

# DRAW OF THE WEEK!

Draw #2, Introducing suits



This time, we introduce the concept of suits into the draw to give it a theme and greater depth.

**System:** Maelstrom Domesday

**Publisher:** Arion Games, Graham Botley

**Genre:** History / low fantasy horror

**Dominant Suit:** Swords

**Quick Theme:** Conflict, intellect, conversation, truth and matters of the mind

**GM:** D'Artangan

As the least experienced GM at Trinity Knot Studio I have found these cards to be an absolute godsend.

Here is one of the short adventures that I put together. It is set in 11th century England with an occult twist.

When the players arrive at the small village on the Devon coast they have been traveling through a worsening storm for a few days. The houses seem deserted with the doors and windows battened shut, apart from the church a way off above the village where a dim light can be seen through the driving rain.

The players decide to search the houses they find little of value: Empty lock boxes and poorly stocked pantries. (intelligence/idea test realizes the villagers have purposefully cleared out and weatherproofed the houses from the outside)



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The players decide to shelter in the houses and the storm continues they hear the occasional tolling of the church bell on the wind and the light continues to burn eventually the players decide they cannot wait out the storm any longer and head for the church.

The church is set in a rocky outcrop above the hamlet itself. The grave stones around the building seem to claw at the darkened sky. The villagers gather inside, valuables piled and livestock tethered about the alter, all being led in prayer by a young priest.

The players are offered salted meats and some preserved foods. On investigation the players find the villagers are gathered here praying and making offerings of wealth because the storm has delayed the harvest. If the crops fail the town will have nothing for the coming year. The priest is accepting hourly offerings of wealth, casting the meagre riches he is given into the churches holy well.

This is not normal Christian behaviour one of the players notes. This goes on as the players investigate. They find the priest has been in the village since the start of the year and under his spiritual guidance the harvest looks to be one of the most bountiful in living memory, so they had been clearing down their stores to make room.

Once the material offerings are gone the priest gives a short sermon:

"My god has followed me here, and shown what they can provide, but they wish to see your true devotion to them. the child sees only what the parents place on the table. When they truly understand the sacrifices their parents have made, then they are children no more. It is time for you to be full grown in the eyes of the gods. we will await the judgment of the gods. if they are not yet pleased they will tell us."

When settling to sleep for the night the players have visions

The first player Lufian, the most prideful and ambitious, a voice in the dark says:

"You have been chosen. For better or ill your soul is found pleasing. Guard the priest. This is my task for you"

To the second player Bryce, the most pious, player the priest appears and says:

"God will demand the ultimate sacrifice. Unless you take positive action, it will be you."

To the of the rest players, Aedre, Tancred and, Esma a voice in the dark says:

"There are several found wanting in the eyes of the lord. See that they are punished and his wrath will cease"

The priest over the following day starts giving old testament sermons and moves to animal sacrifices (definitely not Christian). Bryce snaps "This is neither godly, nor moral." He makes to attack the priest and remove him from the church, but Lufian intervenes.

The two strong players engage in what could be a drawn out and bloody combat. It is brought to an abrupt halt when Esma, assuming the priest is the one "found wanting in the eyes of the lord", takes her bow and puts an arrow between his eyes.



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A foul cloud erupts from the priest. Not that the players know, but the “priest” has been performing a dark summoning ritual. His plan had been to sacrifice a member of each household from the village eventually when the ritual had progressed to the right stage.

With the final blood offering of the priest himself completes a lesser summoning ritual. While it does not call forth the full eldritch power I had in store for the poor players, they are about to face real danger.

At the death of the priest a swarm of gangly legged creatures dripping a black ichor rise from the (un)holy well. They burst in through the doors of the church. They start lifting the nearest peasants, snapping them like wooden dolls.

Some peasants retreat to the alter in fear, others fight. The creatures are immensely strong yet fall easily when struck with iron or steel. The horde presses on and the peasants are worn down quickly.

Bryce and Lufian take to the doors to try to hold off the horde while Esma and Tancred cut them down from a distance with their bows. Aedre finds a narrow passage below the alter, a left-over escape from the days of foreign invaders.

The party makes to escape through the passage, but Bryce, already wounded from his fight with Lufian, is grabbed by one of the creatures and hurled across the church, landing on the alter immobile.

The party leave via the passage, Bryce’s body in tow and behind them follow the dripping, sickening, nightmare horde.

