

The wanderers battle a tiny, but fearsome fiend of Hell.

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

MAKERS OF MISCHIEF

The people of Lincoln, in the flat, fertile county of Lincolnshire, England, tell a story about two imps that were sent by the Devil to Lincoln's magnificent gothic cathedral to cause trouble. The trouble varies with the telling, but eventually one of the imps entered the cathedral and threw rocks at an Angel. The Angel punished the imp, turning it to stone as part of the cathedral decoration. To this day the imp remains trapped in the cathedral's Angel Choir.

They also tell another story—when the moon is black the devil sends the other imp back to free its brother until dawn, and on those nights, the good people of Lincoln pray.

A MISSING PRIEST

Almost a month ago a young priest, late with his chores, was cleaning the altar when the imp returned to free its brother.

The imp tormented and slew him on the altar. When he was found the next morning the bishop quickly had his body buried and swore the finders to an oath of silence, afraid that proof of the imp's malevolence would reduce the congregation. He told people the priest had renounced his vows and left.

The priest, Joseph, was devoted to God and his mother could not believe he would leave the church. Convinced that he has been the victim of foul play she is seeking for help to find the truth.

Enter the Wanderers.

A CONSPIRACY OF SILENCE

The bishop is unavailable for meetings of any sort regarding the matter of Joseph, and other church representatives simply state Joseph left the clergy. Although only a few people were involved in the cover-up, many of the church staff have heard rumors that Joseph was killed in the cathedral.

Wanderers who ask about Joseph in the cathedral must make a successful Persuasion roll (-2) to learn that there is talk that the young priest did not leave, but was murdered. Apart from this rumor, the characters can learn nothing of use. Just as they are about to give up, the Wanderers approached by another priest, Callum, Joseph's closest friend. He relates how he found Joseph dead on the altar that fateful morn, covered in vicious knife cuts, and that the bishop covered it up.

Investigating similar deaths in Lincoln reveals that in living memory almost fifty people have died from 'vicious knife slashes' near the cathedral, though the authorities blame it on foreign criminals. All these deaths occurred at the time of the new moon.

The heroes should naturally suspect the bishop, as he covered things up, but in fact, he is a red herring, intended to draw the players off the scent. A night spent in any Lincoln tavern, talking to the locals about strange goings on at the cathedral turns up the story of the imp. Whether the Wanderers give any credence to the far-fetched story when they have such an obvious suspect in the bishop, depends on the players.

IT'LL BE DARK TONIGHT

The next new moon is but a day away, so the Wanderers have little time to prepare.

Gaining entrance to the cathedral at night will be difficult, as the bishop has ordered it locked. A priest and a 10 parishioners armed with stout clubs are standing guard on the gates to prevent entry. Wanderers who kill these innocents to gain entry are hunted as murderers for the rest of their days. The priest, although sworn to silence, listens to reason and, with a successful Persuasion roll, allows the Wanderers to stand guard too. A raise allows them entry to the cathedral. Sneaking inside the building requires a Stealth roll.

Just before midnight the imp's brother arrives, entering the cathedral by breaking open a small back door. Wanderers inside hear this on a Notice roll at -2 and can react to it. If unhindered the imp runs to its brother and spends two rounds using its magic to free him. The imps then go looking for victims near the cathedral. If the Wanderers are still outside, the first clue they have is an unearthly glow from within the cathedral as the imp casts its spell. The guards flee in terror at this point.

If the Wanderers attack the imp before it reaches its brother, the imp summons one lesser imp per Wanderer to hold them off while it frees its petrified partner. Once it is free the two of them attack the Wanderers, though if they start to lose the stone imp fights to the death as its brother flees. In any case, the imps summon one lesser imp per Wanderer when violence breaks out.



The Lincoln Imp is particularly tough to hurt, and heroes should be encouraged to work together using tricks and maneuvers to defeat it.

Slaying the stone imp causes its body to turn to smoke and flow back to its place on the wall. Only by killing the brother imp can the Wanderers permanently stop it. Only that creature can free its brother from the stone prison—something bothimps know and they will do anything to make sure that the brother survives, especially as the stone imp knows it cannot die while under the Angel's curse.



THE LINCOLN IMP

This imp is made of solid stone.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Notice d6, Stealth d10

Pace: 5, **Parry:** 6, **Toughness:** 10 (4)

Special Abilities:

- **Claws:** Str+d4
- **Demon:** +2 to rolls to recover from being Shaken; Immune to poison and disease.
- **Size -1:** The imp is only 4' tall.
- **Stone Skin:** Armor +4.
- **Unkillable:** The imp reforms into stone when killed and can be freed again the next month.



THE BROTHER IMP

A scaly, evil creature.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d10, Notice d6, Stealth d10

Pace: 5, **Parry:** 6, **Toughness:** 5

Special Abilities:

- **Claws:** Str+d4
- **Demon:** +2 to rolls to recover from being Shaken; Immune to poison and disease.
- **Nimble:** Ranged attack rolls suffer a -1 when targeting this creature.
- **Spells:** The imp can cast Deflection and Summon Spirit with no casting modifiers. It uses its Spirit as its casting skill, and can only summon Lesser Imps (see below) with the Summon Spirit spell.
- **Size -1:** The imp is only 4' tall.

LESSER IMPs

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Notice d6, Stealth d6

Pace: 5, **Parry:** 6, **Toughness:** 4

Special Abilities:

- **Claws:** Str+d4
- **Demon:** +2 to rolls to recover from being Shaken; Immune to poison and disease.
- **Nimble:** Ranged attack rolls suffer a -1 when targeting this creature.
- **Size -1:** The imp is only 4' tall.

*Have across the sea rounded a single ship, and thrust
long*

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.

The moonlight danced lightly, making silver paths among the stars, as the wind blew soft and down the

WALK THE PATH OF KANE!



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