

Prologue

Originally designed for a convention setting or with a large gaming group, this script accommodates 30 or more players with the accompanying characters. If running this as a large event, three or more Keepers are recommended, along with considerable gaming space. The script may be run on a smaller level with eight to a dozen players and four to six staff members. Some restructuring and elimination of roles will downsize WitchFinder quite easily (e.g., reducing the size of the OSS and Partisan teams, using staff members to play Germans and small walk-on extra roles).

Notes on Locations

Designed as a “roaming game,” WitchFinder takes place in several physical locations and on streets in between. It was originally played in Providence, Rhode Island, all over College Hill and in several downtown locations. It has been run successfully in a large convention center. Ideally, the staff should find locations with areas for players to meet, chat, hide, and evade one another.

Keeper's Background

In 1526, the Magyar invaders of Hungary descended on the town of Stregoiavar, infamous for a terrible witch cult that held vile rituals before the Black Stone. The horrified Magyars destroyed the cult and sought to hunt down and kill every citizen of the cursed town. The Magyars were unable to destroy the monolith itself, but obliterated many of the evil carvings and untranslatable characters that had been fashioned by pre-human hands. Despite the Magyars' efforts, several citizens of Stregoiavar escaped into the dark forests of Hungary. Among the refugees was Gregor Cesarek, an elder of the cult and a warlock skilled in arcane science. Cesarek carried an ancient tome passed down within the Stregoiavar witch cult for countless generations, a vile book containing all of the dark rituals and traditions of the people of the monolith, written in a complex cipher known only to the cult elders.

Cesarek fled south, settling in the Croatian city of Zagreb and opened an apothecary shop. Cesarek made a living from his knowledge of chemicals and herbs, while secretly practicing the dark rituals of his people. Rumors grew among the citizens of Zagreb that a dark spirit, a warlock or a vampire, stalked the streets at night and preyed upon any unlucky enough to cross his path. Dozens of children disappeared from their homes. The few bodies recovered floating in the Sava River were horribly mutilated and drained of blood. The horror haunted Zagreb for nearly two years, but the darkness Cesarek sought to control was too much for a mere human to master. The nightmare engulfed him

RENDEZVOUS

The meeting at the Partisan safe house is perfect for introductions, but brings up the embarrassing realization that the operation is off to a terrible start. Germans are on the alert, the equipment promised to the Partisans is lost, and now the OSS team is a liability to the Partisans. Free-play and negotiations follow. Ideally, the Partisans will insist on the OSS helping to raid Gestapo HQ to resolve the issue with Michail and threatening to not help the OSS team complete their mission if their assistance is not forthcoming.

Questions will likely arise about Nazi operations in town, the location of the Patriarch, and the identity of Gregor Cesarek. Prepare Partisan players in advance with varying amounts of information on Gregor Cesarek. When the question arises, they should react with confusion or laughter. This might be akin to someone asking to help them find Count Dracula; Cesarek is a semi-historical figure that may or may not have existed, but is certainly centuries dead and is more of a legendary boogeyman for scaring children. Is this the best that the intelligence services of western capitalism can come up with? An insane mission to find a mythical figure who, if he even existed, is centuries dead? The whole Partisan operation in Zagreb is now jeopardized by this ridiculous mission! Let free-play continue as needed until players choose to leave or Keepers decide it is time to move.

To add tension, a Nazi house-to-house search may occur, forcing the OSS to hide in closets or take their chances with their fake paperwork. Four or five German troops (NPCs would be best) may be employed. See if players can keep their cool during the search or if things get violent. If shooting starts, the Germans will drop quickly enough with so many players blazing away, but the safe house will no longer be safe.



MOVING AROUND TOWN

This is intended to be an infiltration mission rather than a combat one. Players should be moving around the streets in small groups, spread out so as to not look too suspicious but able to watch each other's backs. There will be Nazi and Ustashi patrols passing on occasion and some checkpoints as they look for Partisans and the Allied agents and aircrew. Check papers on occasion. See if players keep their cool, maintain their identities, and can avoid patrols and checkpoints.

MARKED LOCATIONS ON MAP

If players check out a marked area on the map retrieved from Gestapo HQ they can stumble across a staged grave-robbing scene. Some Nazi troops and Ustashi are digging up an old medieval grave for another interrogation victim. See if the players choose to ambush them or actually try sneaking up to listen. Perhaps they will learn something of interest from the grumblings and discussions of the soldiers.

NOTE: If a roaming game is being played around town then a local area map would be ideal for these purposes (e.g., a tourist map with a few parks checked off as possible burial sites).

MEETING THE PATRIARCH/CHETNIKS

These optional scenes can be staffed with NPCs unless the game staff is running an extremely large event and wishes to field a Chetnik team as well. There could be a meeting with the Orthodox priest, who can help players put together many of the pieces. This may also bring in some tension with any Chetniks, who are trying to keep him in hiding. A meeting and negotiations with the Chetniks may be required to convince them as to why they need to see the Patriarch.

This may be the final piece needed to identify the actual location of Cesarek's body. The Patriarch

