

The Summoned

A



Adventure

“For we are not fighting against people made of flesh and blood, but against persons without bodies—the evil rulers of the unseen world, those mighty satanic beings and great evil princes of darkness who rule this world; and against huge numbers of wicked spirits in the spirit world.” Ephesians 6:12 TLB

By: Brent D. Wisdom

For ages 12 & up

Spiritual Warfare the RPG on-line

www.spiritualwarfarerpg.com



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Introduction

If you want to be a player in this adventure then you should stop reading now. The information inside is for the Game Shepherd's (GS) eyes only.

The Summoned is designed for Spiritual Warfare the RPG (SWRPG). You will need the SWRPG Handbook in order to run this adventure.

If you are planning on running this adventure, you will want to read through the entire adventure to become familiar with the storyline and NPCs.

You will want to gear this adventure toward your group.

Maps

Except for the map of Iconium Forge, all map squares are equal to 10' square. Each square for the map of Iconium Forge is equal to 100' square.

Basic Background

A group known as the Order of the Noctra, are collecting elements to summon a very powerful demon god that they worship called RA'A. Once the demon is summoned, it will spell certain disaster for the nearby town of "Iconium Forge". The Realm Knights must inquire as to where and the Noctra are summoning the demon and prevent them from doing so.

The PCs will come in contact with a very important person, who himself is and ex-Noctra follower. He knows about the rituals that the Noctra are performing to summon their god RA'A. This man is the only link to knowing when and where the Noctra will perform their rituals. The only problem, is that this man is in an asylum and only remembers where the Noctra will be hours before they carry out their rituals and the Noctra are always a step ahead. The rituals are performed progressively over a three-day period. Each stage of the rituals are needed to complete the summoning of RA'A. The Knights must stop the summoning of this horrible demon otherwise Iconium Forge will be destroyed along with many innocent lives.

The NPCs

Radcliff Worlorn

Warlock of Noctra

This man first approaches the PCs with a small cavalry of Cardinal Knights inquiring about them. However little do the PCs know that Radcliff will soon show up again as the High Priest of Noctra.

SPI: Proficient 1d

WIS: Proficient 1d

PER: Proficient 1d

STR: Standard -2d

DEX: Proficient 1d

FOR: Standard -2d

HP: 10

Background: Bred to be the High Priest of Noctra, Radcliff has seen his fair share of evil. Although Radcliff is very calm and collected, he is a raging inferno when his buttons are pushed.

Physical Appearance: Radcliff, when not masquerading as a Cardinal Knight, wears dark leather armor and a red cloak. He has a shaved head and a goatee that is trimmed perfectly. HT: 5'9" WT: 132 Sex: M Age: 42.

Objective: Radcliff is bent on summoning his deity RA'A. As far as he is concerned nothing will get in his way of summoning RA'A not even himself.

Weapons: Bastard Sword *Value 6*; ceremonial dagger *Value 1*.

Enchantments: Can summon 2 Lowly demons of Fear once per encounter.

Archaleous

Ex-Satanist

SPI: Proficient 1d

WIS: Standard -2d

PER: Proficient 1d

STR: Novice -3d

DEX: Novice -3d

FOR: Standard -2d

HP: 20

Background: Fifty years ago, Archaleous was the High Priest of Noctra. However, the pressures of being a High Priest and with the demonic influence that was in his life, he eventually had a nervous breakdown causing insanity. Now Archaleous has been locked up in the Morgan Creek Asylum for the last thirty seven years. Ten years ago he gave his life to Jesus, but he has continued to be oppressed by demonic forces.

Physical Appearance: Very thin, long gray hair and beard. His left eye is pigmented from being burned as an initiation right of Noctra. HT: 5'6" WT:108 Sex: M Age: 78.

Objective: No objective other than surviving each day. However, since the PCs have arrived

he has felt compelled to help the Knights in any way he can.

Simeon

Angel

SPI: Grand Master +4d

WIS: Specialist +2d

PER: Proficient 1d

STR: Master +3d

DEX: Grand Master +4d

FOR: Master +3d

HP: 27 (When an angel “dies” he cannot manifest in the physical realm anymore)

Background: Unknown

Physical Appearance: Vibrant light that shines around whenever he appears as an angel. He has shining white armor and long flowing white hair. He stands 7 ft tall in angelic form. When Simeon is in human form he looks like a shabby bum with matted oily hair and a mangled beard. No shoes, holey clothes, and a ragged cloak. In human form: HT: 5’ 10” WT: 145.

Objective: To serve the Lord God Jehovah to the best of his ability.

Weapons: Sword of Light *Value 21*

Rhema: ALL

Sheriff Othran Quinn

Town Official

SPI: Novice –3d

WIS: Novice –3d

PER: Proficient 1d

STR: Proficient 1d

DEX: Proficient 1d

FOR: Standard –2d

HP: 12

Background: Othran is a seasoned Sheriff and corrupt. He is always looking out for his best interest rather than the interest of the people he governs.

Physical Appearance: Handlebar mustache, black hair, and a bit portly. HT: 6’ 1” WT: 265
Sex: M Age: 54

Objective: To gain political favor and prominence in Iconium Forge.

Weapons: Bastard Sword *Value 4*

Act One

I Want To Squish the Demon

The PCs are in the forest of Kol outside of the quaint village of Gath. They have tracked down a pesky little demon that has been mutilating the livestock in that village.

Start the adventure off by saying: **The night is cool and the light from the crescent moon gives off a soft glow in the forest. The flickering of the torch that you have brought with you whips and wavers. The torch illuminates the cowering beast that you have tracked down, the very beast that has been praying on the livestock of the village of Gath. It's beady little eyes, coarse hair, and greasy skin is repulsing. It stands 4 ft tall and looks at all of you in fear. The demonic pest knows that it's time is short and lunges at** (smallest in PC in the group, roll initiative to see who gets to strike first).

Lewdness (Rhaidiourgema)

Type: Lowly Demon

SPI: Novice –3d

WIS: Novice –3d

PER: Novice –3d

STR: Novice –3d

DEX: Novice –3d

Acrobatics Standard –2d

Hide/Sneak Standard –2d

FOR: Novice –3d

Size: Small

Description: 3 ft. tall humanoid with wiry hair black eyes, dark blue skin, large knar led teeth and large pointed ears.

Attack Type/Damage: Rusted short sword
Value 3

Handle/Use Weapons: Yes

Special Ability: Projects from it's mouth a cone shaped black gas up to 20ft. that has a

chokes effect causing 2 pts of damage. This ability can be used once every 4 rounds.

Enchantment: (Obscene Imaginations: Level 1) If PC is choked by black gas roll Goodness – vs- Foe's SPI to ignore effect. If the PC has a Lust sin factor the roll is Goodness - 2. If the PC fails then the PC will imagine graphic lustful thoughts causing all rolls to suffer –4 until this encounter ends.

Enchantment Duration: Encounter

Hit Points: 6

Number of Actions: 1/1

Family: Sodom(Perversion)

Habitat: Any

Organization: Group(1-10)

Activity: Diurnal or Nocturnal

Attitude/Demeanor: Aggressive

Commissioned

Once the demon is destroyed, the PCs are engulfed in light. An angel appears and they are given a commission by the angel Simeon. He appears to them in shining glory and they cannot help but fall at his feet. He says to them: **You are to journey to the Highlands to a place called Iconium Forge. There you will battle against a great evil from the valley of death and destruction. Satan is plotting to take the highlands for himself, but the captain of the Lord of Hosts has sent me to tell you to take up your sword and stand against this evil.** He then disappears.

During the night the PCs are awoken by the wind howling saying "you will never succeed". Each time the wind blows, evil begins to fill the air. Then three demons of Fear attack the PCs.

Fear (Phobos)

Type: Lowly Demon

SPI: Standard –2d

WIS: Unskilled –4d

PER: Novice –3d

STR: Novice –3d

DEX: Novice –3d

FOR: Novice –3d

Size: Man

Description: 10ft. long hideous cobra with black scaled skin, red human shaped eyes, arms and the ability to position itself in an upright stance, 4 ft. tall to move and fight.

Attack Type/Damage: Short Sword *Value 2*; Bite *Value 1*

Skills: Melee Standard –2d

Handle/Use Weapons: Yes

Special Ability: Spits venom up to 20ft. that is absorbed by skin causing 2 damage and temporary blindness if it hits the PCs eyes. This ability can be used every 2 rounds. If PC is hit roll 1d. On a result of 1-5 the eyes are hit. Blindness will last for 4 hours.

Enchantment: (Horror: Level 1) If PC is bitten or hit by venom roll Peace -vs- Foe's SPI. If the PC fails then the PC will become very frightened of impending doom and destruction causing the PC to curl up in a corner(cower) or to run away from the battle for the duration of this encounter.

Enchantment Duration: Encounter

Hit Points: 7

Number of Actions: 1/1

Family: Phobia

Habitat: Prefer cold and dark areas such as caves and alcoves

Organization: Group(1-8)

Activity: Diurnal or Nocturnal

Attitude/Demeanor: Aggressive

1 HP: 7-

2 HP: 7-

3 HP: 7-

After the fight, one PC gets a prompting in his spirit to read Isaiah 41:10.

The Journey

It is a two day journey from where the PCs are to the town of Iconium Forge.

Day One: Nothing eventful, lots of tall grass and trees. They have the option to travel on the main road or off the beaten path. If they choose to take the main road, at some point during the day, they are stopped by the Cardinal Knights and are questioned by *Captain Radcliff Worlorn*.

Day Two: They come across some very large tracks. Using the investigation skill the PCs discover that it is a dragon of some kind. This night the PCs make it to the outskirts of the town of Iconium Forge.

Act Two

Entering Iconium Forge

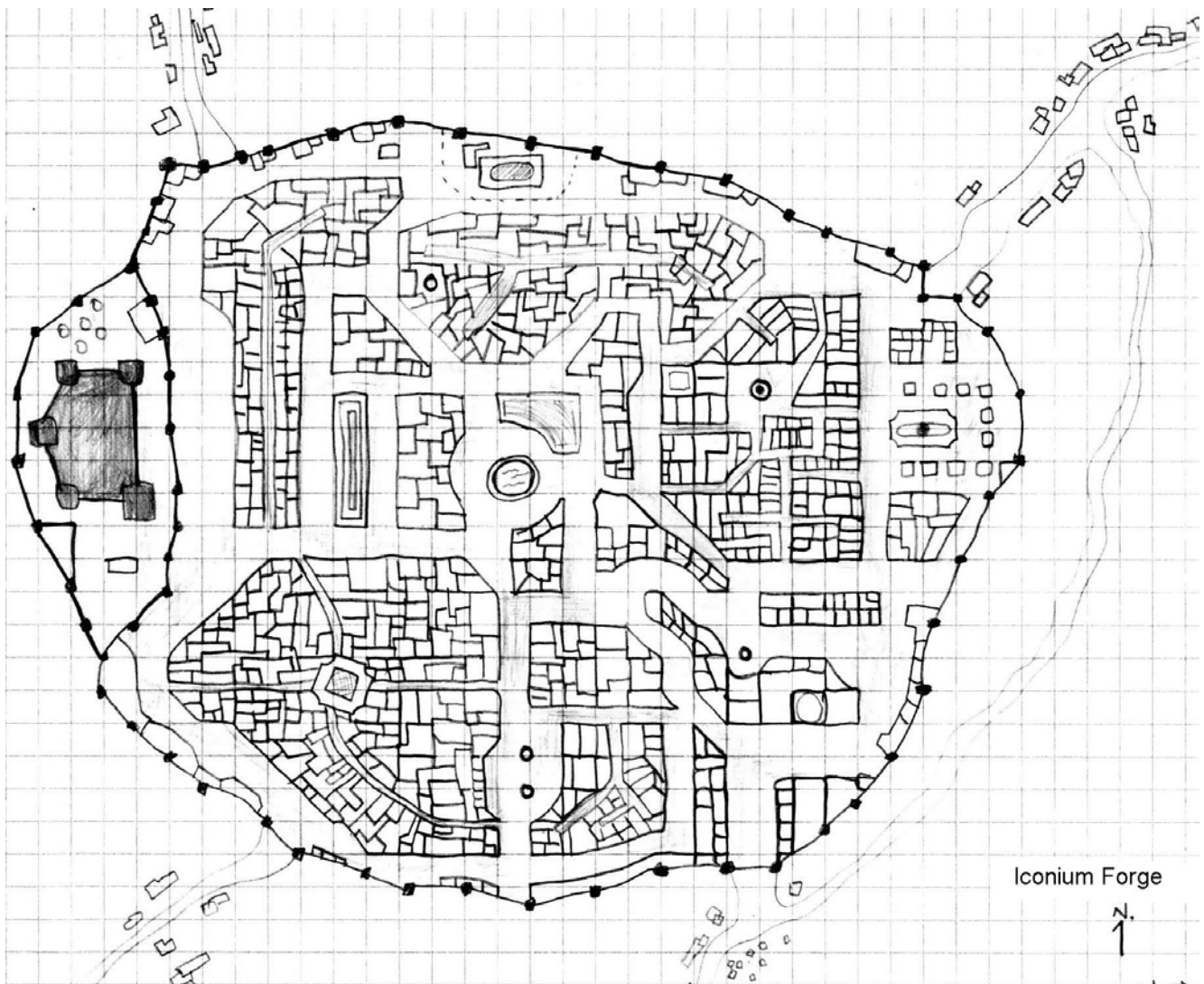
Note: There should be plenty of opportunities for your players to preach the gospel to the townspeople. On the other side of that coin, there will be plenty of times to resist sin.

Day One

Iconium Forge is a developing town but seems to be in a decrepit stage. As the PCs

approach the gate to the town, the guard asks them how long they plan to stay in Iconium Forge, and suggests an Inn called the “First Stop Inn”.

As the PCs enter the town at dusk, the shadows seem to dance on the walls, the lamps of the town are lit, and stone gargoyles stare down at them from every lamp. Even though the lamps are lit, there still seems to be darkness about the town.



If the PCs check out of the First Stop Inn, they are approached by a demon possessed lady that begins to say in a low voice, “these are messengers of the most high God. . . they are Realm Knights.” She begins to say it louder and louder and on the third time she yells it at the top of her lungs. The people in the tavern begin to take notice very quickly.

Once the PCs deal with the lady, they are approached by a fifteen year old messenger named Michael Ellowin. He talks with the PCs: **Greetings warriors my name is Michael** (holding out his hand to shake). **You may think that this is strange, but I have a strong impression to tell you to seek out a man named Archaleous. I don’t know who he is or where he is. I cannot explain to you why I need to tell you this, I just know I have to.**

I overheard that lady say that you are Realm Knights, is that true? Michael is a Christian and desires to become a Realm Knight one day. Michael will stay only for a short while but has to leave abruptly because he has to attend to other business (dinner at home).

Almost everyone in the town knows about Archaleous and his location. Most anyone in the town can tell the PCs to inquire at the Asylum. When the PCs decide to go there, the forbidding sign reads “Morgan Creek Asylum”. As they approach, they can hear the screams and torments of the people inside growing louder and louder. The full moon lights up the path overgrown with ivy. When they enter, an older lady greets them and she keeps to herself until the PCs speak. When the PCs ask about Archaleous she asks: **are you friends or relatives.** If they say neither, then she will ask: **then what is your business with... well I guess any visitors might help especially in his condition.** She leads them down a few corridors to a large room with about ten different cells in it. The PCs are then left with Archaleous.

Play Archaleous as a person that is anticipating this Noctra ritual to be the most dreaded evil to ever escape the bounds of hell.

He has bandages all over his body; particularly on his wrists, long wiry gray hair and beard, and rope burns on his neck. He speaks in a calm and soft voice to the PCs: **How may I be of service to you lads?**

Archaleous is saved, but he needs to be delivered from a demon of suicide. He says: **The hour of divination is at hand and RA’A shall awaken from his slumber. The circle cannot contain him and death is his plague. Tonight is the first of the rituals which is the consecration. The priests that will perform the ritual will make an offering of their own blood and summon demons of infirmity to go forth and strike the town. This is the first sacrifice because some may die from the disease. The ritual takes place in an abandoned barn five miles north of Iconium Forge.** Archaleous does not offer any other information, and he pleads with them to go and try to stop the ritual.

When the PCs arrive, they will have come in just as the summoning happens and the demons of infirmity will have been released.

There are thirteen Noctra followers including the High Priest. As soon as the PCs make themselves known, the High Priest (Radcliff) will disappear without a trace. A PC will notice who the High Priest is on a PER roll difficulty Exceptional.

The other Noctra followers will not fight, however, the PCs will have enough problems dealing with the three demons of Infirmity. Make sure that one of the demons gets away and that at least one of the PCs sees them get away.

Noctra Followers

SPI: Novice -3d

WIS: Novice -3d

PER: Novice -3d

STR: Novice -3d

DEX: Novice -3d

FOR: Novice -3d

HP: 9

Background: The Noctra followers are intense and devout followers. Some of them have high positions in the government others are common people.

Physical Appearance: Each Noctra worshiper wears a brown cloak that covers the entire body with their sword underneath their cloak.

Objective: To summon their demon god RA A'

Weapons: Short Sword *Value 2*

Infirmity (Machaleh)

Type: Wicked Spirit

SPI: Standard -2d

WIS: Standard -2d

PER: Standard -2d

STR: Standard -2d

DEX: Standard -2d

FOR: Standard -2d

Size: Man

Description: Looks like a disease riddled human in decaying form, long stinky hair.

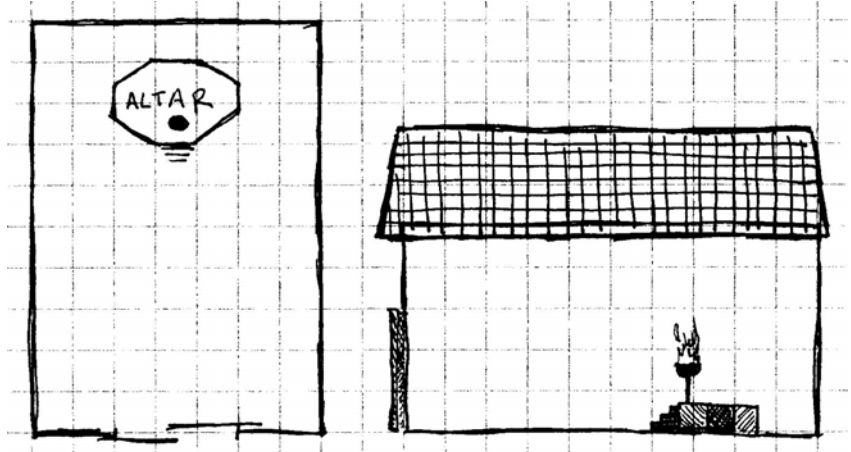
Attack Type/Damage: Sword *Value 3*

Handle/Use Weapons: Yes

Skills: Intimidation Proficient 1d; Resist Pain Proficient 1d

Special Ability: Fly; Foul Sneeze/Cough causes an invisible attack up to 20ft. causing 1 pt. of damage and -2 Dexterity as a result of extreme pain. This ability can be used every 2 rounds; Infectious Touch causes 2 damage. This ability can be used every 2 rounds.

Enchantment: (1) (Contagious: Level 1) If PC is effected by Foul Sneeze/Cough or Infectious Touch rolls Fortitude -vs- Foe's SPI. If PC fails



PC will be affected by a disease. From a common cold to deadly diseases such as cancer or phenomena. If PC rolls a natural 1 then it is a life threatening disease.

Enchantment Duration: 2 days

Hit Points: 16

Number of Actions: 1/1

Family: Destruction

Habitat: Any

Organization: Group(1-4)

Activity: Diurnal or Nocturnal

Attitude/Demeanor: Aggressive

1 HP 16-

2 HP 16-

3 HP 16-

After the PCs deal with the demons they are quite worn out and tired. Make sure that PC know that they are tired. If the PCs go back to Iconium Forge, then all rolls are at a negative 1 due to physical fatigue. The PCs need to get some rest before they go back to the town. If they insist on going back, then ensure that the PCs apply the negative 1 to all rolls.

If the PCs go back to Iconium, then go to the next section (Day Two) and describe it as though it were at night. The same events will have happened. If they rest for the night, then just proceed to "Day Two" in a normal fashion. No matter which the PCs choose, the town will have

been struck with wasting disease as stated in the next scene.

Day Two

The one demon of infirmity that got away strikes Iconium Forge with a vengeance causing wasting disease to come upon the town. It could be a great witness *if* the PCs preach the Gospel and heal people in the name of Jesus.

Visiting Archaleous

When the PCs visit Archaleous, he tells them that RA'A has the power to fade the chasm between the physical realm and the spiritual realm and summon dragons that are subjected to his every whim. Adding to the minimal number of dragons, hundreds could be released which would be devastating.

Archaleous goes on telling the PCs that the next ritual is already set in motion, the cult has buried RA'A bane (a cube of herbs and sacrificial remains), which will be harvested tonight. All who smell the fragrance of the bane will be under the control of RA'A when he is released. The PCs must find the bane and dig it up; there are six of them scattered throughout the town and the only way to find them is to locate the symbol of RA'A marked on trees. The bane will be located eighteen paces south of the tree. The bane must be uprooted and burned and the curse will be broken.

To find the RA'A bane, the PCs must make a successful investigation roll.

- 1 Difficulty Marginal
- 2 Difficulty Normal
- 3 Difficulty Normal
- 4 Difficulty Normal
- 5 Difficulty Exceptional
- 6 Difficulty Exceptional

One bane should be undiscovered. Each time the PCs uproot the bane, they will fight one lowly demon of Fear, Phobos.

The townspeople will give the PCs a hard time if the PCs didn't heal the sick people struck by the demon of Infirmity. If they did, then the townspeople will just leave them alone closing their shutters and keep to themselves.

Sheriff Othran Quinn Will question the group as to why they are digging up Iconium Forge.

Act Three

Day Three

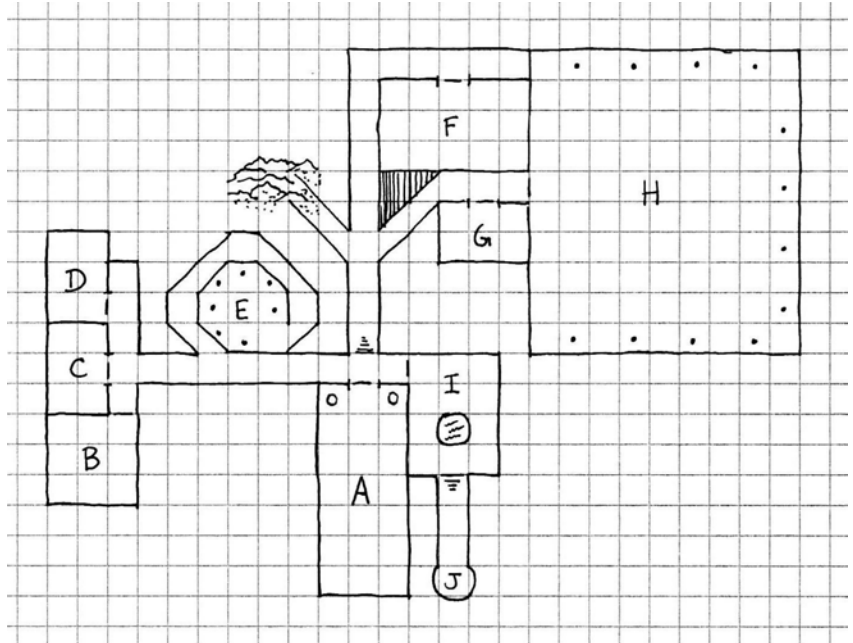
Visiting Archaleaous

Archaleous is in bad shape today and is in need of deliverance. He is oppressed by a demon of Suicide. When the demon is cast out of Archaleous, it will manifest in the physical as a huge demon. It will then crash through the ceiling leaving a huge hole and the other patients screaming. Archaleous is now in his right mind and can think clearly. He cannot go with the PCs, he is too weak and feels that he needs to prove his sanity now that he is free.

He tells the PCs about the ritual of Aperture. The cult will assemble in the heart of the Iconium Forge underground. The only way that he knows to get there is through a trap door in the old town that is uninhabited. The trapdoor is located at an abandoned inn called the Haymaker Inn and under a wood-burning stove. He tells the PCs that they will need plenty of rope to get down to the underground.

This is the very night that the cult has been waiting over 300 years for; when the stars and moons align just right to create the sign of the RA'A in the sky. A doorway will be opened and a virgin sacrifice, bred for this purpose, will be an awaiting sacrifice for the demon. He tells them to make haste or there may be no way to stop the RA A'.

Once the PCs make it to the abandoned Haymaker Inn, it takes an e Marginal search roll to find the trapdoor. The trap door is underneath the wood-burning stove, covered haphazardly with removable bricks.



Once the bricks are removed, the PCs can attempt to descend into the dark hole. It is an 80 ft. descend to the bottom of this very large room (section A on the map), and the PCs will need a rope or suitable substitute to get to the bottom. Each PC will have to make a climb roll difficulty Marginal, to climb down the rope.

A. As soon as all of the characters reach the bottom, torches around the room will ignite from an unknown source. This light gives ample light to notice an immense white marble room. This is a 30 ft x 70 ft room; there are two large statues of dragons on either side of a door at the north end of the room.

B. Quarters: 10 empty beds with footlockers. Nothing of value in this room.

C. Quarters: 10 empty beds with footlockers. Collectively in all of the footlockers are: 5 black robes, 2 dirks *Value 1*, and 5 gp.

D. Quarters: Nothing in this room.

E. Initiation Room: Nothing in this room.

F. Room: There are two large demons in this room that are dressing themselves in black robes.

G. Utensils Room: This room is filled with weapons made of steel and plated with gold and silver. All of these weapons have demonic writings and symbols on them. Any PC that desires to take one of these weapons receives a –1 to all rolls as long as they have the item(s).

H. Ceremonial Chambers: This is a 100 ft. x 90 ft. room with an 80 ft. high ceiling. There is a large shaft in the ceiling that is sealed at the highest point. In the center of the room, there is a large 20 ft. x 20 ft. altar. Pillars line the perimeter of the room.

I. Wash Basin Room: There is a large washbasin in the middle of this room with stagnate water in it. There is a faint green-blue glow that bounces off the walls of this room. Even without a light source this room gives off an iridescent glow.

J. Sentencing Room: This room is a round 10 ft. x 10 ft. room that has a lever on the southern wall. If the PCs pull the lever, a trap door will seal off the north entrance to the room. Sand will begin to fill the room at a very fast rate; it takes only 5 rounds for the small room to fill with sand. The door needs to be smashed through in order to get free. The door has 25 HP, once the door reaches 0 HP it will be smashed into pieces. All actions are at a –2 because of the sand falling on the group and the dust.

God Help Us!

When the PCs get to room **H** they will see approximately ten Noctra followers gathered around the porthole. The High Priest, which they recognize as Radcliff the “Cardinal Knight”, is at the altar chanting a mantra as lightning flashes in the room from an unseen source.

When the demon comes through the porthole, there is an explosion and everyone within 50’ radius sustains 6 pts. of damage and kills off all but two cult members, which are in bad shape (2 HP each).

Once the PCs are made known, the RA A’ will attack them.

If the PCs retreat because of wounds or fear, Simeon the Angel will appear to them in the hallway, or wherever the PCs decide to hide. Simeon will encourage them to fight the good fight. By Simeon’s encouraging words and the glory of God that shines around him, each PC heals to max HP and all PC will receive 15 FP.

RA A’

Type: World Ruler

SPI: Specialist +2d

WIS: Proficient 1d

PER: Specialist +2d

STR: Grand Master +4d

DEX: Specialist +2d

FOR: Specialist +2d

Size: Large

Description: A 12ft. humanoid with an elongated snout. It has a tail that is used for balance that is as long as it’s legs. Demonic scripting is burned into this monsters flesh.

Attack Type/Damage: Claw *Value 4*, Bite *Value 5*

Handle/Use Weapons: Yes

Skills: Intimidation Grand Master +4, Breathe Fire Specialist +2d, Brawling Master +3d

Special Ability: Breathe Fire at a distance of 40ft. once every two rounds. Causes 6 pts. of damage.

Enchantment: Steal Joy, once per encounter. If PC fails to resist the enchantment, then the PC will enter into a terrible state of depression that will kill the PC in 4 days. The only way to stop this from happening is to cast out the oppressive demon of death.

Enchantment Duration: 4 days

Hit Points: 30

Number of Actions: 2/1

Family: Destruction

Habitat: Any

Organization: Solitary (1)

Activity: Diurnal or Nocturnal

Attitude/Demeanor: Aggressive

As the PCs are fighting the RA A', every 10 rounds the RA A' will vomit up a dragon that will eventually try to fly away through the shaft opening. The RA A' is a host for the release of the dragons. The RA A' cannot attack when vomiting up a dragon. When a dragon is released, it is 2 ft. tall and 3 ft. long, and will continue to increase in size each round until destroyed. The dragons will not increase to more than 9 ft. tall in the time that the PCs are fighting the battle (these "baby" dragons have 4HP, and a DEX QM of Novice -3d). However, if the dragon gets away, it will grow to a full size principality dragon. The dragon will only flee from the PCs and will not attack. The dragons cannot fly until the 10th round after they have been released, which is the same time the RA A' will be vomiting up another dragon.

If the PCs get into major trouble, then Simeon will appear and join the fight.

Aftermath

When the demons are destroyed, the PCs have accomplished their commission. If you have broken the adventure into two or more sessions, then give out 5-6 FP per break and 8-10 FP at the end. If you have done this adventure in one sitting, then give the PCs 20-25 FP. If Simeon joins the fight at the end, give the PCs from 8-12 FP. Remember to adjust awards as explained in the Adventure Chapter of the Spiritual Warfare the RPG Handbook.

