

GM'S OUTLINE

READ THIS DOCUMENT FIRST!

If you are a group new to roleplaying games in general, or to FAITH in particular, the Campaign Book found in this boxset includes a Learn to Play Scene, meant for the Game Master to read out loud. It will walk the group through the main rules of the game, explaining all the important concepts in detail. We recommend reading during your first session, which will allow you to start playing right away.

While FAITH is a relatively simple RPG, you should still eventually read through the whole Rulebook to get a complete understanding of the rules. We recommend that whomever you choose to be the Game Master reads it carefully, as she will be running the game. However, all players can benefit from reading it, as having a deeper understanding of

it will give them insight into the possibilities offered by the system.

Choose who will be the Game Master of this campaign and hand this document over to her. If you are unsure about what being the Game Master entails, you can read about it on page 3 of the Rulebook. Then, hand over the Campaign Book to the Game Master.

In A Garden in Hell, many early on achievements and failures have an impact later during the course of the story, as detailed in each Chapter of the Campaign Book. You can use this document to keep track of the progress of the group through the campaign, as well as their different achievements.

Happy gaming!



Achieved



Not resolved yet



Play multiple times



Return to the previous Chapter
after finishing this one

Key

Resting

Resting ends the current scene and, during Act Two, spends one Span (a Span is a mechanic specific of Act Two).

Encounter Level

Multiply the number of PCs by the encounter level. The resulting number should match the added levels of the NPCs in that encounter (i.e. in a level 3 encounter with 3 PCs, use a group of NPCs whose added level is 9).

If the players have any NPC companions, reduce the final value of the encounter by the combined level of these companions (i.e. in an encounter of value 9, having two level 1 companions would decrease the encounter value to 7).

Ujara's Wild Flora

Throughout this campaign, the PCs will be able to find four different plants with beneficial effects: **Tophet**, **Furothroxylum**, **Papaver Sativa**, and **Insanus Vitis**. It will be up to you to decide when and where the PCs find these plants. Use this mechanic to adjust the difficulty of the campaign for your group.

The Ravager

All Ravager creatures communicate through radio waves, and share the same characteristic: If they are hacked, they will fail their current action, or suffer a disadvantage towards their next action.

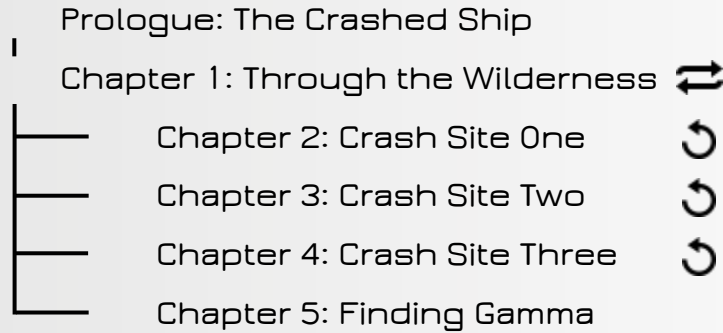
ADDITIONAL RESOURCES

Visit our website to find additional resources to help you understand the game and run your campaigns. You will find videos explaining the basic rules, and you are welcome to post questions in our forum, which will be answered by one of the game creators.

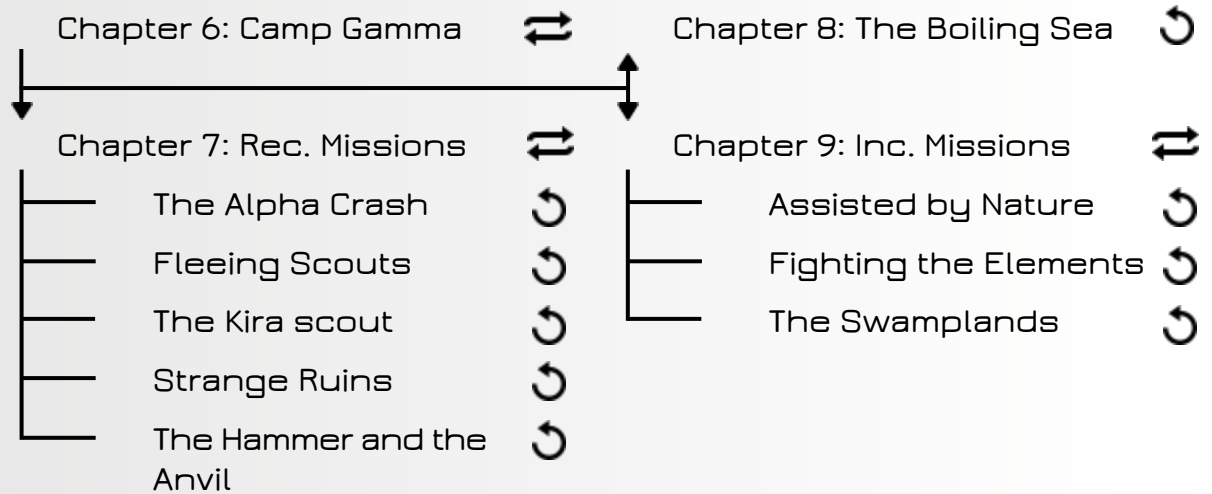


click!

ACT ONE: A FIELD TRIP TO NT-44



ACT TWO: UJARA



TIME SPANS TRACK KEEPING

After playing 18 Spans, or 16 if they failed to track the beacon at the beginning of Chapter 5, go to Chapter 10.

- Chapter 10: Star One Squad
- Chapter 11: The Kira
- Chapter 12: Camp Alpha
- Chapter 13: The Kira Settlement

Chapter 14: The Herald of Extinction

Chapter 14 begins after meeting one of the following conditions: Returning from the Kira Settlement in Chapter 13, being arrested in Chapter 8, or failing to obtain Friendly Kira in Chapter 11 and playing 6 more Spans.

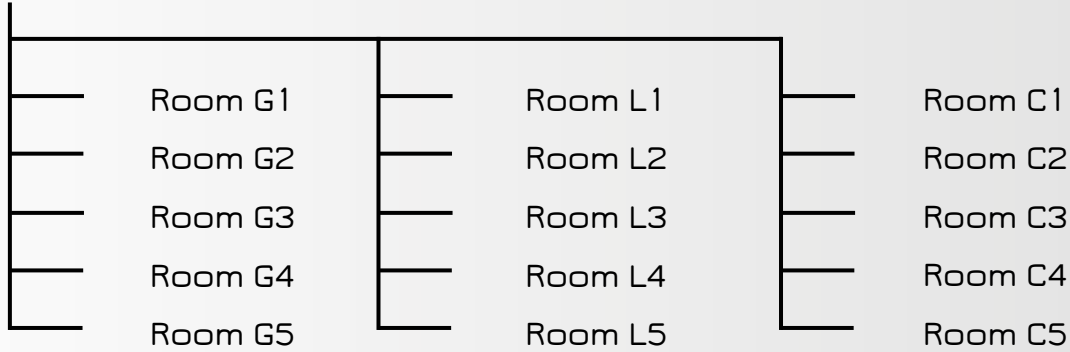
ACT THREE: THE SECRET OF THE RAVAGER

Chapter 15: After the Battle

Chapter 16: The New Base

Chapter 17: Across the Boiling Sea

Chapter 18: The Shapers' Tower



If at any point during an encounter against the Ravager there are no PCs in normal health state, they are captured. Go to Chapter 18 Epilogue: Taken by the Ravager. Otherwise, skip it.

Chapter 18 Epilogue: Taken by the Ravager

Once the group leaves the Shapers' Tower or is rescued at the end of Chapter 18, proceed to Chapter 19.

ACT FOUR: NOR THE UNENDING

Chapter 19: The Anti-air
Cannons

Cannon Site A

Cannon Site B

Cannon Site C

Chapter 20: To the Queen

Chapter 21: In the Belly of the
Beast

If the group failed to obtain the Unravel Agent, or after completing Chapter 19, proceed to Chapter 20.

EPILOGUES

Mission Failed

Tzix's Ascension

The End of Ujara

The Alliance

The End of Nor

Other

GAME PROGRESS

Commlink (Prologue)	Friendly Kira (Ch. 11)
Comm Unit (Ch. 2)	Kira Allies (Ch. 11)
Biodata Collector Unit (Ch. 6)	Triple Star (Ch. 12)
Science Intercomm (Ch. 6)	Battle of Camp Gamma (Ch. 14)
Protect the Kira Scout (Ch. 7)	Auranium Pellets (Ch. 18)
Crystal Prism (Ch. 7)	Keycard (Ch. 18)
Hammer and the Anvil (Ch. 7)	An Insidious Parasite (Ch. 18)
The Egg Guardians (Ch. 8)	The Unravel Agent (Ch. 18)
Secure Ravager Egg (Ch. 8)	Anti-Air Cannons (Ch. 19)
Free the Captive Kira (Ch. 10)	Reinforcements (Ch. 20)
First Class Scouts (Ch. 10)	Tzix's Prisoners (Ch. 21)

NPC COMPANIONS

Found	Used		Level
Ad'gan (Ch. 3)			
Ronar (Ch. 3)			
A'Mar (Ch. 4)			
Lin Muyeng (Ch. 4)			
Tan Tang (Ch. 4)			
Al'Moah (Ch. 6)			
Tarok (Ch. 6)			
Bao Fen (Ch. 6)			
Kor'Sana (Ch. 7)			
Vash'Uh (Ch. 12)			4

FIGHTING THE HERALD

- Appendages
- Assault soldier 1 health
- Assault soldier 2 health
- Assault soldier 3 health
- Assault soldier 4 health

CHAPTER 18: ESCAPED TECHNOS