



Rake **HELL**

THE HIGHWAYMAN'S LAMENT

WRITING & DESIGN

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Quote (page 3) from **The Highwayman** by *Alfred Noyes*.

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- **Gates of Hell** (cover)
<http://www.layoutsparks.com/1/174401/gates-of-hell-open.html>
- **Bonds - Background page images**
Bond by Henry Cobden, merchant of London, to Thomas Woolley of Stainfield, Lincolnshire for performance of covenants.
(<http://library.mcmaster.ca/archives/findaids/findaids/b/Brit.Legal.I.ill.htm>)
- **Highwayman 1 (page 3)**
<http://oak6j.blogspot.com/2008/09/poetry-highwayman.html>
- **Highwayman 2 (page 5)**
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http://www.wilsonsalmanac.com/highwayman_hind.html
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<http://oregonregency.blogspot.com/2010/04/outfitting-regency-man.html>
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<http://www.jasa.net.au/london/art.htm>
- **Howland Great Dock (page 15)**
http://en.wikipedia.org/wiki/File:Howland_Great_Wet_Dock_1717.jpg
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<http://pixdaus.com/single.php?id=119444>
- **Newgate Prison (page 17)**
http://en.wikipedia.org/wiki/File:Newgate_Prison_Publ_1800.jpg
- **Fallen Angel (page 19)**
<http://www.pixelvoodoo.co.uk/dark.html>

INTRODUCTION

*"Yet if they press me sharply and harry me through the day
Then look for me by moonlight, Watch for me by moonlight
I'll come to thee by moonlight - though hell should bar the way."*



It is the closing years of the 18th century. England has sold its soul. The burgeoning industrial revolution is, in secret, an infernal revolution. Aristocrats bargain with devils, souls are traded in the financial markets, and dark satanic mills belch sulphurous smoke over the blighted countryside. Few dare speak of the corruption openly. It would be impolite to hint that certain streets in London now slope vertiginously downwards into the maw of Hell, or that the clergy now preach a very different gospel in many parishes. It would be treason to suggest that the wrenching spiritual wound drove King George III insane, or that his son stalks the night and feasts on human blood.

Souls are the new coin of the realm, more precious than gold or rubies. Through infernal arts, a soul can be subdivided, ground down, distilled into inks and tinctures. These are not the primitive nights of Faustus, where a man would sell his soul entire for power. Instead, soul-selling can be done in parts, a little at a time. Only when one's entire soul is gathered by a single demon are you bound for damnation. With every transaction, hell takes a little more of you, until the accumulation of interest drags you into the burning pit - but why sell all of your own soul, when you can buy and sell parts of others?



Wealth breeds thieves, and the highwaymen who prowl by highways and byways of London Town are driven by more than greed. They are damned men, bereft of the greater parts of their souls. Through black criminal deeds, they seek to reclaim that which they lost - or had taken from them. Folklore calls them *rakebells* - they rake the coals of hell by their misdeeds, making their eventual fate all the worse through their defiance.

If a rakehell could steal back his soul, if he could reclaim that which he lost or squandered before it is carried away into Hell, then perhaps he could redeem himself...

Game System

The game system is a variation of FATE; if you're familiar with any of the games using that system (Spirit of the Century, Dresden Files, Diaspora, Starblazer Adventures and so on) then you'll be able to muddle through.

Skills

Your character is defined by a number of skills. These skills are rated from Mediocre to Legendary, as shown on the Ladder on your character sheet. Any skills not listed are assumed to be Poor (-1).

- Agility
- Alertness
- Brawl
- Charm
- Courage
- Deception
- Endurance
- Fencing
- Intimidate
- Legerdemain
- Might
- Oratory
- Pistols
- Riding
- Science
- Secrets
- Stealth

Aspects

Aspects are things associated with your character – personality traits, contacts, possessions, parts of your backstory, descriptive elements and so on.

Firstly, there is your **Concept**. Who are you? What sort of person are you?

Concept Aspect Examples

- Former pirate
- Murderous rogue

- Wrongly accused
- Uncouth footpad
- Fallen clergyman

Secondly, there is your **Goal**. What do you want? Revenge against the bastard who took your soul? Infernal power? Redemption?

Goal Aspect Examples

- Die a good death
- Social justice for all! Down with the aristocrats!
- Find my missing sister
- Kill the devil

Thirdly, you have Aspects for your **Garb**, your **Weapons** and your **Horse**.

Finally, you have up to five **Soul Aspects**.

A Soul Aspect can be *earthly* or *infernal*. Earthly bonds are connections between you and the mortal world, usually positive associations. They carry no special benefit, but if you have no Earthly aspects, then you're damned. They are the tethers that hold your soul out of the abyss.

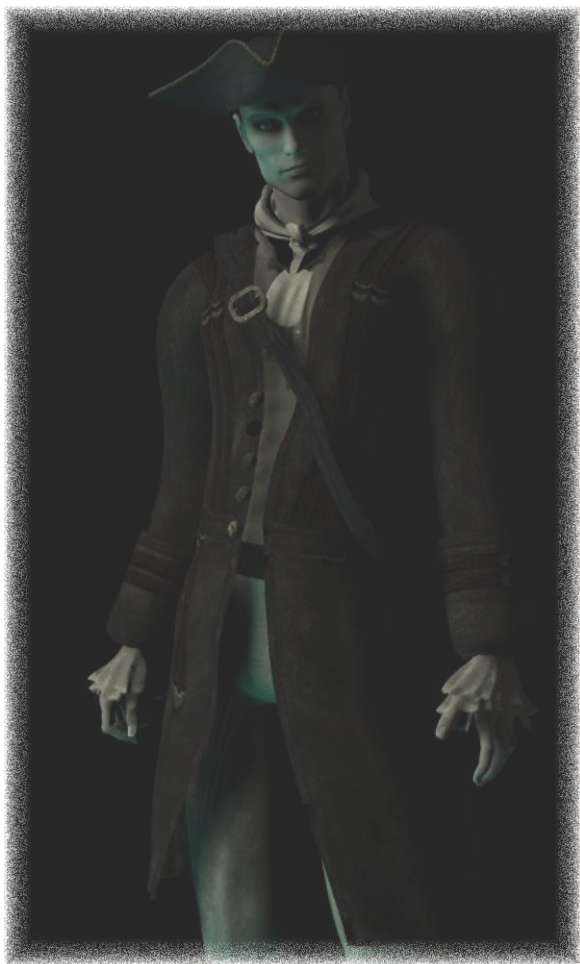
Examples of Earthly Aspects

- My horse, Midnight
- In love with Bess, the innkeeper's daughter
- Falsely accused of the murder of Trevallion
- Trustworthy face
- Loves poker

Each infernal aspect brings you closer to hell, but also gives you a supernatural power as the hellfire floods the void left in your truncated soul. A character who has four infernal aspects possesses four matching infernal powers.

Examples of Infernal Aspects

- My nightmare, Midnight
- Hell-forged blades
- Haunted by the ghost of Trevallion
- Gazed into the abyss
- Devil's Own Luck



If you have one or more Infernal aspects, you no longer own your soul - when you perish, you are bound for Damnation.

If you have no Earthly Aspects left, then you are instantly Damned; you'll be dragged to Hell at the Devil's earliest convenience. A merciful GM will give you a crowning moment of awesome before consigning you to the flames below.

Shadow Roads

There are hidden paths behind the world, leading to a shadowy version of London. Highwaymen and smugglers know these roads, and use them to avoid the authorities. One of these roads leads to Hell.

The Borderlands: The Borderlands are the territory between Earth and Hell. The half-way point is marked by a crossroads. If a Rakehell crosses this border, he may be unable to return to the Mortal World. To escape the clutches of Hell for a time, he must make a Courage roll to ride back.

No Infernal Aspects: No Roll needed

1 Infernal Aspect: Minimum Fair needed

2 Infernal Aspects: Minimum Great needed

3 Infernal Aspects: Minimum Fantastic

4 Infernal Aspects: Minimum Legendary

5 Infernal Aspects: No Escape

Changing Soul

Aspects

Giving up or selling part of your soul for power turns one or more Earthly Aspects to Infernal ones. This means that, at any time, you can gain a new Infernal power. (However, there's no way to turn these back into Earthly Aspects.) The new Aspect should ideally be a hellish twist on the original one.

Infernal Powers

Any Infernal Powers you possess at the start of the game are listed on your character sheet. There's also a sheet with suggested for more powers. These are just suggestions, though – if, on the spur of the moment, you need your character to grow bat wings and fly, then burn an Earthly Aspect and go for it.

All Powers consist of a passive, always-on portion and a more powerful form of the ability that costs one Fate point to activate.

Examples of Infernal Powers

<p>Spectral Rider</p> <ul style="list-style-type: none"> • Armour 3 against missile attacks when riding • 1FP: Ride through a solid wall or barrier 	<p>Hellish Steed</p> <ul style="list-style-type: none"> • A demonic steed that gives you +2 to Riding. • 1FP: Summon your steed.
<p>Inhuman Might</p> <ul style="list-style-type: none"> • +2 to all Might rolls. • 1FP: Use Might instead of Fists for a scene. 	<p>Devil's Charm</p> <ul style="list-style-type: none"> • +2 Charm. • 1FP: Make someone trust you.
<p>Moonlight Blade</p> <ul style="list-style-type: none"> • You can wield moonlight as a rapier; you always have a weapon to hand at night • 1FP: +2 Fencing for the scene. 	<p>Inhuman Senses</p> <ul style="list-style-type: none"> • +2 to all Alertness rolls. • 1FP: See in the dark for a scene.

<p>Inhuman Agility</p> <ul style="list-style-type: none"> • +2 to all Agility rolls. • 1FP: Leap or dodge in an impossible fashion, automatically avoiding an attack 	<p>Devil's Luck</p> <ul style="list-style-type: none"> • You have the strangest good fortune • 1FP: For the rest of the scene, roll 5DF and pick the best four.
<p>Devour Soul</p> <ul style="list-style-type: none"> • Gain a Fate Point when you kill an important NPC • 1FP: When you kill someone, you gain one of their Earthly Aspects. You don't get the Fate Point back until you give up the Aspect. 	<p>Devil's Ride</p> <ul style="list-style-type: none"> • Your steed can ride over water, mud, ice or other normally impassable surfaces. • Your steed can fly for a scene.
<p>Regeneration</p> <ul style="list-style-type: none"> • Automatically heal -4 Consequences between scenes. • 1FP: Gain two more -2 Consequences 	<p>Hellfire Sermon</p> <ul style="list-style-type: none"> • You can speak the secret tongue of flames. • 1FP: You can speak words that conjure flames, attacking with Secrets +4.
<p>Shapeshift</p> <ul style="list-style-type: none"> • Your animalistic features give you a +1 to Intimidate • 1FP: Take on the shape of an animal such as a rat, fox, or crow. 	<p>Spook Horses</p> <ul style="list-style-type: none"> • Your presence unsettles horses, giving you a +1 bonus in Riding contests • 1FP: Scare another person's horse.

Other Stuff

Stress & Consequences

Rakehell uses the faster conflict system; damage is applied to the Stress track on a 1-for-1 basis (a three point hit=3 Stress) and Consequences reduce damage.

- 2 Consequences heal after a scene
- 4 Consequences heal after a night or two of rest and recuperation.
- 6 Consequences need medical attention and take weeks to heal.
- 8 Consequences never heal naturally.

Pistols

If you've one pistol, it takes a round to reload. If you've got 'a brace of pistols', you can keep shooting until the aspect's compelled to run out of ammo.



THE HIGHWAYMAN'S LAMENT



This is a test drive for Rakehell, which may or may not get developed into a full game at some point in the future. It's a lurid, penny-dreadful horror game of damned souls, lost loves and flintlock violence. If your players aren't leaping onto speeding carriages from horseback, shooting pistols and shouting blasphemous oaths, then take another swig of cheap wine and crack the whip harder.

Damn'd London

The setting of the game is London, in the 1780s. Don't sweat the historical details – it's the era of Dick Turpin (fifty years too late, but still...), of revolution, of the Scarlet Pimpernel and the Regency (and, if all else fails, Blackadder III). History has taken a turn for the strange, though, so anachronisms are to be expected.

The primary haunt for highwaymen in London is along the roads to Exeter and York, in Hounslow Heath and Shooter's Hill. There, highwaymen operate alone or in small bands, preying on travellers, especially wealthy aristocrats and merchants, and on carriages and couriers. If caught, they can expect a show-trial in the Old Bailey followed by a swift hanging.

Beneath the city, there is another London, a hellish shadow where the streets are warped and lit by hellfire. There, demons walk openly. A road leads from this shadow London all the

way down to Hell. Highwaymen prey on traffic on this road, too.

Running the Game

This is a pre-first draft test run of the game. It's by no means complete, balanced or finished. It was originally written as a one-shot for a convention (Gaelcon XXI), and it's still in development.

Keep the pressure on. The feel should be a mix of real-world occultism and Matrix-style flintlock wushu and stunting.

The Characters

All five player characters have, in some fashion, been wronged by a common foe. This dastardly nemesis is **Lord Eden**. Publicly, this paragon of society is a wealthy landowner and industrialist, but in secret he is a diabolist who has built his fortune on stolen souls. Eden is one of the cabal who first let devils into England.

Black Jack

An aging Highwayman who sold his soul to escape the noose.

'The Scholar'

Formerly known as Charles Westmore. He was a compatriot of Eden, a noted lawyer and occultist. He helped Eden's cabal summon the forces of Hell; Eden later turned on him and Westmore's name was blackened and he was forced to flee.

Laughing Jane

A gypsy thief and old ally of Black Jack. She has her own demonic bargains with a rival of Eden's diabolic patron.

Timothy Kestrel

A young officer who was devoted to Eden's daughter, Elizabeth. Kestrel has a pure soul, which Eden needs for his nefarious plot. At the start of the game, Kestrel is imprisoned in a carriage bound for London and then Hell.

Elizabeth Eden

Daughter of Lord Eden. She learned that her lover Kestrel was captured by her father's men, and set out in search of her godfather, Westmore, for help.

Lord Eden

The main antagonist of the game. He's a respected nobleman and a leader in the House of Lords. He has a huge fortune, drawn from his extensive land-holdings around York and from his investment in industry. Secretly, he is also a student of the occult. He was part of the old Hellfire Club. One of his early experiments involved capturing the souls of his wife and daughter Sarah when they died of the plague. He tried to bring them back to life with the aid of the Well-Dressed Gentleman, but failed. His intention now is to become a devil.

Lord Eden

Skills	<ul style="list-style-type: none"> • <i>Fantastic</i> Courage (+6) • <i>Superb</i> Secrets, Riding (+5) • <i>Great</i> Pistols, Oratory, Alertness (+4) • <i>Good</i> Charm, Agility, Fencing, Stealth (+3)
Aspects	<ul style="list-style-type: none"> • Still Loves His Daughter • Ambitious (I) • Influential Noble (I) • Cult Leader (I) • Necromancer (I)
Powers	<ul style="list-style-type: none"> • Summon Demon <ul style="list-style-type: none"> • Can conjure demons with a ritual. • 1FP: Call a minion demon. • Capture Soul <ul style="list-style-type: none"> • If he kills a PC, he loses all Stress. • Devil's Luck <ul style="list-style-type: none"> • +1 to all Rolls • Word of Command <ul style="list-style-type: none"> • Can command others with an Oratory roll
Body	□ □ □ □
Will	□ □ □ □ □ □
	3 Consequences (-2, -4, -6)

Sir Quincy Barrow

Lord Eden's right-hand man. He's a war hero and a master swordsman. He's also extremely devout, and it is only his oath to Lord Eden that keeps him from denouncing his employer. He's got a hellforged sword and is extremely fast and tough.

Sir Quincy Barrow

Skills	<ul style="list-style-type: none"> • <i>Superb Fencing</i> (+5) • <i>Great Agility, Alertness</i> (+4)
Aspects	<ul style="list-style-type: none"> • Devout • Hellforged Sword (I) • Master Swordsman
Powers	<ul style="list-style-type: none"> • Hellforged Sword <ul style="list-style-type: none"> • +2 Fencing damage • Holy Armour <ul style="list-style-type: none"> • Reduce all damage by 1/2 number of Infernal aspects held by foe.
Body	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Will	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 Consequences (-2, -4)



Events in the scenario

- At the start of the game, Tim Kestrel is imprisoned in a carriage. Eden's daughter makes contact with the other characters in the hopes of rescuing him.
- The characters intercept and attack the carriage.
- From Kestrel, they learn that Eden is plotting some diabolical scheme. Their investigations lead them into the shadowed back streets of Damn'd London.
- The Bishop of London is involved somehow; the characters question him, and learn that he was to keep Kestrel's presence in London secret before delivering him to the docks.
- At the docks, the characters confront Eden. Kestrel was intended as payment for an Angel's Heart, a vital component in Eden's scheme; if the young man's pure soul is unavailable, then Eden must arrange alternate payment.

The Well-Dressed Gentleman

The devilish patron of both Eden and several of the PCs. Your classic tempter; a man of wealth and taste.

The Gentleman's role in the scenario is left undefined - have him show up to move the plot along or give the players a clue. In playtesting, he's shown up to have dinner with the bishop, and bought souls at the climax of the scenario. Use him as needs dictate.

- (Optionally) the characters are imprisoned in Newgate Prison and must escape.
- The characters pursue Eden to the brink of the abyss to exact revenge upon him.

Four Riders &

Five Horses

The coach that brings Tim Kestrel to London is coming down the Great North Road from York. The characters catch up with it as it passes through Epping Forest.

The game starts with four of the five PCs riding to rescue Kestrel, and Kestrel himself waking up in the back of the bouncing carriage. His hands are bound by manacles and there are two guards in the coach with him, but they're likely to be distracted by the highwaymen outside. There are two guards in the coach, two more on the outside, and four more riding as escorts. All are human. The coachdriver himself isn't entirely human – he's more like an ogre in a footman's uniform, all bulging muscles and tusk-like teeth.

The Characters Need To

- Catch up with the rattling coach
- Evade, shoot or otherwise eliminate the guards
- Rescue Kestrel, preferably by him making a daring leap onto a horse.

The Guards

Skills	<ul style="list-style-type: none"> • <i>Good</i> Brawl (+3) • <i>Fair</i> Pistols, Fencing (+2) • <i>Average</i> Riding, Courage, Endurance (+1)
Aspects	<ul style="list-style-type: none"> • Mounted • Mercenary
Body	☐ ☐ ☐
Will	☐ ☐ ☐
	No Consequences

The Coachman

Skills	<ul style="list-style-type: none"> • <i>Superb</i> Might (+5) • <i>Great</i> Endurance, Brawl (+4) • <i>Good</i> Riding, Courage, Intimidate (+3) • <i>Fair</i> Pistols, Secrets, Alertness, Agility (+2)
Aspects	<ul style="list-style-type: none"> • Hairy Brute • Arms Like Pythons • Vicious Whip • Ogre's Blood
Powers	Inhuman Might
Body	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Will	☐ ☐ ☐ ☐ ☐
	1 Consequence (-2)

Looting the coach

Kestrel isn't the only treasure on the coach – in an iron lockbox under the driver's seat is a letter to a contact of Lord Eden's (see *bandout #1*), two hundred pounds in cash, and a jeweled locket containing a huge ruby.

If a character looks into the ruby, he sees a terrified young girl. Her soul has been imprisoned in the gemstone. Elizabeth recognises it as her sister Sarah, who died of 'sickness' many years ago. In fact, Eden caught her soul as she died.

The ruby and the money are intended as payment to the Bishop of London, Robert Lowth.

The Letter

The letter makes reference to the fact that both men are part of the same circle of initiates, and thanks 'Brother AI' (the bishop) for his aid in advancing the aims of 'Brother DEDI' (Lord Eden). It asks for the bishop's help in concealing Eden's men and Kestrel from 'our mutual friend' – the Well-Dressed Gentleman.

The bishop's palace in Fulham is magically shielded from detection, and Eden fears that if the Gentleman knew about his ambitions to transcend humanity, the devil would try to thwart him. The possibility that the PCs are being used as the Gentlemen's pawns in such a counter-attack is left as an exercise to the reader.

Elizabeth Eden, Charles Westmore and Timothy Kestrel will all recognise Barrow's name as being that of Eden's right-hand man.

Questioning The Guards

If the characters capture a guard, they can interrogate him; he admits that he was hired by Sir Quincy Barrow, one of Lord Eden's retainers, to bring Kestrel to Fulham Palace.

At the Fidler's Hall

Having rescued Kestrel, the players will probably want to retire to somewhere more salubrious, where they can discuss their plans and divide the loot. The obvious choice is the Fidler's Hall Inn, south of Nenhault Forest. This inn is a haunt of thieves and brigands; the PCs fit in here very well.

Let the characters roleplay for a while and discuss their next course of action. They'll soon discover that they all have a grudge against Lord Eden. Elizabeth knows her father is in London; the other characters also have contacts and divination powers that can guide them there, such as:

- Charles Westmore can tell that Kestrel is marked for a sacrifice, and knows that the Bishop of London is a skilled sorcerer
- Laughing Jane can use tarot cards to tell the future, or talk to corpses hanging in gibbets
- Black Jack has underworld contacts.

Timothy's Scar

Kestrel has been branded with an occult symbol; a character with Secrets can identify it as a mark of ownership or sacrifice.

Attack on the Inn

If the characters didn't capture the lockbox from the coach, then they're betrayed by one of the inn patrons – Lord Eden's men show up at the Fidler's Hall and surround it, forcing the characters to fight their way out. The coach is outside, and the monstrous coachman leads the assault.

Damn'd London Town

18th-century London. The city has grown vastly in the last half-century, tumbling out beyond its traditional limits in a maze of ramshackle buildings. The streets are thronged; sailors and beggars, thieves and whores, madmen and prophets, priests and politicians. This is the age of the printing press; playbills and notices



are pasted to every available surface. The Gin Craze of previous years has abated, but there are still drunkards aplenty driven mad by demon drink.

A pall of black smoke hangs over London, lit from below by eerie green flames. Dark satanic mills and factories loom over the city; the workers toil without end for no visible purpose other than suffering. Whatever the mills and machines are doing, they make nothing of use to any man.

The characters are wanted by the authorities – there are no police in this era, apart from the Bow Street Runners, but there are thief-takers, lynch mobs, watchmen and so on. If the characters act too openly, then they'll attract attention and possibly a gratuitous fight scene.

This is also a good time for the characters to glimpse the Well-Dressed Gentleman. Other optional street encounters:

- Slipping back and forth between surface London and the shadow London
- A thief being hanged at Tyburn tree
- Drunken dock-workers singing a ballad about Black Jack
- A huge, cathedral-like factory being built. The machinery is mostly brass and iron, all spinning wheels and boilers and clanking chains.
- If the characters search for rumours, then a blind old madman tells them that he has heard that the Devil himself is coming to London by sea.

The Fallen Bishop

The Bishop of London is, as far as anyone knows, a gentle pastor of his flock. He is an acclaimed scholar, known for his translation of the Bible and his works on grammar and pedagogy. Secretly, he is a sorcerer and an ally of Lord Eden, although he is a coward at heart and dares not attempt the same horrific transformation. He is especially paranoid about keeping his reputation intact; the common folk must believe that he is devout and pure.

Fulham Palace dates back to the 15th century and the reign of Henry IV, and has been the seat of the bishops for hundreds of years. It's surrounded by ornamental gardens and high walls; inside, the building consists of two great courtyards surrounded by buildings.

Every bishop has added to the palace, building new wings or archways or renovating some portion of the place; Lowth's gift to posterity was turning the whole place into a magical refuge. The old courtyard has been enchanted to be

a magical null zone, where sorcery cannot be detected. The runes and ley lines dampen the effects of sorcery; you can cast spells inside or outside the courtyard, but the magic cannot cross the boundaries.

Characters investigating the courtyard may discern this effect. Further investigation reveals that Lowth has dug a 'cellar' that runs under the courtyard. In fact, this is an underground chapel to dark powers, decorated with the bones of previous bishops stolen from the nearby graveyard.

Breaking into Fulham Palace

The palace is guarded by both men and gargoyles – stone monsters created by the bishop. The magical barrier means there are no shadow roads available, so the characters have to either sneak in or storm the gates. Alternatively, they can try bluffing their way past the guards, posing as beggars or parish officials.

Ambushing the Bishop

The bishop celebrates mass once a day. The characters could lie in wait for the bishop's carriage, and then ambush it as it clatters through the narrow lanes around the church.

The Guards

Skills	<ul style="list-style-type: none"> • Good Brawl (+3) • Fair Pistols, Fencing (+2) • Ave. Alertness, Courage, (+1)
Aspects	<ul style="list-style-type: none"> • Lazy & Indolent • Well Paid
Body	□ □ □
Will	□ □ □
	No Consequences

The Bishop

Play Lowth as pedantic and scholarly, but at his core he's shaken. The occult power that has been unleashed in England is beyond his ability to control or the church's power to contain. He foresees another civil war, where he will be hated by both sides. Any time a situation spirals out of his hands, he panics.

The bishop's occult powers are considerable, but they're best employed when he has time to prepare. In a direct confrontation – ideally, either in his chapel under Fulham Palace or under the great dome of St. Paul's - he's easy to defeat if taken by surprise.

The Bishop

Skills	<ul style="list-style-type: none"> • Superb Secrets (+5) • Great Oratory, Charm (+4) • Good Alertness, Courage, Brawl, Intimidate (+3) • Fair Endurance, Might, Agility, Science (+2)
Aspects	<ul style="list-style-type: none"> • Bishop of London (I) • Royal Tutor & Scholar (I) • My Flock Love Me (I) • Hellfire Conspirator (I) • Fears Damnation
Powers	<ul style="list-style-type: none"> • Black Magic <ul style="list-style-type: none"> • Attack with Secrets. • iFP: Attack everyone with Secrets. • Shadow Conjunction <ul style="list-style-type: none"> • Move Shadows. • iFP: Create barriers
Body	□ □ □ □
Will	□ □ □ □ □
	2 Consequences (-2, -4)

Questioning the Bishop

Once suborned, the characters can stick pistols up the bishop's nose and convince him to talk. He can tell the characters:

- Eden is the most ambitious of the original circle of occultists
- He knows Westmore by reputation; Eden had him ruined because he feared Westmore would reveal their activities before they were ready. Now, the circle controls Parliament and has hundreds of members. The country is theirs – but he still fears an uprising.
- The Well-Dressed Gentleman is one of their devilish patrons
- He does not know Eden's precise plans, but he suspects Eden is trying to become a demon. The ritual is hinted-at in certain blasphemous books, but Lowth never dared attempt it. He bargains for his life with a copy of one of those books, which he keeps inside his bible.
- He doesn't know where Eden is, but Eden's servant Quincy Barrow is certainly in town.

Waiting for Barrow

It's possible that the characters lie in wait until Quincy Barrow arrives at Fulham Palace; if they do so, then Barrow flees and rides desperately for Howland Great Dock once he realises that the coach & Kestrel are missing.

The Shores of Hell

Howland Great Dock is one of the wonders of the age, a sign of England's burgeoning industry and its command of the seas. The crowded, narrow docks of London are old and outdated, so a great artificial harbour has been dug on

the Thames. In the sunlit world, it is magnificent sight, with ships from the Indies and the Americas all lined up at the dock.



In the shadow world, though, the docks are almost empty, and the ships are skeletal hulks. Bats wheel in the mists overhead. Waiting at the dock is Lord Eden, Quincy Barrow, and several guards. The guards are obviously nervous, watching the shadows and casting worried glances down the river, as if expecting trouble. Barrow stalks back and forth, keeping a watchful eye on his master. There's a chest at his feet.

Lord Eden stands patiently, waiting for his business partners to arrive.

A ship emerges from the mists. It's made of bone and brass; the lower part of the hull seems to be carved from the skull of some tremendous beast. The tattered sails are like an assembly of wailing ghosts. She has twenty cannons on either side; green flame drips from their slaving muzzles. The crew are lesser devils and damned souls. It is a ship from Hell.

The captain of the ship is a horned beast, standing twice the height of a man. His features resemble those of a bull, and his skin is green and mottled. When it speaks, you sense its words not as sound, but as pain, as though a

thousand pins pricked out the message on your flesh. When it roars, it's like being lashed.

If the characters don't intervene, then they see Eden greet the captain most courteously. The devil produces a greasy sack and removes a treasure from it – an angel's heart. The heart beats despite being torn from the heavenly breast, and with every beat it sheds light across the waters.

Eden had promised Kestrel's succulent and pure soul to the devil as payment, but without Kestrel, he must make other arrangements. The chest guarded by Barrow contains a fortune in gold and silver. The devil scorns material wealth, so Eden reluctantly reaches inside his robes and offers a talisman to the devil. From a distance, this talisman looks identical to the locket that the characters may recovered from the coach that contained Sarah's soul. Instead, this one contains Elizabeth's soul.

If the bargain goes ahead, then the devil takes the locket and gives Eden the heart in return. The ship departs; Eden and Barrow ride off into shadow, heading for Hell.

Interrupting the Bargain

The characters are unlikely to stand idly by and let Eden get the heart. If they attack, it'll be a very chaotic fight scene. Eden's first priority is to grab the heart and flee, with Barrow and the guards covering his retreat. The devils attack everyone on the docks; the shipmaster will try to grab the treasure and the heart, if possible.

The ship's cannons will be employed in the fight, so things will start exploding after a round or two. This is the swashbuckling scene; if the characters want to go for a fight here, then it's all rigging to swing from and barrels to kick over. There's plenty of gunpowder to go around.

The important thing here is that Eden gets away with the heart. Ideally, the characters are forced to retreat, bloodied and wounded, from the docklands while Eden escapes. More likely, being player characters, they'll keep fighting against all odds and come up with a clever plan to get the heart...

...so shoot them with a cannon. The devilish ship lands a hit near the characters, knocking them all out. (If the characters have split up, then either keep blasting away until everyone's unconscious, or else have some of the characters escape so they can mount a daring rescue in the next scene.)



The Guards

Skills	<ul style="list-style-type: none"> • <i>Good</i> Brawl (+3) • <i>Fair</i> Pistols, Fencing (+2) • <i>Average</i> Riding, Courage, Endurance (+1)
Aspects	<ul style="list-style-type: none"> • Nervous • Lord Eden's Own Men
Body	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Will	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	No Consequences

The Devils

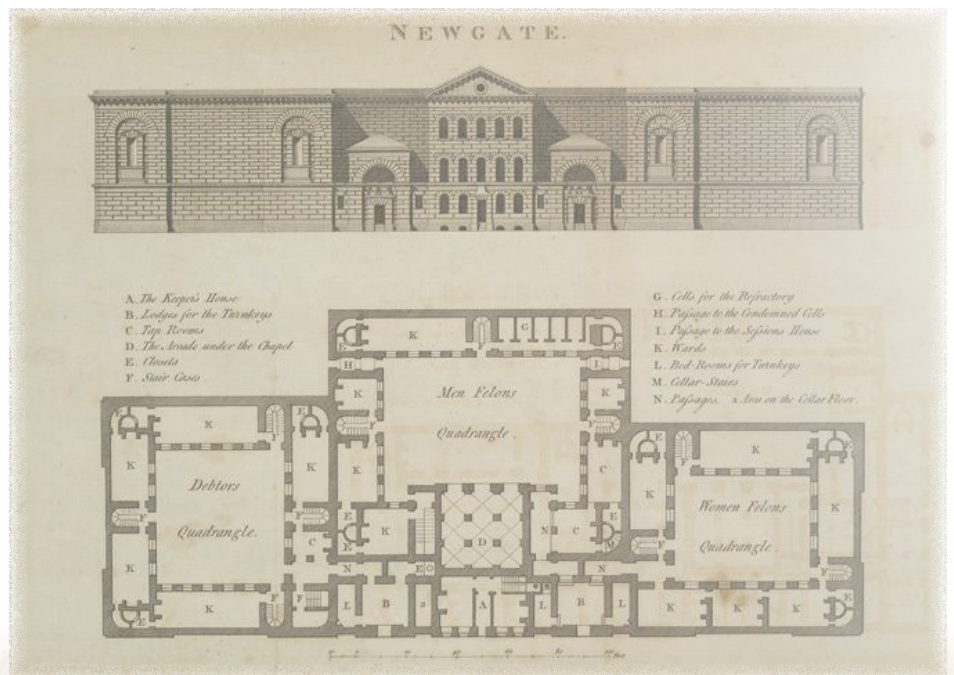
Skills	<ul style="list-style-type: none"> • Good Brawl (+3) • Fair Alertness, Agility (+2) • Average Sailing, Courage, Endurance (+1)
Aspects	<ul style="list-style-type: none"> • Arr, Pirate Demons! • Uncouth Savages
Body	□ □ □ □
Will	□ □ □ □
	1 Consequence (-2)

Demonic Captain

Skills	<ul style="list-style-type: none"> • Superb Sailing (+5) • Great Cannons, Secrets (+4) • Good Fencing, Might, Endurance (+3)
Aspects	<ul style="list-style-type: none"> • Horned Devil • Pirate Captain • Fire a Broadside, Lads! • Give the Devil His Due
Body	□ □ □ □ □
Will	□ □ □ □
	2 Consequences (-2, -4)

Newgate

The characters awaken in Newgate Prison. London's main prison was recently rebuilt; despite that, it's filthy and overcrowded. Prisoners can pay for better treatment, ranging from lighter manacles to private rooms. Bribery is rampant, and the gaolers make even more money by selling alcohol to visitors. Thanks to the intercession of Lord Eden, the characters are all imprisoned in a pair of cells on an upper level, overlooking the Main Quadrangle.



Soon after awakening, the characters are dragged before Magistrate Cauley, who accuses Black Jack, Laughing Jane and Westmore of highway robbery. Kestrel is accused of kidnapping Elizabeth Eden. Cauley is a vengeful, puritan judge prone to haranguing prisoners. In the 18th century, capital punish-

ment was used for a variety of crimes – Cauley orders that the characters be hanged as soon as is humanly possible. As witness to their crimes, Eden sends Barrow (if he's still alive) or else another lawyer, Mr. Stackwell, to testify to the character's guilt. The Well-Dressed Gentleman is in the audience.

A Visitor

Eden visits Elizabeth in her cell, and apologises for the events of the last few days. If the devil captain took the locket, then Eden explains that it's not too late to swap Timothy Kestrel for Elizabeth's soul. If the girl agrees, then Eden will arrange for Kestrel to be spared the noose, and instead he will be condemned to Hell. He is here to say goodbye – he will shortly depart for the infernal realms, and will never see her again. He has made arrangements that she will be cared for and have a considerable inheritance.

He may also visit the other characters, if they are in manacles, and speak to them – threatening Kestrel that he will 'see him again' and 'devour his soul', mocking the other highwaymen, bidding a last farewell to Westmore and so on. Stoke the fires of hate. You want the players to be gnashing their teeth to tear Eden apart.

Eden's coach is outside the prison; the characters can see it depart from their window.

Escaping the prison

The characters need to escape Newgate Prison. Options include:

- Taking on new supernatural powers
- Doing the same trick that Black Jack used to break free; getting hanged and then waking up in the graveyard
- If some of the characters are still free, they can help those imprisoned to escape from Newgate.

Hazards of Newgate

- Yet more guards
- The hangman, a former highwayman named John Piggott with a black sense of humour
- Knaves and pickpockets
- The prison chaplain, Tom Abeyson, eager to save souls

The Ride to Hell

Lord Eden has the angel's heart, and he's en route to Hell. If he gets there with the heart, he'll become a demon and wreak vengeance on the player characters. He must be stopped.

The shadow road to Hell crosses a vast lonely heath, marked only by ruined villages and haunted churches. Beyond, it winds its way through dark and twisted woods. The road slopes down and down, under grim grey skies. The characters occasionally glimpse other figures in the wilderness, and all the while, they can hear the distant hoofbeats of Eden's coach as it draws closer to Hell.

The characters smell smoke on the wind. Woodsmoke, first, then the smell of meat and sulphur, burning. Up ahead, they see the clouds lit red from below. They come to a crossroads, the halfway point between Earth and Hell.

There is a crack in the world. A gulf wider than the eye can see, an opening into the fiery pit. A path zig-zags down the chasm wall. From this vantage point, the characters can see the burning pit of hell. It's a nightmare out of Bosch, out of Dante. Giants – fallen angels – wade through a lake of blazing lava, souls scream in torment, and winged devils swarm like flies.

Battling Eden

'Did you think that I was unprepared for this?' roars Eden when the characters arrive. One of the giants heaves itself out of the flames; it's as tall as the chasm. Eden starts riding down the slope. If the characters pursue, they've got to dodge the giant's hammerblows.

Eden's coach has four guards, and Eden himself leans out of the coach's windows to fire shots with his pistols or use his sorcery.

Fallen Angel

Skills	<ul style="list-style-type: none"> • <i>Epic</i> Might (+7) • <i>Fantastic</i> Brawl, Endurance (+6) • <i>Superb</i> Alertness, Secrets (+5) • <i>Great</i> Intimidate, Oratory (+4)
Aspects	<ul style="list-style-type: none"> • The Bigger They Are... • Fallen Angel • Currently On Fire
Body	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Will	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 Consequences (-2, -4)

Stealing the Heart

It's likely that the characters will either destroy or capture the heart in this scene, which brings up an interesting moral quandary for the PCs. If one of them rides into Hell with the heart, he or she will become a powerful demon. Who gets the heart?

Ending the Game

Any characters who still have an Earthly Aspect left can just ride back out of Hell. Anyone with only Infernal aspects gets dragged into the abyss along with Eden.



HANDOUTS

Handout 1

My dear Brother A.S.,

The hour is nearly upon us, & I am obliged to once more ask for your aid. I appreciate the predicament that you find yourself in, balancing the demands of our brotherhood with your position in society, but necessity drives me. I ask that you shelter my men and their charge within your palace & keep them hidden from prying eyes, especially those of our mutual friend. Should HE learn of my work, it would be exceedingly awkward, though I believe the bargain precludes direct action on his part.

My men shall only need your hospitality for a brief time. My man Barrow will make further arrangements closer to the appointed time.

I enclose a gift as a gesture not of recompense, but of friendship. Know that you shall not be forgotten afterwards.

Believe me at all times with sincerity & respect.

Your obedient servant,

Brother D.E.D.I.

The Highwayman's Lament

In witness whereof I have hereunto set my hand and the seal of the Court the day and date first above written
got wife the said Sir Robert and the said Sir John of London and the said Sir James
offered before me full and complete evidence and the said Sir Robert and the said Sir John
a certain writing on their duty of their office and ought to be observed as for me
expressed and legal monuments expressed and declared in my name of the said
John and the said Sir Robert and the said Sir John of London and the said Sir James
I have hereunto set my hand and the seal of the Court the day and date first above written
I have hereunto set my hand and the seal of the Court the day and date first above written
I have hereunto set my hand and the seal of the Court the day and date first above written
I have hereunto set my hand and the seal of the Court the day and date first above written

500

London

BLACK JACK



Once a humble Butcher's Apprentice, you embarked on a life of crime and robbery as a young man, and as a young man you stood on the gallows with the noose around your neck. As the magistrate read out your many misdeeds, a Well-Dressed Gentleman emerged from the baying crowd and climbed the gallows steps. No-one seemed to pay him any heed as he strolled past the hooded hangman and whispered in your ear.

'Tell me, Jack' said he, 'would you choose to live if you could?'

You were young and full of life; what other answer could you give?

'So be it,' declared he, 'I'll come for thee at a time of my choosing, and not before.'

The hangman pulled, and the trapdoor opened, and you fell. As the drop broke your neck, you heard the Gentleman laughing.

You were awoken by the sound of the sexton's shovel as he dug your grave. You fled that place and returned to your merry ways; the Gentleman's strange gift lending you inhuman speed and vitality. Since that day, you've been a high-

wayman... but always, you have felt the presence of the Gentleman at your shoulder.

One day he will come for you.

Your Fellows

Of late you have travelled with two other Highwaymen who, like you, have something of devilry about them. First, there is **Laughing Jane**, a gypsy witch who can call up the dead. With her, you sought buried treasure and learned secrets from the mouths of corpses. You have travelled together for years. In some obscure way, she serves the Gentleman, and you would do well to keep in her favour.

Your second companion is a learned fellow nicknamed **The Scholar**. You can tell from his dress and mode of speech that he was once a wealthy man, but now he is a robber like yourself.

Our Tale Begins

The Scholar came to you with a young woman named **Elizabeth**, and said that her lover was a prisoner being transported to London, and that he must be rescued immediately or he would surely die. You rode out along the Great North Road...

Black Jack

Concept	Burnt-out Highwayman	Goal	Stay One Step Ahead Of The Devil
Skills	<ul style="list-style-type: none"> • <i>Superb</i> Riding (+5) • <i>Great</i> Pistols, Intimidate (+4) • <i>Good</i> Courage, Fencing, Brawl (+3) • <i>Fair</i> Endurance, Might, Alertness, Stealth (+2) • <i>Average</i> Charm, Legerdemain, Secrets, Agility, Deception (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○	Clothing	<ul style="list-style-type: none"> • Highwayman's Mask • Riding gear
Weapons	<ul style="list-style-type: none"> • A Brace of Pistols • A Rapier 	Horse	<ul style="list-style-type: none"> • Black Maria
Earthly Aspects	<ul style="list-style-type: none"> • Good friends at the Fiddler's Inn • Secretly Hopes For Redemption 	Infernal Aspects	<ul style="list-style-type: none"> • Marked by the Gentleman • Life of Crime and Devilry • Already Died Once
Powers	<ul style="list-style-type: none"> • Walk Shadow Roads <ul style="list-style-type: none"> • You can find your way into the Borderlands between Earth and Hell. • Hellfire Pistols <ul style="list-style-type: none"> • Your pistols spit bolts of green flame; +2 Pistol Damage. • 1FP: Pistol shots now explode and never run out of ammo for a whole scene. • Devil's Ride <ul style="list-style-type: none"> • Use Riding instead of Secrets to find Shadow Roads. • 1FP: Bring more people with you 		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
- Spend a Fate Point to compel someone else's aspect
- Spend a Fate Point to resist a compel
- Put an Aspect on someone else and tag it for free!
- Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
- Epic +7
- Fantastic +6
- Superb +5
- Great +4
- Good +3
- Fair +2
- Average +1
- Mediocre +0
- Poor -1
- Terrible -2

LAUGHING JANE



It was at a crossroads that you swore service to one who appeared in the shape of a Well-Dressed Gentleman, but who wears quite another form below.

Your kin knew devils of old – your grandmother was burned for witchcraft, and you studied occult secrets at your mother’s knee. Now, the devil does not lurk in the woods; he walks the streets of London town, and souls are sold in coffee shops and markets, not at the crossroads by midnight. By the standards of the age, you are an anachronism, like a woman who weaves cloth by hand in the shadow of a great steam-powered factory... but you vowed long ago to remain master of your own destiny. You may be beholden to a devil, but he has not claimed your soul yet, and until that day you will live as you choose.

Your patron – the Well-Dressed Gentleman – has influenced your path through life. He brought you into the company of the highwayman Black Jack, a rogue who sold his soul to the same Power to save himself from the hangman’s noose. With Jack as your protector, you have adventured across England, stealing and exploring.

You have seen the hidden places under the world and learned secrets from the tongues of dead

men. And one of those secrets is this – devils can be tricked, and devils can be beaten. If you can find a way to slip the hold that the Well-Dressed Gentleman has over you, then you can win back your soul. You’re a gambler at heart, and there’s a chance to take it all.

Your Fellows

Black Jack has been your companion for many years. He knows you serve the Gentleman in your wayward fashion, and he fears the claim that the devil has on his soul. Of late, you have also travelled with another highwayman, who calls himself **The Scholar**. He is a learned gent, much accomplished in the sciences, and you have had many profitable discussions on diverse topics. He was a nobleman, that much is clear, but he hides a secret you have not yet fathomed.

Our Tale Begins

The Scholar came to you with a young woman named **Elizabeth**, and said that her lover was a prisoner being transported to London, and that he must be rescued immediately or he would surely die. You rode out along the Great North Road...

Laughing Jane

Concept	Devil May Care Hedonist	Goal	Live Free
Skills	<ul style="list-style-type: none"> • <i>Superb</i> Agility (+5) • <i>Great</i> Charm, Secrets (+4) • <i>Good</i> Stealth, Legerdemain, Deception(+3) • <i>Fair</i> Brawl, Alertness, Courage, Endurance (+2) • <i>Average</i> Pistols, Fencing, Riding, Science, Brawl (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○	Clothing	• Gypsy Garb
Weapons	<ul style="list-style-type: none"> • Concealed Daggers • A Single Pistol 	Horse	• Boreas
Earthly Aspects	<ul style="list-style-type: none"> • No-One's My Master • Gypsy Folk are Everywhere 	Infernal Aspects	<ul style="list-style-type: none"> • Agent of the Gentleman • From a Line of Witches • Inhuman Grace
Powers	<ul style="list-style-type: none"> • Walk Shadow Roads <ul style="list-style-type: none"> • You can find your way into the Borderlands between Earth and Hell. • Call up the Dead <ul style="list-style-type: none"> • You can speak to corpses, and make them answer back • 1FP: Animate a corpse to fight for a scene. • Command the Weather <ul style="list-style-type: none"> • Conjure Fog, Wind and Rain • 1FP: Conjure Snow, Thunder or High Winds • Witch Magic <ul style="list-style-type: none"> • Perform a divination using tarot cards to give one character a temporary Aspect. • 1FP: Get a clue from the GM 		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own - but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

CHARLES WESTMORE



hough an observer would doubtless have grave difficulty in crediting it, given your tattered clothes and low company, you were once a lawyer of good standing. You were a rich man, and a learned one, the very pinnacle of enlightened society. Ah! Hubris was ever the doom of men. You drifted into bad company, and took to dissolute and depraved behavior. You joined the so-called Hellfire Club. Then, it was nothing but a band of bravos, free-thinkers and rich trouble-makers. A small number of the members began to study the occult in earnest, and you were part of this cabal. You discovered rites in certain old books, and called up devils from the Pit!

Your chief companion and ally in this was Lord Eden, who you counted as your greatest friend—until the day he accused you of defrauding him. Within a year, you were ruined. Your clients deserted you, your creditors took everything you owned, and you were reduced to penury. The shock of your fall from grace broke your reason; you spent five years in the Bethlem madhouse until, in a moment of desperation, you called upon a devil and sold your soul for power.

You escaped the madhouse and took to the back roads. For years now, you've been a high-

wayman and a footpad in order to survive. You adopted the soubriquet of 'the Scholar' to spare your family shame. You've tried to drown your past in gin, but you cannot wholly deny your good breeding and background. You will never be one of these rogues at heart; you are caught between heaven and hell, between the gutter and the palace.

Your Fellows

You have fallen in with a pair of devilish rogues – **Black Jack**, an older highwayman, and a gypsy witch named **Laughing Jane**. She has a primitive, folkloric understanding of the occult principles you explored in the Hellfire Club.

They call you the Scholar, a *nom de guerre* you have adopted to go with your new life as an outlaw.

Our Tale Begins

A figure from your past has sought you out and begged for your help. **Elizabeth Eden** is your god-daughter, although you haven't seen her since her father ruined you. She told you that her lover **Timothy Kestrel** had been kidnapped and must be rescued. There are doubtless things she is not telling you, but time is of the essence! The Great North Road awaits!

Charles Westmore, the Scholar

Concept	Fallen Noble	Goal	Revenge yourself upon Lord Eden
Skills	<ul style="list-style-type: none"> • <i>Superb</i> Oratory (+5) • <i>Great</i> Fencing, Secrets (+4) • <i>Good</i> Pistols, Riding, Science(+3) • <i>Fair</i> Charm, Stealth, Alertness, Endurance (+2) • <i>Average</i> Courage, Might, Deception, Intimidation, Agility (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○	Clothing	• Tattered Finery
Weapons	<ul style="list-style-type: none"> • A well-made Sword • A Brace of Pistols 	Horse	• Your elderly nag, Truth
Earthly Aspects	<ul style="list-style-type: none"> • Still Hungers for Justice • A Man of Culture & Breeding 	Infernal Aspects	<ul style="list-style-type: none"> • Student of the Occult • Only the Mad are Certain • Ruined by Lord Eden
Powers	<ul style="list-style-type: none"> • Walk Shadow Roads <ul style="list-style-type: none"> • You can find your way into the Borderlands between Earth and Hell. • Master of the Hidden Roads <ul style="list-style-type: none"> • Find a Shadow Road more swiftly or indoors • rFP: Bring other people with you • Hungry Sword <ul style="list-style-type: none"> • +2 Fencing Damage • rFP: Prevent a Consequence inflicted by the Sword from healing naturally • Diabolist <ul style="list-style-type: none"> • +2 Secrets when investigating diabolic magic • rFP: Use a lengthy ritual to summon a demon 		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

ELIZABETH EDEN



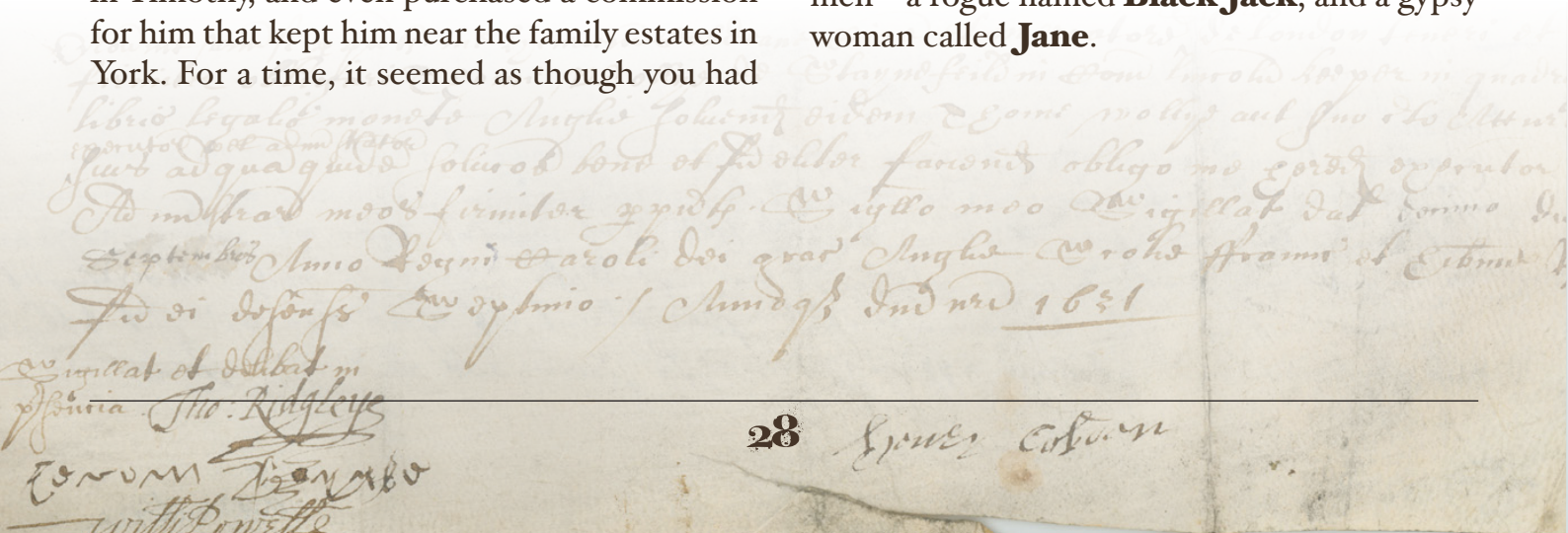
You are the daughter and only child of Lord Eden. It has always struck you as peculiar that a man so kind and charitable in public, with his donations to good causes and his tireless work to better the nation, should be so tyrannical and cruel at home. You and your father clashed often, especially since the death of your mother Constance and your young sister Sarah of plague, and you spent many years away from home in boarding schools and on a tour of the continent. This degree of freedom would be scandalous (as would a great deal else of your behavior!) if it were not for your father's money hushing idle tongues.

Six months ago, you met a young army officer named **Timothy Kestrel** at a ball. He expressed a desire to court you, and you to be courted. Strangely, the most ardent participant in the whole affair was not you nor Timothy, but your father. Lord Eden took a great liking in Timothy, and even purchased a commission for him that kept him near the family estates in York. For a time, it seemed as though you had

both reconciled with your father and found your future husband.

A week ago, Timothy was kidnapped, and the men who took him were known to you – they are retainers and servants of your father. You set off alone in hot pursuit. Your father is away on business in London – and you fear that he is involved somehow. Unable to trust anyone, you chased the kidnappers down the York road, always a few hours behind them.

Racking your brains, you conceived a desperate plan. Your godfather, **Charles Westmore**, was disgraced when you were a young girl. He was found to be cheating your father and it is said he became a highwayman to survive. You left the safety of the road, and sought out Westmore's haunts. Perhaps the Almighty guided your horse, because you managed to track down Westmore and begged him for his help. He has gathered two other highwaymen – a rogue named **Black Jack**, and a gypsy woman called **Jane**.



Elizabeth Eden

Concept	Rebellious Daughter	Goal	Rescue Timothy Kestrel
Skills	<ul style="list-style-type: none"> • <i>Superb</i> Courage (+5) • <i>Great</i> Charm, Agility (+4) • <i>Good</i> Riding, Stealth, Alertness (+3) • <i>Fair</i> Deception, Science, Oratory, Fencing (+2) • <i>Average</i> Pistols, Legerdemain, Brawl, Might, Endurance (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○ ○ ○ ○	Clothing	• Muddy Gown
Weapons	• Stolen Rapier	Horse	• Polly, an Excellent Mare
Earthly Aspects	<ul style="list-style-type: none"> • Rich Heiress • Society is my Playground • Well Educated & Well Bred • True Love for Timothy 	Infernal Aspects	• Lord Eden's Daughter
Powers	<ul style="list-style-type: none"> • Walk Shadow Roads <ul style="list-style-type: none"> • You can find your way into the Borderlands between Earth and Hell. • Unseen Presence <ul style="list-style-type: none"> • +2 Stealth at Night • 1FP: Become invisible 		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

TIMOTHY KESTREL



our family had just enough money to buy you a commission in the army; by the time you were twenty, you'd seen the hot plains of India and the jungles of Africa, and you'd shed blood in both. Strangely, in all that time, you never once fired your gun in anger, and never killed a man. You were wounded in India when you helped carry one of the sepoys out of the line of fire, and in Africa when hunting a man-eating lion that attacked a village.

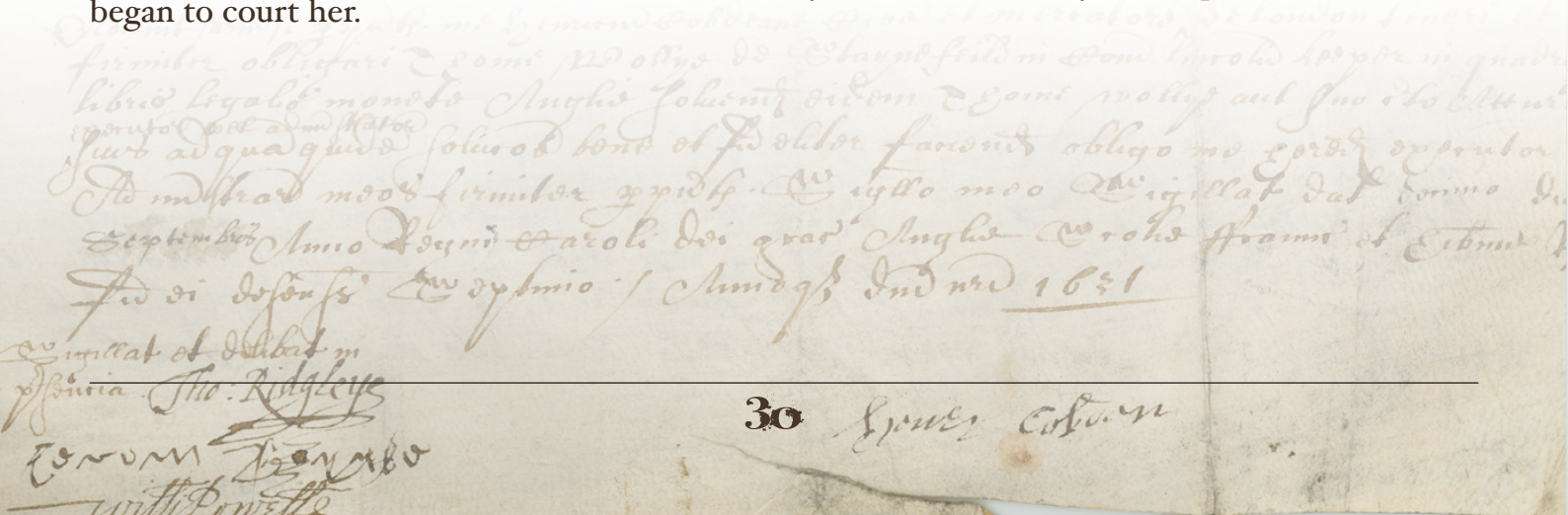
You returned to England with money in your pocket, and mixed in high society for the first time. Your natural reticence and moral fortitude served you well; London struck you as having all the propriety of Gomorrah. Despite your carefully concealed distaste for the fashionable set, you fell for a girl named **Elizabeth Eden**. Her father, Lord Eden, is one of the great leaders of the nation, but his daughter first seemed to you to be scandalously forthright. She broke down your defenses and you began to court her.

You were much heartened when her father approved of the match – to win the blessing of Lord Eden is a prize beyond measure. He even bought you a commission in the East Yorkshire Rifles so you were stationed close to Elizabeth. You resolved to ask for her hand.

How, then, did you come to your current plight – kidnapped, beaten and chained in the back of a coach bound for London?

You were walking in the woods when six brigands attacked you. Their features were known to you, for these curs were men in the employ of Lord Eden. They overcame you and gave you a vicious blow to the head. You remember little of the last few days, other than the rattling of the coach, the brutality of your captors, and the occasional lurid dream of fire and shadow.

What has happened? Why has this fate befallen you? And how can you escape?



Timothy Kestrel

Concept	Heroic Young Officer	Goal	Protect Elizabeth
Skills	<ul style="list-style-type: none"> • <i>Superb</i> Pistols (+5) • <i>Great</i> Courage, Endurance (+4) • <i>Good</i> Riding, Alertness, Fencing (+3) • <i>Fair</i> Agility, Might, Brawl, Intimidate (+2) • <i>Average</i> Oratory, Science, Deception, Legerdemain, Charm(+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Clothing	• Soldier's Uniform
Weapons		Horse	
Earthly Aspects	<ul style="list-style-type: none"> • Dashing Officer • Crack Shot • Seen the World • Great Moral Fortitude • True Love for Elizabeth 	Infernal Aspects	
Powers			

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

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