

Holy Lands

Light Edition PDF

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Table of Contents



THE VOYAGER

PAGE 2



NEW HOLY ITEMS

PAGE 4



NEW MIRACLES

PAGE 5

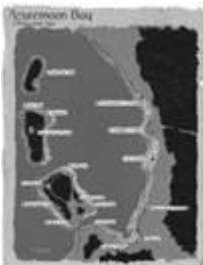


NEW PC CLASSES: NETHER RACES

PAGE 6

FOR THE RAC

PAGE 10



AZUREMOON BAY

PAGE 11

The Voyager

"Life is to be lived and the world is to be seen."



Playing the Voyager

The Voyager is a swashbuckling seafarer with a passion for traveling. Though the sea is their preferred mode of travel, Voyagers will accept any offer they can to see more of the world. They live to voyage and adventure, and usually have a hard time staying in one place for very long.

Whips and other light weapons are their favorites, but Voyagers tend to seek out and learn to wield different weapons from all around the world.

Likewise, the Voyager tends to prefer foreign garments that tend to be more regal than one would normally wear in a given situation.

Limitations

Armor Restrictions

Voyagers tend to avoid heavier armor because of the danger it poses in the water, but they are not limited in what armor type they can wear.

- No restrictions

Weapon Restrictions

Voyagers prefer whips, light weapons, and weapons from foreign lands, but they are not limited in what types of weapons they can use.

- No restrictions

The Voyager

Creating the Voyager

Attribute Requirement

Agility: 7
Speed: 5

Life and Faith

Life: 2d6^(GE) + (*Strength* + *Endurance* + *Wisdom*)
Faith: 1

Gifts

Seafaring
Signaling
Speak [additional language]
Swimming
W.S. Combat Arms

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:

Acrobatics
Acting
Camp
Carpentry
Demonology
Mechanics
Medical
Play Wind Instrument
Political Science
Preach
Read/Write
Read/Write: [additional language]
Singing
Sneak
Trap Works
Weaponry

Weapon Skills

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

W.S. Hand to Hand
W.S. Kick Attack
W.S. Shield Play
W.S. Thrown

Initial Equipment

Long Whip (1d6 Damage)
Long Dagger (2d8 Damage)
Padded Leather Jerkin (AP: Chest; DEF: +3)
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, torch
2d6 Food Rations

Progressing the Voyager

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 Voyager's *Life* and *Faith* upon reaching each new level:

Life: +1d6^(GE)
Faith: +1

New Holy Items



Blade of Blades

Once your character spends the Faith to activate this ordinary-looking short sword, he or she can transform it into any other bladed weapon desired. The Blade of Blades normally causes $2d10+3$ points of Damage, but can be transformed into a larger weapon causing up to $2d12+5$ points of Damage with a +3 *Attack* Bonus. Transformation lasts for up to a Ten-round, and it can be activated as often as your character has the Faith.

Faith cost: 3 Faith

Value: 101g



Blessed Pendant of Piercing Vision

This pendant allows the wearer to perform the *Piercing Vision* Miracle on himself at a +3 Proficiency Bonus. The limitation rule of Holy Items does not apply to this item; therefore, your character can possess and use this item and another Holy Item at the same time.

Faith cost: 3 Faith

Value: 72g

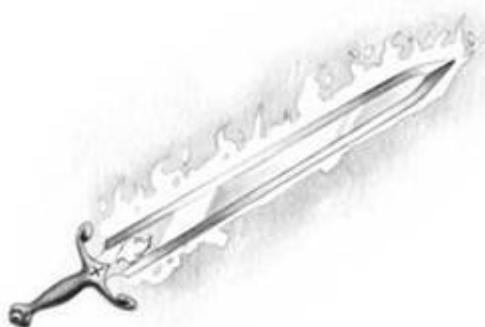


Crucifix of Power

Unlike a normal Crucifix, this powerful Crucifix, has no Faith storage limitation. The possessor can empower it with as many Miracles as he or she likes. Furthermore, this Crucifix releases Miracles at a +4 Proficiency Bonus regardless of the wielder or the proficiency of the Clergy who empowered it.

Faith cost: 2 Faith per use

Value: 45g



Sword of Holy Fire

This sword appears to be a normal longsword but has a fantastic white-and-blue flame engulfing the blade. The sword causes $2d12+4$ Damage normally but the flame does an additional $1d4+1$ points of Damage. This sword has a special sheath that is impervious to flames.

Faith cost: None

Value: 100g

New Miracles

Absorb Blow



Type: High Miracle
Target: Self or Other
Range: Touch

Duration: One minute per Proficiency Bonus
Saving Throw: none

Description: This Miracle completely absorbs the entire amount of Damage that occurs from the next immediate blow within the Duration. The absorbed blow can come from any physical attack, including hand, missile, or thrown attacks. This Miracle does not absorb Damage from spell attacks (except physical Damage from magically manipulated objects such as levitated bottles).

Faith Cost: 5

Justice



Type: Clerical Miracle
Target: Self only
Range: 5 feet

Duration: One minute per Proficiency Bonus
Saving Throw: versus Miracles (causes half Damage)

Description: This Miracle allows the Clergy to return half the Damage of the next blow back to the attacker. The blow must come from a hand weapon (not missile or thrown) and the attacker must be within Range. After the Miracle occurs, the power lapses. The Damage done uses one AtR for both the Clergy and the attacker.

Faith Cost: 7

Mute



Type: Clerical Miracle
Target: Other
Range: 5 feet per Proficiency Bonus
Duration: One round per Proficiency Bonus
Saving Throw: vs. Miracles (no affect)

Description: This Miracle causes the Target person or being to be completely incapable of making any verbal or guttural sounds. Sorcerers and magic-users cannot cast spells or activate the power of magic weapons (that require activation). Likewise, demons cannot release fire or poison breath attacks.

Faith Cost: 3

Piercing Vision



Type: High Miracle
Target: Self only
Range: 10 feet per Proficiency Bonus
Duration: 1 Round per Proficiency Bonus
Saving Throw: none

Description: This powerful Miracle allows the Clergy to see through solid objects as if they weren't there. The Clergy can see a field of view about ten feet wide in a tunnel or cylindrical form and can adjust the depth of view as needed up to the maximum Range.

Faith Cost: 7

Song of the Spirit



Type: Holy Song
Target: Others (only) within Range
Range: 5 feet per Proficiency Bonus
Duration: Maximum 1 Round per *Endurance*
Saving Throw: none

Description: This Miracle allows the Bard to empower Christian characters (who can normally hear the music) with an additional Bonus to all Combat actions for all the different Weapon Skills. The Bonus is equal to the Bard's Proficiency Bonus for the *Miracles: Holy Songs* Skill. In addition to the Bonuses, the song adds another AtR to all of the characters' Weapon Skill AtR's.

Faith Cost: 5

Water Walk



Type: High Miracle
Target: Self or Other
Range: Touch or 5 feet per Proficiency Bonus
Duration: 1 minute per Proficiency Bonus
Saving Throw: none (unless effect is undesired)

Description: This Miracle allows the Clergy to walk on water as if it is an unsteady but solid floor. The Clergy can move at up to half normal *Speed* on still or mostly still water and can move at a maximum of a quarter normal *Speed* on rougher water. Water that is exceptionally rough, such as ocean waves, cannot be walked on at all. For rougher waters, the Rac may require a Balance Roll in order to maintain steadiness or fall in.

Faith Cost: 5

Nether Races



Nether Race beings are creatures from the nether realm of Alondia, that were created for the sole purpose of protecting earthly humanity. Though they have their own completely free will, the Nether Races, otherwise known as the servant races, have the right and the responsibility to serve and protect humankind at any cost.

Nether Race beings are very rare and are given to chosen Christian adventurers who have a single-minded heart to serve God. These Christians become the masters of the Nether beings and can cast them back to Alondia if the Nether being blatantly disobeys its master.

The following is a list of the Nether Races' foremost objectives:

1. **To protect humanity from demons** – this is their primary objective and outweighs any of the other objectives.
2. **To protect humanity from humans** – this objective could allow the Nether being to destroy a human life if that person is judged an unquestionable threat to other human lives.
3. **To serve their human master** – this is a Nether being's primary objective after the first two have been fulfilled. Violating this objective is the only reason for which the master may cast the Nether being back to Alondia.

Important Notes about Nether Beings

At the PC's prayer request, God grants a Nether being to the PC as a gift. The PC is expected to treat the gift with respect and appreciation, since abuse can release a Nether being from its obligation of service to the master.

When received, the Nether being is nameless, and the PC must give the being a name. Upon casting away or coming under subjection to a new master, the Nether being becomes nameless again until a new master renames it. The person who names it is the master of the being. This master can relinquish the servant requirement from the being with the expectation of it being free on earth, but there is a 50% chance that the being is cast back to Alondia anyway.

Other important points are continued below:

- **Each Nether Race being must have a human master.** Any wandering Nether being without a human master can be cast back or bound to service with a prayer by any Christian (human).
- **A PC can be the master to more than one Nether being.** A human PC can have up to three Nether beings bound to his or her service; however, the PC can only gain one Nether servant at Levels 1, 3, 5, 7, and 9. At no other times can a master gain a servant race, and the master can only gain one per the above levels.

- **There is a 50% chance that a Nether being will return to Alondia at the master's request.** Upon release of service, there is a chance (00-49%) that the Nether being returns to Alondia. However, for rolls of 50%+, the being remains on earth free from the subjection of its master – the master has no power to control, gain, or cast away the Nether being any longer. No Nether being can be subject to the same master again after being released.
- **Nether beings can live as free or enslaved as its master wills.** The Nether being can buy, sell, work, travel, and live as independent as the master allows. The master must be somewhat consistent in expectations; excessive inconsistency of a master is considered mistreatment. Nevertheless, any blatant insubordination is grounds for casting away.
- **Some NPC's spend their time finding and killing or casting back masterless Nether beings.** Some people pay bounty hunters healthy amounts of money to slay any Nether beings, especially ones that have no master (or appear to have no master).
- **All Nether beings are genderless but appear in male form.** Most people describe Nether beings using "he, him, or his" pronouns, though the Nether being has no true male anatomy besides muscular structure.
- **Different Nether Races often compete with each other.** Though they must contain their disdain for other Nether beings and they must work together for their master's will, the servant races may feel a dislike for other Nether Races. Typically, they work together well when necessary, but they often feel an underlying revulsion to each other. The Hucks don't like anyone, but the two different types of Arians have an especially tense time relating to each other. Because they are all very different and have very different ways of achieving a task, they each think the others' ways are silly and counterproductive.

Social Value

Though a Nether Race being is a servant to its human master, most people do not generally consider it a worthless slave. Some people even regard them as superior to the humans, while an opposite extreme consider them equivalent to demons and will kill them on sight.

Use the following table to randomly determine how the average NPC will react to the presence of a Nether being (roll 2d10 for percentile):

- 00-09% - Hated with extreme fear; NPC will physically attack the Nether being on sight.
- 10-19% - Hated and feared; NPC may tremble or yell for help, may flee in terror while cursing the Nether being. NPC may also offer severe discounts on products and services out of fear of attack.
- 20-29% - Hated; NPC will angrily curse the "demonic being," will not serve or offer services to the Nether being or anyone affiliated with the being.
- 30-39% - Disliked; NPC may make little comments about the being and will charge more for any services requested.
- 40-49% - Slightly disliked but NPC will keep quiet; may charge slightly more for any services requested.
- 50-59% - No real feelings either way; NPC is comfortable with their presence.
- 60-69% - Liked and appreciated; the Nether Races are cool beings to have around but no more than that.
- 70-79% - Liked and greatly appreciated; NPC will offer encouragement and may request to help the Nether being in some way.
- 80-89% - Adored; the NPC will go out of his or her way to show devotion to the Nether being, by offering great discounts on products or services, or by publicly speaking adoration.
- 90-99% - Worshiped; the Nether beings are godlike to the NPC, or even above any god the NPC believes in. NPC will bring a gift or other offering for the Nether being.

Creating a Nether Race Character

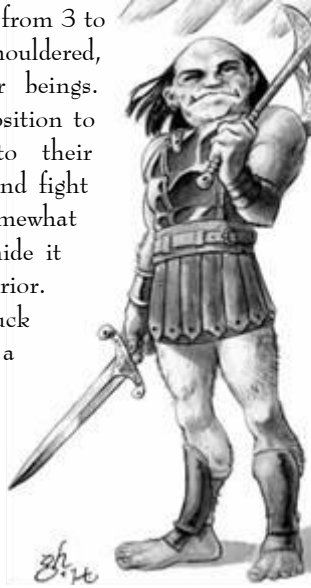
With a few exceptions, creating a Nether Race PC is very similar to creating a normal human PC. The first and foremost difference is the way the Attributes are rolled. For the Nether Races, some Attributes use more or fewer dice than the standard 2d4 for humans. First, determine which nether Race you would like your character to be, and then use the table below to determine how to roll its Attributes. For a description of the different Nether Races, see the following pages.

	<u>INT</u>	<u>WIS</u>	<u>PAT</u>	<u>WILL</u>	<u>STR</u>	<u>AGI</u>	<u>SPD</u>	<u>END</u>	<u>BTY</u>	<u>CHA</u>
Hucks	1d4	2d4	1d4	2d4	4d4	2d4	2d4	4d4	1d4	1d4
Arials of Light	2d4	2d4	1d4	2d4	3d4	2d4	3d4	3d4	1d4	1d4
Shade Arials	2d4	2d4	1d4	2d4	2d4	3d4	3d4	3d4	1d4	1d4

Hucks

Hucks are short (typically from 3 to 4 feet tall), tusked, broad-shouldered, and incredibly strong Nether beings. They usually have a rude disposition to everyone; sometimes even to their masters, but they work hard and fight hard. Hucks are actually somewhat warm and caring inside, but hide it with a gruff and distant exterior. Speaking of exteriors, the Huck race as a whole tends to have a somewhat unpleasant body odor; worse than the average medieval peasant's.

Hucks have such a strong physical fortitude that they can resist dying much more than a normal human can. Huck PC's automatically *Save vs. Death* and therefore always slip into a coma after their *Life* reaches zero or less. The only exception to this is in the event that the opponent hits the Huck with a *Natural 20* as the final blow or if the final blow reduces a Huck's *Life* below its negative maximum.



Creating the Huck

To create the Huck as a PC character, use the following list in place of the standard Character Class Descriptions. You still choose 5 Gifts, 4 Talents, and 3 Crafts, however you can choose them all from the Class Skills lists (and the Weapon Skills list). For Gifts, there are two selected already that need to be placed in the Gifts section of your Character Sheet.

Notes on Age: use three highest Attributes added together x 20. **Note:** all Nether Races speak the Aolidian language and come from Alondia as their Land of Origin (they also speak the common language of their master).

Average Height:

3-4 feet tall

Attribute Requirement:

Strength: 11

Endurance: 9

Life and Faith:

Life: $1d8^{(GE)} + (Strength + Endurance + Wisdom)$

Faith: 1

Required as Gifts

W.S. Combat Arms

C.S.S. Tackling

Class Skills:

C.S.S. Grapple

C.S.S. Profiling Tactics

C.S.S. Twirl Weapon

Camp

Carpentry

Demonology

Horsemanship

Light Sleep

Mechanics

Nightvision

Poison Science

Profile Area

Profile Character

Sneak

Speak [additional language]

Speak Ancient Languages

Swimming

Track

Trap Works

Weaponry

Weapon Skills:

W.S. Hand to Hand

W.S. Kick Attack

W.S. Shield Play

W.S. Thrown

Initial Equipment:

Identical to the Warrior Character Class

Progressing the Huck:

Identical to the Warrior Character Class

Shade Arians

Shade Arians were created with an apparent dark side for the sole purpose of infiltrating demonic strongholds. They have the look and feel of a demon in every way, so most real demons (especially Lesser demons) don't even know that Shade Arians are not evil. In fact, the Shade Arians have the *Wall Crawl* ability, which is a demonic magical ability naturally.

Due to their purposefully created mysterious nature, Shade Arians have an extreme sensitivity to direct sunlight. They can only endure one hour of it per day before being weakened beyond functionality (-1 to all rolls plus they lose 1 *Life* per 10 minutes after one hour).

Creating the Shade Arian

To create the Shade Arian as a PC character, use the following list in place of the standard Character Class Descriptions. Still choose 5 Gifts, 4 Talents, and 3 Crafts, however you can choose them all from the Class Skills list

(and Weapon Skills list). For Gifts, there are two selected already that need to be placed in the Gifts section of your Character Sheet.

Notes on Age: use three highest Attributes added together x 20. **Note:** all Nether Races speak the Aolidian language and come from Alondia as their Land of Origin (they also speak the common language of their master).



Average Height:
5-6 feet tall

Attribute Requirement:
Agility: 8
Endurance: 6

Life and Faith:
Life: 1d6^(GE) + (Strength + Endurance + Wisdom)
Faith: 1

Required as Gifts
Nightvision
Demonology

Class Skills:
Acrobatics
C.S.S. Bounding
C.S.S. Evade and Disarm
C.S.S. Grapple
C.S.S. Roll with Blows
C.S.S. Twirl Weapon
Camp
HP: Hearing
HP: Sight
HP: Touch
Light Sleep
Poison Science
Profile Area
Profile Character
Sneak
Speak [additional language]
Speak Ancient Languages
Swimming
Track

Weapon Skills:
W.S. Combat Arms
W.S. Hand to Hand
W.S. Kick Attack
W.S. Thrown

Initial Equipment:
Identical to the Spy Character Class

Progressing the Shade Aerial:
Identical to the Spy Character Class

Notes:
Claw Damage: 3d4 Damage
Bite and Horn attack: 2d6 Dam
Wall Crawl, same as demonic magic ability

Arials of Light

First created of all the Nether Races, the Arials of Light were designed for war against demons. They have glorious angelic wings and a mostly featureless face, which is an aspect that can instill great fear in the Aerial of Light's opponents.

They need no food to survive, because they can absorb water and other liquids just by touching them (usually pouring it over their head). However, they take 1 point of Damage per Round from water overload if their head is ever submerged in water.

Arials of Light have no mouths to speak with; however, they can communicate telepathically with the same range as vocal sounds in any language they know. They are limited in this telepathic ability to speaking to one person at a time and their telepathic speaking is limited only to transmission – they cannot receive telepathic communication – although they can hear normally.



Creating the Aerial of Light

To create the Aerial of Light as a PC character, use the following list in place of the standard Character Class Descriptions. You still choose 5 Gifts, 4 Talents, and 3 Crafts, however you can choose them all from the Class Skills list (and Weapon Skills list). For Gifts, there are two selected already that need to be placed in the Gifts section of your Character Sheet.

Notes on Age: use three highest Attributes added together x 30

Notes on Age: use three highest Attributes added together x 20. **Note:** all Nether Races speak the Aolidian language and come from Alondia as their Land of Origin (they also speak the common language of their master).

Attribute Requirement:

Endurance: 8

Strength: 6

Life and Faith:

Life: $1d6^{(GE)} + (Strength + Endurance + Wisdom)$

Faith: 1

Required as Gifts

W.S. Combat Arms

W.S. Shield Play

Race Skills:

C.S.S. Bounding

C.S.S. Evade and Disarm

C.S.S. Grapple

C.S.S. Grapple

C.S.S. Roll with Blows

Camp

Demonology

Herbal Science

HP: Hearing

HP: Sight

HP: Touch

Intuition

Light Sleep

Mechanics

Medical

Profile Area

Profile Character

Signaling

Speak [additional language]

Track

Weaponry

Weapon Skills:

W.S. Hand to Hand

W.S. Kick Attack

W.S. Thrown

Initial Equipment:

Identical to the Soldier Character Class (AdvPack 1)

Progressing the Shade Arial:

Identical to the Soldier Character Class (AdvPack 1)

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For the Rac

...continued from Adventure Pack 4.

Negative Player Attitude

One of the fastest game killers, right behind the Rac ego trip, is player negativity. If there is only one player that is “in a mood,” it can be easier to deal with than if there is more than one. Nevertheless, with one in a mood, others can quickly follow, so you do not want to let it go unattended.

As a Rac, you have to have rather thick skin. Do not take everything personally. Many times, players may have had a rough day before coming to the game, they may have not gotten enough sleep the night before, maybe they are going through some personal issues in their home, or maybe they are just cranky from too much or too little caffeine. It is easy to take comments and actions personally; so don't!

The easiest way to dispel a player's negativity is proper communication. This does not come easily to a lot of us but is a powerful skill to learn and use as a good Rac and as a person in the world. In the game, it can be good practice to do your best to let the players know where they are from your perspective. **For example**, you can let them know that their characters are in a certain position such that if they look up, they will see a large boulder teetering on the edge of a cliff about to fall on them. In the same way, it can be just as effective to let the player know that he is in a negative mood that may cost him role-playing Experience points.

Be very careful with this because it can be easy to abuse your power the wrong way. Be fair and use your good judgment. If the player is really “in a funk,” tactfully point it out to him in front of the players. If they snap out of it, don't hold it against them anymore. After all, the whole point is to get the game going again, not to make them an example. If they do not snap out of it and the tension remains after you point it out to them, hold back some Experience points for not participating in the adventure. If they ask why (though they should already know), let them know that you didn't see as much enthusiasm and focus from them as you did the other players. Be fair, but be honest.

Special note: Most people hate confrontation of this kind, and generally it has no place in a game setting of this nature. Nevertheless, at times (very rarely) it can be necessary. Good judgment and common sense will tell you when a player is a “weed” in your “garden of players” and he or she needs a little confrontation, but sometimes you will just have to ask what is wrong and work together to fix it. After all, it is just a game and is meant to be fun for everyone.

Distractions

Distractions are right up there with the other important game killers. There are some things within your control that you can do to prevent distractions, as we will see below. Some things are outside of your control as far as preventing distractions, such as a player who is distracting, but there are some things you can do in order for you to regain control.

First, plan to play in a private room away from non-game traffic. This will cut out many of the other distractions that will follow. A room set up solely for gaming is the best answer, but not always feasible.

Second, allow chatty players to socialize for ten to thirty minutes before game time. This will let them get the distracting chatter out and let any late people arrive before the game starts. Most players will round you up when they are ready to go.

Third, since socializing can be very distracting and contagious, require any non-game related talk to be kept very quiet or even wait until a scheduled break. Make this rule before you play. Tell everyone to agree on this out of respect for the game. One ten-minute break every hour works well, but for an extra-talkative bunch, try a five- or ten-minute break every half hour. It is okay to be strict with this rule because, there are players there who want to be able to focus on the game when it is game time, and only socialize when it is not. Furthermore, if you hear distracting, non-game chatter during the adventure, remind them that their talking is distracting and then move on. Hopefully, it will not take too many reminders before the rest of the players start helping you out to enforce this rule.

Fourth, turn off any distracting forms of media, including the TV, the computer (unless of course you play Holy Lands online!), and the radio. If you can, follow the old adage ‘out of site, out of mind’ by turning off and hiding video games and game controllers. Ask players to turn their cell phones down or off during the game. If they must take or make phone calls, ask them to take it out of the room if possible.

Fifth, get the meals and snacks handled on a schedule, such as during the breaks or before the game.

Overall, ask that each player understand and respect the other players' desire to play when it is game time. Moreover, do your best to make sure everyone is physically comfortable. Ask that everyone understand the general rules of common courtesy and common sense for everyone. You should only have to bring it up a couple of times before you get all the players on the same page.

Azuremoon Bay

Players: The following adventure text 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 mid-level characters.

The Adventure

This adventure begins in the area of Azuremoon Bay (see the map on the back cover of this Adventure Pack). With the exception of Donnenmein Village and Darklof Isle, all of the identified locations are bustling with trade, entertainment, a healthy economy, and general merriment from most of the large populations. The village of Donnenmein is not lacking merriment, or the other aspects for that matter; they just all pale in comparison to the larger cities that are more central to the Azuremoon trade destinations. >For this adventure, you can start the characters in whichever city you prefer. If you're continuing this adventure from Adventure Pack 4, you may have left off in Corodell City, which would be a fine place to start. Either way, you may wish to show the map to the players and let them roam about the area a bit to get warmed up. If they are so inclined, let them explore the cities if they wish, seeking adventure and work. Keep the mood of the cities merry and free; jesters, bards, actors, singers, merchants, sea traders,

nobles, knights, soldiers, trouble-makers, and nut cases all find their way into the scenes of these cities. Let the characters run into some of these people to get the ball rolling.<

There are many sailing merchants in most of the cities who are willing to take friendly passengers to any destination they are already going. They will charge a small fee per person, typically 1d4g each, but may charge five or six times that much for special destinations or if the sailor is carrying precious cargo. Most of the sailing merchants are retired warriors, Voyagers, or adventuring merchants who have a small but trusted crew that lack the personality that the "captain" of the operation does. As best he or she can, the captain keeps order with the crew by paying well, keeping them busy, but giving them their space to do their own thing.

Tips for the Adventure: Unlike the previous Adventure Packs, this adventure has some details to inspire you but leaves a lot of the story up to your creativity. If that worries you, rest assured you will do fine. If that pleases you, than you're probably not reading this anyway – creative folk like to look at the map, check out the pictures, and run with their inspirations. Nevertheless, for the rest of us, we need some direction, maybe even some handholding at first.

This adventure is specifically designed for you, the Rac, to practice using base elements of a story but burying them in your own inspired creativity. The medieval times were much different than our modern day: some people were much more extreme than we are even allowed to be today (rude, harassing, violent, underhanded, corrupt, etc.) except that little was ever done about it then. The courts and the law were for the rich and the noble, and little matter was paid to the "little people." Crooks and thieves could get a way with a lot more – until it directly affected the people with power.

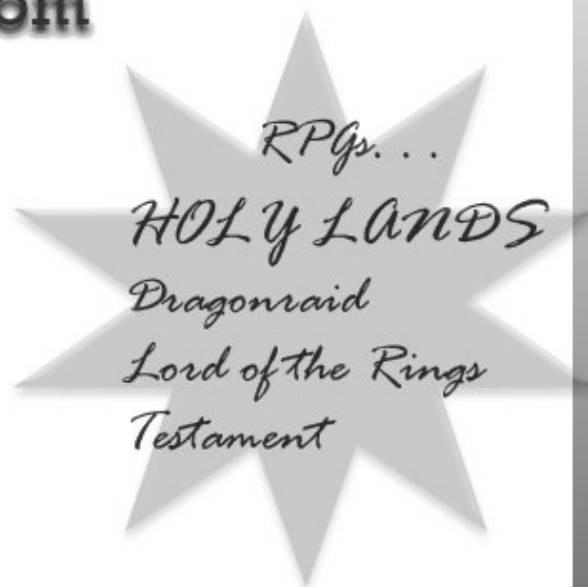
Keep all this in mind as you move through the adventure. The mood is "free and merry" in the cities, but toss in elements of injustice and unfairness to balance the realism and the characters. **For example**, a shopkeeper may charge one of the characters a lower price for an item, then turn around and sell the exact same item to another character for double the price – just because he doesn't like him! Neither fair-trade laws nor social responsibility that we know today protects either the shopkeeper or the character.

Also, the food prep, medical facilities, and the very streets they lived on for that matter were dirty and stinky. Though few were probably freakish about cleanliness, most were right at home in the messes of the day.

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Random Clutter

Below is a list of 100 items you can use to add detail and dimension to your adventure. Occasionally, roll the percentile dice (and any quantity specified in parentheses) for the various locations the characters travel. Maybe the characters find two or three of the items just lying around wherever they go. It may open up a new story line for you or simply add depth for the players. Unless otherwise specified, these items are worth about 2d6s on the free market:

00. Animal teeth (2d4)
01. Belt (leather)
02. Block of wax (small)
03. Bone-and-string necklace
04. Books- various subjects (2d4)
05. Boot dagger (2d6 Damage)
06. Bottle of wine
07. Bracelet (trinket)
08. Broach (trinket)
09. Broken lock picks
10. Carpenter's hammer (2d6 Damage)
11. Carpenter's spikes (3d4)
12. Carved stone figure
13. Carved wooden figure
14. Carving chisel
15. Cat's paw
16. Chain links connected (2d4)
17. Charcoal sticks (2d4)
18. Chess pieces (2d4)
19. Chicken scraps
20. Collected sea shells (3s4)
21. Colored chalk (1d4 colors)
22. Colored paints (2d4 vials)
23. Corncob doll
24. Cow hoof
25. Dagger sheath
26. Dead crow
27. Dead rat
28. Demon teeth (2d4)
29. Dirty bowl
30. Dirty fork and spoon
31. Door latch
32. Empty bottle
33. Journal (blank)
34. Fishing hooks (2d4)
35. Flint and steel
36. Flute whistle
37. Fur pouch
38. Hammered metal scraps (2d6)
39. Human teeth (2d4)
40. Incense sticks (1d4)
41. Jar of ashes
42. Jar of cotton dye
43. Jar of flour
44. Jar of glue
45. Jar of honey
46. Jar of lantern oil
47. Journal with entries
48. Key (to the next locked door)
49. Key (to unknown door)
50. Leather scraps (2d4)
51. Lime oil soap
52. Lock of hair
53. Map (unknown location)
54. Map of local area
55. Map of nearby area
56. Necklace (trinket)
57. Padlock
58. Pagan holy writings
59. Pair of earrings (trinkets)
60. Pair of stockings
61. Pair of underwear
62. Pouch with 3d4 marbles
63. Pouch with dried flower petals
64. Pouch with large fruit seeds
65. Quill feathers (2d4)
66. Ring (trinket)
67. Rodent pelts (2d4)
68. Roll of fabric (cotton)
69. Salt block (small)
70. Sewing needles (2d4)
71. Sheets of parchment (2d4)
72. Silk scraps (1d4)
73. Silver goblet (worth 2d6g)
74. Sleeve for lock picks
75. Small animal skull
76. Small hand mirror
77. Small lodestone (magnet)
78. Small waterskin
79. Small woven reed basket
80. Spool of twine (small)
81. Spools of sewing thread (2d4)
82. Stove tongs (small)
83. Tattered whip (1d8 Damage)
84. Two small bells
85. Unfinished contraption (unknown)
86. Unfinished letter
87. Vial of blood
88. Vial of bone dust
89. Vial of ink
90. Vial of perfume
91. Vials of spices (2d4)
92. Whetstone (sharpening stone)
93. Whittling knife (1d8 Damage)
94. Wig
95. Wood cutting board
96. Wooden cup
97. Wooden goblet
98. Wooden spoon
99. Woven wool belt

The main story of this Adventure Pack begins when one of the characters notices one of the preceding Clutter items under his or her bed at an inn. As he or she bends down to pick it up or examine it further, the character notices a long leather pouch with a roll of parchments protruding out of the top. The pouch appears that it may have been tossed under the bed in a hurry, or maybe kicked under there when whoever owned it left in a rush. The pouch holds 20g and two sheets of parchment with writing on them.

If any of the characters can read, they will see that one of the parchments has a writ to a man named Herendon; the other sheet has a map drawn on it with some scribbling on the back. The first letter reads:

Dearest Herendon,

I hope this letter finds you well and in high spirits. God has truly been good to me as I know His Spirit leads you. Over the years, I have continually prayed for your faithfulness and for our friendship, both of which I have cherished more than you know.

As I swore not to do, I am requesting to take delivery of one of your favors for which you feel indebted to me. This is a matter of grave importance and one that I am not physically able to fulfill myself. Otherwise, I would never mention the debt you may believe still lingers between us; the one that I never felt existed.

With some urgency, I bid thee please bear the child of God who hands you this letter safe travel to the dreaded Darklof Isle. You are the only one I know who will sail to such a destination. This fellow has matters of extreme importance there, matters that should not be discussed except in the safest and most hidden sanctums. I pray thee with all of my heart, please offer this gifted brother any aid you can spare, for his business is grave and the outlook is bleak without help. I could only grant a few items and much heartfelt prayer for the lad, which may be your only means of help as well. I pray not.

With no more delay, I have confidence in your trust and look forward to ridding the world of this mission. Any debt between us will surely be fulfilled, though I only ask this as favor between friends. Soon enough we will see each other again, and we shall revel in the musings of our past, present, and future.

*With much love,
Father Popado*

The parchment with the map shows an island called Darklof, with a big red "X" marked in the northern center of the island. Next to the "X" are the words *Dardeon Keep*. Scribbled on the back of the map are the words:

*Herendon Shipwright -
Tannerly Downs*

Tannerly Downs is a tough city on the island of Burr. Crime and corruption have taken over most of the cityfolk, but the Constable and his soldiers are determined to clean it up. Constable Gantry has recently taken over the authority after a very corrupt governor was assassinated. Tannerly

Downs is famous for its tournament grounds, where champions from all across the kingdom come monthly to compete in such events as jousting, lethal and non-lethal combat, knife throwing, archery, and hunting. The lethal combat is a pastime that was originally instituted for criminals by the previous governor, but Constable Gantry has kept it around as an annual, volunteer-only tournament. He has plans to eliminate it altogether except the king gains incredible revenue from it.

Herendon the Shipwright is a former high seas brigand (early pirate) that will be the first to admit that he, "killed a lot of men and stole a lot of treasure" in his day – a success for those striving for infamy. One day, he was drunk and his crew threw him overboard because they wanted to pillage more than "Herendon Redbeard" would allow. He almost drowned as he floated at sea for more than a day. A Cleric, Father Popado, and his company sailed by at what seemed to be Herendon Redbeard's last hour - while Herendon was praying to God for forgiveness of his wrongdoings. They rescued him as he was about to let go of hope, and shared their belief about God and His saving love in Jesus Christ. Father Popado was the only one of his group that truly trusted Herendon's resulting conversion. They became fast friends for many years, even as Popado's original company grew apart. After twenty years, Popado and Herendon grew apart but kept in distant touch.

As they grew apart, Herendon fell into his old ways of drunken crime and debauchery for a while on Burr Isle, but Popado loved him through it with encouraging letters. Popado has traveled from city to city witnessing in the service of God and is currently in an unknown location. Herendon eventually recovered for good and he has been a faithful and responsible tournament worker at Tannerly Downs for many years. He has a small but strong and fast ship docked in the harbors of neighboring Wesport.

When the characters show the letter to Herendon, he will weep and laugh as he begins to read it. As he reads it, his face will change with signs of fear, discouragement, and then determination. He should ask what the character's mission is, but will then say, "We sail for Darklof Isle," as he heads for his ship.

On his ship are the four Holy Items described on page 4, which he will readily offer the characters for their quest. He has a little gold to offer, but will explain that the characters won't be needing it on the destination island. >The characters will not find anyone else who will sail to Darklof Isle as it is a place of much rumored evil. Not only that, it is surrounded by cliffs on all sides with only a few safe places for docking, and that only when the tides are right. Also, Herendon will escort the characters whether they are honest about knowing Popado or not, but the characters should tell how they found the map and the letter. Herendon will aid the characters in any way as long as he feels the characters are seeking to further the will of his friend.<



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As the characters sail near the Cliffs of Darklof Isle, those with the Skill of *HP: Sight* have a chance of seeing a huge Cliff Giant throwing a great boulder at the ship. The boulder smashes clean through the hull of the ship, which then begins to sink. >Bear in mind that the characters are in quite a desperate situation here, so consider allowing any efforts they think of to benefit them. The Cliff Giant will continue to throw boulders at the characters while they swim for safety, and one hit from a boulder could very likely cause them to die.<

Once the characters make it past the Cliff Giant, there will be a few random demons trying to defeat the characters. >You can choose the demons from the Devil Hunter's Manual and/or from previous Adventure Packs, but take it easy on the characters; consider bringing a more easy variety rather than tough monsters. Also, consider having the characters stumble upon ship wreckage or a Cliff Giant's lair that has some Healing Drafts and other items that can replenish health and further the mission. Offer these at dramatic times when the characters need them most.<

One of the primary objectives to this adventure is to investigate Dardeon Keep and eliminate the unknown danger that exists within it. Dardeon Keep is the only known fabricated structure standing on the entire island. >Within the large keep is an evil black knight, powerful in sorcery, known as the Dark Lord Drahl. Drahl has an evil sorcerer under his employ who is helping him develop a magical item that can control Nether Races. Right now, he only has one component, a black-stone scepter, which Soth (from AdvPack 4) had found and brought to him, and it somewhat controls all beings within 50 feet that do not have a soul, including animals. Because of his meticulousness, Drahl refuses to use it until it is perfected. To be perfect, he needs two other components: an evil wand of power that directs the power completely and properly, and a large, black magic crystal that will be used to transmit the power in bursts hundreds of miles at a time. With this contraption, he plans on controlling any Nethers he can to turn on the world.<

The characters cannot beat the Dark Lord and his minions head-on without sufficient preparation and much help. Feel free to explain this to the characters and make it so. They would easily know this by the amount of magic items, Rune configurations, and the amount of beings under his control throughout the island. Throughout his keep, the characters will find minions, carvings of epic battles where evil overcame good, and cultic and evil designs on nearly everything. >You may wish to make up a map of Drahl's dark keep. It has several floors for the main part, and a tall square tower coming up in the middle of it reaching several more floors high. That tower is where the Dark Lord, his sorcerer subject, and some of his minions live. The bottom area is where the other minions live. Also, beneath the ground floors, there is a basement area and a dungeon below that. In the dungeon, guarded by skeletons, are 3d6 Nether beings held captive. Spread out throughout the keep are

Cliff Giant



Life: 189+2d12 – Advanced Demon
Weapon Skills: Combat Arms; Hand to Hand; Thrown
Combat Bonuses: Advantage: +5; Attack: +5;
Defend: +5, Dodge: +5; **Damage:** +12
Weapons (Damage): Boulder (4d12), rock (2d12), club
(3d8), or fist (3d6)
AtR: 1
DEF: 5 (naturally)

Height: 10 feet tall **Weight:** 700 pounds
Special Attributes: Strength: 35; Agility: 11; Speed: 9
Special Abilities: Climb: 3; Perception: 4
Exceptional Skills: Nightvision: +10; Heightened Sight
and Hearing: +8; Grapple: +6
Saving Throw Bonuses: +6 versus Miracles & Holy Items
EXP Value: 675 Experience

Spoken Language: Mauthren (demonic language)

Weakness: None

Immunity: Standard

Behavior: These hulking giants make their way (quite nimbly for their size) along high cliffs and throw boulders at ships that pass too closely. Then they rush to attack any victims swimming for the shores.

Magic Abilities: See the Unseen (constant)

many Lesser minions, but grouped together, which they would be if they had the chance to assemble, they would easily overtake the characters if the characters were alone. <

The characters may find that they have ample time to sneak into and search around the keep, sneaking here and there, before encountering dangerous beings. > First of all, continue to go very easy on the characters. This will help draw out the adventure longer. The Holy Lands Light Edition is designed in such a way that even the easiest demons can be a challenge to lower level players. Therefore, try to keep battles happening as an encouragement to clean out the keep. Also, encourage the players to use more strategy than might to win this adventure. In the characters reality, they would know that this is the case. Nevertheless, reward their efforts and play off their strategies. Allow them to be victorious in small battles, but remind them that they know this will not be an easy mission to finally complete. Also, play the Dark Lord Drahl as an overconfident, egotistical, and preoccupied villain. He would never think that anyone would ever make it onto his island past the Cliff Giants (add more when the characters approach the cliffs again), and then to his keep. If they did, they would never make it into the keep, and even if they did, they would never make it to anything of significance to him. Therefore, he would never suspect anyone to enter his domain. Drahl relies on his minions, not magical alarms and Rune traps. Though he may have his sorcerer subject design locking or sealing Rune configurations, he sees magic alarms as a waste of energy and time. <

In this adventure, you create the stats for the NPC's and for the villain. That may seem overwhelming, but by the time you need to use the stats, you will have most likely shaped the story into something very comfortable to work with. You will know how difficult to make Drahl and how skillful to make Herendon (or any other NPC's). Otherwise, you can prepare their stats ahead of time by making Drahl have Combat and Skill Bonuses higher than the average character's levels. Herendon, or other accompanying NPC's, should be slightly higher than the characters' skill levels, but not higher than Drahl's. Drahl should be a "good fight" if a battle ensues.

For story effect, you may consider giving Drahl the knowledge of a very powerful spell or two, and equipping him with some moderately powerful magic items at his disposal. Of course, these should be relative to the character's skill level. For information on enemies using spells and magic items, see the 3rd Adventure Pack for ideas.

This Adventure Pack uses a lot of your own creativity to make a great story. Rest assured that you will do fine!

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!

Continuing the Adventure

The following is a list of suggestions to continue the story further.

- The PC's have to find and use the island's resources to build a boat to get off the island, all while being pestered by stray demons and Cliff Giants.
- There are prisoners in Drahl's dungeon that need to be freed and cared for before the group leaves the island.
- Destroying Drahl's magical devices proves difficult. Only the blood of a certain demon will destroy them...
- The PC's leave the island and find out that Soth or some other less-than-reputable trader is selling one of the pieces that the dark sorcerer needs. The PC's must stop this, however some demonic minions are guarding the transaction.

Modifying the Adventure

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

- The PC's start on a hunt for Soth, continuing from the last Adventure Pack, and find out that he had dealings on this dark island. They decide to go there.
- One or two of the characters can be injured when the ship is hit by the boulder. The others will have to help them to shore.
- Herendon must be convinced to go on the mission since the PC's were not actually sent by Father Popado.
- Water serpents are preventing the characters from leaving the island (see page 23 of the Devil Hunter's Manual).

Azuremoon Bay

A Holy Lands Map





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