

Holy Lands

Light Edition PDF

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The Chancellor

"Know thee who I am; for I am the Chancellor to the king of this land."



Playing the Chancellor

Chancellors are noble ambassadors with direct relationships to the ruler of his or her land. At lower governmental levels, a Chancellor has very little real government power besides being noble, which is a class above common citizens. However, as the Chancellor gains superiority and rank within a governing body, he or she can actually make decisions on behalf of the count, duke, or king, of the land as a representative for the ruler.

Beware; misrepresenting a count, duke, king, or other ruler is an abuse of a Chancellor's power and could result in as severe a punishment as death by public execution.

Even superior to Knights, Chancellors can enforce the will of the ruler of the land in matters of criminal judgment, taxation, and land disputes. As they rise in power, Chancellors can gain very high positions, giving them near kingly authority at higher levels.

Limitations

Armor Restrictions

The Chancellor prefers to wear fine clothing or perhaps decorative leatherwear. Similar to the Bard, Chancellors will rarely wear metal armor or any armor that is more for function than it is for stately appearance.

- Decorative leather vestments (unless in battle, then no restrictions)

Weapon Restrictions

Most Chancellors were likely raised with at least a moderate education in fencing and archery. They were taught at a very early age the ways of weaponry, possibly using odd and international weapons as well. For this reason, a Chancellor can use any weapon type desired.

- No restrictions

The Chancellor

Creating the Chancellor

Attribute Requirement

Charisma: 7

Intellect: 5

Life and Faith

Life: $2d6^{(GE)} + (Strength + Endurance + Wisdom)$

Faith: 1

Gifts

Horsemanship

Political Science

Presence

Read/Write

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:

Acting

Animal Science

Artistry

Falconry

Medical

Play Stringed Instrument

Play Wind Instrument

Preach

Profile Area

Profile Character

Read/Write [additional language]

Seafaring

Singing

Speak [additional language]

Swimming

Track

Weaponry

Weapon Skills

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

W.S. Missiles

W.S. Shield Play

W.S. Thrown

Initial Equipment

Longsword (2d12+1 Damage)

Long Whip (1d8 Damage)

Decorative Leather Jerkin (AP: Chest; DEF: +2)

Decorative Leather Breeches (AP: Legs; DEF: +2)

Decorative Leather Boots (AP: Feet; DEF: N/A)

Pouch of 2d8 Gold, 1d6 Silver

Sleeping blanket, small pack, torch

2d6 Food Rations

Royal Pendant worth 2d6g (most valuable politically)

Riding Horse, Saddle, and Tack & Bridle

Progressing the Chancellor

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

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

Faith: +1

New Holy Items

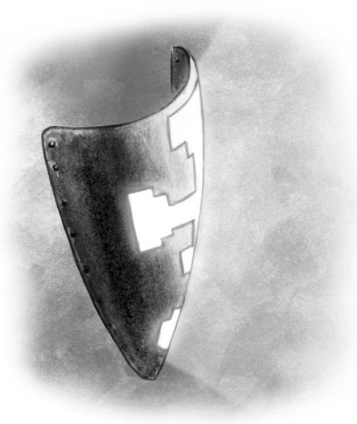


Blessed Pendant of Spirit

This pendant allows the wearer to become a spiritual entity identical to the *Spirit* Miracle for up to 30 seconds. 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 without penalties.

Faith cost: 3 per use

Value: 47g



Blessed Shield of Light

Once activated, this shield emits a white light equivalent to about two torchlights for up to a 10-minute duration. This light causes 1 point of Damage per Round to undead as long as they are within 30 feet and in front of the shield, causing them to flee the area. This shield offers an additional +1 to *Defend* as a constant Holy power. The limitation rule of Holy Weapons does not apply to this item, so your character can possess and use this item and another Holy Weapon at the same time without penalties.

Faith cost: 2 per use

Value: 68g



Bow of Split Fire

Once activated, and when the user draws an arrow on this bow, up to two more equivalent arrows appear next to it. Upon release, the character rolls one *Attack* Roll for all arrows. The two other arrows fly towards any two other targets within 90° (in any direction) of the original arrow's direction. All target beings roll an individual *Dodge* or *Defend* Roll against their respective arrow with a -2 penalty. This bow will not hit a single target with multiple arrows, only multiple targets.

Faith cost: 3 per 2 arrows / 2 per 1 additional arrow

Value: 75g



Breastplate of Might

Once activated, this breastplate doubles the character's *Strength* Attribute for up to 1 Ten-round, which can be used in non-Combat situations. With this power in Combat, the character causes an additional amount of Damage equal to his or her *Strength* Attribute with each successful *Attack*. This armor can be any of the scale- or platemail type with shoulders.

Faith cost: 3 per use

Value: 89g

New Miracles

Become Shadow



Type: High Miracle

Target: Self or Other

Range: Touch only

Duration: 5 minutes per Proficiency Bonus

Saving Throw: versus Miracles (no affect)

Description: This Miracle allows the Target to become the his or her silhouette/shadow on the ground or wall surface. In such form, the character can move anywhere a shadow can move along surfaces up to the clergy's normal *Speed*. The clergy can utilize other shadows of natural objects, such as climbing a ladder's shadow, walking on a box's shadow, etc. Although the shadowed clergy can be affected by spell and Miracle attacks, he or she cannot be affected by nor can they affect anything physically.

Faith Cost: 5

Shrink



Type: High Miracle

Target: Self or Other

Range: 5 feet per Proficiency Bonus

Duration: 10 minutes per Proficiency Bonus

Saving Throw: versus Miracles (no affect)

Description: This Miracle allows the clergy to shrink the Target being down to a size of 6 inches tall. All of the Target's immediate effects (weapons, clothing, armor, etc.) scale down as well. Most items are rendered useless to their normal functions, and the maximum direct, physical Damage the being can cause is 1 point. The being can still perform Miracles, cast spells, or use supernatural items.

Faith Cost: 7

Song of Blessed Barrier



Type: Holy Song

Target: Other only

Range: 20 feet

Duration: 1 minute per *Endurance* AR

Saving Throw: none

Description: Playing or singing this Holy Song allows everyone within 20 feet of the Bard to be totally immune to any spell attacks or Rune Traps as long as the song is played. The song creates an impenetrable sphere of power that prevents any supernatural force from entering or leaving it, which includes Miracles, spells, magic fumes, and spell-propelled forces (such as fireballs and lightning).

Faith Cost: 5

Sphere of Light



Type: High Miracle

Target: Area (5 feet per Proficiency Bonus)

Range: 100 feet

Duration: 10 minutes per Proficiency Bonus

Saving Throw: none

Description: Performing this Miracle allows the clergy to create a sphere of light that has no apparent source. The light is equally bright throughout the Area of effect and has a brightness of about one torchlight. The clergy can mentally move the light wherever and whenever he or she likes in any direction within Range, but doing so prohibits the clergy from performing any other action at the same time. The clergy can perform other actions while the sphere is active if he or she "places" the sphere in specific spot and leaves it.

Faith Cost: 3

Truth



Type: Clerical Miracle

Target: Other

Range: 5 feet per Proficiency Bonus or touch

Duration: 1 Round per Proficiency Bonus

Saving Throw: versus Miracles (to notice affect)

Description: This Miracle causes the Target being to speak and behave in a truthful manner to any question put to them during the Duration. A successful Saving Throw means the victim realizes the Miracle is affecting him or her; otherwise, the Target responds in a complete and correct answer (to the best of their ability) to any inquiries made). The victim can attempt an *Intellect* Roll (d12) each Round to realize he or she is giving away truthful information, but must roll at least a 1 or 2 as the target Difficulty.

Faith Cost: 5

Wake



Type: Clerical Miracle

Target: Other

Range: Touch

Duration: Permanent in 1 Round

Saving Throw: none

Description: Quite simply, this Miracle wakes any sleeping being that is asleep by any natural or supernatural means, including spells, drugs, and curses. It removes all sleep affects completely and the Target is totally revived in 1 Ten-round).

Faith Cost: 3

Animals and Beasts



Falcons

Life: 8

Weapon Skills: Hand to Hand (talons and beak)

Combat Bonuses: Attack: +4; Dodge: +4 (x2 while in flight); **Damage:** +3

Weapons (Damage): Talons (1d6), beak (1d6),

AtR: 2 (with beak) or 1 (with talons)

DEF: 1 (naturally)

Height: up to 2 feet tall

Weight: up to 10 pounds

Special Attributes: Speed: 75 (up to 180+ MPH in short, diving bursts); Agility: 10

Special Abilities: Perception: 3

Exceptional Skills: Nightvision: +10; Heightened

Sight: +10; Heightened Hearing: +9

Value: 29g (untrained) to 40g (trained)

After several days of successfully training a mature falcon (using the Skill of *Falconry*), a character can build a bond with their new falcon companion. However, falcons have a strong natural desire to be free, more so than they do to have a human master. Therefore, if the falcon senses or feels abuse, neglect, or simply no “chemistry” with its master (represented by too many failed *Falconry* Rolls) during the training phase, the falcon will fly free at its first opportunity. There’s an 80% chance the falcon will never cooperate again if it senses any of these problems (and will attack to be free).

Falcons are birds of prey that can be trained to catch a “practice bird” on a swinging twine in mid flight. They wear a tiny hood to cover their eyes and ears from distractions while not training. Their main diet consists of rabbits, small rodents, fish, and even larger animals. They can be trained to track many different kinds of beings from high above, almost out of sight.



Wild Boar

Life: 24

Weapon Skills: Hand to Hand (tusks)

Combat Bonuses: Advantage: +5; Attack: +5; Dodge: +5; **Damage:** +3

Weapons (Damage): Tusks (2d6), bite (1d6), or trample (2d8)

AtR: 2 (with tusks) or 1 (otherwise)

DEF: 3 (naturally)

Height: up to 3 feet tall

Weight: up to 400 pounds

Special Attributes: Agility: 10; Speed: 8

Special Abilities: Perception: 3

Exceptional Skills: Nightvision: +4; Heightened

Scent: +12; Heightened Sight and Hearing: +10

Behavior: Wild boar hunt and eat anything that has nutritional value, including earthworms, rodents, reptiles, small pets, young fawn, frogs, as well as fruits, berries, roots, acorns, etc. Wild boar make for a good hunt because they can be hard to find, even with a falcon, and they will readily attack a human when threatened or just hungry. They will lie in wait in brush and high grass, and scurry out to assault the unsuspecting hunter or passer by with tusks and trampling. Wild boar loosely run in small groups of 1d4+1; where one is found, others are typically nearby as well.

Value: 6g (as meat for food)

EXP Value: 50 + hunting Skills used

Wild Boar Specialties

	Cost
Wild boar meal (side chops, potatoes)	3g
Wild boar stew	1g
Wild boar link sausages (per small link)	1g

For the Rac

The Economy

Gold and silver are the primary resources with which characters can buy and sell goods. Individual kingdoms mint the metals into coins that are virtually universal across all the lands of the known world. In other words, one gold piece from one land will equal one gold piece from another land. One gold piece is equivalent to five silver pieces.

1 gold piece equals 5 silver

Work! Work! Work!

How a character obtains money is between you and the player. Characters can receive an inheritance, perform acts or concerts using their Skills at faires, they can search for hidden treasure in ruins, catacombs, caves, and other places of adventure, or they can just plain work for wages. Craftspeople, merchants, and those who provide a service make a living by either buying and selling goods or providing a special service for hire.

The average wage is 5g per day

For the common worker, which excludes guards, soldiers, etc., the average salary is 5g per day, or about 30g per week. Most work for their wages 6 days out of the week, often from sunup to sundown. Christian lands require that their people take Sunday off from work and spend the day in prayer and worship in honor of the Sabbath.

Commonly needed hired help:

- Apprentice help (blacksmith, butcher, cobbler)
- Carpentry (helping repair and build shelter/wagons)
- Cleaning shops (sweeping, mopping, scrubbing)
- Cleaning sleeping chambers (changing linens, etc.)
- Cleaning stables/tending to horses
- Gathering/preparing food (mushrooms, turnips, etc.)
- Gathering lumber/chopping trees
- Harvesting crops
- Making and laying bricks
- Mining
- Sea fishing help (pulling nets and cutting/preparing fish)
- Tavern help (serving patrons, cooking, washing dishes)
- Tending to livestock (feeding, gathering wool and eggs)

Crime and Punishment

The following list shows some crimes and their punishments. Up to three punishments can apply to a single crime, even if a single person commits multiple crimes. Each crime is heard and punished separately.

Severe Crimes

- Arson
- Consorting with Demons
- Crimes Against Royalty/Nobility
- Embezzlement
- Intentional or Unjustified Murder

Punishments (roll percentile for each punishment)

- 89% chance fined 40-140g; roll $(2d6+2) \times 10g$
- 75% chance sentenced 2d6-month imprisonment
- 22% chance sentenced to death by guillotine

High Crimes

- Thievery (high value items)
- Violating Religious Laws
- Human Torture
- Heresy
- Breach of Agreement (such as land or livestock)
- Rape
- Sorcery/Purchasing, Possessing, or Using Magic Items
- Cheating in Tournaments (especially in cases of murder)

Punishment (roll percentile dice for each punishment)

- 89% chance fined 20-70g; roll $(1d6+1) \times 10g$
- 75% chance sentenced 1d6-month imprisonment

Minor Crimes

- Thievery (low value item)
- Vandalism
- Brawling/Assault
- Mistreating an Animal

Punishment (roll percentile for each punishment)

- 89% chance fined 3d6g
- 75% chance sentenced 1d4-week imprisonment

Most lands have official justices that travel from county to county hearing cases deemed important by town officials. Justices are usually accompanied in their travels by Knights and Chancellors.

Severe crimes, such as murder and arson, are considered to have been committed against the king, duke, or count himself. Justices do not hear these crimes, rather they are carried out at a royal court and heard before a council of dukes. If the defendant is found guilty, the punishment is often severe. Characters can stand waiting for these trials in a royal dungeon for up to 2d6 weeks before being heard. People on trial often have the right to have a notary (like our modern-day lawyer) stand with them to make sure they receive a fair trial.

Galgallee City

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 with the characters approaching a city called Galgallee (pronounced *Gal-guhlee*) at approximately 10AM. A tall and powerful knight named Sir Hensen, who has personally escorted them from their previous location, accompanies them. If you’re continuing from the first Adventure Pack, Sir Hensen has escorted them from Faergild by request of the Good Count Marden, the respected count of County Khireg, who resides in Castle Dhunanhaus (pronounced *Dune-en-oss*) at the top tier of Galgallee City (see map on back cover). The Good Count has requested the presence of the characters after he heard about their noble deeds saving Mathias from the mob and from the clutches of evil. He would like to have a customary boar hunt throughout the southern grasslands in the characters’ honor. This is quite an honor! The monastery at Faergild offered those characters with the *Horsemanship* Skill horses to ride to Galgallee if they did not already have horses. For those characters who do not have *Horsemanship*, the monastery will offer the use of a horse-drawn cart. Any

loaned horses or carts would then become the property of the Count upon arrival.

If you are continuing from a different adventure or starting this as your first one, you will want to have the characters accomplish something noteworthy first to bring about a similar adventure beginning. Or, if a character is playing a Chancellor Character Class, you could have him or her be a Chancellor to Count Marden and coming in to report goings-on or receive his orders for this area. The characters will be given a lot of authority throughout this adventure so they will have to be thought of highly by the Count Marden.

Tip for the Adventure: Weather can play an important part in an adventure. Not only is it important for setting and mood, but also because harsher elements can seriously affect the circumstances of a situation. Turbulent weather can hinder a character’s ability to perform a Skill as well as help him hide better in a forest, for example. Running in the rain or snow can cause characters and NPC’s to slip or at least slow down to run at a safe *Speed*, which could in turn cause them to get shot by the enemy’s arrow when they would have escaped otherwise. The list of how weather can impact the adventure is virtually endless.

It is easy to assume that the weather in an adventure is always decent, but that isn’t very realistic. It doesn’t always have to be dramatic weather either, but you can give tremendous dimension to a campaign when you explore different weather settings with the characters.

For a list of random weather settings you can use in your Holy Lands campaigns, check out our website at www.holylands.net for a printable *Holy Lands Random Weather Finder*.

As the characters approach the walls of the lower tier of Galgallee City, the guards atop the wall will recognize Sir Hensen and shout down to the soldiers standing post next to the open city gates below, “Sir Hensen and the guests of Good Count Marden approach.”

The guards below will stand a little more at attention and remain straight at attention as the characters and Sir Hensen enter the gates. The soldiers on the wall, having more rank than the ones below, will wave and welcome the guests. Sir Hensen will shout, “Good morning, excellent soldiers. What news from our fair city?”

Sir Hemsen

Level 8 Soldier, Level 3 Knight

Description: Sir Hemsen is a very impressive fighter as well as a very handsome man. He stands over six feet tall and has a thin black beard. His deep, austere voice sounds remarkably phony but perfectly matches his solemn, almost arrogant demeanor. Nevertheless, Sir Hemsen has suitably earned his high position as Senior Lieutenant through loyalty, bravery, and skill. He is second only to Lord Inolex, the Swordmarshall of Good Count Marden. >Hemsen is not a Christian but has a great respect for the people who share that faith in a real way, not necessarily in a religious way. He is actually quite a good friend of the Bishop Belsing, the religious advisor to Count Marden, who demonstrates a very humble yet passionate Christian theology; one not often demonstrated by people in his power. After some relationship building, Hemsen will readily embrace Christ as his Savior if the characters move to that appeal with him. Disperse 250 Experience to the character(s) who take the time to bring Sir Hemsen to Christianity.<

Life: 104; **Combat Bonuses:** +7 to all (+11 to *Defend* with shield); **Attributes:** high mental, physical, *Charisma* and *Beauty*; **Weapons:** large sword (2d12+3), broadsword (2d10+4), long dagger (2d8+4), medium shield (+4 to *Defend*); **Armor:** platemail breastplate, half helm, large metal bracers, heavy leather breeches, leather boots; **Total DEF:** 11

One of the soldiers above will reply, pointing to the eastern bridge, "My lord, there seems to be a strange gathering of citizens lingering near the river by the cobbler's shop. We noticed it only moments ago. Sir Mallory and Sir Gavin have just preceded you to investigate further. I'm sure your esteemed presence is considered necessary."

Sir Hemsen chuckles and replies, "Ah, ever the flattering cohort, aren't you Buckles, but your halberd is what earns you further rank, not your words." All the guards laugh except Sir Buckles, who smiles sarcastically.

"Well my friends," says Sir Hemsen, "there is something to capture your interest happening already, just ahead."

As the characters ride to the eastern bridge crossing the river, they will see a crowd of people standing around the bridge and river's shore. Sir Hemsen will demand that the peasants "make way" for him and that the attending soldiers apprise him of the situation. As the soldiers Mallory and Gavin begin to tell him, the characters will see a heavily decayed and bloated body washed ashore on the river bank. The body has a large, expensive dagger sticking in his back. Sir Hemsen will request that the characters help the other soldiers pull the body out of the river.

As the body is lifted from the water, some of the crowd will gasp as they recognize the man. The characters will

notice that the skin around the dead man's hand has torn off. >If the characters investigate or make an *Intellect* Roll, they will figure out that the man was tied underwater under the nearby bridge some time ago, and the skin became so soft from the water that the ties that bound him tore his skin from his muscle. The ropes that bound him are still tied to the foundation of the bridge, drifting in the flow of the river. The man had probably been tied under there for at least a week.<

An old woman in the crowd will cry out and say that the dead person is Palagroth, the elder herbalist from Sassporond's Tier. Others will cry and confirm her identification.

Note: Sassporond's Tier is the second tier of this city, named after the man who designed and had the city built for a count centuries ago.

Note: it may also be important to sadly note, too, that if the body was a peasant's and not someone from Sassporond's Tier, none of the officials would care or pay further heed to the situation.

After he orders the soldiers to "Get a cart and get that body up to the monastery," Sir Hemsen will tell the townsfolk to "Get back to work!" He will request the characters to follow him up to Sassporond's Tier and then to Castle Dhunanhaus in order to report the news to Good Count Marden.

In an effort to not cause any undue panic, Sir Hemsen will request that the characters not discuss the situation with anyone unless necessary until they find out more about what is going on. Shortly after saying that, many of the rich and haughty in Sassporond's Tier will approach Sir Hemsen and demand to know what is going on. He will not say much more than is common knowledge (which is about all he knows anyway) and in turn will ask to know where Palagroth lived, worked, ate, drank, etc., which they will tell him.

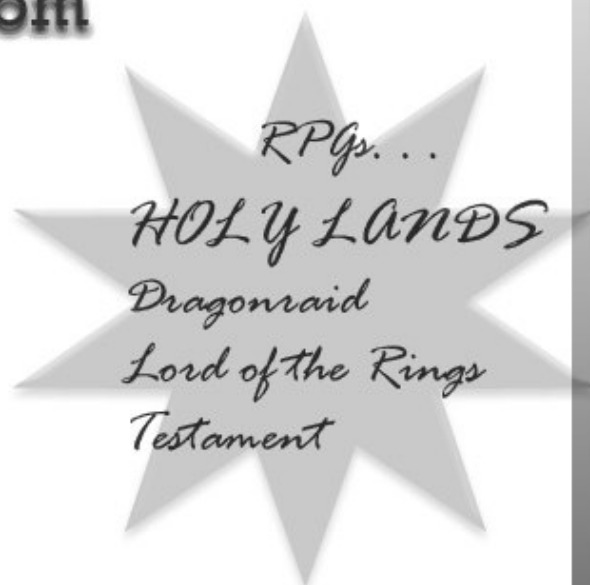
>You will need to pick a house/shop on the map (in Sassporond's Tier) where Palagroth lived and worked. The buildings are all pretty much the same: divided into four sections, a lower level shop and an upper level house separated by a wall for two different inhabitants/families.<

The characters will knock on the door that they thought was Palagroth's shop, but it is actually Krissum the jewel trader (all of the shops on this level cater to the rich, royalty, or nobility; not to peasants or even common travelers). Krissum, unlike the others of this tier, is friendly, personable, and helpful, and will explain to the characters that Palagroth lives and works on the other side of the building. Krissum will become quite concerned and sad when he finds out that something happened to Palagroth and will offer to help in any way he can. >Palagroth's quarters are locked at this point. Krissum has a key to Palagroth's quarters to offer Sir Hemsen if he asks, but he would be very hesitant to give it to a character without Sir Hemsen's permission.<

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After some investigation, the characters will find that a great struggle ensued in the lower shop of Palagroth's place. There is a terrible mess of broken glass, fallen racks, and destroyed furniture, but the upper story is a bedroom and living area that looks recently lived in and orderly. >The lower floor is where the shapechanger and Palagroth had a long fight. Since the Tsurahk (pronounce *tsoo-rok*, the shapechanger) assumes the strength of its victim, and Palagroth was relatively old, the struggle lasted quite a while. The Tsurahk assumed Palagroth's identity and broke into his shop to steal some poisons when Palagroth came in. It was a robbery gone bad, and the Tsurahk had no premeditated intention of killing anyone, yet. The characters will find through the Skills of *Profile Area*, *Poison Science*, *Herbal Science*, or by *Intellect* and *Wisdom* Rolls (if need be) that the poisons were stolen. Nothing else is missing.<

When the characters arrive at the gates of the castle tier, knights atop the walls will shout down to the soldiers below to have them open the gates. The characters will then enter the grand courtyard of the castle, and several pages (young men, royal servants of the Count) will rush to place their horses in the stables. As Sir Hemsan and the characters enter the majestic Castle Dhunanhaus, more servants who greet them and offer their services to take the character's heavier belongings (if the characters wish). Sir Hemsan will irritatingly shoo them away and demand that the Count and the Swordmarshall be notified of his return. After several moments, a page will return, beckoning Sir Hemsan and the characters to proceed to the council chambers, the throne room of a count.

The characters will climb two stories of wide stairs before they enter the presence of the Good Count Marden, Bishop Belsing, and the Swordmarshall Lord Inolex.

Good Count Marden

Level 12 Chancellor

Description: The Good Count Marden, as he is known throughout the kingdom, is an elderly man in his late fifties whose face is shrouded with grey hair and a big fluffy grey beard. He is a most hospitable and just man loved and respected by all his servants. He always speaks honestly and confidently, and he treats everyone, peasant or noble, as if they are equal. >Count Marden is a strong Christian and a faithful steward to his higher royalty. He expressly honors the religious leaders of the land, believing that they are all as genuine and friendly as his Bishop Belsing, who he calls upon often for guidance in proper leadership.<

Life: 84; **Combat Bonuses:** +6 to all; **Attributes:** high mental and *Charisma*, and average physical and *Beauty*; **Weapons:** large sword (2d12+3); **Armor:** platemail breastplate, large metal bracers, heavy leather breeches, leather boots; **Total DEF:** 9

Lord Inolex

Level 5 Soldier, Level 10 Knight

Description: Lord Inolex has a large stature, standing almost seven feet in height, and is broad shouldered and large chested. He is a large man and mighty warrior. He has fought and won many battles for his Count, whom he greatly respects (although he often struggles with very selfish thoughts of taking the throne for himself someday). His demeanor is extremely rude and stereotypically militaristic to those beneath him. He discusses nothing of emotion, philosophy, art, or beauty with anyone, only very factual and objective things that only pertain to the matter at hand. Lord Inolex never appears happy or smiling, but rather gruff and angry to anyone he talks to – except the Good Count Marden. >Inolex has an inner hatred for the Christian faith and for followers of the faith, feeling it is a gathering of the weak and pathetic. Although he greatly respects Count Marden, he resents that the Count won't take a more "heavy-handed" stand in most situations. Inolex wants to see more blood spilled to secure and improve the Count's position of power rather than listening to Bishop Belsing's "weak advice" of demonstrating compassion and charity. He has deep resentment for the Bishop because the Count favors his counsel more than he favors Inolex's "strong advice" favoring power, though *DEEP* down inside, Inolex respects the Bishop after all.<

Life: 104; **Combat Bonuses:** +10 to all (+14 to *Defend* with shield); **Attributes:** high mental, physical, and *Charisma* and *Beauty*; **Weapons:** large sword (2d12+4), broadsword (2d10+4), long dagger (2d8+4), medium shield (+4 to *Defend*); **Armor:** scalemail breastplate, half helm, large metal bracers, metal leggings, leather boots; **Total DEF:** 14

Bishop Belsing

Level 11 Cleric

Description: Bishop Belsing is a humble, wise, and patient man of the cloth who could not have gotten to where he is in power without the fellowship of his respected "team," Marden and Inolex. Since Belsing subscribes to a more humble, free, and passive Christian lifestyle than other religious leaders of his equal, he is looked down upon by the legalistically religious and their followers.

Bishop Belsing is an entirely caring man who feels no ill about anyone. Even when Lord Inolex, who sometimes, though rarely, becomes downright insulting to the Bishop, it doesn't seem to sway the Bishop's love for the Swordmarshall. Nevertheless, Belsing always stands for his convictions and is not afraid to "tell it like it is," even when Inolex is at his most intimidating.

Life: 99; **Faith:** 109; **Combat Bonuses:** +7 to all; **Attributes:** high mental, physical, and *Charisma* and *Patience*; **Weapons:** Staff of Healing (1d12+6 Damage;

Heals 3d6+3 Life up to 3x per day); **Armor:** Decorative, heavy robes and vestments; **Total DEF:** 5

When the characters enter the council room of the Good Count, they will see the Count standing in front of his throne, Lord Inolex standing to his left, and the Bishop Belsing standing to his right. It is customary to bow with respect to the Good Count, and the characters will know this. >Grant 50 Experience to any character who bows without you having to tell them, just to reward their respect.<

“My lord,” says Sir Hemsén right away, “an incident of murder has occurred in the Commoner’s Tier. We have just discovered it on our way up here. I humbly request to take some men down to investigate further.”

The three leaders, who were about to greet the characters, look astonished and confused as such news catches them off guard.

The Count will break the silence, “Please, Sir Hemsén, let us greet our respected guests first. My brave friends, welcome to Castle Dhunanhaus.” After welcoming the characters, Count Marden will introduce Lord Inolex and Bishop Belsing, ask the characters their names, and give them praises for their bravery with helping Mathias (or whatever their previous mission was that brought them here). He will quickly assure the characters that nothing like this ‘murder’ situation happens with any regularity.

At this point, he will request more information about what the characters saw, and then he will ask the characters if they will help Sir Hemsén find out more. He will officially enlist the characters as wards of County Khireg, and will inform them that he expects them to maintain a respectable representation while in the Count’s service. He will hear requests for any seemingly necessary items they may need for this investigation, but make a point to explain that he dislikes requests for things from those who do not earn them.

>Bear in mind that the Count feels that these characters have rightfully earned much in terms of minor things, such as a weapon or two, a piece of better armor, etc. But he will become stern and gruff if the characters request any powerful weapons, Holy Items, or treasure, none of which he will grant them.<

Count Marden will command Sir Hemsén to take the characters with him to investigate Palagroth’s house and anywhere else on Sassporond’s Tier to find any useful information. He will announce that they will all meet back at the castle at sundown for their first council meeting together regarding the situation and for a feast in their honor. There they will discuss the plans for the hunt in the morning, assuming this investigation is progressing along.

As they leave, Lord Inolex will follow them out and will attempt to intimidate the characters with a quiet, sideways threat saying, “Let us *ALL* make sure we have found a firm understanding of where our place is here. The Good Count is man of great reputation, and I will not tolerate anyone

making a mockery of his leadership.” >Hopefully, the players will not try to be disrespectful to Inolex even if he is being a little harsh. If they do, remind them that he is not out of line by trying to protect the good name of the Count, as many people have tried to take advantage of his kindness. Encourage them to accept the advice and move on.< Sir Hemsén will try to reiterate the statement in a more kindly manner on the way to Sassporond’s Tier, but he will never say (or even think) anything disloyal to Inolex’s authority.

At this point, it is about 2 in the afternoon, and the characters have several hours to look for clues, buy or sell goods, or just waste time before the feast. You can let time pass and move onto the council feast if the characters don’t want to do anything else.

At the council feast (officially deemed the **First Council Meeting** for this incident), the Good Count Marden will inquire as to what the characters found out and will express his concern for the situation. Again, he will try to assure the characters that the city is a peaceful place to live, and this incident is an extreme rarity. The food and wine is plentiful and the characters can eat and drink to their heart’s content (characters with the Sins of *Drunkenness* or *Gluttony* must roll to Save vs. their Sin in order to maintain control of themselves or will embarrass themselves and everyone else – they will be asked to leave early).

The Good Count Marden will explain the plan for the hunt first thing in the morning, so he will encourage the characters to “drink light and eat hardy.”

After the feast, pages will escort the characters to their large rooms upstairs, where they will have two exceedingly large and comfortable beds, a dresser, and a wardrobe in each room; plush accommodations for two characters per room.

In the morning, pages will knock on the characters’ doors and wake them up. They will say, “The Good Count Marden requests your presence henceforth in the council chambers.”

Once in the council chambers, Lord Inolex, Count Marden, Bishop Belsing, and Sir Hemsén are dressed in their royal garb and will be silent for a long time. They are not dressed for the hunt. Marden will speak first and say that he apologizes, but the hunt has been canceled. In the evening, while they feasted over the First Council Meeting, someone poisoned the well at the monastery at Sassporond’s Tier. Six clergy were killed and Belsing’s men are healing 18 others who are dying. Count Marden requests that the characters accompany Sir Hemsén and Bishop Belsing to the monastery and anywhere else they feel they may find something. Count Marden officially calls this gathering the **Second Council Meeting**. He schedules the Third Council Meeting for sundown tonight. The characters are free to go and investigate.

In the monastery, there are praying monks and priests trying to heal the poisoned clergy, but there is something unnaturally evil about the poison mixture, and the priests cannot stop it by normal Miracles. They have no

information to offer about who could have done this as they saw or heard of nothing suspicious the night before. The Bishop permits the characters to leave and search the town.

As the characters and Sir Hemsan are leaving the monastery, a young boy will walk up to one of the characters and tug on his sleeve. The boy is a peasant, around age 8, with longer black hair and a scared look on his face. When he has the character's attention, he will motion across his mouth trying to say that he is dumb (as in mute, not stupid). He will then point to his eyes with two fingers trying to say that he saw something. He will pat himself on the chest to reinforce that he is talking about himself. >This can be extremely fun for you to actually play out if none of the characters have the Skill of *Signaling*, which would allow the character to understand exactly what the dumb boy is trying to say and to communicate with him. Otherwise, use alternating *Intellect* and *Wisdom* Rolls to have the characters attempt to find out what he is trying to say.<

After a lengthy exchange, the characters will discover that Kelwyn (the mute) saw a man who looked exactly like Palagroth (the herbalist) kill Palagroth as Kelwyn passed by the herbalist's shop. He saw through the window, and the Palagroth who murdered the dead Palagroth saw the mute through the window. At which time he ran out to Kelwyn and mockingly swayed in front of him laughing and said, "You are a lunatic boy! You are exceedingly insane! Ha ha ha ha..."

Kelwyn tried to run and get help but anyone who would pay a peasant boy on Sassporond's Tier any mind couldn't understand him or didn't believe him. The next day, people heard that Palagroth was ok, saw him here and there, or even talked to him. So Kelwyn thought he really was going crazy.

Once Sir Hemsan understands the word "insane" or "crazy" came from Kelwyn about himself, his soldierly instincts kick in and judge that "a boy who can't talk is crazy." He orders the boy to return to his "proper tier – and speak only when spoken to next time!" (Which is ironic since the boy can't speak at all)

>If the characters don't suggest it, have Sir Hemsan feel bad for his behavior towards the scared boy and gruffly change his mind. He would rightly have the boy visit Bishop Belsing, where the Bishop will better know how to handle the boy if he has any real information. Bear in mind that the Tsurahk is looking for information too. It wants to know what people are saying and what's being done to find it. At some point, have it come up to the characters and inquire as to what they know and what they are going to do. Remember, it is very smart and wily. You can have it come as an inquiring peasant while the characters are in a shop. Try to extract as much information as you can by seeming familiar with the situation. As it leaves, the shopkeeper will call after it, "Martiss? Martiss!"

After it leaves, have the shopkeeper say, "That was extremely odd. How come Martiss didn't even say 'Hi' to me? He didn't even recognize me..." Coincidentally, the

Tsurahk unknowingly took the form of the shopkeeper's brother. But when the character's pursue, the Tsurahk must be long gone or far enough away to evade their pursuit. For extra amusement, you can have the Tsurahk turn up throughout the day at a good distance because people in the crowd somehow bring attention to it.<

The Third Council Meeting begins at sundown with Count Marden, Lord Inolex, Bishop Belsing, Sir Hemsan and the characters present in the secured council chambers. Bishop Belsing announces that he has spoken to the Kelwyn about his story. Upon "searching the boy's soul for deceit," Belsing found that Kelwyn is telling the truth and believes the murderer is a Tsurahk, or shapechanging demon. He found much information in his library about the Tsurahk but hasn't had much time to study it. He is sure that he has discovered what they are looking for. He explains that the Tsurahk is hated by man and demon alike because of their ability to take the form of any living human they see (not an animal, humanoid, demon, or non-existent person). There is no known way by magic or Miracle to penetrate the 'disguise' visually or mentally as the Tsurahk physically becomes the person it saw in almost every way (speech, muscle structure, walk, etc.) except in knowledge and memory. It is likely smarter than the person it took the shape of.

Bishop Belsing will hand each of the characters a wooden Crucifix empowered with a *Truth* Miracle. He will explain that they should use these wisely on anyone that they suspect with good cause. He will also whisper a secret password phrase to each of the characters to identify them from the Tsurahk in the future; a password phrase that the Count came up with. The password phrase is "Hast thou any morsels?" And the response is "I've given them to (the person's name who is speaking)" – as if the character has given the morsels to himself or herself. >If the characters suggest checking any of the present council leaders, inform them that Belsing had one of his priests check everyone before the meeting using the *Truth* Miracle. Have Inolex become agitated at this "waste-of-time game" and demand to "get back to the business at hand for there is much ground to cover!"<

Count Marden will then stand and vehemently command that no citizen or soldier of Galgaltee find out that the characters are looking for a shapechanger. Bishop Belsing will then explain that in times past, when a Tsurahk was even rumored to be around, it became an all out witch-hunt. Everywhere panicked people would kill anyone they even suspected of being the shapechanger. It became a bloody, tragic massacre, and in the end, no one ever knew if they had even succeeded in killing the demon, or if there ever was one to begin with. >Unbeknownst to the characters (hopefully), all of this is being discussed right in front of the Tsurahk, as it has taken the form of Sir Hemsan, who will not act abnormally in any way, even if spoken to.< Once requested to fetch any weapons the characters feel they need for this mission, Sir Hemsan/the Tsurahk will exit out the



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back door of the council chambers towards the armory (as if to actually fetch any requested weapons). Within one minute of its exit, the real Sir Hemsén will fling open the main doors of the council chambers (opposite to the doors the Tsurahk left through). He is wearing a robe and bleeding from his head. Behind him, the two soldiers who were guarding the front door come following in beseeching the Count, "My lord, we could not stop him!" >It is the real Sir Hemsén who was bashed in his head by the Tsurahk while he slept, then bound, gagged, and thrown into his closet while the Tsurahk assumed his identity for the meeting. The Tsurahk will now use the information gained from the meeting to start a panic in the city below. Its new aim: to achieve a bloody massacre.<

Lord Inolex will demand that the characters chase and catch the shapechanger who now knows everything. Outside the door the Tsurahk exited, two soldiers keeping guard are positioned with weapons in hand ready for whatever may happen. >If the characters ask, they will tell them that Sir Hemsén went left at the hall intersection just ahead.< If the characters don't talk to the soldiers, they will see that the hallway intersects four ways just up ahead.

>From here you will have to use your own "mapping and strategy" abilities to accomplish what the story needs, specifically where the halls intersect, where doors are, where the Tsurahk goes, etc. The Tsurahk has several magic pouches full of blinding dust, but it is not trying to lose its pursuers with them. It actually wants to isolate one of the characters to kidnap. The **Pouch of Blinding Dust** explodes into a huge puff of lighter-than-air dust that fills a 15-foot span of the hallway for up to 1 Ten-round. The characters don't need to inhale or get the dust in their eyes for it to take effect; simply making contact with it on the skin is enough. Once contacted, the character must make a *Saving Throw vs. Magic Fumes*. A successful Save means that the character's vision is 50% impaired and his or her eyes are burning terrible. All rolls are reduced to Natural Rolls only (Bonuses are no longer added). If the character doesn't Save, his or her sight is gone and only a *Restore Sight* Miracle can help reduce the symptoms to the same level as if they would have Saved (the Pouch of Blinding Dust affects the character for 3d6 minutes regardless of whether they Saved or not). If a Cleric is available, let him know that *Restore Sight* is an option he can use, but know that it is relatively costly for *Faith*. Therefore, you may have to repetitively make the characters run into these dust traps until one of them is blind and out of *Faith*. At that time, execute the next step in the Tsurahk's plan. It will dive headlong into a nearby laundry chute on the wall that drops down to the first floor laundry area. The Tsurahk intends for all of the characters who can see it to follow. Remember, the Tsurahk has the *Giant Leap* and *Wall Crawl* magic abilities naturally. Once it gets into the chute, it will stick to the wall and climb up out of the way. Ideally, the characters will dive in and fall down through the chute to the laundry

pile below. Just for dramatics, you can have the characters see the Tsurahk sticking to the wall as they slide down the chute. The Tsurahk will then climb back out of the chute, knock out one of the blind characters, and take him or her away. Even if one or more of the characters who are only partially blind stayed behind, you can tell them that they think they see one of the soldiers coming from the hallway by the laundry chute and hear him say, "To the stairs over there! I know where he will end up!" The Tsurahk will knock out the blind character (for 3d6 minutes) while the other character(s) run for the stairs.<

The characters that fall down the chute end up inside a collection chamber that is locked from the outside, where they will hear servants working. Once they knock or call out, the frightened maidservants will yell for soldiers to open the door. This will take a while, but soldiers will come and open it with weapons pointing at the characters. The characters will have to explain what they are doing.

Once the soldiers are comfortable that they remember the characters, the stablemaster will come running through the hallway next to the laundry room shouting for guards. The soldiers will rush out to meet the stablemaster in the hall.

"Guards! Please come quick! I just saw a strange figure dragging a person between the stables. I don't think he saw me, but the body he was dragging looked dead!"

The soldiers will explain that they have orders not to leave the lower quarters, but to take the characters and show them the stables.

Notice on the map on the back cover of this booklet that there are two buildings on the castle's tier just west of the castle and along the wall. These two buildings are the stables. >Between these two buildings, dug just below the wall, is a rather small hole that the Tsurahk uses to get in and out of his lair. It is hard to see until the characters get close to the wall. The hole is not very high, but is relatively wide, and requires that the characters crawl in on their backs or bellies. Just inside the hole is a downward-sloping path that the characters can use to go into the lair.<

The characters enter the first section of the lair, which has an upward-sloping ceiling that reaches about 50 feet above the ground. With torches lit, the characters can see up to 30 feet plus whatever they have for the Skill of *Nightvision* (if they have it). >Within this part of the lair (marked #1 on the Lair Map) are two Shadow Devils, hovering silently in the topmost reaches of the ceiling. They will shoot their quills up to 3 times each at random characters before coming in for close-range attacks.<

>The second section of the lair (marked #2 on the Lair Map) has one skeleton per character lined up along its back wall. The skeletons are armed with swords, shields, and are wearing armor. As the characters come within 20 feet of the first skeleton, all the skeletons spring forward to attack.<

Between this room and the next section of the lair, is a brick wall with an open archway leading into section #3.

>It is covered with active, invisible runes. There are 3 **Rune Traps of Soften Metal** that will affect any normal (non-holy or non-magical) metal that passes through the archway, including belt buckles, weapons, and armor. The affected items can attempt a *Save vs. Rune Traps*, requiring a roll of 17 or better per Round to not be affected. Use the table below to determine the level of damage caused by the Rune Trap:

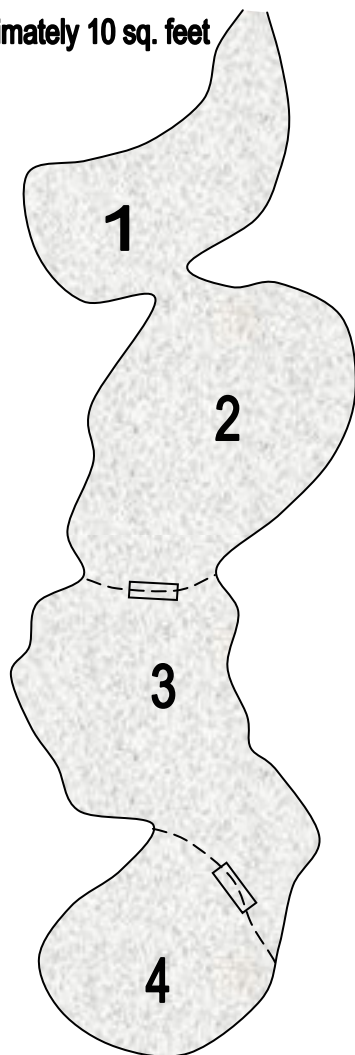
1 Round or 1 Trap Damage: Metal has half functionality on the next impact, and then bent and unusable thereafter.

2 Rounds or 2 Traps Damage: Metal bends with a slightly rubbery consistency; permanently unusable thereafter.

3 Rounds or 3 Traps Damage: Metal softens to thick, syrupy, melting-rubber consistency; unusable thereafter<

Lair Map

□ = approximately 10 sq. feet



On the other side of the open archway just inside the third section of the lair, the characters will find the kidnapped character lying there in nothing but a tunic and cloth breeches – no belongings at all, he or she appears to be dead or unconscious.

>Now, this part will be a little tricky, so plan your steps carefully. First, you must announce that you have to talk privately to the players of the active characters away from the “unconscious” one, since he wouldn’t know about this upcoming information. Tell the player of the unconscious character to go into a different room for a minute. Then, while that player is out of the room, tell the others that up ahead, in the darkness towards the back of this room, they hear some muffled thrashing about and then a loud thud. This should make them think that you are giving them some important information that the unconscious character can’t hear, when you actually need to give the unconscious character the important information. The “unconscious” character is really the Tsurahk faking unconsciousness in hopes of luring the other characters to coming through the archway of Runes to help a fallen comrade. It also wants the characters to hand over some armor and weapons before it makes its escape out of the lair. You must have the player of the kidnapped character play the Tsurahk until it makes its escape. Explain to the player that the Tsurahk will quietly leave after the characters give it weapons and armor and start to head for the next door in the back of the lair. Call the group back together and continue.<

When the characters open the next door, which is not locked or trapped, and enter into section #4, they will find their kidnapped friend (with all his weapons and armor nearby) bound, gagged, and thrashing about on a pile of clothes. >The Tsurahk has gathered quite a collection of clothing over the months to use as disguises. There is everything in this pile from women’s dresses to royal garments to religious vestments. Hidden in this pile of clothing (give the character with the highest *Search* Roll first opportunity to find any one of these) are the four Holy Items listed on page 4, which were stolen from the monastery of the city the Tsurahk previously haunted.<

The characters should return to the Count with news of their findings, and the good Count will insist that the characters keep the items, as he feels they have duly earned them. He will also suggest that they get a good night’s rest tonight because he fears that they will have quite a bit of work to do in the morning; if the Tsurahk is not already starting trouble, he will be shortly. The Count is very worried that the city will begin to massacre itself while looking for the dangerous demonic shapechanger once the word gets out. He and the Bishop, along with Lord Inolex, are preparing for the worst. Any ideas the characters have should be brought to the Fourth Council Meeting at sunup tomorrow. Until then, the council leaders have much research and preparation to do for the evening.

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The next event of this adventure will take place as the characters sleep that night. All the characters are in their sleeping chambers on the second floor of the castle, which is about 40 feet above the ground. One of the characters (at random, other than the one that was kidnapped earlier) will wake to a tap and scratch at their window at around 11PM. The windows of the room are made of thick but clear glass, with strong metal reinforcements. When the character goes to the window, he will see the face of an unidentifiable man peering through the window at him or her. The face will then meld to the character's exact likeness. >Obviously, this is the Tsurahk using his *Wall Crawl* magic ability to get a good look at the character to assume his or her identity for its next work of mischief. The window is made of miraculously reinforced materials to prevent anyone or anything from breaking through it. It will not chip, crack, or break from any weapon, nor can any Miracles or spells be cast through it. The Tsurahk will then make a *Giant Leap* from the wall and land in mud below. It will run off into the darkness.<

At midnight, Lord Inolex himself will come knocking on the characters' chamber doors to wake them. He will command that they get dressed and prepare to leave at once. Bishop Belsing has just found in his research that the Tsurahk demon must change back into its hideous demonic form (pictured at right) from midnight until sunup. Belsing believes that Tsurahks never go far from their lair unless they are in immediate danger. He believes that the demon will return to the lair now or at least wander the city or neighboring hillsides until sunup. This window of opportunity may be the only one they have to stop the Tsurahk before it begins the chaos (if it hasn't already). Characters can roll *Demonology* to find out if this information is true, which they will vaguely remember something similar to this. >This is the real Inolex speaking to the characters, but the Tsurahk used the character's identity to get into Belsing's chambers to find out what he knows. Belsing really found out that Tsurahks turn back into their natural form at sunup and stay that way for six hours afterwards. In a panic, the Tsurahk knocked out Belsing, bound and gagged him, and threw him into his wardrobe (which he is quite good at by now). It then ran to Inolex's chambers as Belsing to tell him the false news, and then ran off in a huff saying that he may have found so much more, but this bit of news needed to be acted upon immediately (since it is now midnight).<

When the characters arrive at the Tsurahk's lair, there is a trap waiting for them. Two skeletons per character wait to kill them in the darkness. The characters must fight or run. If they run, the skeletons will pursue until slain or victorious.

To conclude, disperse 350 Experience to each character left alive plus any Experience earned according to page 45 of the Light Edition Game Manual.

Tsurahk



Life: 54 – Lesser Demon

Weapon Skills: Combat Arms; Hand to Hand; Thrown

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

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

Weapons (Damage): Claws or fist (1d6), bite (1d8), or weapon

AtR: 1

DEF: 2 (naturally)

Height: 6 feet tall naturally **Weight:** up to 150 pounds

Special Attributes: Intellect: 10; Patience: 9

Special Abilities: Perception: 4

Exceptional Skills: Nightvision: +8; Heightened Sight and Hearing: +5

Saving Throw Bonuses: +2 versus Miracles

EXP Value: 285 Experience

Spoken Language: Any (typically common native tongue)

Weakness: Changes to natural shape at sunup +six hours

Immunity: Standard

Behavior: In its natural form, the Tsurahk has a pasty white, pale face with a large mouth. Mostly featureless overall, the insides of its face appear hollow. They are slightly slower than the average man. However, the Tsurahk is a shapechanger that can take the exact form, stats, physical characteristics, and therefore exact identity of any existent human it sees (except memories). Tsurahks are extremely rare because they are hunted and killed immediately by most demons and humans alike.

Magic Abilities: *Giant Leap*, *Wall Crawl*

Continuing the Adventure

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

- This is the perfect adventure to continue without the Tsurahk being caught for quite a while. You can always have it one step ahead of those who would try to stop it, causing havoc, and taunting the characters. Require the characters to be very clever when devising the plans to catch it.
- Of course, after the Tsurahk is caught, you can actually conduct the hunt in the characters honor that the Count invited them for in the first place.
 - During the hunt, the Count's life is threatened by a demon that scares his horse to bolt. After he falls off the horse, the demon is about to slay the fallen Count when the characters rush to the rescue. The characters or soldiers then follow the demon's tracks back to a hidden lair under the forest.
- **IMPORTANT NOTE:** Once the Tsurahk is caught, having the hunt in the characters' honor and making them public heroes is payment enough for their brave deeds. Resources are too low to give the characters whatever they want as a reward, though Good Count Marden will award them with 100g each for their bravery, and offer them a free night's stay with a meal or two in the castle, if they ever come back by the city.

Modifying the Adventure

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

- You can have two Tsurahks in the lair; one is always trying to outdo the other with mischievous deeds.
- Replace the skeletons with gargoyles.
 - The skeletons have evil magic weapons that cause increased Damage and/or have increased Attack Bonuses
- The door at section 4 of the Tsurahk's lair is rune-trapped with an explosive or sleep magic trap. The Tsurahk may come back and bind all the unconscious characters. They will have to free themselves.
- Add another entrance to the lair so if one is being watched or blocked, the Tsurahk is still able to hide out and escape.

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A Holy Lands Map



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