

Holy Lands

Light Edition PDF

Warning

Do not duplicate or distribute this file.

This document is licensed only to the purchaser for personal, private use. Duplication and/or distribution of this file is strictly prohibited, and is protected under federal and local copyright laws. Unlawful duplication and distribution will be pursued.

WEBSITE:

www.holylands.net

CREDITS:

Edited by Joe K. Revesz

Very special contributory thanks to the Holy Lands playtesters:

Christopher Hopler, Ryan A., Bryan, Eli, Dominic, Kenny, Nathan, Chrissie, and Chad Catron

Cover and internal art by Gabe and Chachi Hernandez

Map design by Edward Wentz

Copyright © 2005, Faith Quest Games, All Rights Reserved
Holy Lands™ is a Registered Trademark of Faith Quest Games

Table of Contents



THE HEALER

PAGE 2



NEW HOLY ITEMS

PAGE 4



NEW MIRACLES

PAGE 5



NEW ENEMY CLASS: ASSASSINS

PAGE 6



ANIMALS & BEASTS

PAGE 8



THE CLIFFS OF CORDELL

PAGE 10

The Healer

"The greatest gift one can give is the strength of Life."



Playing the Healer

Healers are members of the Clergy Class who specialize in bringing healing to the sick and injured. They have devoted their lives to passing along Life-giving supernatural powers to those in need. In exchange for their sacrifice of giving up the things of this world, Healers gain an extraordinary ability to perform healing Miracles.

Special Miracle Abilities

Clerical Miracles

Because of the Healer's commitment to supernatural healing powers, the Healer Character Class gains the ability to perform Clerical Miracles at half the normal Faith Cost (rounded up as needed). All Miracle abilities are lost for 2d6 days once the Healer uses any weapon (other than the staff) as a weapon or uses any armor for physical protection.

- Clerical Miracles at half Faith Cost

Limitations

Armor Restrictions

Healers can never wear any armor for physical protection. They do not believe in physical help – only help that comes from above.

- Never wear armor – robes only

Weapon Restrictions

Healers will never use any weapon made for the primary function of causing physical Damage. They will only use staffs.

- Never use weapons – staff only

The Healer

Creating the Healer

Attribute Requirement

Patience: 7
Wisdom: 5

Life and Faith

Life: $2d4^{(GE)} + (\textit{Strength} + \textit{Endurance} + \textit{Wisdom})$
Faith: $2d8^{(GE)} + (\textit{Patience})$

Gifts

HP: Touch
Medical
Meditation
Miracles: Clerical
Sacred Studies

Class Skills

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:

Animal Science
Artistry
Demonology
Edify
Empower Crucifix
Food Works
Herbal Science
HP: Hearing
Intuition
Miracles: High (limit one per level)
Play Wind Instrument
Political Science
Preach
Read/Write
Read/Write: [additional language]
Singing
Speak: [additional language]

Weapon Skills

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

W.S. Combat Arms (staff only)
W.S. Thrown (staff only)

Initial Equipment

Staff (1d12 Damage)
Heavy Robe (AP: Chest/Legs; DEF: +3)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, torch
2d6 Food Rations
2d4 Drafts of Healing
Book of Medical Knowledge (optional)

Progressing the Healer

Experience points

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

1.	0
2.	1,150
3.	2,450
4.	4,050
5.	6,100
6.	8,750
7.	12,150
8.	16,450
9.	21,800
10.	28,350
11.	36,250
12.	45,650
13.	56,700
14.	69,550
15.	84,350

Life and Faith

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

Life: $+1d4^{(GE)}$
Faith: $+1d8^{(GE)}$

New Holy Items



Breastplate of Victory

This breastplate, which can be of any of the armor types, allows the wearer to remain alive after his or her *Life* has reached 0 or less. The wearer's *Life* continues to diminish at 1 *Life* per Round (plus any other Damage sustained), but only until his *Life* reaches a negative maximum equal to his *Life*'s positive maximum. However, if the wearer's *Life* reaches the negative maximum, the wearer is dead without the ability to be resurrected.

Faith cost: 3 Faith required and automatically used to remain alive after *Life* falls below 0

Value: 70g



Cleric's Cocktail

Other than by means of weight, your character is not limited to how many of these he or she can carry, as they are not true Holy Items in that sense. They are made with a special container and a special Holy Water mixture that explodes upon significant impact once the Faith cost is spent. Once thrown or dropped, the Cleric's Cocktail causes 2d6+2 Damage to anyone within 10 feet of the explosion or 5d6+5 to demons.

Faith cost: 1 per use

Value: 12g

Weight: 1 pound each



Cleric's Hammer

This devastating hammer causes 2d10+5 Damage and also has a +4 Bonus to *Attack* and *Defend* using W.S. Combat Arms. Once the Faith cost is spent, it always causes Triple Damage instead of Double Damage against undead (Duration of use: 1 Ten-round).

Faith cost: 2 per use

Value: 75g



Pendant of the Dove

This simple-looking yet miraculous pendant causes the wearer to be resurrected 2d6+2 Rounds after dying. The pendant disappears, and the character is alive and whole again with full *Life* and *Faith* regardless of their condition at death, but the pendant is gone forever.

Faith cost: None

Value: 100g

New Miracles

Canticle of Light

Type: Holy Song
Target: Self only
Range: Area (50-foot radius)
Duration: Maximum 1 minute per *Endurance*
Saving Throw: none



Description: This Miracle allows the Bard to create a brilliant sphere of light around himself that evenly lights up the entire Range around him. The light has no apparent source and stops abruptly at the edge of the Range. The light continues as long as the Bard plays the song.

Faith Cost: 3

Exorcism

Type: Clerical Miracle
Target: Other only
Range: 5 feet per Proficiency Bonus
Duration: Permanent in 1 Round
Saving Throw: versus Miracles (no affect)



Description: This Miracle allows the Clergy to exorcise a demon out of a possessed individual or animal. This is a very painful and exhausting process for the possessed person and the demon inside. To eliminate the demon from a being, the Clergy must show a cross, Crucifix, or Holy Item to the demon while performing this Miracle (without this element, the Miracle cannot be successful).

Faith Cost: 7

Invisible Wall

Type: High Miracle
Target: Vertical Area
Range: 5 feet per Proficiency Bonus
Duration: 1 minute per PB
Saving Throw: none



Description: Performing this Miracle allows the Clergy to create a completely vertical (straight up and down only) invisible wall 5 feet high by 5 feet wide (or any combination thereof) per PB. This invisible wall is impassable by any known force, being, or thing, including spell attacks, spiritual beings, and physical objects. Beings and objects cannot teleport through the invisible wall. Each time the wall is struck or affected by a force, the wall becomes slightly more visible until it is a glowing (but transparent) wall of energy.

Faith Cost: 5

Sober

Type: Clerical Miracle
Target: Self or Other
Range: Touch
Duration: Permanent in 1 Round
Saving Throw: vs. Miracles (if sobering is undesired)



Description: Once touched by the Clergy performing this Miracle, a person who is mentally impaired by alcohol, herbal drugs, poisons, or magic mind-altering spells and concoctions, becomes completely sober and levelheaded. This Miracle can also negate the affects of hangovers, withdrawals, and other negative mental effects of the above chemicals.

Faith Cost: 3

Vanish

Type: High Miracle
Target: Self or Other
Range: Touch
Duration: 1 Round per Proficiency Bonus
Saving Throw: vs. Miracle (if undesired)



Description: This powerful Miracle causes the Target person or people to completely and instantly vanish from the physical world. He or she is transported to a distant, empty, spiritual plane that parallels our worldly realm. The Target can view the area where he has disappeared from for the Duration. At will or after the Duration has lapsed, he returns to the exact location where he was before he vanished. The vanished person cannot do anything physical while in the distant realm.

Faith Cost: 7

Weapon to Snake

Type: High Miracle
Target: Other (non-magical weapon only)
Range: Touch or 5 feet per Proficiency Bonus
Duration: 1 minute per Proficiency Bonus
Saving Throw: none



Description: This Miracle transforms any non-magical weapon within Range into a large, venomous snake that will attack the Clergy's enemy upon transformation. If the enemy is holding the weapon at the time of transformation, he or she will not be able to gain *Advantage* against the snake and will be -5 to *Dodge* or *Defend* its first Round of *Attacks*.

Faith Cost: 5

Assassins

Assassins are those within the Enemy Classes that kill other people for money; they are typically ex-thieves who wanted more of a thrill than stealing. People of great power and wealth seek assassins to kill someone else, usually of similar or higher power. It typically makes no difference to an assassin whether the person they are hired to kill is Christian, Jewish, rich, poor, female, male, a child, a king, French, Moorish, or any other nationality, religion, or physical make up. They simply kill to collect money.

Because of their line of work, assassins can be very costly to hire. The average "job" costs the "client" around 100g and can cost up to 2,000g or more. As you can see, an assassin need not "work" all the year 'round. One job could earn the assassin nearly a year's salary for the average peasant.

Encountering Assassins

Assassins are sly, sneaky, and live their lives secretly. They usually travel alone and never keep close, personal friends. Generally, an assassin's life is as mysterious as it is illegal. Therefore, the more they devote their life to their work, the more they find themselves slipping away from society. Not only would it be rare for the characters to encounter a true assassin in the general public, but the characters would likely not even know that they just did so. "Good" assassins (those that handle the job cleanly and disappear) are very hard to find, but ordinary cutthroats abound in the wrong part of any large city. Because being an assassin means certain death if he is caught, a true assassin would never reveal his trade to anyone except his client and trusted criminal allies.

Assassins usually appear as normal people traveling alone and keeping to themselves. They are very withdrawn socially and never like to draw attention to themselves. They only do things that they are purposed to do, and they do them fast and then disappear. They speak very little and hardly ever show any outward emotion. Their only thrill is taking the life of another person, during which you may catch them cracking a smile.

The most common type of assassin is the **Lesser assassin**, because people in this profession tend to not live very long. These Lesser assassins are still more thief than assassin, but they are amateur hired killers nonetheless. They are often more dangerous than the more advanced assassins because they think they can kill anyone in their way and get away with it, where more experienced assassins carefully pick their target and strike, leaving any additional trouble alone.

Greater assassins tend to be less dangerous to the general public as a whole than Lesser assassins, but are more

effective at eliminating their targets. At this level of skill, the assassin is careful, efficient, and very deadly.

Due to the short average lifespan of assassins, there are very few **Advanced assassins** around. Most of them live in hiding while enjoying the wealth they have accumulated; they take very few "jobs" anymore, and are very selective of their clientele.

Assassins Guilds

Dedicated assassins' guilds are extremely rare because assassins have little desire in socializing with anybody or advertising their craft. A single place devoted to assassins meeting means "certain death" in their eyes - it just sets up a place to get caught. If there is a guild for assassins to meet, it is organized in a series of several temporary meeting places that changes locations frequently and then disappears when the purpose of the meeting is finished.

Rather, assassins may frequent thieves' guilds, mingling with trusted criminals in order to find work. There they can learn and teach Skills, buy and sell magic items, find out about the new "hero do-gooders" of the lands, swap tall tales about underground feats, as well as find jobs.

Assassin Adventures

Assassin adventures can be great fun because the characters first have to stop the assassin and bring him or her to justice, and then find out who hired the assassin and why. Otherwise, the person who hired the assassin will just do it again and again until the job is done.

1. A good introduction to an assassin encounter could be for the characters to hunt an assassin that has a royal leader or wealthy noble targeted. The noble has enlisted certain citizens to protect him. During the search, the characters realize that the assassin is a woman and works for someone close to the noble.
2. 1d4+1 assassins have been hired by sorcerers of a neighboring county to kill high members of The Guild of Sevens (page 62 of the Light Edition Game Manual). The characters are enlisted to help defend the guild.
3. The characters witness the murder of a local clergy by an assassin, who turns out to be the hired killer of a corrupt duke. The duke is having anyone who stands in his way of gaining power killed.
4. To directly engage the characters, an assassin can be after one or more of the characters for any of their previous heroic involvements that someone powerful didn't want stopped or started.
5. An assassin wants to steal and destroy any Holy Items owned by the characters.



Lesser Assassins

Life: 28 + 2d6
Weapon Skills: Combat Arms; Hand to Hand; Thrown; Kick Attack
Combat Bonuses: Advantage: +3; Attack: +3; Dodge: +3; Defend: +3; **Damage:** +2
Weapons (Damage): Paired shortswords (2d10), throwing daggers (2d6), fist (1d8+2), or kick (2d6+3)
AtR: 2
DEF: 4 (with cloth) to 6 (with leather)

Height: typically average **Weight:** typically average
Special Attributes: Agility: 8; Patience: 7
Special Abilities: Climb: 7; Balance: 5
Exceptional Skills: Pick Locks: +3; C.S.S. Grapple: +2; C.S.S. Jump Kick: +2, others as appropriate: +1
Saving Throw Bonuses: +1 versus Miracles
EXP Value: 105 Experience

Spell Knowledge (chance): *Charm* (21%)
Equipment (chance): Lock picks (89%), 50 feet of rope with grappling hook (79%), 1d4 various poisons (49%), 1d4 Potions of Invisibility (45%), Boots of Silence (32%), Magic Weapon (24%)
Valuables (chance): 2d6g (89%), jewel worth 2d6g (38%)

Greater Assassins

Life: 54 + 2d8
Weapon Skills: Combat Arms; Hand to Hand; Thrown; Kick Attack
Combat Bonuses: Advantage: +6; Attack: +6; Dodge: +6; Defend: +6; **Damage:** +4
Weapons (Damage): Paired shortswords (2d10), throwing daggers (2d8), fist (1d8+4), or kick (2d6+6)
AtR: 3
DEF: 4 (with cloth) to 6 (with leather)

Height: typically average **Weight:** typically average
Special Attributes: Agility: 10; Patience: 9
Special Abilities: Climb: 4; Balance: 1
Exceptional Skills: Pick Locks: +6; C.S.S. Grapple: +6; C.S.S. Jump Kick: +4, others as appropriate: +2
Saving Throw Bonuses: +2 versus Miracles
EXP Value: 210 Experience

Spell Knowledge (chance): *Charm* (34%)
Equipment (chance): Lock picks (89%), 50 feet of rope with grappling hook (79%), 1d4 various poisons (71%), 1d4 Potions of Invisibility (65%), Boots of Silence (57%), Rune Weapon (36%)
Valuables (chance): 4d6g (89%), jewel worth 3d6g (38%)

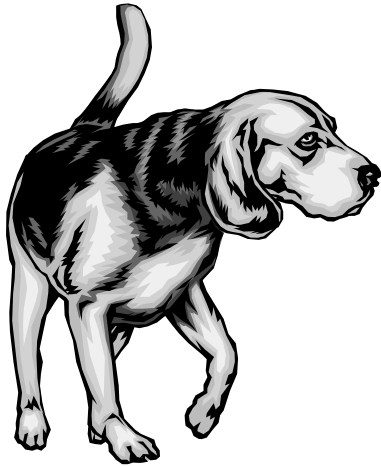
Advanced Assassins

Life: 84 + 2d10
Weapon Skills: Combat Arms; Hand to Hand; Thrown; Kick Attack
Combat Bonuses: Advantage: +10; Attack: +10; Dodge: +10; Defend: +10; **Damage:** +8
Weapons (Damage): Paired shortswords (2d10), throwing daggers (2d8), fist (1d8+6), or kick (2d6+8)
AtR: 4
DEF: 4 (with cloth) to 6 (with leather)

Height: typically average **Weight:** typically average
Special Attributes: Agility: 13; Patience: 11
Special Abilities: Climb: 1; Balance: 1
Exceptional Skills: Pick Locks: +10; C.S.S. Grapple: +9; C.S.S. Jump Kick: +8, others as appropriate: +4
Saving Throw Bonuses: +4 versus Miracles
EXP Value: 420 Experience

Spell Knowledge (chance): *Charm* (47%)
Equipment (chance): Lock picks (89%), 50 feet of rope with grappling hook (79%), 1d4 various poisons (71%), Rune Weapons (69%), 1d4 Potions of Invisibility (65%), Boots of Silence (57%)
Valuables (chance): 5d6g (89%), jewel worth 4d6g (38%)

Animals and Beasts



Hounds

Life: 18

Weapon Skills: Hand to Hand (claws and bite)

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

Dodge: +4; **Damage:** +3

Weapons (Damage): Bite (2d6), claws (1d6),

AtR: 2 (with bite or claws)

DEF: 3 (naturally)

Height: up to 2.5 feet tall **Weight:** up to 100 pounds

Special Attributes: Speed: 10; Agility: 10; Intellect: 5 (as loyalty)

Special Abilities: Perception: 3; Search: 5

Exceptional Skills: Nightvision: +3; Heightened Senses (all): +10; Swimming: +3

Value: 5g (untrained puppy) to 22g (hunting-trained)

EXP Value: 75

For game play, a canine animal companion must play a significant part of your character's life. They, unlike horses, can and must go nearly everywhere the character goes and typically reacts to situations before the character would. In life-threatening situations, this can be a great thing, but for ordinary game situations, this can be cumbersome for the character alone. For this reason, the Rac and the player have to both be involved in playing a hound's actions.

Canine animal companions, unlike horses, demand significant attention, affection, and companionship. They are very loyal to, intrusive to, and protective of their master's affairs. Constant consideration must be given to their feeding, care, and training throughout game play. However, for hunting, protection, and tracking, a hound can truly be your character's best friend.



Snakes

Life: 7

Weapon Skills: Hand to Hand (bite); Thrown (spitting venom into victim's eyes)

Combat Bonuses: Advantage: +5; Attack: +15;

Dodge: +5; **Damage:** +1

Weapons (Damage): Bite (1d4), and venom (4d6+20 at 1 point of Damage per Round)

AtR: 1 (with bite)

DEF: 1 (naturally)

Length: up to 18 feet long **Weight:** up to 50 pounds

Special Attributes: Agility: 10; Speed: 8

Special Abilities: Perception: 3

Exceptional Skills: Nightvision: +10; Heightened Scent: +12; Heightened Sight and Hearing: +10

Behavior: All snakes are carnivorous and eat small animals such as lizards, other snakes, rodents, birds, eggs, and insects. While a snake's vision is unremarkable, it is able to detect movement. Some snakes (pit vipers, pythons, and some boas) have infrared sensitive receptors in deep grooves between the nostril and eye, which allow them to "see" radiated heat. As snakes have no external ears, hearing is restricted to sensing vibrations through the skin, but this sense is extremely well developed. A snake smells by using its forked tongue to collect airborne particles. The fork in the tongue gives the snake a sort of directional sense of smell.

Value: 12g (as meat for food, and poison)

EXP Value: 45

Snake Specialties

Snake meal (meat portion, potatoes)

Cost

3g

For the Rac

Something many new and self-conscience Racs do not realize is that they have the power to take the game totally under control if they so choose. **For example**, you can kill a character if you do not like its player, but that would be a blatant abuse of your power. Though others may have also wanted that player to keep his or her mouth shut more often, you just showed everyone that you are going to play favorites.

It is very important to use the consistency and assertiveness that the position requires for the overall good of the game. Rather than use (abuse rather) your power to your advantage, use it to further all the players and their characters.

Personalities and Role-playing

Bear in mind that while all personalities are unique, they all have some similarities when it comes to game play. Role-playing is a great way to reach lost souls for the kingdom of God, but it is also a way for all of us to interact socially in a safe environment. It gives us a way to relate with others with the primary purpose of having fun, and allows us to act in ways we may not in real-world situations. That is why we like to role-play, to become someone we would like to be.

Your players all want to feel important, included, and accepted; that is the reason they attempt things with their characters that sometimes astonish us. The introverted player becomes an extroverted character and the social and talkative players become sly, quiet, and sneaky spies; hence, the beauty of role-playing. A good Rac will learn to “roll” with these unpredictable behaviors and handle the situation in a smooth manner. The following may help you to do so.

Player conflicts

It is important to take a very objective stance on all issues within a game, but the most important is when there is a conflict between two or more players.

If the issue does not include you, it is ok to let the players work it out between themselves. Not every situation requires the Rac. In fact, it is beneficial for you to encourage the players to leave you out of most circumstances unless it requires knowledge of the situation or rules mechanics. If you are able, stay out of it and let the players rely on each other rather than you. By doing this, you encourage teamwork and independence, giving the player power over his or her actions. You also learn more about the game, the players, and even a thing or two about life when you just observe the players working out their own conflicts.

Should the conflict involve you, set a good example to all by erring on the side of fairness, even if it means ‘rewinding’ the story to a place that allows for a retry. Be assertive but be fair. If it is the truth, reassure the players that the situation needs to be done again for fairness's sake and that you are now fully aware of what is going on. If you missed something important, there is no harm in apologizing for it and taking the game back a notch to fix it.

Cheating

Cheating can be a tough situation to handle, no doubt, but an important one nonetheless. Unfortunately, how you handle it is up to your own good judgment, but we can give you some pointers if the situation gets out of hand. The most important thing is to always remember that this is just a game. Therefore, if a person needs to cheat continuously in order to make his or her game fun, he or she may have bigger issues than you can most likely solve. The time to take action against a cheater is when his or her cheating is affecting other players and the game as a whole. It is definitely not a big deal for you as the Rac to flub some rolls or increase an enemy's stats last minute in order to make the game more realistic or more enjoyable for the players; in fact, you may need to do this in many situations, and know this is okay. It becomes a problem when a character's player does this repeatedly and it begins to make the game unbalanced, allowing the character to perform unrealistically well most of the time.

The best thing to do is to let the players know that you have noticed some “finessed” rolls and it is time to be stricter with things (try: “after you roll it, leave the die or dice there for all to see”). It is very understandable that cheating unbalances a game and that the Rac should crack down on it if noticed. You do not have to single anyone out in order to do this either. Simply make it a rule that no one can roll anything before told to do so, and if they do, the roll is unacceptable - no matter how good it is. As long as that is the declared house rule, everyone must abide by it. **Note:** you as the Rac should feel justified that you can hide your rolls if you feel the need. You can confidently explain to the players that you must sometimes increase or decrease rolls according to the situation if it is for the good of the game. You had better make sure this is the truth! Assure the players that you rarely do it and then only in the game's best interest, and make that the case.

...more in the next Adventure Pack!

The Cliffs of Corodell

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 to play this adventure.
- This adventure is designed for 3-5 lower-level characters.

The Adventure

This adventure begins when the characters are just outside the city of Corodell (use the map on the back cover for reference). However, as a "warm up," you may want to start the characters in the northern village of *Donnenmein* (pronounced *DON-en-mine*) or the southern town of *Port Ricket*. If this is the first adventure for the characters, this can be their hometown or their paths could have just recently crossed here. If this adventure is a continuation of a previous game or Adventure Pack, you can explain to the players that their characters have just ended up here in search of adventure. They can be from nearby *County Khireg* (from Adventure Packs 1-3) or any other previous city of your adventures.

Let the players settle into the game by having their characters buy and sell goods as they see fit, mingle with the townsfolk, or seek out work or adventure. Have them lead the way for a while but occasionally inform them that they hear of prosperous adventure and work in *Corodell City*. However, they will also hear that prices there are about 50-

100% higher (than the game manual prices), so if they plan to purchase anything, they may want to do it here (in *Donnenmein* or *Port Ricket*).

If you haven't done so in a *Holy Lands* adventure thus far, consider having the characters do a normal day's work for a normal day's wage. Have an NPC shopkeep, stablemaster, or other merchant offer the characters 5g each plus a meal or two for shoveling poop, repairing wooden structures, or cleaning a building of mice and debris. You can also offer to pay a little more for any kind of actual Skilled labor where the completion (and pay) of the character's job is dependent on his or her performance with certain Skills. This is a good way for characters to build NPC relationships and earn money, not to mention giving you a better feel of your players and how to develop more diverse NPC's.

Tips for the Adventure: Being a good Rac doesn't mean giving the characters a lot of powerful or valuable things, or whatever else they want so they will think your adventures are great. In fact, making characters work with their Skills in perilous situations for small treasures can make the adventure just as great, as if they earned huge booty each time. Save any big treasures and big Experience foes for the adventure finale. This usually ends the adventure in an exciting way, which typically means that the whole adventure becomes a memorable and talked-about experience.

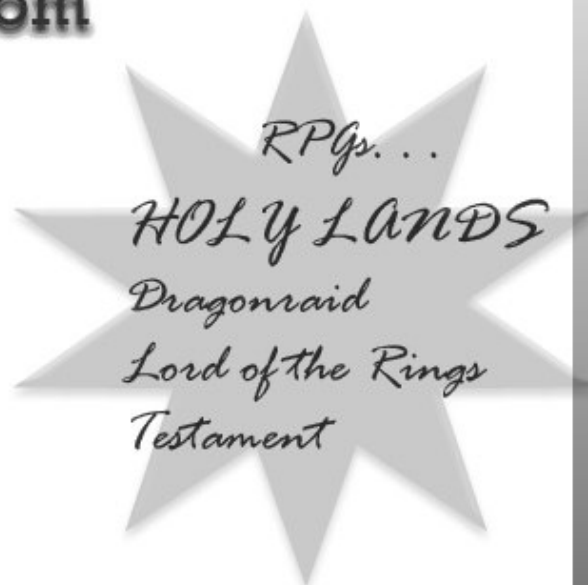
Also, being a good Rac doesn't mean that you have to be a comedian, an entertainer, or a babysitter for the characters. It's important to let the characters take the lead, but you must guide their path as they go. Creatively "steer" them into your adventure ideas in natural ways. Consider describing a normal, real atmosphere of a person's life, such as off-adventure sights, sounds, and smells, until a natural lead-in has been made to introduce the fantasy elements. As long as everyone is working towards a unique storyline, most players readily feel the adventure is interesting. In other words, it doesn't take constantly finding mounds of valuable treasure or fighting the most powerful monsters all the time to make a good story. Let the game play itself, but keep the characters' interest "corralled" by pacing your creative ideas.

As the characters approach the city of *Corodell*, they will see a man in the distance pacing back and forth on a hill off the road. He seems to be pacing in distress, but he is a little too far away to tell for sure. Once the man notices the characters coming down the empty road, he will run toward

Sporatic Games

"Largest Online Selection of Christian Themed Games"

www.sporaticgames.com



Collectible Card Games

Strategy Games

Board Games

Miniatures

Card Games

Party Games

Children's Games

Gaming Accessories

& More



The Best Selection. . .

The Best Prices. . .

on Christian Themed Games

them in a great hurry. The characters shouldn't feel physically threatened since the man is running toward them flailing a rope in the air hoping to capture their attention, which he has already done. The man has a short sword sheathed on his waist. He is barefoot, but is clothed with a tunic and cloth breeches. >A character who has *HP: Sight* should be given the chance to recognize that the man seemed to peer at the characters for a while before he was pacing and ran toward them. He was doing this to make sure that the characters were of worthy stature for his plan (more on this later). You can explain that this action may have seemed odd to the character, but the characters were altogether too far away to be sure it was anything peculiar. The man can innocently explain that he started running as soon as he was sure he saw someone coming if anyone questions the action. He says he's slightly nearsighted and can't see that far (but this is not true). Try to dissuade too much suspicion with "genuine" innocence, but also be fair about observing little things like this.<

"Please, young masters, please you must help me!" The man will appear to be out of breath from running and in a frantic emotional state. "Please good folks, my boat has crashed on the cliffs and my family was in it. I think they're still alive but badly hurt. As I became conscious and washed up on the shore, I saw them or their clothing, I'm not sure, far away on the rocks. I tried and tried to swim the sea and climb the cliffs but it was all too treacherous. I need help, but no one in the city would help me. One soldier threw me this rope and told me to be careful, but none of the officials were allowed near the crags. All the city folk I asked said they would try to find someone to help, but no one did. I ran off to find anyone anywhere else – and thank God I found you! Please fair masters, please come quickly!"

Hopefully, the characters will agree to help without too much more discussion. Either on the way or as more incentive, the man will explain that he is a general goods merchant from Port Marine, a city farther south on the coast. He says his name is Geshwin, and that he thinks he may have some gold or surviving wares that he could offer in payment for the help. He explains that his family sails the coast buying and selling goods in various ports making an honest living. He says he's sailed this coast a hundred times, but this time he got too close to the rocks.

>Except for Port Marine being an actual city in the south, none of this his story is true. The man's name is *Sotch*, and he's a somewhat infamous Greater assassin known as *Sotch the Rat*, from an island across the sea. He used to travel the sea a lot with his brigand companions looting ships and stealing from city ports. His crewmates were looking for a secret place to hide their ship while they thieved their way through *Corodell City*, when unexpectedly, from the cliff caves, a team of *Wind Serpents* skimmed across the water and attacked their ship. Behind them came a small group of boats with rogues making their way toward the ship. The *Wind Serpents* slew most of the crew and the

rogues boarded a little later to "clean up." *Sotch the Rat* hid in the brig (a very small and disgusting detainment room for problem shipmates) in the hull of the ship. The *Wind Serpents* sniffed him out and the rogues were about to break in and slay *Sotch* when the ship hit the rocks. It burst into splinters and many on board were lucky to make it to the rocks alive, though some did not. *Sotch* swam away up the shore and watched the rogues and their demonic partners carry what loot they could salvage from the ship into some caves on the cliff walls. *Sotch* couldn't go to the *Corodell* authorities for obvious reasons. He now wants to infiltrate the caves and use some scapegoat do-gooders to distract the *Wind Serpents*, rogues, and whatever else may be in there while he gets as much loot as he can. *Sotch* is weasel of human being, but an amazing actor. Pretend you're playing a truly innocent person in his alleged situation when you play *Sotch*, just to get the charming innocence across. Consider *Geshwin's* life and job, his family's names, ages, and general interests, just in case any of it comes up in conversation.<

Once the characters agree to help *Geshwin*, he will gratefully say, "Thank you my friends. Follow me. Please friends, please come quickly."

At that, he will lead the characters to the water's edge in as straight a direction as possible. As they run to the cliffs, the beach will turn into rocks, the rocks will become more jagged, and the jagged rocks will become cliffs. The characters will be forced to slow their pace and resort to climbing rather than walking. You can use *Climb* Rolls as they go, but consider failed attempts only as setbacks in time, not falling to *Damage*. As the characters get closer to the cave entrance, there will be need to make *Climb* and *Strength* Rolls to use the rope to get down a little ways. >If a character has the Skill of *Profile Character*, allow them to roll to profile *Sotch* as he moves along the rocks. If they are successful, they will notice he is extremely nimble for a "merchant." But he will shrug and explain that he guesses he is just naturally so, if the characters ask. He will say that he grew up along the sea cliffs. After that he may slow a tiny bit to dissuade any more suspicion.<

Once the characters can see the far eastern tip of the cliff wall, they will notice a rogue walking along a flat area of the cliffs and carrying something (a piece of wood if the characters have *HP: Sight*) into a cave. Out in the sea, just off the rocks are the remnants and debris from *Geshwin's* ship. *Geshwin* and the characters will all stop to observe from a distance, and soon the rogue will walk out, pick up another large piece of wood, and take it into the cave. The distance to the rogue from where the characters are is too far to hear anything due to noise of the roaring sea. *Geshwin* will start to sob. He thinks the rogues must have kidnapped his family and are holding them hostage in the cave – or worse!

Once the rogue goes in the cave for the second time, he doesn't come back out again. No more activity is going on down there that anyone can see. At this point, the



COVENANT GAMES

*Your Source
for
Christian
Games!*



www.CovenantGames.com

Principality CCG



Get Your Copy at

www.PrincipalityTheGame.com

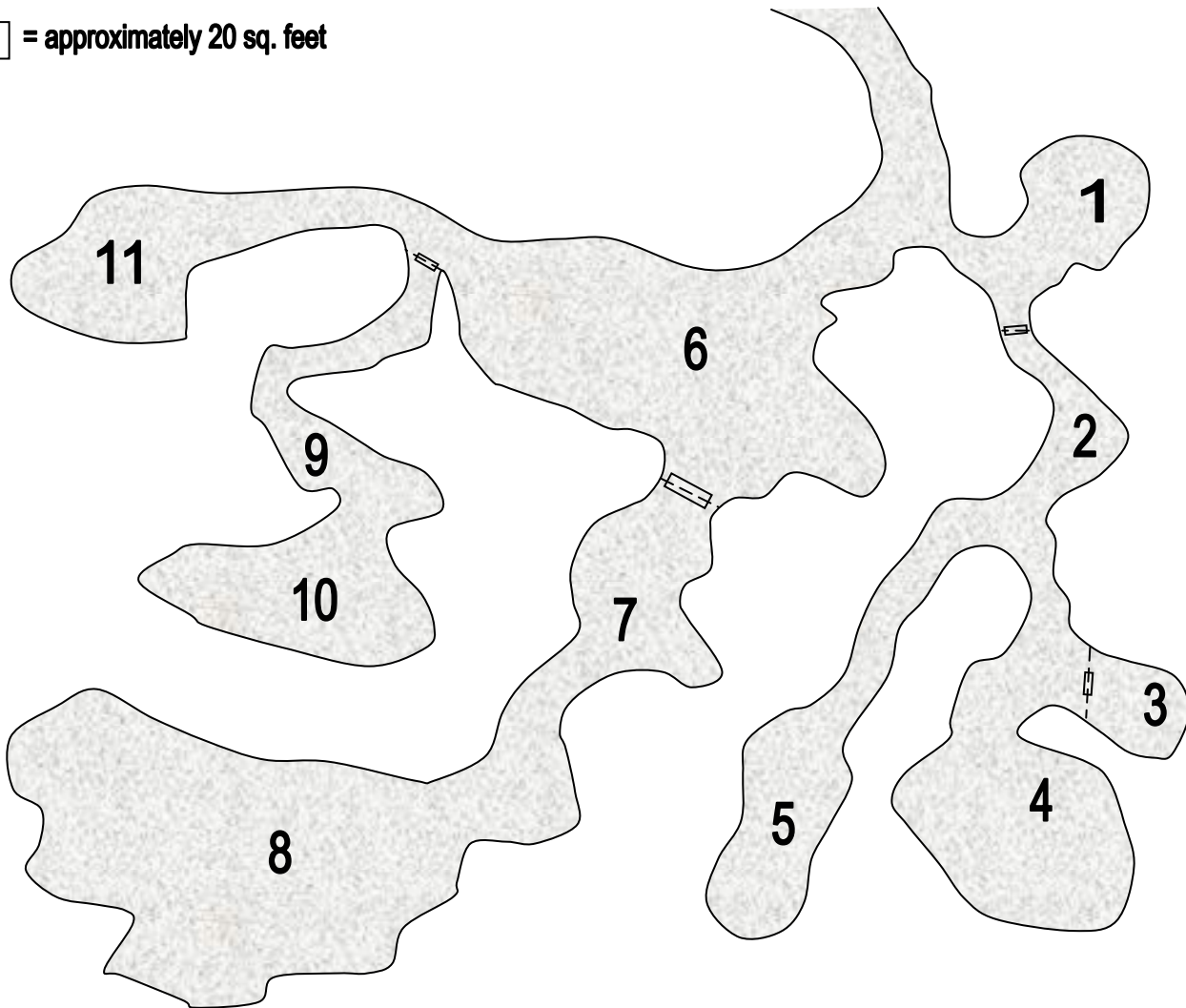
characters have to make a series of *Climb* and *Strength* Rolls to help each other down to the ledge level. A failed *Climb* Roll means the character fell on his own, but allow for a companion's *Strength* Roll to offer aid to keep the character from falling. If both rolls fail, the fall to the rocks will cause 3d6+3 Damage. A secured rope tied to the cliff rocks should allow for the same process, but half the Damage (assuming the character that fell was at least able to grab at the rope a little).

As the characters approach the entrance of the cave, they will see a human skull stuck on the top of an eight-foot pole, pierced through by the top of the pike. There is a wooden driftwood sign hanging on the top of the cave entrance, with the words 'none left alive' carved into it in the character's common language (requires a successful roll of *Read/Write* to read). Geshwin will begin to weep quietly and then will drop to the ground sobbing.

Lair Map

Once Geshwin's sobs subside, the characters enter the cave. They will hear distant unidentifiable activity (however, those that successfully use *HP: Hearing* can determine that the sounds are humans shouting, lumber being moved, and other scratching and clanging sounds). Geshwin will whisper to the characters that he thinks anyone in here will run to get help if they find intruders in here. Therefore, he thinks they should bind and gag anyone they see. Any other plan the characters have may be fine, but the characters feel that Geshwin is right as well. >For each of the following chambers, use the items, furniture, and other inanimate objects listed in the descriptions, but feel free to alter the events and outcomes as needed for your adventure. You may need to improvise events if the characters come back and visit a chamber a second or third time. Just remember that there is a total of 21 rogues (modify skill level as needed for the characters), 3 sorcerers, and 23 Wind Serpents within the entire cave complex.<

□ = approximately 20 sq. feet



As the characters begin to move through the entrance of the cave, they will notice many tracks (have the character roll for the *Track* Skill if they have it). There are tons of human tracks from many different-sized men leading back and forth throughout the corridor. There are also demon tracks of some kind leading back and forth from the cave entrance to the Chamber 6 area. >A successful roll of the *Track* and *Demonology* Skills will tell the characters that there are possibly more than 30 different types of human tracks and dozens of different Wind Serpent tracks, many of them fresh, but the tracks are too erratic to know specifics.<

Chamber 1

This room has shelves and tables filled with various items, such as lanterns, mugs, trinkets, blankets, torches, jugs, chairs, fishing nets, crabbing cages, bowls. Also piled around are sacks and barrels of various sizes, and a few minor weapons and armor. There is a forked aisleway for the characters to walk back to two different places at the back wall. Everywhere else is loaded with stuff. Everything here is surplus equipment that the rogues have accumulated and not yet needed. Use the General Equipment section of pages 64-65 of the Light Edition game manual to determine what is here. With the exception of lumber and other building materials (which are in Chamber 6) and the Food Market items, it's most likely that it can be found in here somewhere. If the characters are searching for something specific, require a successful *Search* Roll and allow a 55% chance (+5% per failed *Search*) to find it. After several tries, just let the item be found if you feel it appropriate. Occasionally reduce the difficulty to find something since there are typically several of the same items in there somewhere.

Chamber 2

3 rogues

The door into this area from Chamber 1 is slightly ajar. The characters can peer through the opening to see three rogues far ahead (almost where the chamber turns) standing around a table arguing. Near them on the wall are two torches, one visible and the other across the way. Therefore, the area around the rogues is very well lit, but the hallway leading to them, just inside the door, is dark. If the characters were to enter very quietly, they may be able to get the jump on the rogues; however, this door is somewhat noisy and will require a successful *Sneak* Roll versus the rogues *Perception* Roll.

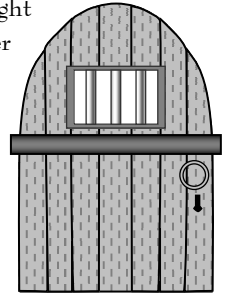
If the characters listen to the conversation, they will hear the rogues arguing about who's fault it was that someone named Renfrid died, who made the golden chalice fall in the water, and who let the stowaway hidden in the brig get away. If the characters wait about 5 minutes, the rogues will eventually disperse, one will come right toward the door where the characters are and the other two will head away

from them. >At the mention of "the stowaway in the brig" (which was Soth in the ship), Soth will try to close the door and suggest that there will be a better time to come back here to check this out. Whether the characters listen or not, none of the discussion will incriminate Soth as the one they're talking about. Soth will say that he thinks the rogues 'are talking about a different ship,' since his 'didn't have a brig;' and 'of course' he 'would never hide in the brig while his family was being assaulted.'<

If this is the characters' second or third time in this chamber, have a lone rogue wandering toward the door as the characters are peering through it. Or modify the events to fit your current situation.

Chamber 3

This chamber is a single dungeon cell with a massive, locked and barred wooden door reinforced with metal bars. Inside the dungeon are five men, one is extremely beat up and bloody. These men are in here as captives from various ships and were purposely kept alive to fight each other in the rogues' arena (Chamber 4). From the next chamber, the characters will hear loud talking about various things from the belligerent, drunken rogues who are gambling and shouting (Chamber 4). The characters do not feel safe lingering around here very long. >If the one bloody man sees



Soth, he will recognize him. The man was the captain of Soth's ship and the only one still alive fighting the Wind Serpents when the rogues boarded. He will make quite a scene about letting him out when Soth tries to signal the captain to not reveal who he is. All the men in the dungeon will clamor to grab the characters in hope of rescue. They ask the characters to give them weapons so they can fight their way out of here. However, there is no key in sight and the locking bar is chained to the wall, so there would be significant noise if the characters were to attempt to open it by force. If the scene turns ugly for Soth with the characters, he will threaten to yell for the rogues to come and have everyone slain. From this point on, he will use that threat to make the characters continue through this place until he has some treasure.<

Chamber 4

15 rogues

Chamber 4 is a fighting arena and gambling area. Several torches placed all around this chamber light it up. This is the main chamber that the rogues hang out in during the day. If the characters come here at the wrong time, most of the rogues will be here and will be drinking, shooting dice, and arguing. There are 4d6 various weapons lined up along the back wall that have a Bonus to Damage of 1d2 (which is

the number rolled on a d4 halved; rounded up if needed). There are also 2d4 various sized shields hanging on the wall.

A recessed (sunken) circular pit about two feet lower than the cave floor takes up the majority of this chamber. This is the main fighting arena, and the recessed floor allows for better observation for the spectators. Currently, there is no fighting going on, and there is a table in the middle of the arena being used for dice throwing.

>You can modify this event to have some fighting going on in this chamber when the characters approach but by doing that, you create an environment where the rogues are looking at all directions of this room. Once the characters peer around the corner, you would have to give some rogues a chance to notice them (using *Perception* or *HP: Sight*), however the rogues will be intently watching the fight, so the Difficulty would be increased to *High* or even *Extreme*.<

>Also, it may be important to explain to your group that if they were to fight these rogues head on, the characters would most likely all be killed. You would have to play it fairly, but the odds are against them that they (at least some of them) would be killed. It's okay to tell them that in all fairness, since that would be a reality for their characters, but let them decide their course of action.<

Chamber 5

4 rogues

This chamber has rows of beds with small crates next to each of them. Many of the crates are used as lamp stands, but other crates are used to lock away the rogues' personal effects, such as trinkets, gold pieces, and favorite statuettes that they have accumulated over time.

Towards the back of this chamber, four rogues are casually lounging in a torch-lit area. Two are lying down and the other two are sitting on their beds talking. Their weapons are nowhere to be seen, but the characters are sure they're not too far away. >The rogues' personal weapons are

lying next to their beds or leaning against a crate near them. They also know where other rogues stash their weapons, such as throwing axes and daggers, throughout the room.<

Chamber 6

1 rogue

This enormous chamber is where the rogues disassemble larger boats and reassemble faster, sleeker ones. There are only four torches at the four "corners" of this chamber, and they do not offer enough light to see the whole room. But what the characters can see is very impressive. All along the walls and ceiling (approximately 35 feet high) are different types of watercraft organized in sections. If any of the characters successfully use the Skill of *Seafaring*, they can determine the function and appreciate the design of these crafts. The largest section along the long north wall has very sleek, very fast longboats that look like they've been

ruggedized for ramming smaller ships. Other sections include reinforced cargo rafts, buoyancy barrels, boat cradles, and small seaborne war craft engines. All along the floor of this chamber are many stacks of lumber from dismantled boats all organized by size and wood type. A smaller section of one wall and the floor just before it has several coils of various-sized rope organized by size and length.

Once the characters enter this room, they will hear a thud from the far end of the chamber, and those with *HP: Sight* and *Nightvision* will see a rogues sorting through and moving some of the larger lumber. His job is to keep the room organized. If the characters have a torch lit, he will notice them and ask, "Who goes there?" >Borgerin, the caretaker, doesn't suspect any intruders although he has had to run some out once before. He will first think they are fellow rogues and ask for a hand if the conversation goes that way. He will not speak if the characters force him to talk, but can be coerced with money or ale. He has been with the rogues for a very long time, from nearly the beginning, but has grown a hatred for this group because they are under the control of the sorcerers.<

To the south of this chamber are the double cell doors behind which the demons reside, and to the west is another cavernous hall. The double cell doors are kept shut from the outside with a heavy, wooden securing board that slides between large metal brackets on both doors. With the board in place, the doors are securely blocked shut and prevent anything from inside Chamber 7 from coming out.

Chamber 7

2d6 Wind Serpents

Once the characters enter this chamber, they will notice enormous piles of human and animal bones along both sides of the cavern walls. There is a 10-foot wide pathway through this corridor that has been cleared by routine foot traffic. About 50 feet into this corridor, the characters will see four Wind Serpents picking through the bones in search of salvageable food. If the characters enter the double cells doors, the Wind Serpents will charge, and if the battle remains quiet (since Wind Serpents only make quiet hissing sounds), no other Wind Serpents from Chamber 8 will be disturbed (they are over 200 feet away from Chamber 7 and they hear plenty of commotion coming from this direction all day). If the characters do not enter, but only peer through the reinforced cell bars that make a window on either of the double doors, the characters can observe the Wind Serpents for a while. >If the characters decide to pick through the pile of bones, offer a 33% chance (upon each successful *Search* Roll) that they will find a ring, jewel, or pendant worth 2d4g. Most of the valuable stuff has been removed and only shreds of clothing, broken bones, and rotted leatherwear remain. Should the characters become locked in this chamber, they can free themselves by reaching through the cell bars and sliding the bar out.<

Chamber 8

23 Wind Serpents (less what has been slain in Chamber 7)

This chamber contains all of the Wind Serpents and all of the valuable loot that the rogues and sorcerers have accumulated – gold and silver treasures galore. There are several enormous Rune symbols carved into the walls, ceiling, and most likely the floor of this room. The characters will have to make successful *Sorcery Studies* Roll (at Extreme Difficulty) to make out what they are. Many of the Wind Serpents are play fighting, some are sleeping, and some are still feeding on bones. Once they notice the characters, all of them will charge to attack. >This room is loaded with treasure but is protected by 2 Rune Traps, a third Rune Trap allows the sorcerers to control the Wind Serpents. One of the protective Rune Traps is a Material Time Affect trap that requires another Rune Trap somewhere else in order to complete the effect. The Material Time Affect trap continues to expose any non-living thing within its sphere to magical decay. However, the decay does not take place until the material passes near the second Rune Trap, which is located (invisible) by the entrance of the cave lair. Once the material passes under the trap, it decays 10 years worth for every hour it was exposed to the Time Material Affect trap. This trap system was put in place by the sorcerers to prevent any of the rogues from leaving with any items the sorcerers prohibited. This second protective Rune Trap in this chamber is an alarm trap (set off by humans only) that shuts and magically seals the double doors between Chambers 6 and 7. Only the sorcerers know the magic spell to open it. <

Chamber 9

The entry door to this chamber is locked (DF: 11 with *Pick Locks*) and sealed with a visible Rune Trap. The Rune Trap acts as a second lock and magically seals the door from any physical thing attempting to destroy or open it. The characters will need a Miracle to dispel or disable the Runes.

Once inside the chamber, the characters will see that this whole corridor has a very different décor than everywhere else in the caverns. There are tapestries on the wall, decorative knick-knacks here and there, and otherwise neat and tidy shelves and tables. This chamber is amply lit with torches. Simple logic (*Perception* Roll) will tell the characters that they are in the sorcerers' area (if they are aware that sorcerers live down here, of course). As they walk this winding corridor, they will see magical items, magic components, and even religious articles on the shelves. >The sorcerers are working on magic spells and traps that thwart Holy Miracles, which is why they have religious articles. Also, there is an unlocked chest under one of the tables that has the Holy Items from page 4 in it. There is one of each item except the Cleric's Cocktails, of which there are 2d4. <

As the characters approach Chamber 10, they will hear a male voice say, "How's your spell coming along?" After a long pause, another male voice will reply, "I have not made much progress with it today."

If the characters listen long enough they can make out that there are two male voices carrying on a very slow and boring conversation that changes topics frequently, and possibly another person in the area performing various unknown activities.

Chamber 10

3 sorcerers

In this chamber are 3 sorcerers (choose skill level based on character levels) and all of their living items. There are 3 beds (neatly made), but other than that, this chamber is a stark contrast to the neat and tidy corridor coming leading here. There is clutter everywhere and all of the tables and shelves are riddled with junk. Candles and torches light the room well.

Once the characters enter this chamber, the sorcerers will leap with fright and surprise. Two are sitting on their beds chatting and the other is sitting at a cluttered table working on something with magic components (eyes of newts, bats' wings, etc.). All of them spring to attack with spells and handy daggers and staves.

There is very little of real value here, as the sorcerers don't care much for the valuable treasure that comes into this lair, rather they are obsessed with gathering the most powerful magic components they can and creating spells and Rune Traps.

Chamber 11

1 rogue

As the characters approach the main area of this chamber, they hear rustling, banging, and chickens clucking. There is a rogue in here with his back towards the characters cooking a pot of something on a large firing stove.

This chamber has everything the rogues need to eat and lots of it; including bushels of potatoes, sacks of onions, live chickens, and rabbits in cages. Though most of it is spoiled, there are several crates of fruit and vegetables with flies buzzing around them. All along the back wall are barrels of vinegar, ale, mead, wine, oil, milk (which is mostly spoiled), and drinking water. Several stacks of sacked flour and sugar line the walls. There are also several shelves stocked with small containers of what seem to be fine spices and teas (each container is worth about 2d6g). Next to the shelving units are large cutting tables with animal parts and blood, and under the table are drawers filled with various cutting, skewering, and piercing utensils. Above the cutting tables, either hanging from the wall or within the cupboards are many different types of pots, pans, skillets, and baking tins. Within the cupboards that span the same wall are many different types and sizes of bowls and plates. Above the large

firing stove, a pipe is leading to the ceiling of this chamber and out to the cliffs, which allow smoke to vent. >If the characters are looking for something to pick the lock on the door into Chamber 9, they can roll a *Search* Roll in the utensils, and then upon success, make a *Simple Pick Locks* Roll to fashion the utensil to become usable.<

>The overall thrust of this adventure is that the rogues and sorcerers are using a cave complex as a means of gathering valuable items. The rogues use their longboats and the Wind Serpents to assault nearby ships that come too close to the cave. Under normal circumstances, the Wind Serpents would readily eat the rogues and the sorcerers if they had the chance, but they are kept under magic control.

In this community of evil, the Wind Serpents get to eat sailing passers-by, the sorcerers get new and powerful magic items from the victims, and the rogues get treasure and ale that is found onboard. It would seem like a cohesive and organized group. However, the rogues hate the sorcerers and the Wind Serpents, the sorcerers hate the rogues, and the Wind Serpents hate all their human captors (and all others for that matter). Since everyone who has to work together for a common interest hate each other, the characters may be able to use this to their advantage if they are clever.

Ideally, the characters will not try to take the rogues head-on in Chamber 4. Before they do, try to use *Sotch* to lead them to the Wind Serpents' chamber to grab the treasure. They can release the Wind Serpents to attack the rogues (assuming the characters can get into the hanging boats for safety). After all, *Sotch* is only looking for a powerful magic item hidden amongst the treasure. Once he has that, he will flee the scene as quickly as possible.

You can use the sorcerers to try to control the Wind Serpents whenever you need, but you can allow the Wind Serpents to be uncontrollable for at times if it suits your adventure. Maybe the Wind Serpents will turn on the rogues and sorcerers for a while, allowing the characters to make a needed escape.

When running this adventure, just try to have fun with it. It is important to remember (and for the characters to know at the appropriate times) that the characters are possibly at a great disadvantage if they attack any of the larger groups of rogues at one time. Encourage them to try to use tact and cunning to isolate smaller groups; for this is the only way they would feel they can rid the evil from this cave complex. Also, feel free to use *Sotch* as an overly talented fighter to "level the playing field" for the characters against the larger groups, if need be. If you do this, however, you will have to make him an overly talented fighter should he come up against the characters; so try to get him out of the scene before a fight with the characters occurs.<

Feel free to share your thoughts on this and other *Holy Lands* adventures by logging on to our website at: www.HolyLands.net. We would all love to hear how your adventure played out!

Wind Serpent



Life: 11+2d6 – Lesser Demon
Weapon Skills: Hand to Hand (claws and bite)
Combat Bonuses: Advantage: +1; Attack: +1;
Dodge: +5; **Damage:** +1
Weapons (Damage): Claws (1d6), bite (1d8)
AtR: 2 (with claws) or 1 (with bite)
DEF: 2 (naturally)

Height: 10 feet long/2 feet high **Weight:** 40 pounds
Special Attributes: Agility: 12; Speed: 9
Special Abilities: Perception: 4
Exceptional Skills: Nightvision: +8; Heightened Sight
and Hearing: +5
Saving Throw Bonuses: +2 versus Miracles
EXP Value: 125 Experience

Spoken Language: None (light hissing only)
Weakness: None
Immunity: Standard
Behavior: Wind Serpents are fast, light, and agile enough that they can run along water and even become airborne for several yards while running at full speed. These demons are so lanky and quick that they are extremely hard to hit because of their hypnotic movements while in Combat.
Magic Abilities: *Giant Leap*, *Wall Crawl*



Corodell City

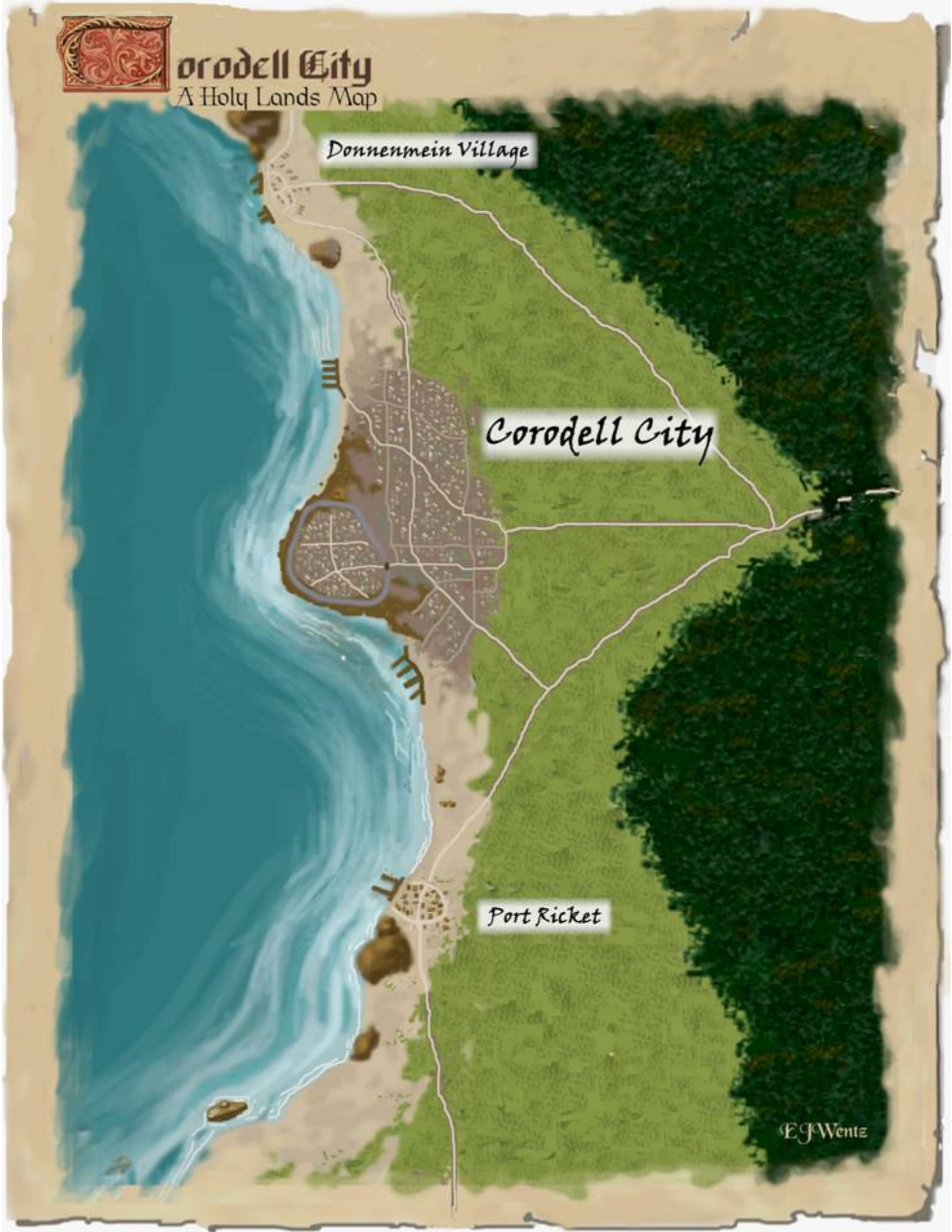
A Holy Lands Map

Donnenmein Village

Corodell City

Port Ricket

EJWentz





UNIQUE PC GAMES
RPG's AND Supplies

www.PaperStreetGames.com

GOLGOTHAGAMES.COM

Spiritual Warfare

THE ROLEPLAYING GAME

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.

THE DAY OF EVIL IS HERE;
WILL YOU BE ABLE TO STAND?

Golgotha
GAMES

Spiritual Warfare
THE ROLEPLAYING GAME