

The wanderers discover a fearful town with a frightful secret.

Use the Solomon Kane characters found on our Savage Website www.peginc.com or make your own.

BETRAYAL LONG AGO

In the late 1300s the Abbott of Saint Marys at Thornton was a good man, devoted to his flock. Thomas de Gretham had only one thing against him - his love affair with a local aristocrat's daughter, Heloise Randle-Holme. This was the ammunition needed by the Dean - who was in league with local bandits - to bring him down. Thomas was charged with lax living and devilry - his punishment was to be bricked up in a hidden chamber to die in isolation. His spirit dwelled on in Thornton Abbey, contained by the faith of its inhabitants.

His bones lay forgotten for centuries, until King Henry VIII closed the Abbey during the Reformation. With the prayers silent the spirit rose from its slumber and slowly went mad with loneliness. What was left of Thomas was consumed by madness and now he terrifies, tortures, and kills just to stop the silence.

A VILLAGE UNDER THREAT

The site of the Abbey passed down to the current owner. Sir Robert Sutton, not a God-fearing man, plans to demolish the old Abbey buildings and build a stately home and farm on the site, keeping only the impressive gatehouse. The workmen stripping away the walls roused the mad spirit of de Gretham and he began to prey on them, using their screams to ease his loneliness.

After a number of grisly deaths the demolition ceased. Hired guards deserted their posts after only a few nights, and rumours started to circulate that Satan had claimed the place. No harm had befallen the village until a few nights ago, when the miller was slain.

The Wanderers can become involved in the events by hearing of the deaths while traveling nearby, by stumbling on the village or Abbey, or perhaps by meeting frightened builders leaving for other jobs.

his depth. On the wall of the church is a board listing every clergyman in the parish throughout its history, dating back to the time of the Abbey. Only de Gretham's name has been scratched out, though the dates of his ministry are visible. Persuading the kindly reverend to permit an investigation of the parish records reveals the story of de Gretham and Heloise.

RANDLE-HOLMES' HOME

Once a local aristocratic family, the Randle-Holmes estate is now derelict and has fallen into disrepair. Sneaking around the old house can uncover some clues. In the crumbling east wing is a damp and mouldy library, where the wanderers can find an old family bible.

It reveals that Heloise died of a broken heart after de Gretham's mysterious disappearance, and she is buried in the grounds of the dilapidated mansion, in the family crypt.

THORNTON CURTIS

The Abbey sits a mile east of the village of Thornton Curtis, along the road toward the town of Barton-Upon-Humber. The village is home to almost forty families, and has a large inn, a mill, and excellent farmland.

The Thornton Hunt Inn sees a lot of traffic, and is well appointed. It is run by James Dougherty and his family - whose business is being hurt as travelers take longer roads to avoid the Abbey. Sir Robert Sutton himself is staying at the inn.

The Anglican Church in the village is overseen by an aged, kindly priest, Reverend Piers de Croft. Piers thought to while away his last years in peace, and is quite out of

THE ABBEY GROUNDS

Although old, the medieval brickwork has held, especially the gatehouse. Some of the outside walls have been pulled down by workmen, and scaffolding and tools are scattered about. The graveyard has been disturbed and a few graves are empty.

The main Abbey building is over 100 feet long and has a large enclosed cloister on one side. Between the cloister and the front of the Abbey is a large crenulated tower. All the fittings were removed in the Dissolution of the Monasteries and there is little more than debris and small animal droppings left. Beneath the main abbey is a small mausoleum with the tombs of crusaders and former abbots.

The gatehouse building is almost half the size of the Abbey building itself and was used to house the Abbot and other influential clergymen. The workmen moved bedrolls and supplies in here during construction.



Anyone entering the Abbey grounds draws the attention of Thomas, who uses his zombies to try isolating one or two of them to kill them slowly and noisily. Thomas has twelve zombies scattered around the grounds - six of them murdered workmen, the rest from the disturbed graves. Thomas can animate corpses near the Abbey each night.

Those investigating the Abbey see signs of Thomas's loneliness - the name "Heloise" scrawled in blood on the walls. Occasionally, discordant chanting can be heard.

Once the characters find out about Thomas they can search for his prison. A detailed search of the gatehouse reveals a small area of missing space in the cellars. Pulling down the bricks opens a old desk and chair with a skeleton slumped over a medieval Bible. The skeleton is Thomas, who attempts to slay the characters. If the bones are laid to rest in the Randle-Holmes family crypt, the reign of terror ends at once, with Thomas at peace at last. Otherwise, the wanderers must destroy every bone completely to end Thomas's cursed existence.

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THOMAS DE GRETHAM

Thomas is utterly insane, but is extremely cunning. He is a skeleton wearing tattered monks robes.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Guts d12, Notice d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Claws:** Str+d4.
- **Crushing Loneliness:** Thomas can fill the soul of a single target each round with his own mad despair. The target must make a Spirit roll at -2 or become Shaken.
- **Fear:** Anyone who sees Thomas must make a Guts roll.
- **Mastery Over Death:** Thomas can animate and control a number of corpses within the Abbey grounds equal to his Spirit die type. He cannot use any of his other abilities through these zombies.
- **Quick:** Thomas has no flesh to slow him down.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No wound penalties. Called Shots do no extra damage.
- **Undying:** Thomas cannot be permanently destroyed unless his bones are destroyed or buried with Heloise. In any other case he returns to unlife with the next nightfall.
- **Weakness:** Thomas cannot leave the Abbey grounds.

ZOMBIES

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d4, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No wound penalties. Called Shots do no extra damage.

Want to get started on the path of Kane right away? Well you can, Wanderer. All you have to do is get online and download some of the sample characters we've provided for you at:

www.peginc.com

Want to check out the game before you buy the book? No problem, friend. Check out the Test Drive rules. With a One Sheet, the Test Drive rules, and some steadfast characters, you can get a flavor of the world of Solomon Kane. We think you'll get a taste for it! And look for more One Sheets for our Savage Worlds settings.

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