AC 2[18] Plate; Atk 2-H bastard sword (1d10) ; Move 9; Save 8; AL Chaotic; CL/XP 8/800; Special: None.

Knaves HD 2; HP 40; AC 7[12] Leather; Atk ; Move 12; Save 30; AL Chaotic; CL/XP 2/30; Special: None.

In the tent is Sir Henry's treasure, in a locked chest which he has the key to.

- 666 pieces of blood gold, stolen from the ogres who would gladly have it back and reward anyone who returned it. If the players use this blood gold to summon an

assassin, it summons Flesh Fiend Face himself.

- The Knotted Scarf of Kula-Ah-Momed. A green and red silk scarf with a large knot in it. A magical weapon of assassins, it is +3 to Hit and does 2d6 damage when used to strangle victims. If used in any other mode of attack, it is just a useless silk scarf. Untying the knot reveals an emerald worth 100 silver shillings, but destroys the scarf's magic.

6. The Cave of the Oracle

In fleshy hill that looks like a pair of buttocks is the gaping wound that is the cave of the Oracle. Within the dark fleshy confines of the cave sits the Oracle, which takes the form of a giant bloodshot eye, which sits on a short chubby body with two legs and two short arms with elongated hands. This all-seeing eye can see into the future, past and present with flawless precision. It knows exactly what is going on with Flesh Fiend Face and Lillian's escape plan. However, it will only tell the characters if they pay it more than 100 blood gold coins. It scrawls its answers in blood on the wall of flesh behind it.

The Oracle HD 10; HP 40; AC 2[18]; Atk kick (1d10); Move 12; Save 5; AL Lawful; CL/XP 10/1400; Special: .Clairvoyance.

- Can see into the future, past and present with flawless precision.

In a hidden fold of skin at the back of the cave, is the Oracle's treasure.

- 300 Blood Gold.

A piece of skin parchment with the name of the characters that slew it written in blood and the message "I curse you my killer(s)". Apart from any unsettling effect that the characters may feel, there is no magic effect backing up this curse. The Oracle specialises in divination and has no knowledge of hex magic.

7. The Tower of Bone

A strange paradoxical tower made of human bones which stretches fifty feet into the sky. It has a conical roof and a single window from which a 'rope' made of intestines dangles from. The high-pitched screaming emanates from this window. There is no other entrance into the tower. A solitary humanoid figure clings to the pinnacle of the roof.

Explanation

The rope is made from of the guts of the slain guards of the tower and comes from Lillian's window. Inside is Lady Lillian awaiting her brother.

It is Flesh Fiend Face, who clings to the top of the Tower. He will try and prevent anyone entering the tower. If the characters try to parlay with him, they will find that he has a fold of skin magically sealing his mouth shut. Alternative methods of communication must be employed, which Lillian will try to disrupt. If the characters do manage to 'talk' to Flesh Fiend Face, he will explain that Lillian is a foul sorceress commended to his care by a powerful sorcerer and that she must never return to the Earth. He begs the characters to help him secure her and drive off her brother and his knaves. He offers 666 Blood Gold coins as a reward.

Lord Flesh Fiend Face HD 8; HP 56; AC 2[17]; Atk Claws (1d10); Move 12; Save 8; AL Lawful; CL/XP 9/1100; Special: Spell Casting.

- Magic: Normally casts magic as a magic user of 8th Level, but mouth magically sealed up at present.

Inside the Tower's window is Lillian's room, which is empty except a pair of rusty manacles (now broken) and a door out (now smashed open). Lillian is there, a screaming wailing banshee who stops her unearthly screaming when the first character pops through the window. She presents herself as a pure virgin who has been kidnapped by the foul Flesh Fiend Face to take part in some nasty rite. She begs the characters to rescue her from this filthy place immediately. Of course, if Flesh Fiend Face is still alive, he tries to stop them.

Lilian The Sorceress, HD 7; HP 20; AC 9[10]; Atk none – uses magic; Move 12; Save 9; AL Chaotic; CL/XP 8/800; Special: Spell casting .

Lilian is an accomplished magic-user and can currently cast the following as a 7th Level Magic-User once per day:

- Dispel Magic, Lightning Bolt, Fireball, Charm Person, Seal Mouth, Never-Ending Scream. Web.

Beyond the door is the Bath of Blood, a sunken bath full of human blood made of pink veined marble. Lying next to the bath, with their throats slit and their intestines ripped out are the five corpses of the ogre guards, which if threatened Lillian can resurrect and bring back to life with the waft of a spell in one combat round. Also, if she steps into the bath, she can heal 2d6 Hit Points per round. Both these powers have been stolen from Flesh Fiend Face.

Undead Ogre Guards. four hit dice, twenty hit points, armour as plate, 1d8 damage by longsword or 1d4 bite, excellent morale,

HD 4; HP 20; AC 2[18]; Atk Longsword (1d8) or Bite (1d8); Move 12; Save 13; AL Neutral; CL/XP 4/120; Special: Immunities.

- Immune to mind control magics, poison and disease.

On the other side of the Bathroom is a door which leads to the summoning room, and to the side of this is another door which leads to the guardrooms (now empty).

In the summoning room, which is made entirely of black marble, in the centre of a summoning circle is a book stand with Flesh Fiend Face's spellbook (the contents of which are altogether unreadable even if Read Magic is used).

Resolution: The Return to Earth

The central dilemma of this adventure is working out how to get back to Earth and whether or not to help or save Flesh Fiend Face or side with Sir Henry in his attempt to save Lillian. The results are as follows.

Save Flesh Fiend Face

To do this Lillian must die or be imprisoned in her manacles in the tower.

As thanks, Flesh Fiend Face gives each of his rescuers 200 Blood Gold coins. Also, he warns that some of the ogres have left the Hell during Lillian's escape bid and are in their world. This information may become useful in their future work for Dr Dee. He then tells them to leave, opens a gate to Earth where ever he happens to be, which he closes when the characters pass through.

If still living, Sir Henry flees the Hell with any surviving knaves, by opening the Gate on the edge of the Hell that he originally came through. He vows vengeance on the characters and may become an unpleasant reoccurring villain.

The characters will have also earned the hatred of Lucifer, although they may be utterly ignorant of the fact, for thwarting his attempt to close down the Hell of Twisted Flesh.

Kill Flesh Fiend Face and free Lillian

Killing Flesh Fiend Face frees Lillian entirely from the Hell; she cannot leave while he still lives. Laughing she flees with Sir Henry through the gate at the edge of the Hell that Sir Henry opened originally, as the Hell caves in on itself. If Sir Henry is dead, she vows vengeance on the characters.

The characters may attempt to flee the collapsing Hell, by running through the gate after Sir Henry/Lillian. Weather Lillian and Sir Henry are on the other side of the gate waiting in ambush, or long gone, is up to the Referee.

If the characters are slow to leave the collapsing Hell and miss the Gate at the edge of Hell, it all looks as if they are going to be doomed. Then suddenly Time stops, and the collapsing of the Hell stops temporarily. A new gate appears, and a very satisfied Lucifer steps out. He explains that the characters were pawns in his plans to bring down the Hell of Twisted Flesh and that the world is more interesting with them in it. Besides he wants them to send Dr Dee a warning never to create Hells again. Lucifer then lets the characters step through the gate, which leads them directly to the grounds of Christ Church College in Manchester.

Flesh Fiend Face, Lillian and Henry all dead

As soon as Flesh Fiend Face dies, the Hell begins to cave in on itself. Having Lillian and Henry dead as well is a win for the adventurers since they won't be around to cause any problems for them in future adventures.

But the characters are in trouble since there is no one around to open a gate for them to escape. As above Lucifer intervenes to 'save' them.



Lord Flesh Fiend Face writhes in frustration under the affects of the Seal Mouth spell.

Appendix A. Pre-Made Player Characters

Presented in this appendix are a selection of six ready made characters, to use as adventurers in the adventure. They are created using the standard Swords and Wizardry character generation rules, and are all fifth level. As well as the hard numbers each character has a brief background story and a quick rundown of what they think of the other characters.

The characters are:

Derek Fisher: A survivor of the hard times that the poor of Elizabeth's increasingly in debt England had to endure. Ex-pirate and a cunning rogue from the mean streets of London. Specialist 5th Level.

Duncan the Dwarf: From the enchanted world of the Fae, not bitter about being kicked out hundreds of years ago and forced to live in the lands of the mortals, his true, noble heritage ignored instead he is seen as a "wee little man" (a short human). No not bitter at all. Dwarf 5th Level.

Little Lord John: Most people refuse to see the strange purple eyes or the pointed ears, and his diminutive five-foot height, instead their minds seeing only a charming, well-spoken teenage boy of noble lineage. Elf 5th Level.

Marion of Coggeshall: A merchant's daughter, with a passion for the magical arts, learnt from her ancestors' library of grimoires accumulated from their foreign travels. Sort of Dr Dee's Apprentice. Magic-User 5th Level.

Peter of Hookness: A mercenary who fought in Queen Elizabeth's Army in the Nine Years War in Ireland, and has provided a sword for many a job needing the threat of violence since. Fighter 5th Level.

Samantha of Lewes: After seeing a vision of the Archangel Michael (the commander of the Heavenly Host), she has taken up her father's arms and armour and deals vengeance on the wicked in the name of the Lord. Cleric 5th Level.

Derek Fisher

The product of a hard life on the streets of London, Derek once had a bright future. As a lad, he was an apprentice tanner until the increased taxes that his master had to pay meant he was let go. Then in quick order, he lost his home, his small amount of savings and any connection with his family. Being a tough man, Derek found work knocking on doors collecting rent. That was such a thankless job, which cost him the few friends he had left, that Derek decided to travel to Southampton and try his hand at being a mariner.

Five years on Sir Walter Rayleigh's ship, hunting the Spanish Treasure ships and looking for lost cities of gold. Not as fun as it sounds, Derek ducked off the ship when it returned to England and quickly headed home to London. There he met a man down the Nag's Head pub, who provided a steady stream of jobs suitable for one of his status and skills - having people followed, watched and occasionally done over. The man told Derek said it was for Queen and Country. All dirty deeds, done dirt cheap in his book.

The best paying jobs and the most weirdly dangerous were for the Court Astrologer Dr John Dee. He never met the gent but enjoyed the money. Now he's back from exile in Europe, and the man in the Nag's Head passes Derek a letter inviting him to join his service up north in Manchester. With work drying up down south, Derek reckons it's worth a punt.



What do you think about your fellow adventurers?

Peter of Hookness: He's a mercenary, met nutters like that on the Sir Walters' ship. He'll get us all killed if he had his way.

Marion of Coggeshall: For such an intelligent girl, she has no clue of what I'm up to. Good, let's keep it that way.

Samantha of Lewes: Someone dropped this one on her head when she was young, and she's never recovered. Good, she can lead from the front with Peter and get killed instead of me.

Lord John: I've not worked out what the little Lord's game is, but like most rich people I bet it's not pleasant.

Duncan the Dwarf: He's wise beyond his years and sturdy enough to survive his hard-drinking lifestyle. Respect.

Derek Fisher 5th Level Thief

Strength 10 Dexterity 18 Constitution 17 Intelligence 8 Wisdom 16 Charisma 12

Armour Worn: Leather Armour Class: 6 [13]

Hit Points: 18

Alignment: Neutral.

Saving Throw: 11 (Thieves gain a +2 bonus on saving throws against devices, including traps, magical wands or staves, and other magical devices.)

Thieves Abilities:

- Climb Walls 89%
- Delicate Tasks 35%
- Hear Sounds 4 in 6
- Hide in Shadows 30%
- Move Silently 40%
- Open Locks 30%

Equipment: Leather, Longsword (1d8 damage), Shortsword (1d6 damage), Short Bow (1d6 damage), Thieves' Tools, Backpack, 10 foot of rope.

Purse: 7 Gold Pounds 75, Silver Shillings 25, Copper Pennies.

Duncan the Dwarf

Duncan is one of the Fae, a Dwarf. Like most of that race, he is a sullen grumpy sort. For hundreds of years, he made wonderful, magical toys for her Majesty Titania, Queen of the Elves. Then he got kicked out of the lands of faerie, over some nonsense caused by a bunch of uppity Elves which he got the blame for. Duncan lost his ability to make enchanted items as a punishment. Bugger.

Since this dark day, he's found employ as a skilled but mundane blacksmith in a variety of villages and towns over the years. He has not had any problems from being a creature of supernatural origin in with the human world. They are a dull race, and most of them see him as a short human. Mostly, it's been Duncan's foul temper and liking of the ale that's been the reason he's moved on. Other times it's been that fact that everyone he loved and were friends with grew old and died.

By chance, Duncan found himself in London at the start of Queen Elizabeth's reign and ended up in her majesty's inner circle at court. There he was that "odd wee man" who made the Queen laugh, and he quickly took up the role of court jester by day. By night he was Queen Gloriana's (as Elizabeth was known in her Fae aspect to both Fae and Mortal alike) Ambassador to Queen Titania and King Oberon's court. At court, he met Dr Dee and quickly became intrigued and involved with his magical adventures. It was a shame when he left the court, but Duncan hardly noticed because he was having so much fun.

When Good Queen Bess died, the magic died with her. No more tripping the light fantastic to the Court of the Fae. Those magical routes were closed when grumpy King James took the throne. Duncan thought it best to retire from court and took up lodgings near to Shakespeare's place, the Globe Theatre. There he took to drinking himself miserable in the company of actors. He would be there still if Sir Robert hadn't rescued him from the gutter and given him a letter from a Dr Dee, returned from Europe and living up north in Manchester.



What do you think about your fellow adventurers?

Peter of Hookness: Typical base human. Keep him beered up and fed, with baubles and trinkets for moments when he's not happy, and he's yours for life.

Marion of Coggeshall: A wannabe wizard. Knows a few kiddie spells. Won't last the distance.

Derek Fisher: Brighter than most of the humans, and give him credit for that. Shame he'll die given time.

Samantha of Lewes: All the clocks are broken with this one. Look into her eyes, and you'll see reason replaced by religious fury.

Lord John: Fucking Elf. Fortunately, he's never known his cuntin' race, being a changeling swapped by his people like a cuckoo chick for a noble infant. Still, he's an elf and poison even though he was brought up human.

Duncan the Dwarf 5th Level Dwarf/Fighter

Strength 16 Dexterity 12 Constitution 18 Intelligence 10 Wisdom 17 Charisma 8

Armour Worn: Chainmail.

Armour Class: 5 [14]

Hit Points: 55

Alignment: Neutral.

Saving Throw: 10.

Equipment: Chainmail, Blacksmiths Hammer (1d10), Dagger (1d4), Light Crossbow (1d6, fired every two rounds), waterskin, backpack, a bunch of nails, 5 iron spikes.

Purse: 5 Gold Pounds, 42 Silver Shillings, 5 Copper Pence.

Lord John or Lady Jane De Laney of Harborough Magna

John (or Jane if they have changed their sex) is one of the Fae- an Elf. They don't know their people directly, having been substituted for an infant in a noble household (the Delaney's of Harborough Magna in the Country of Warwickshire), but John/Jane has figured it out. They are a changeling. They can change their sex at will. They have weird alien looking purple eyes, pointed ears and only stand five foot high. Occasionally people see their true form, but most of the time people look past this, preferring to see them as a teenager (while being actually 50 years old) from an upper-class family

The church thinks John/Jane is a fallen angel who sided with Lucifer and was cursed to be earthbound. They've learnt to stay out of the way of Witch Hunters, and know that King James who sits in on the torture of suspected witches is no friend of theirs.

Ordinary country folk are in awe of their magic powers and leave presents to them as offerings for a good harvest or just to leave them alone.

Cosmopolitan townspeople who have perhaps seen one of William Shakespeare's plays (such as *Midsummer's Night Dream*) think they are a mischievous magical being full of fun, who occasionally curses people who get on their wrong side.



What do you think about your fellow adventurers?

Peter of Hookness: Keep on his right side, and he will protect you against any source of violence.

Marion of Coggeshall: Green is her colour. She's entirely in awe of your magical nature. Wrap her around your little finger.

Derek Fisher: Be wary of this peasant, he has a cunning that may see through your lies.

Samantha of Lewes: She thinks you are an Angel of the Lord. Play on this, but be careful not to turn her affection into holy wrath!

Duncan the Dwarf: Oh dear, he's a Dwarf, an actual Dwarf as in blacksmith of the Fairy Queen's Court who got chucked out hundreds of years ago and sent to the mortal realm. And my 'people' (the Elves) had something to do with it. Oh, the daggers in his eyes towards me!

“Little“ Lord John, Elf/Magic-User Level 5

Strength 16 Dexterity 12 Constitution 8 Intelligence 17 Wisdom 10 Charisma 18

Armour Worn: None Armour Class: 9 [10]

Hit Points: 18

Alignment: Neutral

Saving Throw: 11 (Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staves.)

Spell Book

1st (3) Charm Person, Light, Magic Missile, Shield, Sleep.

2nd (2) Invisibility, Phantasmal Force, Mirror Image, Web.

3rd (1) Clairvoyance, Suggestion.

Equipment: Leather, Rapier, Dagger, Wheel Lock Pistol.

Purse: Empty, usually gets a charmed/suggested person to buy it for you.

Marion of Coggeshall

A scholar by nature, Marion spent all her time in the extensive family library in Peacock House in the wool merchant town of Coggeshall in Essex. Her illustrious merchant ancestors gathered many esoteric books over the years, when they travelled to far away Arabia, as well as holy Rome, where connections in the right places allowed them to study the Vatican's occult collection. Though long dead, these illustrious forebears seemed to speak to Marion as she spent long hours studying the texts they collected and the notes they made.

Seeing that his daughter was happier with the books than any man, Marion's father apprenticed her to Dr John Dee, who he had met when Dee was Queen's Astrologer and still based in London. Dee was meant to be teaching Marion the higher arts of Enochian Magic, but he sent her on grubby job after dirty job dealing with his underworld contacts or arguing and running interference with the meddling Priests and scheming nobility, where Marion's superior tact and negotiation skills, learnt from her merchant family, were an asset to a master who spends most of his time locked in his study or at home with his family.

Father was not too distressed when Dr Dee fell out of favour at court and had to go abroad to Europe. In fact, Marion suspects that he had a subtle hand in it. Now Dr Dee is back, and while his letter implies a high degree of shadiness and danger, Marion is intrigued enough to have made the hard trip north towards Manchester where the undoubted Magician of the Age is currently Warden of Christ's College.



What do you think about your fellow adventurers?

Peter of Hookness: He's a meathead and a psycho, but he's OUR Psycho.

Derek Fisher: A honest, hard-working man, reminds me a lot of the wool packers who worked for my father.

Samantha of Lewes: Us girls need to stick together, but Sam just doesn't get me unless I'm quoting stuff from the Bible.

Lord John: Oh my god! A real-life Elf! A Fae! What wondrous things he could tell me if the poor thing wasn't scared shitless of being caught by the Witch Hunters.

Duncan the Dwarf: I wish that foul-mouthed little drunkard would stop looking up my skirts.

Marion of Coggeshall Magic-User 5th Level

Strength 10 Dexterity 8 Constitution 12 Intelligence 18 Wisdom 16 Charisma 17

Armour Worn: None. Armour Class: 9 [10]

Hit Points: 15

Alignment: Neutral

Saving Throw: 11 (Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.)

Spell Book

1st Level (3) Charm Person, Detect Magic, Magic Missile, Read Magic, Sleep.

2nd Level (2) ESP, Invisibility, Wizard Lock, Web,

3rd Level (1) Dispel Magic, Fireball.

Equipment: Clothes ordinary, Backpack, Jewellery, Leather Bound Spell Book/Notebook, Waterskin.

Purse: 10 Gold Pounds, 50 Silver Shillings, 23 Copper Pence.

Peter of Hookness

He may look like a typical rough mercenary, but Peter's heart is made of gold. Honest. Peter is originally from Hookness, a small remote village in the middle of nowhere in Lancashire, where he's the son of the local Squire. No, no really. He joined a mercenary company to fight in the Queen's Army against the Irish during the Nine Years War. Peter joined the mercenaries to help his father pay off some debts and pay for a new roof for the manor house. It was absolutely not because of his innate bloodlust which was getting him into trouble at home. No, no, no.

It's not Peter's fault his company commander was a lying cheating swine who nicked all the loot for himself, before taking a ship to the new colonies. No, it was just a bit chaotic on the journey home. And he definitely (no matter what close friends tell you) didn't come into Warden Dee's service after the old man found him broke and a month in arrears, face down in the gutter outside a tavern. He was looking for new opportunities with a forward-thinking reputable employer. Honest.



What do you think about your fellow adventurers?

Marion of Coggeshall: I can't figure her out, she's all books and long words.

Derek Fisber: Shifty little shit, watch him, he's after my gold.

Samantha of Lewes: Would be ok, but she's got religion bad.

Lord John: Poor kid- someone needs to take care of him.

Duncan the Dwarf: Wahey, Duncan, he's me mate. Always good for a pint and lifting my spirits.

Peter of Hookness Fighter 5th Level

Strength 18 Dexterity 14 Constitution 17 Intelligence 10 Wisdom 8 Charisma 16

Armour worn: Chainmail + Shield. Armour Class: 4 [15]

Hit Points 50.

Alignment: Neutral.

Saving Throw:

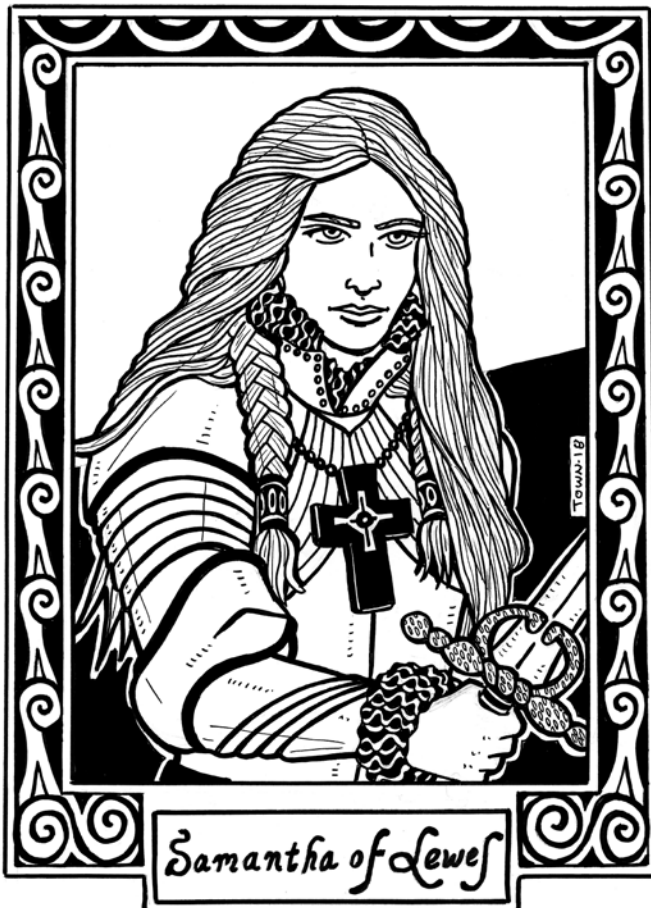
Equipment: Chainmail, Shield, Longsword (1d8 damage), Dagger (1d4 damage), Light Crossbow (1d6 damage, fires every other round, ignore 2 AC), Waterskin, Clothing Normal, Tinderbox, Tobacco, Pipe, Backpack.

Purse: 2 Gold Pounds, 50 Silver Shillings, 45 Copper Pennies.

Samantha of Lewes

Samantha was just an honest goodwife of a wine merchant from the town of Lewes, until one sunny afternoon in May she had a blazing vision of St Michael the Lord of the Hosts in her upstairs guestroom. Dressed in full plate armour with flaming sword, which burnt her right hand as she reached out to touch it, he told her to “Go take up the sword and uproot the festering agents of the Devil!”

She left her husband shortly afterwards since surprisingly he did not support her in her new work for the Lord. Samantha took with her the coin and arms and armour of her elderly father, who was sympathetic to her new calling. She was eventually drawn to the city of London, where she fell in with a preacher of at the Church of St Paul, who put her in touch with an agent of the Queen who pointed her in the direction of foul heretics, witches and agents of Lucifer who needed uprooting in the name of the Lord, for the sake of Queen and Country. During this time she occasionally did work for the Christian Mystic Sir John Dee, who converses with Angels and fights against Lucifer. The missions she performed for him, while dangerous, were amongst the most satisfying of her holy calling. Upon learning that he was back in the country, after a long European Tour, she jumped at the opportunity to go join him in the service of Christ's College in Manchester.



What do you think about your fellow adventurers?

Peter of Hookness: He has done the Lord's good work bringing peace and security to the heathen bogmen of Ireland.

Marion of Coggeshall: I am teaching her the ways of the Lord, and like a good lamb she accepts them.

Derek Fisher: He is a good man, who has fallen upon hard times. But the Lord has not deserted him.

Lord John: This little angel is lost, and I must protect him.

Duncan the Dwarf: He behaves like the foulest agent of Lucifer, yet did not the Queen of England, the Blessed Virgin Elizabeth head of the Church of England take him into her most profound confidence?

Samantha of Lewes 5th Level Cleric

Strength 17 Dexterity 10 Constitution 12 Intelligence 16 Wisdom 18 Charisma 8

Armour Worn: Platemail. Armour Class: 3 [16].

Hit Points: 25.

Alignment: Lawful.

Saving Throw: 11 (Clerics gain a +2 bonus on saving throws against being paralyzed or poisoned.)

Spells:

1st (3) Cure Light Wounds, Light, Protection from Evil.

2nd (2) Bless, Find Traps.

3rd (1) Speak with Dead.

All memorised at the start of the adventure.

Equipment; Platemail, Longsword (1d8 damage), Dagger (1d4 damage), Normal Clothes, Backpack, Waterskin.

Purse: 5 Gold Pounds 50 Silver Shillings 45 Copper Pennies.

Appendix B Lucifer Morningstar (aka The Devil, The Great Adversary)

Armour Class: 2 (17)
Move: 12"/36" flying.
Hit Points: 200
No. of Attacks:5
Damage/Attack: (1d10)
Special Attacks: See below.
Special Defences: Immune to magical control, +3 or better weapons to hit.
Magic Resistance: 60%
Size: M (6' tall).
Alignment: Lawful (Evil).
Symbol: Inverted Cross.
Plane: Hell.
Cleric/Druid: 20 (as Anti-Cleric).
Fighter: As 15 + HD monster.
Magic-User/Illusionist.: 20th Level Magic-User/25th Level Illusionist.
Thief/Assassin: 20th Level Assassin.
Monk/Bard: Nil.
Psionic Ability: Nil.



S:20 I:25 W:16 D:18 C:18 CH:23

Slick and sophisticated, Lucifer appears as a well-spoken English nobleman, possessed of overwhelming charm. Only the eight-foot-long, giant bat wings that are attached to his back give any indication to his supernatural nature.

Lucifer was once one of God's Archangels and was his right-hand man in Heaven, but led a rebellion against him. Once he lost the resulting War in Heaven, he was cast down with his followers to Hell, where he plots the downfall of God and Heaven.

He has the following special abilities:

- Mass Charm. Once per round he is able as the Prince of Lies to cast Charm Person on a crowd of people.
- Rain of Phosphor. He can bring down, once per day, a rain of deadly burning phosphor on an area equivalent to a city.
- Know the Wicked. Just as God knows everyone, Lucifer knows the thoughts and whereabouts of all the evil people in creation.
- Suggestion. Able to invade mortal minds, wherever they are and cast a Suggestion spell.
- Grant total power in return for eternal damnation. If a mortal signs away their soul to Lucifer, in return he gives that mortal total power for the rest of their life.

Lucifer is served in Hell by various subservient devils, who form a hierarchy where the strong dominate the weak. On earth he is served by cultists and sorcerers who invoke him for the magic he provides in return for their souls.

Appendix C The Life and Times of a Jacobean Adventurer

The pre-made adventurers that are included in the book have their own prewritten backgrounds. But what if you are intending to create your own adventures, or have to roll up a new character quickly?

Roll three dice and look up the result on the following lists, to determine what the character was up to prior to this adventure.

Dice Roll 1. Tell me about the Good Times?

What fun and games were the adventurers involved in during Elizabeth's reign?

Roll 1d6	Known for being
1	A licensed Privateer, preying on Spanish shipping and exploring the new world.
2	A Spy in Europe, working for Walsingham.
3	A Professional Assassin, removing enemies of the Queen and other nobles.
4	A Witchhunter, bringing heretics and the damned to justice.
5	A minor player at Queen Elizabeth's court heavily involved with the intrigues there, or a professional hanger-on during one or more of Elizabeth's annual processions of the realm.
6	A mercenary fighting in one of the companies raised to fight wars in Ireland or in the Netherlands.

Dice Roll 2. Name me a memorable mission you did for Dr Dee back in the day?

The adventurer did many minor jobs for the Court Astrologer John Dee, but this one sticks out in the character's mind.

Roll 1d6	Adventure
1	The Rescue of William Shakespeare from Queen Titania. You were part of the Dee's Embassy to the Fae realm, that time William Shakespeare was kidnapped by an overly amorous Queen Titania.
2	A Spanish Werewolf in Newcastle Upon Tyne. You were one of the hunters who tracked the Spanish Werewolf across the North Yorkshire Moors and was involved in the final showdown in the city of Newcastle.
3	The Haunting of Hampton Court. You tracked down the Invisible Spy, a Spanish Sorcerer, who was collecting state secrets in the Royal Palace.
4	Undead in Warwick Castle. You laid Richard Neville's (the Kingmaker from the Wars of the Roses) ghost to rest, so he wouldn't back Mary Queen of Scots claim to the throne.
5	The Roanoke Affair. You are part of the crew of Ship sent by Dee to find out if there was a supernatural reason for the disappearance of the colony of Roanoke in the New World.
6	Neptune Rising. You were part of the group that protected Dee and the other English magicians while they raised the ancient water elemental Neptune to defeat the Spanish Armada.

Dice Roll 3. Tell me about the Bad Times?

What misfortune has the adventurer suffered since James I took the throne last year?

Roll 1d6	Misfortune
1	Accused of being a heretic/witch and thrown in prison for a good 2d6 months until Sir Robert Cecil secured your release.
2	Currently, on the run from the law for a crime you didn't commit.
3	Suffered poor health.
4	Lost home and fortune.
5	Members of your family where murdered by brigands.
6	Lost any social standing gained during Elizabeth's reign, due to new favourites at King James' court.

Appendix D New Magic User Spells

Become a Red Wolf

Magic-User/Cleric Level 3

Duration: Until Full Moon ends

Range: Personal.

This spell is known by the followers of the Morrigan, the Irish Celtic Goddess of Death and Fate, who like the Goddess are able to shape shift into the form of a large wolf with red fur. This is often mistaken for Lycanthropy. While in wolf form the caster has Hit Points and Hit Dice/Level, and Saving Throws as normal. Armour Class becomes 5 (or 14 if using the ascending system). They also gain a claw and bite attack that does 1d12 damage. Movement rate becomes 24. They also become immune to non-magical attacks. While in wolf form the caster can not cast spells. This spell can only be cast on the full moon, although the caster can step in and out of human/wolf form while the spell is active.

Seal Mouth

Magic-User 3rd Level

Duration: Permanent until dispelled.

Range: Touch.

Upon the caster touching the victim, if they fail a saving throw the victim's mouth is sealed by a fold of skin until the spell is dispelled.

Never-ending Scream

Magic-User 3rd Level

Duration: As long as concentration lasts.

For as long as the caster concentrates, a shrill scream coming from their location can be heard for miles around. The scream is psychic in nature and can also be heard by people who are close to the caster, who they choose to hear.

Uncreate by Neil Benson

Magic-User 6th Level

When cast it removes members of the target's family and possibly the target themselves from history. They are not remembered and no record of them exists beyond a soul rendering emptiness that always haunts and distracts the target (effect as per the table below) - unless of course the target is uncreated as well.

Saving throw vs Magic to avoid, otherwise roll d20 for the extent of the Uncreate. If a result indicates no effect e.g. a 5 is rolled and the target has no siblings, then bump the result up to the next effect - from a game point of view it's best if they do have family members!

Roll	Effect
1d20	
1	Backfire! The caster is uncreated and blinks from existence. The target is unaffected.
2-10	If the target has any siblings (80% chance they have 1d6 siblings unless specified), 1d4 of them will be uncreated. The character feels a huge sense of loss as many of their childhood memories disappear or are altered. -2 to Attack Rolls and Armour Class for 1d6 days.
11-15	In addition to the potential loss of siblings above, if the target has children (50% chance they have 1d6 children unless specified), 1d4 of them will be uncreated. The character feels an overwhelming sense of loss as though their children had all died even though they do not understand why. -2 to Attack Rolls and Armour Class for 1d20 days and a permanent -1 per child uncreated to INT as they are constantly distracted by missing memories.
16-18	In addition to the potential loss of siblings and children above, if the target has a wife/husband or partner who they love (70% chance unless specified), that person is uncreated and the target is left bereft and emotionally crippled by the loss. -4 to Attack Rolls and Armour Class for 1d20 days and a permanent -1d4 to INT (stacks with loss of children) and WIS as they try to deal with this inexplicable sense of loneliness and loss.
19	The target is uncreated and blinks from existence
20	The target and siblings, wife/husband and their children will all be uncreated

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