

# Holy Lands

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## Light Edition PDF

### Warning

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# Table of Contents



**THE SOLDIER**

**PAGE 2**

---



**NEW HOLY ITEMS**

**PAGE 4**

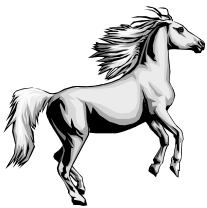
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**NEW MIRACLES**

**PAGE 5**

---



**ANIMALS & BEASTS**

**PAGE 6**

---

**FOR THE RAC**

**PAGE 7**

---



**THE IMPMASTER**

**PAGE 8**

---

# The Soldier

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*"The will to enforce the King's laws is worth more than wages!"*



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## Playing the Soldier

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Though Soldiers are not nobility, regional towns and castles hire them to be present and on patrol in order to keep the peace. They can make a decent living ensuring the safety of neighboring townsfolk. If they are not present during too many outbreaks of crime and chaos, the Soldier is in danger of being executed.

Brave and worthy Soldiers receive about 6g a day in wages and free lodging with a meager meal at various towns' military barracks. They are also supplied military-issue armor and weapons for use within the towns. Because a Soldier's equipment is on loan from the king, they may be required to return it at any time. They may purchase used armor and weapons for about half the normal cost from local barracks. Soldiers are not permitted to leave the town in which they are scheduled while they are on watch, however they may patrol neighboring towns within the same shire or county. Military-issue equipment is never permitted to leave the county.

Their shifts can vary, but are usually scheduled each week for different nearby towns, and their shifts can last anywhere from 6 to 12 hours depending on need.

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### Limitations

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#### Armor Restrictions

Soldiers prefer using heavier metal armor to ensure maximum protection in any situation. However, off-duty, they may wear any kind of armor they desire.

- No restrictions

#### Weapon Restrictions

The Soldier prefers to use heavier arms, and especially those weapons that cause the most *Damage*. However, the Soldier is not limited in the Weapon Skills he or she can learn.

- No restrictions

# The Soldier

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## Creating the Soldier

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### Attribute Requirement

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*Strength: 7*

*Agility: 5*

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### Life and Faith

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**Life:** 2d8<sup>(GE)</sup> + (*Strength* + *Endurance* + *Wisdom*)

**Faith:** 1

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### Gifts

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*Blacksmith*

*C.S.S. Grapple*

*Weaponry*

*W.S. Combat Arms*

*W.S. Hand to Hand*

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### Class Skills

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Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

*Camp*

*Carpentry*

*C.S.S. Tackling*

*C.S.S. Twirl Object*

*Demonology*

*Horsemanship*

*Light Sleep*

*Mechanics*

*Pick Locks*

*Profile Area*

*Profile Character*

*Seafaring*

*Signaling*

*Sleight of Hand*

*Swimming*

*Track*

*Trap Works*

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### Weapon Skills

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You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

*W.S. Kick Attack*

*W.S. Shield Play*

*W.S. Thrown*

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### Initial Equipment

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Halberd (2d12 Damage)

Dagger (2d6 Damage)

Half Helm (AP: Head; DEF: +2)

Chain Jerkin (AP: Chest; DEF: +4)

Cloth Breeches (AP: Legs; DEF: +1)

Boots (AP: Feet; DEF: N/A)

Pouch of 2d6 Gold, 1d6 Silver

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Whetstone (for sharpening blades)

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## Progressing the Soldier

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### Experience points

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The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

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### Life and Faith

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Add the following to the Soldier's *Life* and *Faith* upon reaching each new level:

**Life:** +1d8<sup>(GE)</sup>

**Faith:** +1

# New Holy Items



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## Blessed Boots of Speed

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Activating these boots allows the user to run at double his or her normal *Speed* for a number of Rounds equal to the wearer's *Endurance*. The limitation rule of Holy Items does not apply to this item; therefore, your character can possess and use this item and another Holy Item at the same time without penalties.

**Faith cost:** 1 per use

**Value:** 42g



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## Blessed Ring of Invisibility

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This ring allows the wearer to become invisible to normal eyes for up to 10 minutes. If the user makes a supernatural or physical *Attack* on another human being or any non-demonic being, the power lapses and the wearer becomes visible. The limitation rule of Holy Items does not apply to this item, so your character can possess and use this item and another Holy Item at the same time without penalties.

**Faith cost:** 3 per use

**Value:** 68g



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## Cloak of Drifting

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Once activated, this cloak allows the wearer to fall or jump from a high place and glide a maximum of 20 feet horizontally per 5 feet fallen. At will, the wearer can decrease the speed of the descent to a minimum speed equal to half the character's *Speed* Attribute (a safe *Speed* for landing), or increase the speed of the descent to a natural falling speed. The wearer can also somewhat control the horizontal direction of the glide with wide turns to the left and the right.

**Faith cost:** 2 per use

**Value:** 35g



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## Shattersword

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Once activated, this sword will shatter the next non-holy or non-magical weapon it *Defends* against or that *Defends* against it. If the weapon contacts any regular metal armor (even if the roll is under the opponent's DEF), it will shatter the armor as well as cause full Damage to the victim. This weapon can be any of the bastard, broad, or long swords, and has a +5 to Damage normally. The power lasts for up to ten minutes or until it shatters something.

**Faith cost:** 2 per use

**Value:** 120g

# New Miracles

## Blessed Silence



**Type:** High Miracle  
**Target:** Self and Other  
**Range:** 100 feet

**Duration:** 1 Ten-round per Proficiency Bonus

**Description:** Performing this Miracle allows the clergy and one other Christian character per Proficiency Bonus to become totally silent to the rest of the world. No sounds the character makes or items that they touch can be heard. This includes footsteps, armor and items, and speaking. Only things that are affected secondarily make noise, such as moving a branch that hits another branch, the floor that creaks from the weight, etc. Nevertheless, all silenced characters can hear each other as if they were not silenced. They can speak freely and make noises with objects that no one else can hear except their own party. Those who would otherwise hear the characters can roll to *Save vs. Miracles*, and success allows them to hear low, muffled sounds indicating where the characters are.

**Faith Cost:** 7

## Bolster Door



**Type:** High Miracle  
**Target:** Object (door, gate, or hatch)  
**Range:** 10 feet per Proficiency Bonus

**Duration:** 1 Ten-round

**Saving Throw:** none

**Description:** This Miracle allows the clergy to shut a door (that the clergy could easily push closed physically) and keep it closed from any distance within the Range without ever touching it physically. Up to the Duration or until the clergy loses focus, he or she can keep the door miraculously reinforced so that no one or nothing can break, push, or otherwise damage the bolstered door. This Miracle can reinforce normal doors, gates, and hatches up to and including the size of a drawbridge.

**Faith Cost:** 5

## Climbable Surface



**Type:** High Miracle  
**Target:** Object (wall)  
**Range:** 10 x 5 feet per PB (Proficiency Bonus)

**Duration:** 1 Ten-round per Proficiency Bonus

**Description:** This Miracle makes any natural wall that is otherwise not climbable because of a lack of foothold climbable. It supernaturally distorts the natural elements of

the wall to create hand- and footholds befitting for the clergy (and similar-sized beings) to climb. The wall remains climbable for the Duration or until the clergy wills it gone. This Miracle affects a single entire vertical surface up to the Range in area. If the surface material changes, the clergy must perform the Miracle on that surface to continue climbing. Anyone except the clergy who uses the climbable surface must make a standard *Climb* roll per 10 feet to use it.

**Faith Cost:** 3

## Hymn of Blessed Defense



**Type:** Holy Song  
**Target:** Other only  
**Range:** 100 feet

**Duration:** 1 Round per *Endurance* AR

**Description:** Playing or singing this Holy Song allows one target Christian character per Proficiency Bonus of the Bard to gain a +1 to *Dodge* and *Defend* per PB of the Bard as long as they hear the song.

**Faith Cost:** 5

## See Runes



**Type:** Clerical Miracle  
**Target:** Object (runes)  
**Range:** 100 feet

**Duration:** 10 minutes per Proficiency Bonus

**Description:** This Miracle allows the clergy to see Rune configurations that would be otherwise invisible to normal eyes, including magically invisible runes. Any Rune configuration within Range glows up to a 1-foot radius through all materials.

**Faith Cost:** 3

## Spiritual Missile

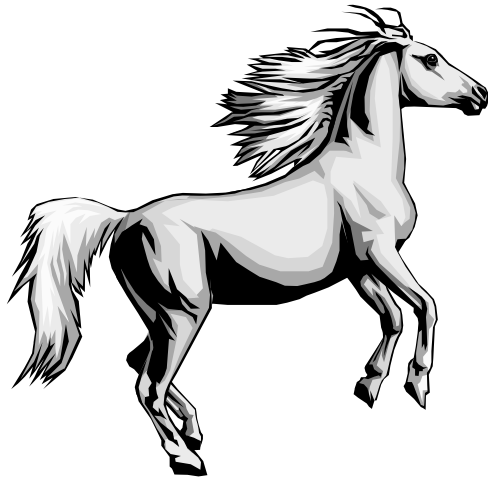


**Type:** Clerical Miracle  
**Target:** Other  
**Range:** 10 feet per PB (Proficiency Bonus)  
**Saving Throw:** vs. Missiles (18 or higher)

**Description:** This Miracle allows the clergy to hurl a white bolt of supernatural energy from the clergy's hand. The victim can roll to *Dodge* or *Defend* versus Missiles if he or she knows the attack is coming. The victim must roll an 18 or higher (less 1 per 10 feet away) to avoid being hit. Otherwise, the missile causes 2d6 Damage plus an additional point of Damage per PB.

**Faith Cost:** 7

# Animals and Beasts



## Riding Horses

**Life:** 31

**Weapon Skills:** Kick Attack (front and rear hooves)

**Combat Bonuses:** Attack: +7; Damage: +6

**Weapons (Damage):** Front hooves (2d6), rear kick (3d8),

**AtR:** 2 (front hooves) or 1 (rear kick)

**DEF:** 4 (naturally)

**Height:** 5 feet tall at shoulders **Weight:** up to 600 pounds

**Special Attributes:** Strength: 20; Speed: 18; Agility: 8

**Special Abilities:** Perception: 3

**Exceptional Skills:** Nightvision: +4; Heightened Senses (all): +10

**Value:** 40g

## War Horses

**Life:** 61

**Weapon Skills:** Kick Attack (front and rear hooves)

**Combat Bonuses:** Attack: +6; Damage: +10

**Weapons (Damage):** Front hooves (2d8), rear kick (5d8),

**AtR:** 2 (front hooves) or 1 (rear kick)

**DEF:** 4 (naturally)

**Height:** 6 feet tall at shoulders **Weight:** up to 800 pounds

**Special Attributes:** Strength: 30; Speed: 16; Agility: 6

**Special Abilities:** Perception: 3

**Exceptional Skills:** Nightvision: +5; Heightened Senses (all): +8

**Value:** 65g

Horses require the Skill of *Horsemanship* to ride and care for. Attempting anything that has a chance of failing while riding horseback requires a successful *Horsemanship* roll.



## Giant Spiders

**Life:** 24 – non-demonic arachnoid

**Weapon Skills:** Hand to Hand (bite)

**Combat Bonuses:** Advantage: +5; Attack: +5;

Dodge: +5; Defend: +5; Damage: +3

**Weapons (Damage):** Bite (2d6 + poison); bite poison

(unconscious in 2d6 Rounds for 2d6 hours, and +2d6 Damage or half Damage an hours if *Saved vs. Poison*)

**AtR:** 1

**DEF:** 3 (naturally)

**Height:** up to 3 feet tall

**Weight:** up to 30 pounds

**Special Attributes:** Agility: 10; Speed: 8

**Special Abilities:** Perception: 3; Jump: 3

**Exceptional Skills:** Nightvision: +4; Heightened sight and Hearing: +12

**Behavior:** Giant spiders are typically hatched in deep, dark caves where the rodents and insects are plentiful. But because these creatures grow so large, they must eventually find their way into dark forests in search of larger prey. These aggressive spiders spin their webs throughout forests to catch whatever may pass by, including deer, birds, and humans. These sneaky and silent predators have a tremendous ability to jump up to 15 feet horizontally and 7 feet high! They typically live in small groups of 1d4+1.

**Spinning Webs:** One giant spider can shoot a web that can ensnare a victim with a WF of 8 or less with one *Attack*, and two *Attacks* can capture someone with a WF of 16 or less, etc. Two giant spiders can handle the job in half the time. Giant spiders can shoot their webs up to 15 feet. One net of webs can easily render the average-sized man immobilized upon contact.

**EXP Value:** 185 Experience each

# For the Rac

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## Playing God

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'Playing God' means that someone (which would be the Rac in nearly all cases) decides and acts on how God would rule in a given situation. Though all people, animals, demons, and devils act within *the will of God*, which is perfect, God does not force any actions, He simply allows them to happen. Therefore, how a character or NPC behaves or what they do does not mean that God did it. Playing God means that you have taken an action or spoken for God directly, such as saving or killing a character when the dice rolled otherwise, or you have provided information or help beyond the character's Skills that could only come from God.

Acting on God's behalf without an objective roll of chance is a forbidden use of your power. Period.

Holy Lands is set up in such a way that NO ONE (including you the Rac) can play God. The roll of the dice determines all acts of God, such as Miracles, Saving Throws, and all matters of "chance." If it were otherwise, Holy Lands would be a danger to Christian theology and a "slap in the face" to Christian doctrine because people would be determining the thoughts of God. The Bible says that His way is not our ways; they are much higher and beyond our comprehension. Holy Lands must represent this fact with the chance of the dice.

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## When a Character Prays

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One important aspect of not playing God is making sure you respond properly to a character who prays, especially if the character makes a request in prayer (prayers in this subsection refer to all non-Miracle and non-Skill prayers). It can be very tempting to offer a little more protection or other favor to the character who willingly takes the time to pray to God for thanks, protection, or help during an adventure, especially if he or she does it at a critical time in the game

where the party desperately needs God's help. Although it would be an excellent time to show God's grace (especially if there is a non-Christian player in the group), or it may be a perfect time to add drama to the moment to save the party miraculously, you have to be careful about how you play God's actions. It is never your place to say what God would do and you must never play it as if you have that authority.

Make sure that whenever you come to a situation where you feel God would act, you do so with the roll of the dice. Ideally, these times would be limited to acts of kindness or help to an NPC; stay far away from judgment at the hand of God. If you feel God would intervene in a requested prayer or other situation, give it a 50/50 chance or less with the roll of the dice and make sure you stick to the roll.

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## Never speak for God

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### Speaking for God

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Like the other acts of God we have discussed thus far, such as physical and event-related actions, speaking for God is one area that you must take very seriously. It can be very tempting to have God utter something to the characters, especially in response to a character's request, but this is strictly prohibited as a Rac. There is great danger that you may lead a Christian, or worse, a non-Christian, in a wrong direction by speaking on God's behalf, even though your intentions are good. We are fallible people who are given to peer pressure, dominance, strife, pride, and cruelty, and such things cannot be made to come from God. Be sure you understand and follow this rule very closely as you make your way through an adventure.

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### "What can I do, then?"

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Your job as a Rac is never to play God, but rather to manage the story and enforce the rules to ensure fairness, fun, and fellowship. You must play the NPC's, who the characters will interact with, you must play the enemies that the characters fight with, and you must manage the rules of the characters' Skills, Abilities, and Miracles. All of these things have their place in role-playing the medieval will of God, but you should never make God seen or heard based on your own ruling.



# The Impmaster

**Players:** the following adventure is for the Raconteur only. For the good of the game, please do not read beyond this paragraph. “Studying up” on the adventure will not give you any insider tips to be a great player. You will only cheat yourself and the other players out of the fun of the adventure. So, set this down and be assured that the adventure will be a great one to play!

**Raconteur:** Adventure Packs are designed with elements both for you only and for your players. Therefore, we have structured this adventure without bold topics preceding important paragraphs to prevent wandering eyes from catching a vague glimpse of the storyline. It is important to read the whole adventure and highlight any key points on your own Adventure Pack for quick reference.

Statements, paragraphs, and information marked with >tags< are for you only and not information to share with the players directly. Most other details not marked with >tags< can be read or explained to the players as the characters uncover the information.

- You will need the Holy Lands Light Edition game manual and the Devil Hunter’s Manual.
- This adventure is designed for 3-5 lower-level characters.

## The Adventure

Our story begins with the characters approaching the small but prosperous town of Riven (pronounced *riv-en*, like river), in the early part of the day (around 9AM). The characters can be seeking adventure and just happen upon the town or you can continue from a previous adventure with the characters hearing of some adventure possibly being found here.

Riven Town has abundant crop and iron resources. The nearby lake and river provide a wealth of fertile land, and the dwarven mines of the southern Bladesgill Mountains are rich with iron and fuel the iron trade throughout the entire County Khireg. >We are scheduling a future Adventure Pack to have adventures within the dwarven mines. It is sure to be a good one!<

As the characters enter Riven Town, nearly everyone in their path greets them and tries to sell them their fine wares. There has been an ongoing festival happening in the streets nearly every day, where vendors and entertainers come together throughout the early part of the day to buy, sell, trade, and celebrate harvests. This may be a good lead-in for the characters to buy, sell, trade, and celebrate, too. Let them roam about for the day gathering supplies, learning

Skills, or seeking adventure. Most of the shopkeepers of the town will welcome the characters with a hearty greeting and some may even salute them as they enter their shop (but all the prices of items and food are a gold or two higher than the standard prices everywhere else due to and in spite of the town’s prosperity). >The first adventure event will happen just before sundown tonight. So, to the best of your ability, try to have them gathered back together by then if the characters should separate.<

**Tip for the Adventure:** Something as simple as a name and a brief description for an NPC can give tremendous dimension to a story. Rather than saying, “A man behind the counter waves to you as you walk in. There are weapons all along his wall behind his counter.” Consider having a name prepared for the shopkeep and begin a dialogue with the characters. For example, you could say, “As you walk in the door of the weapon shop, a large and burly warrior with a tremendous brown beard smiles to you from behind the counter and lifts his axe in greeting. “Well met then travelers! Welcome to me shop! Ye look like adventurers in need of some fine weapons. My name is Jacko, and I have the finest weapons in all the land. After all, me shop’s not called Jacko’s Fine Blades for nothin’, y’know! Ha ha ha!”

For a list of 100 male and 100 female NPC names, check out our website at [www.holylands.net](http://www.holylands.net) for a printable Holy Lands NPC Quick-name Finder.

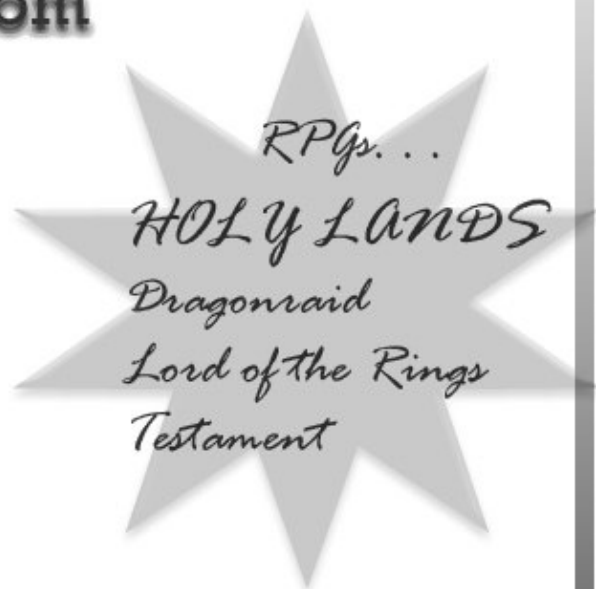
At some point in the day, Lord Marshall Dagmar and his two lieutenants will approach the characters with a jovial attitude and welcome the new faces to the town. Dagmar will be extremely nice at first, answering any questions, providing directions, and so on, until the characters ask him to do any physical task (if they do), at which time he will become a bit rude and dismissive (since “work” is now beneath him, he will have his lieutenants do it, if he has it done at all). >Lord Marshall Dagmar is not necessarily evil, but has given in to some corruption and abuse of power over the 35 years of service to Riven Town. For all of this, he carries a large burden of guilt and anger. He started here as soldier in his late teens but has had many political struggles with his superiors; including the magistrate, Lord Oswald of Riven, and the Good Count of County Khireg in Galgallee City, neither of which he likes much.<

Dagmar will not know of any adventure to be had, and in the end, he will not have been very helpful, but he will be interested in hiring any Soldiers (of the Soldier Character

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Class only) to run some patrols over the next few days. He will ask to meet the potential new recruit(s) at the town barracks the following day at noon for a discussion. Dagmar is accompanied by his two right-hand men, Sir Einric (pronounced *Ine-rik*) and Sir Helmswei (pronounced *Helmz-way*), both of which will be more genuinely kind in conversation but still extremely loyal to Dagmar.

### Lord Marshall Dagmar

#### Level 10 Soldier

**Description:** Lord Marshall Dagmar is a weathered but very strong man in his early 50's. He has a large brown beard, heavy, decorated leather-and-fur armor, a large round, wooden shield, and carries several large weapons. He stands an intimidating 7 feet tall. >Dagmar is not a Christian and has a resentment towards Christianity because it challenges his ability to give in to corruption and other evils once in while (since he is in a powerful position).<

**Life:** 99; **Combat Bonuses:** +6 to all (+11 to *Defend* with shield); **Attributes:** high mental, physical, and *Charisma*, low *Beauty*; **Weapons:** large sword (2d12+3), great war axe (2d12+3), long dagger (2d8+4), medium shield (+4 to *Defend*); **Armor:** Heavy fur/leather, half helm, large metal bracers, heavy leather breeches, fur boots; **Total DEF:** 10

### Sir Einric

#### Level 7 Soldier

**Description:** Sir Einric is the model soldier for Dagmar, a follower loyal to death. He is a strong and tall warrior in his early 20's. Einric is one that will "do what it takes" to get ahead as one of Dagmar's men, forsaking everyone else if need be. He is 6 feet tall and "clean" shaven and cut for the times. In discussions with Einric, it is not hard to notice the genuine "nice boy" inside that is torn between happiness and an unreasonable drive to get ahead. He carries a shield, a halberd, a broadsword, and is mostly clad with metal armor. >Sir Einric is not a Christian because he doesn't like the fact that "someone else" would have to question his motives in life. He has experienced too many people "fail" while trying to get ahead in life at the hands of someone they trusted.<

**Life:** 64; **Combat Bonuses:** +4 to all (+8 to *Defend* with shield); **Attributes:** high mental and physical, and *Charisma*; **Weapons:** Halberd (2d12+2), broadsword (2d10+1), long dagger (2d8); **Armor:** plate breastplate, half helm, metal gauntlets, metal leggings, leather boots; **Total DEF:** 13

### Sir Helmswei

#### Level 5 Soldier

**Description:** Sir Helmswei is a happy young man in his late teens. He is aspiring to be a soldier to help the community and has genuine love for a greater good. He is

about 6 feet tall and smiles a lot. A handsome man, he attracts a lot of attention from the ladies of the town who perpetually "need help" with something. He is a natural fighter, which has quickly earned him a high place in Dagmar's company. He is outwardly Christian and proud of his faith, but he is very respectful of the beliefs of others and will usually only speak of his Christian faith when someone else brings it up. However, once he starts talking about the wonders of God, it's hard for him to stop (usually Dagmar has to give him orders to "get back to work").

**Life:** 55; **Combat Bonuses:** +4 to all (+8 to *Defend* with shield); **Attributes:** high mental and physical, and *Charisma*; **Weapons:** Halberd (2d12+2), broadsword (2d10+1), long dagger (2d8); **Armor:** plate breastplate, half helm, metal gauntlets, metal leggings, leather boots; **Total DEF:** 13

Just before nightfall, when all the characters are in the vicinity of each other (or hopefully able to be so), a large crowd of people will begin to run through the streets away from something terrible, screaming in fear and trampling anyone who gets in their way. >They are running from an attack of about 150 imps, 50 Cave Imps, 20 gargoyles, and 10 Bolo Monsters that have spread out along the main street of the town and are burning buildings and killing innocent people who are in their way.<

If the characters try to move against the crowd, they must make a *Dodge* vs Hand to Hand (not actually *Attacks*, but fleeing people that can cause harm). The crowd would simply have 1 natural roll on a d20 per Round that represented trampling *Attacks*; the characters would *Dodge* against them. A failed *Dodge* roll causes the character(s) to fall to the ground taking 1d4 points of Damage. If they are on the ground, the characters must *Dodge* each Round or take 1d6 Damage from trampling. This will occur for up to 2d4 Rounds.

If the characters turn and run with the crowd, they will eventually encounter a line of 30 shielded Soldiers kneeling in a line across the town street. Behind them are 30 archers with bows drawn. Pacing behind the archers is Lord Marshall Dagmar shouting, "Hold! Hold your ground!"

Sir Einric and Sir Helmswei are dashing throughout the crowd trying to recruit any able-body person with a weapon to stand with them against "...the attacking monsters! A tremendous assault is upon us!" Sir Einric and Sir Helmswei will remember the characters and ask them by name to stand with them against the invasion.

At this point, the characters will see the Cave Imps flying and imps running on rooftops and climbing walls carrying torches and flaming bottles of lantern oil. They are setting fire to every flammable surface they can find. Other imps are carrying and throwing stones into the crowd of screaming townsfolk. Beyond the crowd in the same direction, are gargoyles flying high and swooping low grabbing innocent and weak victims, carrying them into the

air, biting them, and dropping them to their death. 1d6 gargoyles can be seen flying away with limp, bloody victims towards the direction from whence they came. Picking up the rear of the assault are several huge Bolo Monsters sweeping the crowd around them with their massive spears. Some brave townsfolk and soldiers try to fight off the demons with weapons, but they are outnumbered and killed with ease by the swooping gargoyles or massive giants.

When most of the innocent townsfolk are clear of the crowd of demons, Lord Marshal Dagmar commands the first volley of arrows to fly against the invasion and many imps are killed. By the time the third volley of arrows is released, some imps are upon the soldiers in front. If the characters are among the soldiers on the front line, you can begin Combat. Have one imp or one Cave Imp against each character to begin with. The archers continue to fire arrows at the demons, and soon the gargoyles are within range. Let a couple Rounds of Combat ensue before the gargoyles attack a character. When they do, 1d6+1 gargoyles will swoop down upon the archers and soldiers; one of which will Attack one of the characters. After a successful *Perception* Roll, let the other characters aid the one attacked (since a gargoyle could be a lethal foe for a single low-level character). If no other characters are available or didn't notice their comrade being attacked, have some soldiers come along and help. The gargoyle will stay airborne but within striking distance, and gargoyles always fight to the death.

At some point while the characters are fighting, Hogglesby (pronounced *hog-oelz-bee*) the dwarf will appear fighting with his axe coming to aid the characters. Hogglesby is a tremendous fighter with tremendous strength. He will find a strong companionship with one of the characters (the one that shows any attention to the dwarf). >Hogglesby will be instrumental in the final events of this adventure.<

### Hogglesby, the dwarven warrior

#### Level 8 Warrior (human dwarf)

**Description:** Hogglesby looks like the typical dwarven fighter with a great, fluffy red beard, heavier metal armor, and a wide double-bladed axe. He has a selfish and gruff demeanor on the exterior, but is very loyal and helpful when a companion is in need. >Hogglesby is not a Christian and refuses to talk about it until someone can prove there is a God by showing him right in front of his face. He will become angry at anyone who tries to preach to him. He lost several dwarven friends in the mines in the south Bladesgill when a cavern collapsed, and he "blames" God since all the dwarf-friends were Christian. Hogglesby was a weak Christian at best, but still believed until the accident, at which time he turned from everything he had



known and came to "settle down" doing odd jobs around Riven, Galgallee, and Windless Village.<

**Life:** 88; **Combat Bonuses:** +6 to all (+10 to *Defend* with shield); **Attributes:** low mental and *Charisma*, high physical; **Weapons:** Great War Axe (2d12+2), long dagger (2d8), medium shield (+4 to *Defend*); **Armor:** plate breastplate, half helm, metal gauntlets, metal leggings, leather boots; **Total DEF:** 13

After the soldiers and characters have fought and killed many of the demons, the demons will turn their attention to another area of the town to find the highest number of helpless victims with the least resistance. They all move together under the leadership of one gargoyle (if it is killed, they move to the commands of another gargoyle, and so on).

There should be enough straggling and destructive imps upon rooftops and climbing out of windows to keep the characters busy for a while. At the right time, some of the town's male and female clergy will be running around, under the protection of some of the soldiers, to bring *Medical* aid and a Draft of Healing (1 only) to wounded fighters.

The next event that the characters should encounter is a Bolo Monster of their very own. This is not necessary, especially if any of the characters are nearly dead or badly injured. You can have a commanding officer send out smaller groups to "clean up" any wayward demons; this will get the characters and possibly Hogglesby and another NPC soldier alone with the large foe. If any of them are badly injured, you can have them attacked by another gargoyle.

Bolo Monsters have the ability to do a sweeping *Attack* against all opponents within 15 feet. It swings its spear (make an *Attack* Roll when it is the demon's turn), and all opponents within range must roll to *Dodge* or *Defend* the *Attack*. If the character successfully *Dodges*, he or she can return *Attack* to the monster. However, if the character makes a successful *Defend*, he or she is forced out of the range to return *Attack* that Round. If the character is unsuccessful at a *Dodge* or *Defend* action against a sweeping *Attack*, the Bolo Monster hits him or her for half the normal Damage. >The characters can attempt to use this sweeping tactic against the imps if the character has a long sword or similar long weapon. The maximum number of imps the character can attempt to sweep is 3, but then all 3 will be that character's opponent (if they weren't before). If the character has a shorter sword or single-handed weapon, the maximum number of imps they can sweep is 2.<

After the major battle has calmed down, the streets will be quiet, at least in the immediate area. All shops are ruined and most of the shopkeepers have been slain or are missing. The players may want to loot the buildings for items, which would be wrong under normal circumstances. >However, the soldiers will

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allow it just prior to setting out against the Impmaster in order to gather all available resources.< There is a 25% chance that a common item is available and an 8% chance that an uncommon item the character is searching for is available. You may consider having a smaller group of bandits try to loot the store the characters are in and rob the characters to demonstrate the immorality of the situation. Remember, killing another human being in any other situation than self-defense is murder and punishable as such. (By a proper decision to not killing these bandits, the characters may gain a converted NPC or two out of the situation!)

The sun has set and soldiers and townsfolk with torches are running about everywhere in excitement looking for any more of the retreating demons. The next event is the soldiers rounding up all the townsfolk to discuss the situation, at the magistrate's request, in the town's market square. When the characters arrive, there is much shouting going on, and the Lord Oswald calms everyone to a quiet. At this time, the town hag, Claphea (pronounced *klay-fee-ah*) is shouting about the monster child Mathias (pronounce *mah-thigh-ous*), who once lived here. "HE has brought his monsters back to further destroy this once fair and happy place! He has brought his evil upon this town! We all remember the monster child!"

The story of Mathias is a tragic one, and the characters will get pieces of it from different people they ask. Mathias was born in Riven 22 years before to Wilhelm the cooper (barrel maker) and Gwynyth (both peasants). At birth, Mathias' face was horribly disfigured and large, his body was hunched terribly, but as he grew, he was exceedingly strong physically. Though his birthname was Mathias, it didn't last long. The townsfolk and the town's officials all called him the Monster-child of Riven.

Mathias and his parents tried to carry on in their humble life as best they could amidst the insults, cruel persecution, and ridicule. Mathias was a good helper to his father's slowly declining barrel-making business. Nevertheless, it was only a matter of time before the townsfolk had convinced the high religious officials and other town leaders that Mathias was the reason the crops wouldn't flourish and other ridiculous superstitions. Mathias was about 5 years old when the family was forced to flee for their lives. It was Claphea herself who rallied the most for them to leave - she hated Mathias from the first sight of him. The town had risen up arms against them and demanded them to leave, and when they fled, they took only each other.

Against Lord Oswald's orders, a secret band of angry villagers pursued the fleeing family into the night to kill them. The family fled the torches of their pursuers all the way north through forest and over the foothills into the Bladesgill mountains. Soon, their pursuers overtook them and only Mathias escaped with his life. Mathias fled into a cave that the mob would not go into, but they left the bodies of his parents outside the cave as a warning to never return.

>For 17 years, Mathias has bred and conjured over 200 imps, 100 Cave Imps, 30 gargoyles, and more than 15 Bolo Monsters. More than half of each was lost in the town raid, which Mathias had planned. Mathias has also become somewhat affluent in creating rune traps and casting spells, although he only does this to "get even" with God. Mathias is torn and living a double life, one that hates God for the painfully cruel life he has had to live, and one that is desperate to have God make something wonderful come out of all this tragedy. For this, he has both vowed revenge on man and delighted in practicing a lifestyle of wickedness.<

In a charismatic speech of blame and hatred, Claphea will remind Lord Oswald, the magistrate of Riven, that this monster child (who is the Impmaster) lives and would surely return for revenge to bring murder and suffering to the town. Claphea persuades Lord Oswald to bring the danger of the Impmaster to a final end by hunting him down and killing him. She acknowledges that there are many demons that escaped the raid, and probably many more still with Mathias. Under great pressure by the bloodthirsty townsfolk and with a desire to be a hero who brings the villain down, Lord Oswald orders Lord Marshal Dagmar and his men to gather willing fighters to go north and kill this evil man. Lord Oswald will ask for willing participants to raise their weapons and be found by Sir Helmswei, Sir Einric, or Lord Marshal Dagmar and to make their way into one of their companies to march. These companies will leave immediately after all available resources are gathered.

At this point, the town will conduct an informal census of the dead and mortally injured shopkeepers. Those who are grievously hurt or dead must surrender their shops' belongings to the magistrate to be dispensed to the effort. Some widows and shopkeepers will protest with anguished tears at the loss of their life's work or loved one's life's work. Nevertheless, the characters are free to ask for common weapons and armor, supplies, rations, etc. >Award 100-200 Experience to any character who initiates compensating the shopkeeper or survivor, and up to 100 EXP to any characters that follow his or her lead.< There is a 25% chance that the soldiers will uncover the items the characters desire. There are no Holy Items of any kind available and very few weapons better than +2 to Damage. Most are simple, average, common weapons and supplies.

After the wares of the shops have been dispersed, Lord Marshal Dagmar and his men will begin to move out into the night. There are two companies, one led by Sir Einric and one led by Sir Helmswei; about 150 strong in each. Both companies will divide into groups of about 5 or 6 soldiers (keep the characters and NPC's - including Hogglesby - together) and declare a leader that must report any needs or newsworthy information along the way. These group leaders are given the responsibility of a torch and rations for their troop. They are also informally responsible for any ill behavior caused by their company. The NPC's in the characters' group should refuse the position if offered.

>One of the characters should be encouraged to accept the leadership of this position as opposed to any NPC's that may be tagging along. It is important to the story later.<

As the companies of soldiers march out of the town, they will be wished well by some townsfolk and others will just stand there in awe and sadness. >If the players seem pretty determined to hunt the Impmaster and not given to sway from their orders, have an old woman (a prophet actually) walk up to the leader of the group as they march and say, "The monster you hunt is in you, young lad (or lass)." If the characters try to question the old woman or converse further, their superior will command them to get back in line.<

At this point it is about 9PM, and the companies will march for about two hours, until just before midnight. They will march up the north road through the Neddledark Forest and make their way into the northeast heart of the forest to make camp. By midnight, the Lord Marshal Dagmar will command the companies to make camp in the woods somewhat nearby each other. Everyone must pitch a quick camp and have torchlights out within 30 minutes. The characters' group is on the outskirts of the camp within the forest. One member of the group is encouraged to keep watch and report anything to his superior immediately; however, many of the other enlisted soldiers have been commanded to keep watch, so it is not necessary.

After the entire camp is quiet and the characters (at least most of the them) have fallen asleep, a gloriously bright and beautiful Angelite (angelic being in female form) will appear to whoever is keeping watch (preferably the "leader" of the group who the prophet directed her comment to) and speak his or her name. She hovers before all the characters with robes floating while the entire camp sleeps; none of the nearby soldiers will be aware of this encounter, at least at this point. When the beautiful Angelite has the character's attention, she tells them (or him), "Mathias is a child of God tortured by the pain of man. You are the chosen ones who must protect him. You must go to him first and tell him that God has heard his prayers, and you must tell him that the monster you hunt is in you, for this is Mathias' prayer. The Impmaster must turn from his ways for you to save him, but you cannot tell him to do so. Take these. Make your escape through the crevice above his chambers, and then to Faergild. The clergymaster, Father Laoholdt (pronounced *lay-oh-holt*), will give you refuge there in the monastery." >Mathias has always prayed to God that man would realize that they hunt him because they hate themselves.<

The Angelite will fade into the darkness after she has finished her monologue. She will not speak further or answer any questions. Hogglesby is dumbfounded with disbelief. >You can read the monologue to them as many times as the players need to understand their new mission.< Below where she was floating, a ring, a chalice of Holy Water (in case any clergy need Faith, omit if there are no clergy), 2 Drafts of Healing, and a wooden Crucifix appear. The ring

is the Ring of Invisibility (found on page 4) and the Crucifix holds 1 charge each of the Miracles *Climbable Surface*, *See Runes*, and *Bolster Door* found on page 5 of this Adventure Pack.

Hopefully, the characters will feel compelled to steal away from their camp without reporting to their superiors as commanded. If they do report any of this, the officers will command them to not defy the army and that the characters are risking betrayal to the magistrate, which is worthy of death, if they do anything but hunt and kill the Impmaster. The characters can be encouraged that God's commands far out rank the command of man. No other soldiers or NPC's will go with them except those within their group that saw the Angelite.

The next encounter for the characters occurs while they are making their way through the darkness of the forest. >After they have traveled far enough away from the camp, remind them that they can't see anything to encourage them to light a torch.< When they light their torch they see strings of thick spider webs covering the trees, bushes and the ground of the forest. Soon after inspecting the scene, the characters will notice 1d4 (at least 2) giant spiders (found on page 6) climbing the trees downward toward our heroes. A battle will ensue. It may be important to know that the spiders are not evil, just hungry. If the characters flee, they will miss the two hanging bodies caught in spider webs, which possess 2d6 gold each and a Draft of Cure Poison. Their armor and weapons are rusted and too damaged for use. Ironically, the victims were amateur giant spider hunters.

After the giant spider encounter, if there are no NPC's who can say they know the location of the Impmaster's cave, make it possible to find with the *Track* Skill. If no one has the *Track* Skill, have it relatively easy to find with blood trails from wounded demons. Otherwise, let one of the NPC's that would be familiar with the Impmaster's story lead the characters to his lair.

>You will want to use the Map Creator Hex Board and Holy Lands marker supplied in the Light Edition Deluxe Binder Pack to draw the cave map as you go. If you don't have the Hex Board, you can use regular or graph paper.<

Once the characters find and enter the cave, they will encounter the first Rune Trap in the entrance of the cave (marked 1 on the cave map). The Rune Trap is invisible to normal eyes unless they have activated the *See Runes* Miracle of the Crucifix (or a Cleric has used the Miracle). Without disabling the Rune Trap with a proper Clerical Miracle, all Christian characters will feel a drain of their *Faith* as they come within 5 feet of where the trap lies. If they do not *Save vs. Rune Traps*, all the characters will lose 1d6 *Faith* each Round they are near the trap or 1 *Faith* per Round if they successfully *Save*. (You can have them roll a d20 to *Save* without telling them why they are rolling.) This may prompt them to activate the Crucifix with the *See Runes* Miracle given by the Angelite. The Rune Trap is large and covers the entire walkway, so there is no way to avoid it.



## A Note about Rune Traps

In Holy Lands, magic is the power of devils that works through a sorcerer - the opposite of a Miracle, which is the power of God working through His trusted follower. Runes are the catalyst for magical energy. They are the evil characters that invoke spells and curses. Magic is not possible without the presence of runes in one form or another, and likewise where true runes are present, magic is present.

Rune traps are a circular configuration of runes that a sorcerer can easily make invisible to human eyes. A sorcerer carefully inscribes these wicked characters onto a stone or hardwood surface for permanence and then activates them with a spell. Some more-devastating rune traps can take days to inscribe because they must be evenly arranged on 3 different planes to point east, south, and up or down, for example.

Rune traps are movement-sensitive to beings that have a soul, hence, only work on humans. Triggered rune traps can activate a stored spell, conjure a demon, release a magical fume, or send an alarm to the sorcerer warning of intruders. Characters must roll to *Save vs. Rune Traps* in order to prevent triggering a Rune Trap whether they are aware of its presence or not. A successful *Sorcery Studies* Roll allows the character to read and understand the function of a Rune Trap without getting close enough to set it off.

The large wooden doors to Rooms 2 and 3 are not locked, but the rooms themselves have little in them except foul-smelling corpses and bones of animals and humans. If the characters successfully *Search* in the piles of bones, they will find 2d6 gold or items (such as rings and gems) worth 2d6 gold each per successful roll (up to 4 rolls in each room). The doors to Room 3 are two large wooden double doors for the Bolo Monsters to make their way in and out, but the door to Room 2 is slightly larger than a normal door (for the gargoyles' wings).

The doors to Room 4 are large double doors so the Bolo Monsters can make their way into and out of the main cavern chambers. As the characters approach this room, those with *HP: Hearing* can hear distant rustling of activity and poorly contained shrieks of excitement from anxious imps lying in wait. Each time any of the characters attempt

to open or affect the door, they all will hear an outbreak of demonic excitement come from the monsters in the room.

This set of double doors is locked with a primitive lever lock (the *Pick Locks* Skill is required to open the lock; however, it is only at a *Simple* Difficulty). The doors are somewhat loose to the touch, giving quite a bit when pushed or pulled, but locked nonetheless. The characters may have to push or kick the door (it's not very secure) to get it open, at which time the demonic hoard inside will go crazy with uncontrolled exhilaration. Use a *Strength* Roll to push (*Moderate* Difficulty) or *W.S. Kick Attack* Roll (above 11) to open the door with force. Once the door is opened, the monsters inside Room 4 start to go absolutely out of control with blood lust.

This expanse (Room 4) of the cave is over 100 yards long, nearly 50 yards wide, and over 40 feet tall. There are



several torches arranged around the large room to provide enough light for the characters to see the inhabitants. The characters will see 19 imps, 11 Cave Imps, 5 gargoyles, and 2 Bolo Monsters haphazardly assembled towards the back of the room; and Mathias stands in front of them, hunched and swaying with anticipation. Except for his swaying, he appears otherwise emotionless, and more hideous than the characters imagined. All of his monsters remain somewhat together, except for an occasional couple imps that crawl up a wall and jump back down onto other monsters, to their annoyance. None of the monsters approach the characters even if the characters approach the mob. >They will not move until the Impmaster gives the charge, which he will not do until the party comes closer. Also, if any of the characters have the Skill of *Demonology*, allow them to make a roll to notice the control the Impmaster has over these demons, which is unheard of. Most demons only answer to a devil or more powerful demon, and would never answer to man, especially when there is fresh human meat available for the taking right in front of them. This will give some insight into the drive the Impmaster has to exact revenge on his accusers. For a man to have the anger and strength to physically and mentally control a demon, let alone hundreds, means that the man is fanatically determined to use them for his will.<

Directly between the doors into room 4 and the group of monsters towards the back is another invisible Rune Trap (where the number "4" is on the map) that will erupt in a pillar of bluish gas if the characters fail to *Save vs. Rune Traps* as they come within 5 feet of it. Characters that can see the runes and successfully make a *Sorcery Studies* Roll, will identify the circle as a *Rune Trap of Blinding Fumes*. Any characters that are caught in the gas must roll to *Save vs. Fumes* or they will suffer being blinded for 2d6 minutes. Hopefully, the characters used the *See Runes* Miracle a while back and can avoid this trap.

If the characters have not engaged the Impmaster in conversation by the time they reach the Rune Trap, the monsters will attack when the trap is sprung or passed by. >This would be unfortunate because the Impmaster is very powerful, and so are his monsters. Encourage the characters to consider communicating the Angelite's message to Mathias and not fighting, because they will undoubtedly be slain quickly. It's ok to tell them that they will die because they are outnumbered. It would be equivalent to them actually being present and seeing that they are outnumbered.<

>Consider too, that there may NPC's witnessing this. Hogglesby is a dwarf, and not given to sentiment. If the characters decide to lower their weapons to show a sign of peace, Hogglesby will be the last one to do so (if he does) because he is very reluctant - and he just wants to fight! He is very anxious to cleave some demons with his mighty axe.<

Until the characters mention the news that the Angelite told them, the Impmaster will do nothing but sway

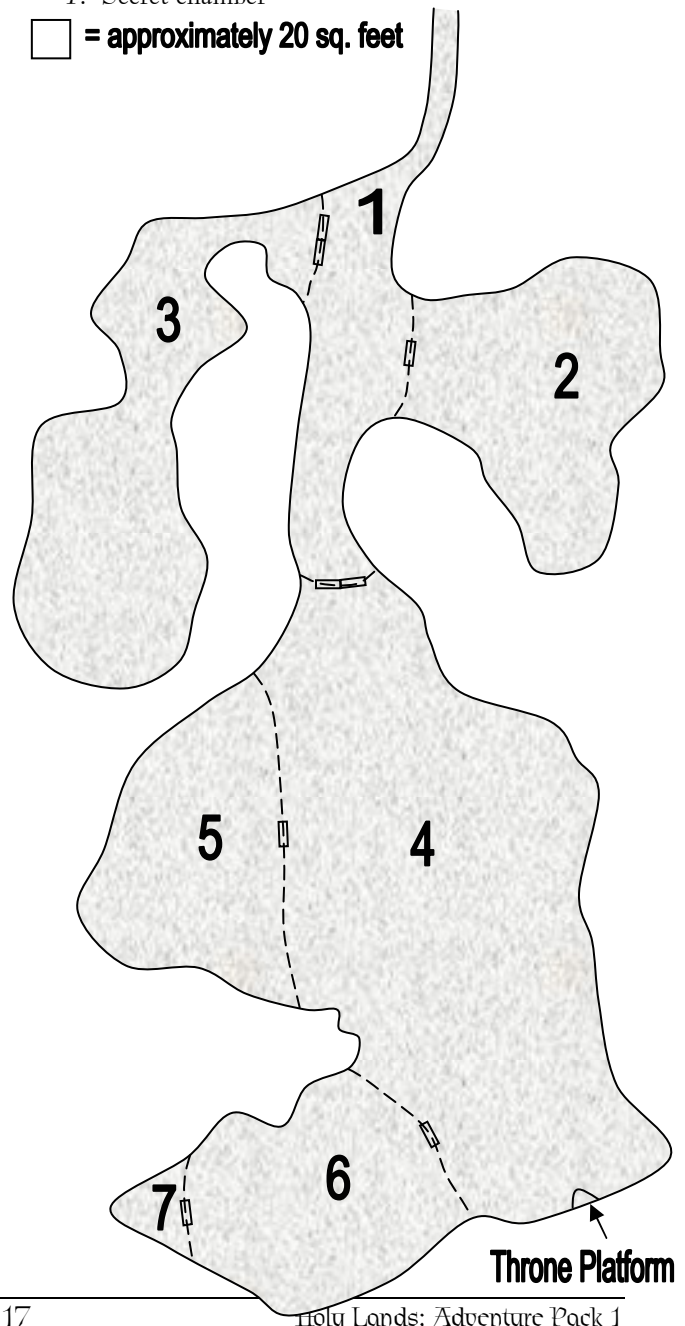
and wait for them to set off the Rune Trap. Once the Impmaster hears the message that the Angelite sent, he will drop his weapon, fall to his knees wherever he is and begin sobbing uncontrollably.

Continued on Page 18

## Impmaster's Cave

1. Entrance way
2. Gargoyles' chambers
3. Bolo Monsters' chambers
4. Main chamber/Imps' Chambers
5. Cave Imps' chambers
6. Impmaster's chambers
7. Secret chamber

□ = approximately 20 sq. feet





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Mathias will scream in a slurring voice, “He has heard. I knew that He heard! Why? Why must I have endured so much, lost so much...killed so many?” He then will weep loudly. If the characters have *Preach* they can roll to offer some comfort. If they need a little help speaking words of comfort, you can help them out by saying God has His own perfect plan and His ways are so far above our understanding, but that this was the perfect time for God to answer Mathias’ prayers. Mathias will sob and bellow for few dramatic moments. He will avoid conversation if the characters attempt it, though he will not physically go anywhere.

When you notice the characters don’t know what else to do, Mathias will stop weeping, pick up his club, and will charge the imps, gargoyles, and Bolo Monsters. With great screams of rage, he will swing his club with unbelievable might, pounding many of the monsters into a bloody mess. He will surprise the monsters because they are not expecting him to turn on them, and they don’t understand the character’s language and therefore their conversation with Mathias. As if he was just waiting for somebody to fight (which he was), Hogglesby runs right up next to Mathias shouting and swinging his axe into the monsters. Ideally, the characters will help, even though Mathias and Hogglesby can easily kill nearly half the monsters after a couple Rounds. At some point the characters should witness Mathias put his fist through a gargoyles chest, killing it instantly.

>One character per 2 imps, one character per Cave Imp, one gargoyle per 2 characters, or 1 Bolo Monster per 3 or 4 characters is ideal for lower levels (although a Bolo Monster can potentially kill a character with one good hit).<

After the battle is finished, Mathias will carry any dead or injured characters on his shoulders. He will very sadly show the characters some of the memorabilia he keeps in his secret room (#7). He has his parents’ clothes, some scriptures, and some Holy Items he has treasured throughout the years. Mathias will offer the characters the Boots of Speed and the Shattersword (which were given to him by Father Laoholdt several years ago) to show his gratitude for saving him from this evil life. He vows to turn away from all manner of combat and destruction of any kind. >After the majority of the sentimental exchange is done, the soldiers from Riven Town appear outside Mathias’ room shouting, “Lord Marshal Dagmar! The betrayers and the monster are in here!”<

The characters must use the Crucifix to create a climbable surface to get to the surface through a large crevice high atop Mathias’ chamber. After that (since the *Bolster Door* Miracle requires concentration), the characters must make their escape while one of the characters bolsters the door, then climb out himself. They should safely reach the surface and deactivate the *Climbable Surface* Miracle as the soldiers are climbing.

To conclude, disperse 300 EXP to each character left alive plus any Experience earned according page 45 of the Light Edition Game Manual.

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## Cave Imps

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**Life:** 21 – Lesser Demon

**Weapon Skills:** Hand to Hand; Thrown

**Combat Bonuses:** Advantage: +2; Attack: +2;

Dodge: +2; Defend: +2; **Damage:** +1

**Weapons (Damage):** Claws (1d6), bite (1d8), or throwing stone (1d6)

**AtR:** 1

**DEF:** 2 (naturally)

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**Height:** 3 feet tall

**Weight:** up to 50 pounds

**Special Attributes:** Agility: 10; Speed: 8 (18 for flight)

**Special Abilities:** Perception: 5

**Exceptional Skills:** Nightvision: +5; Heightened Sight and Hearing: +5

**Saving Throw Bonuses:** +2 versus Miracles & Holy Items

**EXP Value:** 85 Experience each

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**Spoken Language:** Qu’arth (primitive demonic language)

**Weakness:** None

**Immunity:** Standard

**Behavior:** Cave Imps thrive in the darkness (unlike their imp counterpart, who don’t mind daylight) of damp underdarks of caves. They live mostly on a diet of bats and rodents, which are usually plentiful until the Cave Imps threaten their population. Like their imp cousins, these imps are wily and unpredictable.

**Magic Abilities:** None

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## Mathias, the (former) Impmaster

Mathias was born grossly disfigured physically, although he is incredibly strong. When happy, he stomps and flails his arms. In some ways, he is very much like a primal animal: he plays and shows affection very rough, possibly seriously injuring someone he is trying to show affection to. He sways constantly and grunts occasionally for no apparent reason.

Underneath the grotesque exterior, Mathias is a loyal, loving, and very sensitive man of compassion and innocent happiness. He has been severely emotionally hurt by man, but wants nothing more than to forgive his enemies and embrace “normal” people of society. Nevertheless, everywhere he goes, he is treated rudely with hate and sometimes violence just at the sight of him.

**Life:** 101; **Combat Bonuses:** +10 to all (human maximum), 3 AtR; **Attributes:** low mental and *Charisma*, peak human physical (except *Agility*): *Strength*, *Endurance*; and *Speed*: 16; **Weapons:** Large wooden club (2d10), although he will abandon all weapons against humans; **Armor:** none (just clothing); **Total DEF:** 3



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## Continuing the Adventure

The following is a list of suggestions to continue the story further. Mathias is now desperate to meet up with Father Laoholdt because the clergymaster brought Mathias gifts and words of comfort in a critical time of need.

- A natural continuation would be for the characters to escort Mathias to the monastery at Faergild, and in doing so, they are tracked by the mob. A small group of trackers may gain on the party and attempt to kill them. Remember: Mathias has sworn to never raise his hands in destruction or violence to another human. He will accept death at the hands of a human in return for what he did to so many innocent people.
- Once inside the gates at Faergild, the characters and Mathias are safe. The city knights will not allow the party to come to any harm. However, the mob from Riven Town may send in amateur assassins to kill Mathias and/or the characters.
- Mathias mentions that there is a wicked hag who raised Mathias in his early years in the cave. She comes and goes, and returns to the cave with more monsters occasionally. She can catch word of where Mathias is, and send demons to kill him and anyone who aids him. She must assure his destruction because she knows that he will have her brought down.
- One of the NPC's or characters with the Sin of Vanity or Prejudice mistrusts Mathias and tries to

hurt him, and one of the perceptive characters must intervene to protect him.

- Mathias knows of a powerful Holy gem hidden in the cave that can destroy the cave and all the monsters within it. However, when they get there, the monsters are nearly “restocked” and the gem is in the possession of the hag who raised Mathias.

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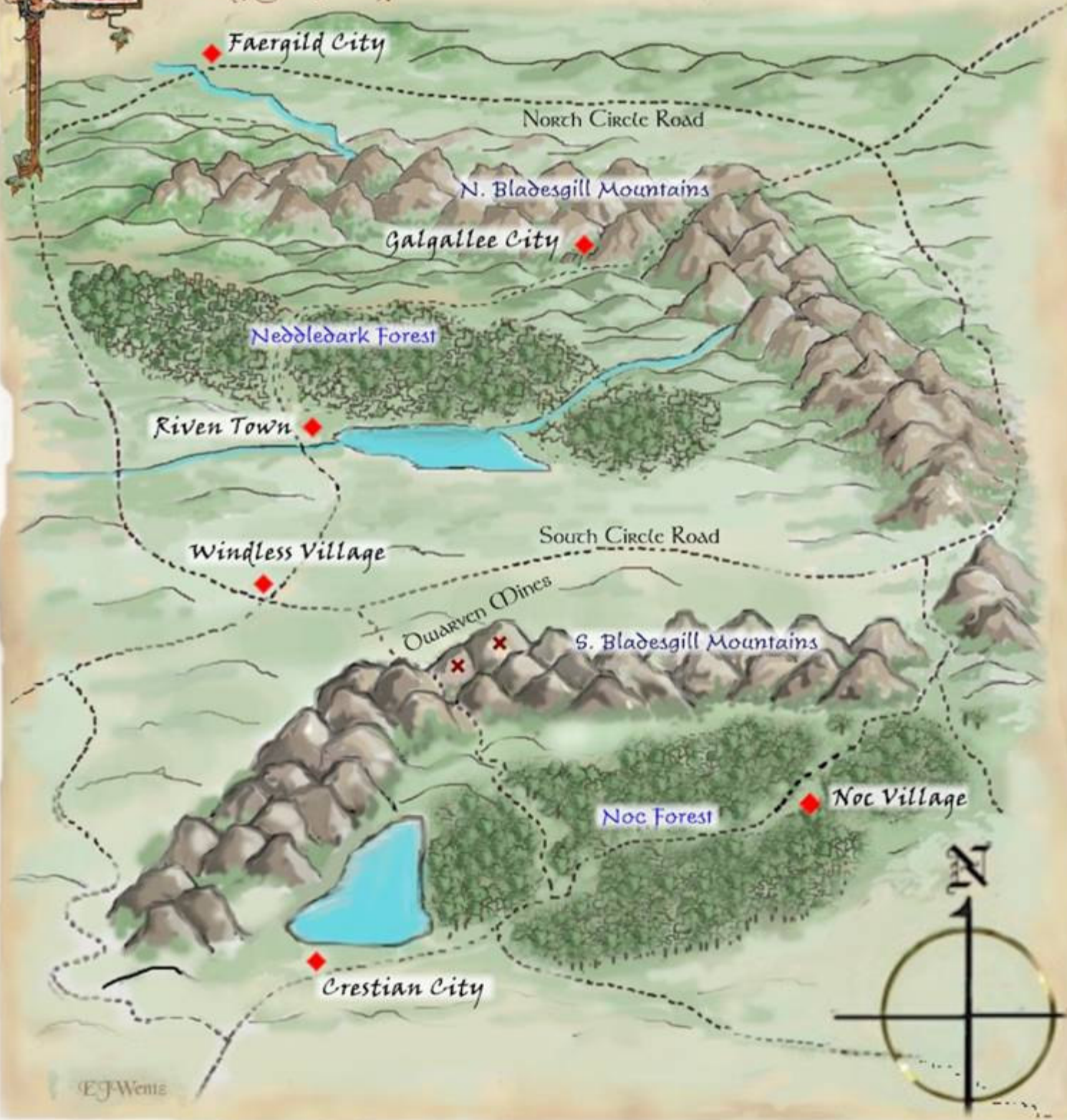
## Modifying the Adventure

The following is a list of suggestions to increase the difficulty for higher level characters:

- You can always increase the number of monsters the characters must fight – within the town and in the cave.
- If need be, make the demons tactics exceptionally well planned. You can have them use diversions from the front while a larger group attacks from the flank and from behind.
- Have the gargoyles drop live victims or huge, deadly rocks on the soldiers and archers. They will stay at a safe distance until they have victim singled out for the capture, at which time they move in for the kill.
- Room 4 in the Impmaster's cave has a literal minefield of rune traps (adhesive surface, Faith drain, blinding fumes, choking fumes, etc.)



# County Thireg



EJWentz

