

## Investigation Report



<b>Investigation Site</b>	Marston Moretaine
<b>Investigation Date</b>	19.08.2016
<b>Report By</b>	Andrew Fazekas
<b>Team Members</b>	Andrew Fazekas,

### **Background**

It is not surprising that the legend of the Devil's Jump-stone should belong to Bedfordshire, home of the most famous Puritan author, John Bunyan, given that the story is a grave warning against sport on the Sabbath – his own epiphany came one Sunday when he was playing not praying.

In a field near the village there is an ancient stone. One Sunday the devil, who was busily engaged in trying to carry off the church tower – explaining why it's separate from the main body of the church – noticed that three young lads were in that field playing at leapfrog instead of observing the holy day in a more fit and proper manner. Recognizing the chance to add to his stock of souls Satan sprang down to join their game, alighting on the stone itself. The foolish lads were tricked by him making a back for them to jump over, and one by one they took up the challenge, leaping over the stranger. But rather than land on the earth beyond him, they found that a gaping hole leading straight to hell had opened up, and all three plunged down it to eternal damnation. The hole closed above them, and all that was left to tell the tale was the Devil's Jump-stone – and the church tower that old Nick had shifted before finding more fruitful sport

<http://www.information-britain.co.uk>

### **English Civil War**

During a Civil War skirmish, the cavaliers retreated into a tunnel that led from the church to the rectory. Rather than follow them in, roundhead troops sealed both ends of the tunnel. The trapped cavaliers slowly died and the last sounds heard were of the drummer boy beating his drum. His instrument is supposed to be still heard beating in the village on windy days.

<http://www.paranormaldatabase.com/bedfordshire>

### **Pre investigation**

Luton Paranormal Society had not investigated at his location since around 2004 in its infancy. Now with the added use of a thermal imaging camera on a LPS investigation for the first time hopes of finding paranormal activity were high. Dee had never visited the location before. As the team arrives there is someone inside the church (possibly cleaning or flower arranging). There is a lot of floodlighting around the church and tower, so the team is mindful that they can easily be seen by onlookers. The intense lighting also creates strange shadows against the buildings and in the graveyard. It all looked very eerie and atmospheric

### **Ambient conditions**

Floodlights around the church; brisk wind; warm to start, gradually getting colder as night fell; occasional traffic noise; occasional passers-by; occasional birdcalls, dogs barking; team equipment noises.

## **Investigation begins 21:45**

### **The Tower**

The team goes to the tower, which is separate from the church. Paul tells Dee that on a previous visit to this location, one of his colleagues felt very ill while standing near the door. Dee approaches the door and immediately feels like the ground is vibrating very fast. It makes her whole body, particularly around her middle, feel shaky. She does not feel sick, but the vibrating is unsettling. No one else could feel the vibrations.

### **Path to the field beyond the church**

While standing at the edge of the field past the church, Dee thinks she sees movement behind a hedge. However, this turns out not to be possible, as there is a deep ditch behind the hedge which would not allow anyone to see over the hedge. Dee gets the strong impression of a 'hall' and asks if there is a local hall, or manor house. Paul confirms that there is. Dee is 'pulled' back towards the churchyard towards the far corner of the graveyard (opposite the door of the tower). She feels there is a 'line' of energy that goes from the churchyard towards 'a hall'. Dee 'hears' the name "Albert" or "Talbot".

Andy and Dee investigate the edge of the churchyard, but nothing of note is found or detected using the Flir thermal camera or other equipment. As the team walked out of the graveyard to the field behind the church, Sarah did feel more uneasy toward the area just before the lych gate. Other members also mentioned this.

### **Area of the graveyard behind the church**

While walking around the church there is one particular area where Dee feels like she walks through a distinct line of uncomfortable energy. It seems to focus on the edge of the graveyard near the hedgerow.

The team later settles in this area to do some experiments involving calling out and the use of Ovilus and Paul's spirit vox for a call out session. This was recorded by voice recorders. Sarah did not have any particular feelings to note, apart from the feeling of something touching her hair (which could have been a spider/insect) and the feeling of looking behind all the time.

Loretta felt like someone adjusting the elastic on the back of her head for her head torch almost digging their nails in and fiddling. It was suggested the elastic flipped down but Loretta thought not as it was proper fiddling. Loretta had thought it was Paul S but he appeared in front of me.

### **Return to the Tower**

The last part of the investigation is back at the Tower by the door. The team continued to chat and discuss, and went to sit outside the tower. Dee and myself heard a bang come from inside the foot of the tower doors, which Dee had been drawn to earlier. Andy and Dee took a torch to look in through a crack in the wood, but saw nothing there.

Sarah felt a change in atmosphere outside this door, and Sarah was sure that the secret passage that Paul mentioned went from the tower to the rectory, which later on, Andy said was correct.

Dee still feels the strange vibrations when she stands by the door, and while she and Andy are standing there, Dee hears something clank inside the building which makes her jump. She presses her ear against the door and hears occasional shuffling. This could be birds or rodents, of course

## **Investigation ends 23:45**