

Holy Lands

Light Edition PDF

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Sorcery and Magic Items

Sorcery is the use and manipulation of the supernatural demonic forces that follow a person who intends to use magic spells. Spells must be spoken to give direction to these evil forces on what to do; however, even a whisper is sufficient for devoted spellcasters since the demonic spirits follow them so closely. A spell is simply a spoken Rune configuration that the spellcaster has committed to memory. However, due to the difficulty of understanding runic sounds and pronunciation, some spells can be very difficult to memorize.

Casting Spells

Though most members of the Enemy Classes have some ability to cast minor spells, a true **spellcaster** is one whose primary occupation is casting spells and curses, which limits spellcasters to sorcerers, druids, or priests of darkness.

Spellcasters, like Miracle-workers, are limited as to how many spells they can cast in a day and in a Round. Where Miracle-workers use Faith, which offers versatility in how many Miracles they can perform per day, spellcasters use *Spells per Day*, which offers no versatility.

<u>Skill Level</u>	<u>Spells/Day</u>	<u>Spells/Round</u>
Lesser Spellcaster	5	1
Greater Spellcaster	10	2
Advanced Spellcaster	15	3
Lesser non-Spellcaster	1	1
Greater non-Spellcaster	2	1
Advanced non-Spellcaster	3	1

Spell Magic

Absorb Miracle

Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 50 feet
Duration: Instant, until it absorbs a Miracle

Identical to the *Absorb Spell* Miracle except the characters know they are affected by a spell once it's cast on them.

Affect Animal

Level: Lesser **Type:** Druidic
Saving Throw: vs. Spells **Range:** 20 feet
Duration: As long as the Druid is present and alive

This spell allows the Druid to cause any animal to trust and obey the Druid to the point of forsaking its current master. The animal will only flee the area if commanded to

do so by the Druid. Once affected, the animal will never allow harm to come to the Druid as long as it is present.

Call Lightning

Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 50 feet
Duration: Instant/Permanent

Identical to the demonic spell of the same name (found in the Devil Hunter's Manual page 8). Lesser spellcasters cause 3d6+3 Damage (or half if Saved against), Greater and Advanced spellcasters cause 4d8+10 Damage (or half if Saved against).

Charm

Level: Greater **Type:** Sorcery
Saving Throw: vs. Spells **Range:** Touch
Duration: 1 hour

This spell causes the character to believe and act on anything the spellcaster says except commands that cause the character to directly kill or harm him. If such a command is given, the spell is broken immediately.

Conjure Demon

Level: Advanced **Type:** Witchcraft
Saving Throw: none **Range:** N/A
Duration: 1 week and then Permanent

This black spell, by way of a series of long rituals, allows the witch to create a Lesser demon that did not exist on earth before.

Create Mimic

Level: Lesser **Type:** Witchcraft
Saving Throw: none **Range:** 50 feet
Duration: 1 hour (Lesser witch), 1 day (Greater witch), or 1 week (Advanced witch)

This spell creates an invisible Rune Trap on a door, chest, or piece of wood furniture that powers the object to become a vessel for a fanged demonic construct. Thus, it mimics a normal object in every way until the Rune Trap is activated.

Once activated, the demonic construct within the object is animated. Its teeth appear at every point where the object is touched and bite the victim for 2d6+2 Damage each. There is no *Dodge* or *Defend* available, as the bites are extremely fast. They continue to bite once per second until the object is no longer touched.

The victim cannot *Save vs. Rune Traps* because witchcraft magic empowers the object to activate itself when touched. The mimic power cannot be removed from the

object, even if in pieces, unless the Rune configuration is destroyed.

Curse Item

Level: Lesser **Type:** Witchcraft
Saving Throw: vs. Curses **Range:** Touch
Duration: Until Rune Trap or curse is removed

This curse creates an invisible Rune Trap on a weapon or other handheld item that transfers a permanent *Forget Proficiency* or *Daze* spell onto the next person who touches it physically. The victim cannot *Save vs. Rune Traps* because witchcraft magic empowers the object to activate itself when touched. However, if the victim *Saves vs. Curse*, they are immune to the Curse from this item indefinitely.

A Note about Curses

Unlike common spell magic, Curses offer a more devastating and permanent effect on their victims. However, in order for a character to be cursed, the spellcaster (priest of darkness or witch) must have something of the characters on which to perform the ritual(s) on. This something is called an element. A preferred element would be the character's blood, finger, hair, skin, or the character himself, but can also be any item that the character has used more than anyone else has, such as his weapon, clothing, or bedroll.

The distance or range limitation for a Curse is that the victim and the caster are within the same land (typically kingdom). A character can only have the same Curse put on him or her one time by the same witch. Nevertheless, that witch can put EVERY curse on the character if she has the ability and different elements of the character's, but only one time and only one Curse per element. Also, another witch can put the same Curse on the character again.

Removing Curses

A Curse can only be removed by a *Remove Curse* Miracle. It can be broken if the witch who cursed the character dies.

Remove Curse

Type: Clerical Miracle
Target: Other only
Range: Touch only **Saving Throw:** none
Duration: Permanent after 1 hour



Description: Once this Miracle is performed on a Cursed character, it begins the process of removing the Curse. The Curse weakens during the duration, causing pain and discomfort as it withdraws from the victim's body. During this time, the character has penalties of -5 to all Skill and Combat Rolls until the curse is completely removed.

Faith Cost: 23

Curse of Beasts

Level: Advanced **Type:** Witchcraft
Saving Throw: vs. Curses **Range:** No limit
Duration: Until curse is removed

After 1d4 days of long rituals, the victim of this Curse turns into an animal in every way except mentally. The victim takes the stats of the animal and loses all ability to communicate normally.

Curse of Evils

Level: Lesser **Type:** Witchcraft
Saving Throw: vs. Curses **Range:** No limit
Duration: Until curse is removed

After a brief ritual (1 Round), the victim suffers the inability to utilize, wield, or command the supernatural power of any Holy Item or Crucifix. Even the Combat Bonuses of a Holy Weapon are unavailable to cursed individual.

Curse of Weakness

Level: Greater **Type:** Witchcraft
Saving Throw: vs. Curses **Range:** No limit
Duration: Until curse is removed

After a brief ritual (1 Round), the victim suffers double Damage or effect from all Combat, poison, fire, and magic, attacks, including Damage from traps and animals.

Daze

Level: Greater **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 50 feet
Duration: 2d6 Rounds

This spell causes the victim to become dazed with confusion for the duration. All natural Combat Rolls, Combat Skill Bonuses, natural Skill Rolls, and Skill Bonuses are reduced by half.

Destroy Holy Item

Level: Advanced **Type:** Witchcraft
Saving Throw: none **Range:** cauldron
Duration: 1-hour ritual then Permanent

Performing this ritual over a boiling cauldron of various magic components allows the witch to make the brew able to destroy a Holy Item when the item is submerged. The cauldron can destroy up to 1d4+1 items per ritual.

Drain Faith

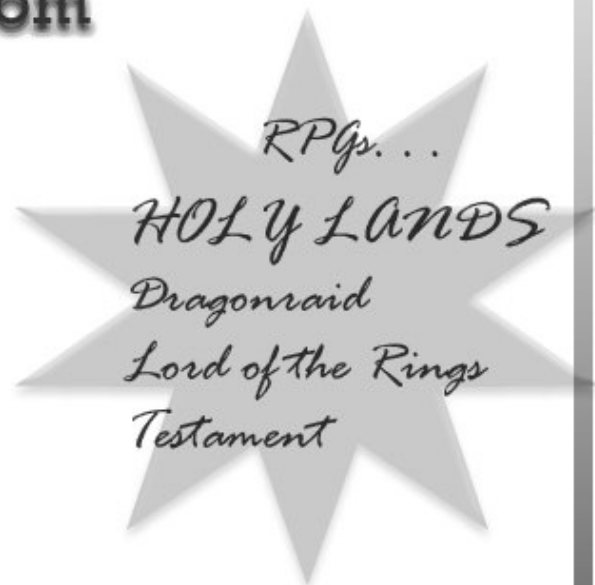
Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 30 feet
Duration: Until curse is removed

This spell drains 1d6+3 Faith (or half if Saved) from the victim when cast by Lesser spellcasters. Greater

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spellcasters drain 2d6+6 Faith (or half if Saved) and Advanced drain 3d6+9 Faith (or half if Saved).

Fireball

Level: Lesser **Type:** Sorcery
Duration: Instant **Range:** 30 feet
Saving Throw: *Dodge or Defend vs. W.S. Thrown*

This spell allows the spellcaster to emit a hurling ball of flame at the target. Fireballs from Lesser spellcasters cause 2d6+4 Damage with a Difficulty of 18. Greater hit for 3d8+8 with a Difficulty of 21 and Advanced hit for 4d10 with a Difficulty of 24.

Flash Freeze

Level: Lesser **Type:** Druidic
Saving Throw: vs. Spells **Range:** 50 feet
Duration: 2d6 Rounds for Lesser spellcasters, 3d8 for Greater, and 4d10 for Advanced

This spell attempts to instantly freeze the moisture within a person's outer body. It slows their *Speed* by half and reduces their Combat and Skill Rolls to Natural Rolls regardless of any weapon, Skill, or Combat Skill Bonuses.

Forget Proficiency

Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 50 feet
Duration: 2d6 Rounds for Lesser spellcasters, 3d8 for Greater, and 4d10 for Advanced

Like *Flash Freeze*, this spell reduces the character's Combat and Skill Rolls to Natural Rolls regardless of any weapon, Skill, or Combat Skill Bonuses. It does not affect *Speed* or any other Ability or Attribute.

Heat Metal

Level: Lesser **Type:** Druidic
Saving Throw: vs. Spells **Range:** 30 feet
Duration: 4 Rounds for Lesser spellcasters, 8 for Greater, and 12 for Advanced

This spell heats any one piece of normal (non-Holy) metal armor or weapon for the Duration and causes 1d4+1 Damage for the first Round, 2d4+2 Damage for the second Round, 3d4+3 Damage for the third, etc. until the character is free of the item. If the item remains on the victim, the amount of Damage lessens each Round as the heat of the metal dissipates.

A breastplate can take up to 4 Rounds to remove plus an additional Round per any item that has to be removed prior, including gauntlets, a cloak, a helmet, etc. Any help reduces the time by half.

Insert Memory

Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** Touch

Duration: Permanent

This dishonorable spell inserts a brief (max 1 Round for Lesser, 3 Rounds for Greater, and 5 Rounds for Advanced spellcasters) memory into the victim's head. The memory can be of any action or event the spellcaster desires as long as he has the imagination for it. The victim then "remembers" the event in his head as if it really happened; just like other memories. A successful Save means the spell was detected and the character can block the memory from becoming "real."

Raise Undead

Level: Lesser **Type:** Witchcraft
Saving Throw: none **Range:** 50 feet
Duration: Instant after a 2-Round ritual

This spell raises 1d4+1 zombies or skeletons (or combination) from their graves or bone piles for Lesser spellcasters and 2d4+2 for Greater or Advanced.

Rot Wood

Level: Lesser **Type:** Druidic
Saving Throw: vs. Spells **Range:** 30 feet
Duration: Permanent after 1 Round

This spell ruins any normal (non-Holy) wooden item, such as a staff or shield, causing it to shatter on the next blow with only half functionality. It can also affect common doors and floorboards. A successful Save avoids the effect.

Rust Metal

Level: Greater **Type:** Druidic
Saving Throw: vs. Spells **Range:** 30 feet
Duration: Permanent after 1 Round

Like *Rot Wood*, this spell ruins any normal (non-Holy) metal item, such as a sword, cell bar, breastplate, or shield, to shatter on the next blow with only half functionality. Advanced spellcasters can affect solid metal doors. A successful Save avoids the effect.

See Holy Power

Level: Lesser **Type:** Sorcery
Saving Throw: none **Range:** Line of Sight
Duration: up to 10 minutes

This spell allows the spellcaster to see the invisible, supernatural glow that emanates from a Holy Item or active Crucifix. Stronger items have a stronger glow, etc.

See the Invisible

Level: Lesser **Type:** Sorcery
Saving Throw: none **Range:** Line of sight
Duration: up to 10 minutes

This spell allows the spellcaster to see items and people that are supernaturally invisible. It does not allow for the spellcaster to see people hidden by the *Cloak* Miracle.

Shapeshift

Level: Greater **Type:** Druidic
Saving Throw: none **Range:** Self
Duration: up to 10 hours

This spell allows the Druid to take the shape and the stats of any common domestic or forest animal. The shape shifted Druid can still speak as a human.

Shrink

Level: Greater **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 30 feet
Duration: 2d6 minutes

This spell shrinks only the victim's body to six inches tall. All equipment and clothing remain unaffected and can bury the shrunken victim. Like the *Shrink* Miracle, the victim's *Dodge* Bonuses remain unchanged, *Speed* and *Strength* are reduced to 1, and all other stats are rendered useless or require Natural Rolls only (as appropriate). A successful Save avoids the effect.

Sleep

Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** Touch
Duration: 1d4 hours

This spell causes the victim to immediately drop into a sleep unwakeable by normal means (only the *Wake* Miracle can awaken the victim). A successful Save reduces the effects to the effects of *Forget Proficiency* spell for 3d6 Rounds.

Stun

Level: Lesser **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 30 feet
Duration: 1d4 Rounds

This spell shocks the victim's nerves and muscles into frozen state for the Duration. During the spell, the victim cannot move by his own will, and will fall to the ground if in motion (causing at least 1d6+1 Damage for the fall). A successful Save avoids the effect.

Weaken

Level: Greater **Type:** Sorcery
Saving Throw: vs. Spells **Range:** 30 feet
Duration: 2d6 Rounds

This devastating spell causes the victim to become so weak that all of his or her physical Attributes (*Speed*, *Strength*, etc.) are reduced by half, and all Combat, Ability, and Skill Rolls are reduced to half the Natural rolls. A successful Save reduces the spell's Duration to 1 Round.

Magic Items

Unlike Holy Items, magic items are destructible by normal means but have similar limitations (in terms of number of properties) as Holy Items. They are typically limited to 3 uses per day.

Armor of Justice

Saving Throw: vs. Magic Items **Duration:** Constant

This magic armor reflects half the Damage done to the wearer back to the wielder of the weapon. If the Damage was indirect (falling rock, arrow, etc.) the wearer takes full Damage. Reduce the return Damage by half for a successful Save.

Boots of Silence

Saving Throw: none **Duration:** up to 10 minutes

These boots allow the wearer to walk or run in complete silence without chance of being heard.

Magic Weapon

Saving Throw: none **Duration:** Constant

Magic weapons have a 1d4+1 bonus to Damage for Lesser enemies, and 1d4+1 to *Attack* and Damage for Greater and 2d4+2 (*Attack* and Damage) for Advanced.

Potion of Invisibility

Saving Throw: none **Duration:** 10 minutes

This potion turns the drinker invisible for the duration or until he makes any kind of *Attack* on another being.

Ring of Reflect Miracle

Saving Throw: vs. Miracle **Duration:** 10 minutes

This ring allows the wearer to reflect the next Miracle performed on him back the Miracle wielder, who must Save.

Robe of Armor

Saving Throw: none **Duration:** 10 minutes

This magic robe increases the wearer's Defense to 16 for the Duration.

Rune Weapon

Saving Throw: vs. Magic Items **Duration:** Constant

These magic weapons have the same Bonuses as a magic weapon (above) plus Shattering Blow and Life Return (see Devil Hunter's Manual for details).

Shield of Power

Saving Throw: vs. Magic Items **Duration:** Constant

This magic shield shatters any normal (non-Holy) weapon that strikes it.



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Consequences of Magic

Magic is a very dangerous force that plagues the known world, especially Christian characters. Whether Holy Lands characters fight against it or attempt to use it, magic can have very negative effects on them. Just prolonged exposure to a magic item creates a chance that the item will consequently curse the character. A character must roll to Save versus some magic effect depending on the influence the magic item has on the character. Use the following table to determine which Saving Throw to apply to the situation.

Magic Saving Throw Table

Exposure	Save vs.
Character carries a magic item too long*	Magic Items
Character casts a spell	Use Magic
Character drinks a magic potion	Use Magic
Character reads a magic scroll	Use Magic
Character is within 10 feet of Rune Trap	Rune Traps
Curse spell cast on character	Curses
Opponent uses a magic item on character	Magic Items
Spell is cast on the character	Spells

*Characters can carry a magic item for 1 hour per Endurance Attribute Rating before the item negatively affects the character; the character must roll to Save for each hour thereafter

Although a magic item may negatively harm a character, no one is physically prohibited from using it. This is the devilishly appealing fact of magic where, unlike Holy Items, there is no Faith requirement to use a magic item. As stated above, consequences can result from accidentally dabbling with magic as well as purposefully using it.

People who have not devoted their lives to the evil arts cannot use magic or magic items without receiving severe consequences. For Christian characters, this can be anything from a relatively mild poisoning to death.

It may be necessary in unforeseen, critical situations for a character to carry or even use a magic item. If he or she does use magic, the character must roll to Save versus *Use Magic*. If unsuccessful, he or she will suffer one of the penalties from the following lists.

Note: A spell cast from a sorcerer or a magic item used on a character does not require a character to Save versus *Spells* and then to Save versus a negative consequence. In this case, the negative consequence is caused by the spell or magic item.

Special Note: Due to its wicked nature, anytime a character uses magic or a magic item for selfish gain rather than for a common good, he or she loses 1 *Patience* AR instantly. This also causes the character to lose 1d4 Faith permanently.

Use this table if the character ingests something magical and does not Save, especially using a magical potion. Roll a d8 to find the corresponding consequence:

For something magical ingested (d8):

- 1) Internal bleeding; dies within 1d4 days; no cure
- 2) Vomiting and nausea for 2d6 hours; suffers -5 to all rolls, including Skill, Ability, and Combat Rolls
- 3) Totally paralyzed for 1d4 hours; no cure available
- 4) Completely blind for 1d8 hours; no cure available
- 5) Completely deaf for 1d8 hours; no cure available
- 6) Poisoned; lose 1d4+1 Life per hour for 10 hours
- 7) Weakness; same as spell effects, for 2d4 hours; no cure
- 8) Poisoned; lose 4d8 Life at 1 Life per Round

Use this table if the character casts something magical by speaking and does not Save, especially when using a spell or scroll. Roll a d8 to find the corresponding consequence:

For casting/speaking something magical (d8):

- 1) Insanity Curse; complete paranoia against everyone
- 2) Completely blind for 2d8 hours; no cure available
- 3) Curse of festering boils; dies in 1d4 days; suffers -5 to all rolls, including Skill, Ability, and Combat Rolls
- 4) Passes out; unwakeable sleep for 1d8 hours
- 5) Insanity Curse; complete physical rage against anyone who defies the character
- 6) Lose an additional *Patience* permanently and 1d4 Faith
- 7) Character turns into an animal (Rac's choice) for 3d8 hours; no cure available
- 8) Reduce all Skill and Combat Skill Bonuses by 1 permanently

Use this table if the character carries, wears, or uses a magical item or weapon for longer than his *Endurance* AR in hours and does not Save. Roll a d8 to find the corresponding consequence:

For carrying something magical too long (d8):

- 1) Weakness; same as spell effect, for 1d4 days; no cure
- 2) Insanity Curse; complete paranoia against everyone
- 3) Insanity Curse; complete physical rage against anyone who defies the character
- 4) Character loses 2d6 Life now + 2d6 Life each additional hour carrying the item
- 5) Totally paralyzed for 2d8 hours; no cure available
- 6) Curse of festering boils; dies in 1d4 days; suffers -2 to all rolls, including Skill, Ability, and Combat Rolls
- 7) Lose an additional *Patience* permanently and 1d4 Faith
- 8) Reduce all Skill and Combat Skill Bonuses by 1 permanently plus an additional 1 per hour carrying the item

Enemy Classes

The Enemy Classes are people, human beings made in the image of God, who have willfully chosen a lifestyle of blatant evil and lawlessness. They have gone far beyond just being a sinful human, but rather have chosen to hone their sins as if they were Skills. They thrive on their own desire to be wicked, and derive power in any way that strengthens them.

Many of those within the Enemy Classes have heard the call of God or otherwise gained knowledge of the plan of salvation; they have heard that God desires to use them for good and they have heard about Jesus being atonement for their sins. However, enemies have chosen a path of wickedness despite knowledge of judgment to come or simply because they don't believe in it – they have chosen either to hate God or to defy that which is good. Some may have turned away from Christianity out of an overwhelming desire for power or greed, some simply hate Christians, and still more want to find a more convenient religion or lifestyle that supports and encourages their sinful desires.

Taking another human life is murder unless one is defending human life

Even though the members of Enemy Classes commit selfish and lawless acts against humanity, it is not the average adventurer's place to cast a judgment of death upon any person. Characters should consider killing any human being murder unless another human being's life is in mortal danger by someone of an Enemy Class. Even still, death to that enemy should only come when all efforts at peace have failed or when one in proper authority (count, duke, or king) have judged one's crimes to be worthy of death.

Taking another human being's life without the above justifications is considered criminal murder in all circumstances and is punishable as such. Your character cannot take a human being's life just because he or she feels "wronged" by that person, including someone stealing something from your character, insulting your character, or fighting against your character in a common tavern brawl.

Human life is to be protected and saved eternally

Your character should receive twice the Experience for Saving a person eternally, using the Skills of *Preach* and *Sacred Studies*, than they do for killing someone. Even attempts at winning over an enemy or other person over with compassion, understanding, and "turning the other cheek," as insignificant as the attempt was, should be rewarded by the Rac with Experience.

Nevertheless, some members of the Enemy Classes hate (with a vehement hostility) anyone preaching God, Jesus, or Christianity to them, and may meet that approach with violence. These people, more often sorcerers and witches, feel a need to "cleanse" the earth of Christians because of their loyalty to a demon or devil lord.

Even though peace may seem "less fun" than hacking and slashing anyone and anything, we feel this is an important virtue to encourage – even in a fictional game. It is important for the Rac to reward characters who subdue (without the intention of killing) even the most violent enemies. This is not a difficult intention to "read" because the player will declare actions of control and restraint rather than going for "max Damage." Several Combat Skill Specials, including *C.S.S. Bounding*, *C.S.S. Evade and Disarm*, *C.S.S. Grapple*, and *C.S.S. Tackling*, allow for a more non-violent approach to diffusing violent human enemies. Use of these Skills, along with the use of *Controlled Damage* and *Knock-Out Damage* (found on page 11 of the Light Edition Game Manual), should earn the character more Experience when dealing with violent Enemy Classes.

All human life is precious to God

In our modern media culture of TV, comic books, movies, video games, and even music, human violence and cruelty is mainstream. As a Christian game, *Holy Lands* would be remiss not to oppose these "qualities" in this game. So, as a rule, *Holy Lands* prohibits not only murder, but also any kind of cruelty to another human being. There should be no Experience ever awarded (and criminal consequences should follow) for any act of embezzlement, rape, inaction to help those in need, painful torture, or senseless persecution of another human being (although such things may be commonplace for other games – especially secular fantasy RPG's).

For more information about **Crime and Punishment**, see *Adventure Pack 2 – Galgallee City*.

Druids

Druids are worshippers of devils veiled as “nature gods,” and most people consider druidic magic as *natural* magic because it directly effects and conjures natural elements (earth, fire, water, and air). This makes the “religion” appealing to some nature-loving folk. However, there is a murderous dark side to the druids of which few people outside their covens are aware (and druids deny at all costs).

Druidic initiates must partake in a ritual of a human sacrifice, preferably of a Christian, to their gods in order to gain their magic abilities and to gain initiation into the coven. During these rituals (usually performed four times a year – once at each seasonal solstice) the druids use powerful natural drugs to incite a “spiritual” experience and to calm the victim and any one of the initiates from “turning back” before the sacrifice is complete. In exchange for these rituals, the druids are provided demonic protection by their devil-god; and these “watchdog” demons are rarely far from the coven.

Druids live in the woods most of the time, and some secretly come into “civilization” to sell their wares (natural jewelry, dishware, and garments) and find new victims once in a while. Some druids never enter a town or city, and their coven is the only civilization they ever know.

Encountering Druids

When the characters encounter a group of druids in the forest, the druids will more than likely have animals such as deer, squirrel, bear, and rabbits, among their company. Quite often, especially at evening rituals, druids find themselves in the presence of visiting demons, ones given to a more natural form, such as tree bilks, stone golems, darkhorses, grimwolves, manticores, also an occasional dragon or wyvern. The presence of these demons gives strength and comfort to the druids and fuels their desire to appease their gods.

Lesser druids find comfort in their “religion” and enjoy the presence of their animal and druid friends. Despite the initiation sacrifices, most Lesser druids feel that they are still part of a peaceful nature religion. However, there are some more evil Lesser druids that are in it to gain the elemental power of the druidic kind, and will gladly use it against others, especially Christians.

By the time druids have reached the **Greater druid** level of power, he or she is becoming more familiar with the truth of the “religion.” They are beginning to realize that the nature gods behind the power are a bit evil, but are happy that their own power is growing greatly. It may take several years for a druid to reach this point in power.

When a druid reaches the **Advanced druid** stage of power, devils have so seduced him or her by the powers they

possess that they may never turn from it. Advanced druids are familiar with the devils who lead them and may have even glimpsed them or have spoken to them face-to-face. Nonetheless, Advanced druids must often play to their “congregation” about their “religion,” comforting the Lesser druids who inquire about the “strange” spirits they worship.

Druidic Covens

Druidic covens are made up mostly of Lesser druids with several Greater druid high priests, and one or two Advanced druid Chiefs. They use only what the natural environment provides for shelter, food, and water. They rarely “disturb” nature by building, tooling, or carving anything. For the most part, the covens operate as self-sustaining, cooperative, even peaceful groups of “spiritual” people. They spend most of their time “tending to the garden” of their forest grove, bathing, meditating, or working magic spells. The closest many of them ever get to “socializing” with each other is during a collective ritual, since the religion draws those with a more selfish and withdrawn personality.

About once a year, the druidic coven migrates to a new grove to tend; it can be very near or very far from their previous grove.

Druidic Adventures

Druidic adventures can be challenging because these enemies are the least physically dangerous to humanity. That is, aside from the human sacrifices, the druids desire a solitary or even peaceful lifestyle.

1. A natural lead in would be for the characters to have to stop a druidic ritual while demons protect the coven.
2. A coven of druids are killing and sacrificing log cutters in a forest or minors in mountain to protest “industry” that’s harming the goddess of the world.
3. A druidic chief has died and the coven will not sacrifice someone until a worthy chief is found. Until then, they have lost their magic powers and demonic protection, and they call upon the characters to help rid their forest of a huge band of rogue hunters that are killing deer, rabbit, and even druids who get in their way.
4. An NPC or character is kidnapped as a sacrifice and must be rescued.
5. Ill winds blow from the forest. Druids are plotting some kind massive magical attack or release of demons to destroy a city or town to “cleanse” the land. Characters must foil the attack.



Lesser Druids

Life: 21 + 2d6
Weapon Skills: Combat Arms, Missiles
Combat Bonuses: Advantage: +1; Attack: +1;
 Dodge: +1; Defend: +1; **Damage:** +1
Weapons (Damage): Staff (1d12), dagger (2d6), short bow
 and 12 arrows (2d8)
AtR: 1
DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average
Special Attributes: Wisdom: 8; Patience: 7
Special Abilities: Perception: 7
Exceptional Skills: Animal Science: +3; Herbal
 Science: +2; Medical: +2, others as appropriate: +1
Saving Throw Bonuses: +2 vs. Miracles and Holy Items
EXP Value: 75 Experience

Spell Knowledge (chance): *Affect Animal* (89%), *Call Lightning* (65%), *Fireball* (72%), *Flash Freeze* (62%), *Heat Metal* (87%), *Rot Wood* (69%)
Equipment (chance): 1d4+1 Potions of Healing (76%), Magic Staff (29%)
Valuables (chance): 2d6g (89%), jewel worth 2d6g (38%)

Greater Druids

Life: 40 + 2d8
Weapon Skills: Combat Arms, Thrown, Missiles
Combat Bonuses: Advantage: +3; Attack: +3;
 Dodge: +3; Defend: +3; **Damage:** +2
Weapons (Damage): Staff (1d12), dagger (2d6), short bow
 and 12 arrows (2d8)
AtR: 2
DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average
Special Attributes: Wisdom: 8; Patience: 9
Special Abilities: Perception: 4
Exceptional Skills: Animal Science: +6; Herbal
 Science: +4; Medical: +4, others as appropriate: +2
Saving Throw Bonuses: +4 vs. Miracles and Holy Items
EXP Value: 150 Experience

Spell Knowledge (chance): All Lesser Druid spells (100%)
 plus *Shapeshift* (74%) and *Rust Metal* (66%)
Equipment (chance): 1d4+1 Potions of Healing (89%),
 Rune Staff (74%)
Valuables (chance): 3d6g (89%), jewel worth 2d6g (38%)

Advanced Druids

Life: 59 + 2d10
Weapon Skills: Combat Arms, Thrown, Missiles
Combat Bonuses: Advantage: +5; Attack: +5;
 Dodge: +5; Defend: +5; **Damage:** +4
Weapons (Damage): Staff (1d12), dagger (2d6), short bow
 and 12 arrows (2d8)
AtR: 3
DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average
Special Attributes: Wisdom: 9; Patience: 11
Special Abilities: Perception: 1
Exceptional Skills: Animal Science: +10; Herbal
 Science: +9; Medical: +7, others as appropriate: +4
Saving Throw Bonuses: +8 vs. Miracles and Holy Items
EXP Value: 300 Experience

Spell Knowledge (chance): All Druidic spells (100%)
Equipment (chance): 1d4+1 Potions of Healing (89%),
 Rune Staff (74%), Ring of Reflect Miracle (65%), Robe
 of Armor (53%)
Valuables (chance): 5d6g (89%), jewel worth 4d6g (38%)

Priests of Darkness/Witches

Priests of darkness (otherwise known as dark priests or warlocks) and witches share a driven nature bent on bringing evil and darkness to the world. Unlike druids, witches and dark priests are not confused about who they worship – they know full well that they worship and commune with the darkest and most evil of devils. Tragically, the witches and dark priests willingly offer human and animal sacrifices to their devil lords whenever they can, as often as once a day! All of the remains of the sacrifice are collected and stored for use in other rituals, curses, and meals.

Priests of darkness are essentially male witches; however, a priest of darkness exercises a twisted male dominance over the witches of his coven, one that can only be described as abusive and torturous. Nevertheless, this is “standard faire” for Dark Covens and is part of their initiation into and membership in the coven.

Witches and warlocks spend much of their time studying the dark arts of magic and collecting components to use in their curses and rituals. These minions of evil have the ability to cast curses on people on sight, and to inflict more detrimental curses by using rituals.

Encountering Dark Priests/Witches

It's usually bad news when a character encounters a witch or warlock, especially if the character is alone. Witches and dark priests typically stay in their temple, tower, or cave with their coven, so the character has usually made a “wrong turn” somewhere if they come upon one. Witches and priests of darkness don't usually even step out into the daylight, or into civilization for that matter. They are reclusive and absentminded when it comes to socializing, so a conversation with them of any value is nearly impossible. Where the dark priests simply will not talk or say very little, a witch will often chatter and babble uncontrollably.

In general, witches and warlocks are rare, though **Lesser witches/warlocks** are the more common. Lesser witches and dark priests are typically social outcasts because of hideous features, and out of their anger toward society, they turn to the evil powers of darkness. On the other hand, some are very beautiful/handsome people who find themselves seduced by magic's evil power, which later disfigures their physical beauty and corrupts their moral qualities. Therefore, the Lesser witch may still be beautiful and even somewhat social.

A **Greater witch/dark priest** is an aspiring conjurer driven to evil with a passionate fury. He or she has begun to lose their beauty inside and out, and is now obsessed with the power of darkness. They spend most of their time creating curses and gathering spell components. People rarely see

Greater witches, who usually keep to themselves while doing the bidding of a more powerful master.

When the witch reaches the **Advanced** level of power, he or she is usually hideous and grotesque in features. They are so powerful that they serve no one, but rather may work with another Greater sorcerer to achieve some evil. Advanced witches often keep animals such as black cats, goats, and ravens as their familiars.

Dark Covens

Witches and warlocks spend their days and nights in dark temples and secret underground lairs. They often commune with demons and even keep some as pets (it is very common for witches and warlocks to have imps, cave imps, and gremlins running around their lairs). Their rooms and chambers are littered with scrolls, spellbooks, jars of animal parts, bones, candles, symbols drawn in blood, ceremonial tables and altars, daggers, and often, cauldrons used to destroy Holy Items. The stench of such a place is enough to make the average adventurer to gag upon entering.

Dark Priest/Witch Adventures

These adventures can have an element of surprise because witchcraft magic can be very powerful and can be hard to combat.

1. An element that can be inserted into nearly any campaign would be where a witch has sent out thief or imp minions to extract one of the character's personal effects (such as a weapon, a piece of clothing, some hair, etc.) to use to curse him or her.
2. An elusive dark priest has befriended and promised great power to a duke or count and begins to poison his mind. The duke or count begins to hate order and righteousness, and starts a reign of terror and murder as per the dark priest's commands.
3. A coven of druids and a coven of witches have taken over a remote keep (and surrounding areas) in a distant forest. The group grows stronger and larger over the following months, soon enslave nearby villagers, and attempt to enslave a larger town next.
4. A coven of seemingly kind druids enlists the characters' aid in defending themselves against an aggressive coven of witches. The druids are actually in league with the witches and are sending the adventurers to their doom.



Lesser Priests of Darkness/Witches

Life: 21 + 2d6
Weapon Skills: Combat Arms
Combat Bonuses: Advantage: +1; Attack: +1;
 Dodge: +1; Defend: +1; **Damage:** +1
Weapons (Damage): Staff (1d12), dagger (2d6)
AtR: 1
DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average
Special Attributes: Wisdom: 6; Patience: 5
Special Abilities: Perception: 8
Exceptional Skills: Demonology: +3; Sorcery
 Studies: +2; Poison Science: +2, others as
 appropriate: +1
Saving Throw Bonuses: +3 vs. Miracles and Holy Items
EXP Value: 115 Experience

Spell Knowledge (chance): *Create Mimic* (89%), *Curse of Evils* (65%), *Raise Undead* (72%), *Summon Demon* (62%)
Equipment (chance): Potion of Invisibility (87%), Magic Staff (39%)
Valuables (chance): 2d6g (89%), jewel worth 1d8g (38%)

Greater Priests of Darkness/Witches

Life: 31 + 2d8
Weapon Skills: Combat Arms, Thrown
Combat Bonuses: Advantage: +2; Attack: +2;
 Dodge: +2; Defend: +2; **Damage:** +2
Weapons (Damage): Staff (1d12), dagger (2d6)
AtR: 2
DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average
Special Attributes: Wisdom: 7; Patience: 6
Special Abilities: Perception: 8
Exceptional Skills: Demonology: +6; Sorcery
 Studies: +5; Poison Science: +4, others as
 appropriate: +2
Saving Throw Bonuses: +5 vs. Miracles and Holy Items
EXP Value: 230 Experience

Spell Knowledge (chance): same as Lesser Priest of Darkness/Witch (100%) plus *Curse of Weakness* (74%)
Equipment (chance): Potion of Invisibility (87%), Rune Staff (54%), Magic dagger (45%)
Valuables (chance): 3d6g (89%), jewel worth 2d8g (38%)

Advanced Priests of Darkness/Witches

Life: 41 + 2d10
Weapon Skills: Combat Arms, Thrown
Combat Bonuses: Advantage: +4; Attack: +4;
 Dodge: +4; Defend: +4; **Damage:** +4
Weapons (Damage): Staff (1d12), dagger (2d6)
AtR: 3
DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average
Special Attributes: Wisdom: 8; Patience: 7
Special Abilities: Perception: 8
Exceptional Skills: Demonology: +10; Sorcery
 Studies: +8; Poison Science: +6, others as
 appropriate: +4
Saving Throw Bonuses: +9 vs. Miracles and Holy Items
EXP Value: 460 Experience

Spell Knowledge (chance): all Witchcraft spells (100%) plus some Sorcery spells as appropriate (65%)
Equipment (chance): Potion of Invisibility (87%), Rune Staff (74%), Magic dagger (67%)
Valuables (chance): 4d6g (89%), jewel worth 3d8g (38%)

Rogues

The rogue Enemy Class is the most prominent of the classes because it takes nothing to be a rogue except a desire to be lawless. Therefore, most would-be bad people either start their evil career as a rogue or end up a rogue when he or she fails at a more skillful Enemy Class.

The rogues, like their Warrior counterpart, like to fight; but rogues tend more toward paganism, drunkenness, and lawlessness. Causing trouble, drinking heavily, and engaging in bloody fights are common activities for most rogues, even within their own clans. They can be belligerent, obnoxious bullies who enjoy causing mayhem and pain among otherwise civilized people.

Because of their pagan beliefs, rogues have no problem sacking, pillaging, and destroying places that Christians (or anyone else for that matter) consider sacred, holy, or otherwise worthy of preservation. Monasteries, churches, shops, and even homes are there for the taking as far as a rogue is concerned. Furthermore, a rogue will not concede to authority or show respect to any ruler, noble, or clergy other than one within their clan, and even that is uncommon. The rogue is out to satisfy one person and one person only - himself.

Nevertheless, in rare cases, a character will encounter a rogue that is more work-minded, not given to much drinking, and may even be skilled at some craft. These rogues are much rarer than the common rogue is.

Encountering Rogues

When a normal citizen encounters a rogue, it usually means that a fight or slaughter is about to ensue. Typically, rogues do not frequent civilization unless they are going to sack it, and no rogue ever wanders far without at least a dozen other drunken outlaws with him. They tend to stay in forests that regular people think are haunted, or they live on their ships, sailing from village to village pillaging the innocent for goods.

A rogue is usually heavily armed and armored - even when sleeping. The rogue is unyielding; their life depends on their fighting abilities. Therefore, if a challenge is afoot, they will accept it and fight to the death. Granted, rogues rarely fight fair, especially if they can outnumber their opponents.

Remarkably, **lesser rogues** are the least common of all the rogues, being the most "expendable." The lesser the rogue, the lesser he or she is in nastiness, and in turn the lesser value he or she is to the other clansmen. Plus, a "soft" rogue is a dead rogue as far as the clan is concerned. It doesn't take much skill to become a Greater rogue, just meanness and brutality.

By the time the rogue has reached the **Greater rogue** level of power, he or she has become quite belligerent and dangerous. They start to see their own power and use it to rule over other Lesser rogues. The Greater rogue becomes more ruthless and cruel, and eventually desires to cause pain to innocents as much as he or she desires to drink heavily.

A rogue grows in power relatively quickly as long as they are mean and cruel. By the time they reach the **Advanced rogue** stages, they are leaders of clans and possibly declaring war with small kingdoms, especially small Christian kingdoms.

Rogue Clans

Rogue clans are usually much larger than any of the other Enemy Class gatherings simply because of the number of rogues out there. They usually move in large groups, sack a settlement here and there, and then disappear to enjoy the spoils of their assault. Small rogue clans, which are the most common, attack small villages, where larger clans attack cities.

Usually a clan has more than 20 rogues where a large and "organized" clan can have more than 2,000 rogues! Smaller clans are usually on foot or use small ships, whereas usually have multiple ships but attack on foot.

Rogue Adventures

These adventures can have much more of the feel of war simply because of the number of men that are usually involved, the type of men that are involved, and how very little conversation and problem-solving takes place.

1. Use rogues to simulate historic battles, including Viking and Saxon raids on Christian monasteries and churches.
2. Although they weren't pagan, have Saracen (Arab Muslim warriors and assassins) invaders attempt to take over Christian villages and lands. This was common in both directions historically.
3. Towns and villages in a pagan land request the characters' help to fight off rebel rogues that are attacking their lands in protest to a change in political power.
4. Competing groups of rogues fight over a village. The characters have to stop or divert both sides, or vacate the area.
5. A large group of rogues traveling by ship takes the group of characters prisoner. Once the characters are taken aboard and the ship sets sail for a foreign port, the ship crashes near a far-off deserted island. Most of the rogues and the characters are stranded together.



Lesser Rogues

Life: 31 + 2d6
Weapon Skills: Combat Arms, Hand to Hand, Thrown, Shield Play
Combat Bonuses: Advantage: +2; Attack: +2;
 Dodge: +2; Defend: +2 (+5 with shield); **Damage:** +3
Weapons (Damage): Great axe (2d12), broadsword (2d10),
 throwing axes (2d8), or fist (1d8+2)
AtR: 1
DEF: 4 (with cloth) to 8 (with chain)

Height: typically average **Weight:** typically average
Special Attributes: Strength: 8; Endurance: 7
Special Abilities: Climb: 6
Exceptional Skills: C.S.S. Roll with Blows: +3; Light
 Sleep: +2; Camp: +2, others as appropriate: +1
Saving Throw Bonuses: +1 vs. Miracles
EXP Value: 85 Experience

Spell Knowledge: *None*
Equipment (chance): Magic Weapon (39%), Potion of
 Invisibility (33%), Potion of Healing (27%), Shield of
 Power (21%)
Valuables (chance): 2d6g (89%), jewel worth 2d6g (38%)

Greater Rogues

Life: 63 + 2d8
Weapon Skills: Combat Arms, Hand to Hand, Thrown,
 Shield Play
Combat Bonuses: Advantage: +5; Attack: +5;
 Dodge: +5; Defend: +5 (+8 with shield); **Damage:** +7
Weapons (Damage): Great axe (2d12), broadsword (2d10),
 throwing axes (2d8), or fist (1d8+4)
AtR: 2 (for most weapons) or 3 (for fists)
DEF: 8 (with chain) to 16 (with plate)

Height: typically average **Weight:** typically average
Special Attributes: Strength: 10; Endurance: 9
Special Abilities: Climb: 4
Exceptional Skills: C.S.S. Roll with Blows: +6; Light
 Sleep: +4; Camp: +3, others as appropriate: +2
Saving Throw Bonuses: +2 vs. Miracles
EXP Value: 170 Experience

Spell Knowledge: *None*
Equipment (chance): Magic Weapon (84%), Rune Weapon
 (72%), Potion of Invisibility (54%), Shield of Power
 (43%), Armor of Justice (31%)
Valuables (chance): 3d6g (89%), jewel worth 2d6g (38%)

Advanced Rogues

Life: 95 + 2d10
Weapon Skills: Combat Arms, Hand to Hand, Thrown,
 Shield Play
Combat Bonuses: Advantage: +8; Attack: +8;
 Dodge: +8; Defend: +8 (+11 with shield);
Damage: +10
Weapons (Damage): Great axe (2d12), broadsword (2d10),
 throwing axes (2d8), or fist (1d8+8)
AtR: 3 (for most weapons) or 4 (for fists)
DEF: 8 (with chain) to 16 (with plate)

Height: typically average **Weight:** typically average
Special Attributes: Strength: 12; Endurance: 10
Special Abilities: Climb: 1
Exceptional Skills: C.S.S. Roll with Blows: +9; Light
 Sleep: +9; Camp: +6, others as appropriate: +4
Saving Throw Bonuses: +4 vs. Miracles
EXP Value: 340 Experience

Spell Knowledge: *None*
Equipment (chance): Magic Weapon (84%), Rune Weapon
 (72%), Potion of Invisibility (65%), Shield of Power
 (58%), Armor of Justice (47%)
Valuables (chance): 4d6g (89%), jewel worth 4d6g (38%)

Sorcerers

Sorcerers, also known as mages, wizards, or conjurers, use their sinful desire for power to call upon supernatural forces. Somewhere between priests of darkness and druids, most sorcerers both don't know and don't care where the magic they conjure comes from; they only care that they can harness it. Sorcerers study runes and spells until they become proficient at the magic language and then use it for their own gain. However, some more-devoted sorcerers knowingly tap into the supernatural powers offered by the devils and return the favor with worship in the form of riches, rituals, and even human and animal sacrifice.

Sorcerers know there is a difference between holy power and magic, but many don't believe that one is "good" and the other is "evil." Rather, they are deceived to think the two are "just different," and therefore think that "those people" who believe in God simply have a more religious belief surrounding their use of "magic." For this reason, the devils that offer these evil powers remain forever hidden from most sorcerers who call upon them. These deceived sorcerers then become intolerant against Christians who "persecute" spellcasters by devising laws against the use of this "innocent" magic.

Because magic of any kind is forbidden in most Christian lands, sorcerers often happily withdraw from society to study their "arts." Although they may be social when they have to go into town, most sorcerers disappear for days or weeks at a time to study. Since they are usually a more intellectual bunch, some mages may have normal lifestyles for years in towns, even as royal advisors. However, because of the nature of sorcery, it is only a matter of time before the wizard strikes out on his own to pursue his quest for more power.

Encountering Sorcerers

Like assassins, most sorcerers appear as common folk, looking like anything from peasants to sagely old advisors. More often than not, when a character encounters a sorcerer, he or she may never know it, mostly because the sorcerer is a lower level "dabbler" in the arts. However, many wizards have a strong desire for more of the power they have and a growing resentment for the Christians that defy magic, and they don't mind if others know about it.

Sorcerers often become sarcastic and rude if the conversation ever turns toward God, Jesus, or Christianity. If they have the unimpeded opportunity, some may even attack a Christian with the intent to kill.

Spellbooks and magic items

Because of their need to study very difficult runic language and alchemy, spellbooks and magic items often

litter a sorcerer's study area. However, a "wise" sorcerer hides his study area from any unexpected visitors, and/or hides his living quarters altogether. By this, some construct or appropriate towers, keeps, and underground dwellings to live and study in secret. Either way, a sorcerer's spellbooks and magic items are usually not far from the sorcerer himself.

Sorcerers Guilds

Unlike the guilds and gatherings of the other Enemy Classes, sorcerers may hold their guilds at another sorcerer's place of study. Depending on the size and location of such a place, a sorcerers' guild can be quite large. For example, a remote tower or keep inhabited by a mage is a place where large gatherings of spellcasters can meet regularly. On the other hand, most sorcerers' guilds are confined to the underground where the law doesn't bother them.

Most sorcerers' guilds are generally made up of lower level sorcerers and mages. Wizards are commonly too selfish to share any real knowledge, though most wizards have helpers and apprentices.

Sorcerer Adventures

Sorcerer adventures can almost always add some exciting dynamics that break away from the "norm" of hack-and-slash or even from the difficult problem-solving adventures.

1. Consider having a campaign in a land where the laws are more tolerant of magic practice as long as it does not include demon worship. Have a ring of Sorcerers Guild be a dominant "player" in the politics of a land yet still corrupt and given to cultic practices. The characters have to expose the truth to the city officials.
2. Under the direction of two sorcerers, a bunch of demons overtake and inhabit a remote military keep. The characters have to clear the keep and stop the sorcerers from repeating their plan at another keep.
3. Have 12 sorcerers called "The New Apostles" make compelling and underhanded efforts to change the leadership of a Christian land starting with the characters' current county. They use their magic to control, manipulate, frame, and escape the peasants and rulers.
4. A sorcerer targets the characters to stop their deeds of heroism. He lures them into a demon-infested dungeon in hopes of killing them.
5. A sorcerer leads a band of rogues on a rampage along a major river. The characters must help to plan a defense at a particularly weak town on the river.



Greater Sorcerer (mage)

Life: 40 + 2d8

Weapon Skills: Combat Arms, Thrown

Combat Bonuses: Advantage: +3; Attack: +3;

Dodge: +3; Defend: +3; **Damage:** +3

Weapons (Damage): Staff (1d12), dagger (2d6)

AtR: 2

DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average

Special Attributes: Intellect: 9; Wisdom: 7

Special Abilities: Perception: 4

Exceptional Skills: Sorcery Studies: +6;

Demonology: +4; Read/Write: +3, others as appropriate: +2

Saving Throw Bonuses: +4 vs. Miracles and Holy Items

EXP Value: 220 Experience

Spell Knowledge (chance): Same as Lesser Sorcerer (100%) plus *Shrink* (74%), *Daze* (64%), and *Weaken* (51%)

Equipment (chance): Magic Weapon (87%), Robe of Armor (74%), Ring of Invisibility (65%), Ring of Reflect Miracle (54%), Rune Weapon (48%)

Valuables (chance): 3d6g (89%), jewel worth 2d8g (38%)

Advanced Sorcerer (wizard)

Life: 59 + 2d10

Weapon Skills: Combat Arms, Thrown

Combat Bonuses: Advantage: +6; Attack: +6;

Dodge: +6; Defend: +6; **Damage:** +6

Weapons (Damage): Staff (1d12), dagger (2d6)

AtR: 3

DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average

Special Attributes: Intellect: 11; Wisdom: 9

Special Abilities: Perception: 1

Exceptional Skills: Sorcery Studies: +10;

Demonology: +9; Read/Write: +6, others as appropriate: +4

Saving Throw Bonuses: +8 vs. Miracles and Holy Items

EXP Value: 440 Experience

Spell Knowledge (chance): All Sorcery spells (100%) plus other Druidic and Witchcraft spells as appropriate (51%)

Equipment (chance): Magic Weapon (87%), Robe of Armor (74%), Ring of Invisibility (69%), Ring of Reflect Miracle (63%), Rune Weapon (59%)

Valuables (chance): 3d6g (89%), jewel worth 3d8g (38%)

Lesser Sorcerer

Life: 21 + 2d6

Weapon Skills: Combat Arms, Thrown

Combat Bonuses: Advantage: +1; Attack: +1;

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

Weapons (Damage): Staff (1d12), dagger (2d6)

AtR: 1

DEF: 4 (with cloth robe)

Height: typically average **Weight:** typically average

Special Attributes: Intellect: 7; Wisdom: 6

Special Abilities: Perception: 7

Exceptional Skills: Sorcery Studies: +3;

Demonology: +2; Read/Write: +2, others as appropriate: +1

Saving Throw Bonuses: +2 vs. Miracles and Holy Items

EXP Value: 110 Experience

Spell Knowledge (chance): See *Holy Power* (89%), See the *Unseen* (81%), *Stun* (74%), *Drain Faith* (62%), *Sleep* (49%), *Forget Proficiency* (41%), *Absorb Miracle* (35%), *Insert Memory* (24%)

Equipment (chance): Magic Staff (87%), Robe of Armor (65%), Ring of Invisibility (47%), 1d4 Potions of Healing (31%), Ring of Reflect Miracle (22%)

Valuables (chance): 2d6g (89%), jewel worth 1d8g (38%)

Thieves

In a society where the nobles have much in the way of material goods and the peasants have next to nothing, it can be quite common for a clever and agile peasant to get into stealing to “balance the unfairness” between the classes. Usually, what starts out with good intentions to help their starving family quickly turns into an addictive and deadly lifestyle of easy gain. The line is crossed into the thief Enemy Class when a person chooses to steal as a career.

Thieves are members of the Enemy Class that find strength and power in taking what is not theirs. They feel empowered by gaining something without earning it. They enjoy the rush of stealing and the thrill of feeling “above the law.” Thieves both work and fight dirty to get a quick payoff and then seek to disappear until they find their next target.

Some thieves are just thugs and bullies who use trickery, blackmail, mugging, and extortion to take money from the honest working class in a face-to-face way, where truly skilled thieves use stealth, espionage, and the shadows to get what they want without being seen, and then disappear. Nevertheless, the old adage holds true for nearly every member of this Enemy Class: “there truly is no honor among thieves.” Most thieves would rat out anyone – family or friend – to save his own hide from legal punishment. Where there is a seeming loyalty and “team spirit” among thief associates while underground, when “the chips are down,” thieves leap at the chance to sell out their “friends.”

Encountering Thieves

Since thieves can be quite common in towns and cities, your character may encounter them often but never know it. Unlike most of the other Enemy Classes, thieves are typically louder, more social, even obnoxious and fun loving. They may wander the city in small groups looking for their next target, usually traveling merchants or unsuspecting adventurers who are passing through the city. Though their victim may not even notice the thieves until assaulted, most thieves make no special efforts to hide their presence as a “respectable citizen” of a city or town. They avoid suspicion with innocent socializing until it’s time to do their job.

Lesser thieves are most common. At this level, the thief is usually a cutpurse or robber rather than a sneaky burglar, although they aspire to learn those skills, too.

By the time thieves have reached the level of **Greater thief**, they have become as cocky as they are proficient, for they have stolen much of other people’s property and thus far avoided serious consequences.

Advanced thieves are as rare as they are hated. By the time they reach the Advanced level, thieves can pretty much own anything they want that belongs to someone else. Though by now, they have all they really need for quite a

while, including a “successful” Thieves Guild to manage and glean the profits from.

Thieves Guilds

An active thieves guild is commonplace for nearly all cities and towns. It usually includes a network of safehouses, involved shops, underground basements, political protection (up to paid-off governors who get a percentage of the profits), and of course many thieves. These guilds operate like organized crime with many different roles for the many different members, including burglars, muggers, couriers, “heavies,” and usually an assassin or two.

Being extremely territorial, thieves guilds hate non-member thieves who steal in their territory. Since the thieves' guild essentially make up the “black market” of a city, it can be “beneficial” for a non-member to get into the local thief network, especially since the alternative option is one chance to leave the town or die. The guild makes a percentage of everything that they fence (stolen goods they buy and sell), but prefer dealing in valuable magic items and rare, international items.

Thief Adventures

These adventures can be fun because thieves can have many different personalities and motivations. Usually when your character interacts with a thief, your character is not far from interacting with the entire thieves' guild as well.

1. A good side plot to any adventure is to have the characters need to chase down a thief that has just picked a character’s pocket of some key item or weapon needed for the adventure.
2. The characters are enlisted by a noble to infiltrate the local thieves' guild and retrieve a stolen Holy Item. While there, the characters are framed as thieves and caught by undercover Spies who are working for a count, duke, or king. The corrupt noble is actually trying to weed out the undercover spies, and using the characters as bait. He denies ever seeing the characters before, but once released, the thieves' guild wants the characters dead for knowing too much.
3. An out-of-town, seasoned thief is being hunted by a ruthless thieves guild for stealing in their territory. He bumps into the characters and asks for their help – then the thieves' guild wants the characters dead, too.



Lesser Thieves

Life: 24 + 2d6
Weapon Skills: Combat Arms, Thrown
Combat Bonuses: Advantage: +2; Attack: +2;
 Dodge: +2; Defend: +2; **Damage:** +1
Weapons (Damage): Broadsword (2d10), long daggers
 (2d8), throwing daggers (2d6)
AtR: 1
DEF: 4 (with cloth) to 8 (with chain)

Height: typically average **Weight:** typically average
Special Attributes: Agility: 8; Speed: 7
Special Abilities: Hide: 6; Search: 7
Exceptional Skills: Pick Locks: +3; Pick Pockets: +2;
 Trap Works: +2, others as appropriate: +1
Saving Throw Bonuses: +1 vs. Miracles
EXP Value: 85 Experience

Spell Knowledge: *None*
Equipment (chance): Lock Picks (91%), Ring of Invisibility
 (51%), Boots of Silence (35%), Magic Weapon (29%)
Valuables (chance): 2d6g (89%), pendant or ring worth
 3d6g (54%), jewel worth 2d6g (33%)

Greater Thieves

Life: 49 + 2d8
Weapon Skills: Combat Arms, Thrown, Missiles
Combat Bonuses: Advantage: +5; Attack: +5;
 Dodge: +5; Defend: +5; **Damage:** +3
Weapons (Damage): Broadsword (2d10), long daggers
 (2d8), throwing daggers (2d6), crossbow (2d8)
AtR: 2
DEF: 4 (with cloth) to 7 (with leather)

Height: typically average **Weight:** typically average
Special Attributes: Agility: 10; Speed: 9
Special Abilities: Hide: 3; Search: 4
Exceptional Skills: Pick Locks: +7; Pick Pockets: +6;
 Trap Works: +5, others as appropriate: +3
Saving Throw Bonuses: +2 vs. Miracles
EXP Value: 170 Experience

Spell Knowledge: *None*
Equipment (chance): Lock Picks (93%), Ring of Invisibility
 (73%), Potion of Invisibility (64%), Boots of Silence
 (59%), Magic Weapon (49%), Rune Weapon (35%)
Valuables (chance): 3d6g (89%), pendant or ring worth
 4d6g (54%), jewel worth 3d6g (33%)

Advanced Thieves

Life: 74 + 2d10
Weapon Skills: Combat Arms, Thrown, Missiles
Combat Bonuses: Advantage: +8; Attack: +8;
 Dodge: +8; Defend: +8; **Damage:** +6
Weapons (Damage): Broadsword (2d10), long daggers
 (2d8), throwing daggers (2d6), crossbow (2d8)
AtR: 3
DEF: 4 (with cloth) to 7 (with leather)

Height: typically average **Weight:** typically average
Special Attributes: Agility: 12; Speed: 10
Special Abilities: Hide: 1; Search: 1
Exceptional Skills: Pick Locks: +10; Pick Pockets: +10;
 Trap Works: +8, others as appropriate: +7
Saving Throw Bonuses: +4 vs. Miracles
EXP Value: 340 Experience

Spell Knowledge: *None*
Equipment (chance): Lock Picks (93%), Ring of Invisibility
 (83%), Rune Weapon (67%), Potion of Invisibility
 (64%), Boots of Silence (59%), Magic Weapon (57%)
Valuables (chance): 4d6g (89%), pendant or ring worth
 5d6g (75%), jewel worth 4d6g (49%)

DragonRaid: Roleplaying Discipleship Game

from *Adventures for Christ*, a division of the Lamb's Bride Project.



More than just a game, DragonRaid offers hours of enjoyment while teaching participants to resist sin, counter deceptive arguments, memorize Scripture, and build moral and spiritual character. On the mythical world of EdenAgain, players meet challenges that parallel real life and compel them to grapple with conflicting values, discover how faith in Christ can shape behavior, and reflect on what is really worth living and dying for.

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The cover art for the roleplaying game "Spiritual Warfare". It features a woman with long blonde hair and a sword. The title "Spiritual Warfare" is written in a stylized font, with "THE ROLEPLAYING GAME" underneath. A quote is present: "Now you can join the fight against Satan and his minions of darkness. Unsheathe your sword, mount your steed, put your trust in the Lord, and tear down the demonic forces that have ravaged the earth." Below the quote is a double-headed arrow and the text "THE DAY OF EVIL IS HERE; WILL YOU BE ABLE TO STAND?". The Golgotha Games logo is in the bottom left corner.