

SAMPLE ADVENTURES

The following are examples of short adventures that a Game Creator may use in their gaming sessions. These examples are excellent starting points that may be expanded on at anytime.

THE AWAKENING

An opposing faction is attempting to resurrect a ruthless and savage king from ancient times. The party must stop the faction from gathering the symbols needed for the ritual and destroy the body of the king once and for all.

EXORCISM

The characters must protect and deliver a possessed young girl to the only man powerful enough to exorcise the devil.

TAKING LIVES

The characters must hunt down and destroy an unnatural serial killer who leaves clues for the existence of devils on his victims and threatens to expose the Celestial world to man.

DELIVERANCE

The characters are secretly sent to protect the transfer of a holy relic from one church to another on the other side of the world.

THE DARK

The characters must find and release an imprisoned fallen angel trapped in a massive underground tomb while slowly being hunted by an unseen Natas Lord.

CHILD CRY

The party must stop the birth of the next anti-Christ before prophecy unfolds bringing forth World War III.

THE TAKEOVER

The characters have been ordered by their faction to overthrow a religious stronghold where the cultists are well armed and have drug-induced paranoia.

TO FIND A RELIC

The characters must travel around the world on a "scavenger hunt" to find each of the 5 pieces that make up a powerful relic when connected together.

DEMON BLOOD

The characters must hunt down and destroy a horde of demons that have cannibalized a town.

THE PRIZE

Following an intense battle, the party of characters discovers an addictive chemical that enhances their physical strength but weakens their spirit. They must safely transfer this chemical to their faction city.

GRACE OF A CHILD

The characters are drawn to investigate a child reported to have the ability to strip away divinity causing any fallen angel to become untouched. Party fights against time and other factions in finding the child.

SLITHERA

The characters become trapped on an island where essence is useless (unholy ground). The characters must battle their way through a number of Slithera and off the island before a hurricane destroys everything.

BLOOD RITUAL

The characters must infiltrate and destroy a secret government complex that is researching an ancient blood ritual for raising the dead.