

BLOOD & RELICS

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INTRODUCTION



Malcolm glanced up at the rear view mirror as a flash of lights alerted him to the presence of pursuers. Damn. I thought I'd lost them in that last switchback. A narrow dirt path branched off into the dark forest that blanketed both sides of the desolate country road. Without a second thought, Malcolm hit the gas, banked hard, and veered onto the trail. As soon as he turned, he killed the lights, steering through the darkness by feel and instinct as much as by sight. Out of the corner of his eye, he watched the girl sitting next to him shift uncomfortably. She was crying. Why those thugs were after her was beyond him, but Malcolm was damned if he was going to let some misguided cult sacrifice a nine-year old girl because of some religious delusion. "Don't worry, sweetie. They won't catch us."

The girl shook her head, raising her hands up into the sickly green illumination of the car's speedometer. Both hands were wet with blood. Malcolm checked the mirror briefly—no lights. He hit the breaks and switched on the overhead map light. She was bleeding from her forehead as well. And from her side.

The overpowering smell of roses filled the cabin of the car. Malcolm tried to ignore the tight ball in the pit of his stomach as he pulled the first-aid kit from the glove box, handed it to the girl, and gunned the engine again. The lights behind him had returned.

Malcolm could still remember the words of that crazy old man he had met on a dusty Cairo side street a month ago... a month that seemed an eternity. "From the dawn of time, they have walked among us, since Adam and Eve were expelled from Paradise, fighting a war of Blood." Seeing the red soak through the bandages the sniffing girl had wrapped around her hands, Malcolm thought he understood. Or that he was losing his mind.

Welcome to *Blood and Relics*, a supplement for the Modern system that brings gothic conspiracy to life in the modern world! This edition of *Blood and Relics* focuses on the Blood War between the Sang Real, servants of the Higher Power, and those who serve the Dark Powers—the butchering Caeder. The Blood War has been fought in secret since the dawn of the time, unnoticed by the bulk of humanity; its battles have unfolded even in the halls of the Vatican itself. It is a war fought not only over lost artifacts of power, but over knowledge and the soul itself. *Blood and Relics* provides a variety of new advanced classes for your Modern game: Relic Seekers and Grave Robbers who hunt ancient treasures in a personal bid for fortune and glory; dark Cultists who worship and serve fiendish masters, currying favor through offerings of blood; the Dark Warrior, who willingly invites fiends by the dozen into his body to increase

his sinister power; to the Monitors, vigilant guardians of the most precious treasure of all, the Sang Real; and lastly the Believer, able to perform miracles of healing.

Blood and Relics also introduces a completely new system for magic, one based on ritual, veneration, and sacrifice, to represent the legendary abilities of priests and warlocks. New monsters stalk the modern world as well, including many new types of fiends—ranging in power and scope from the lowly Servitor Fiends who serve and partner with Cultists, to the powerful Caeder, the inhuman butchers who have sought for millennia to eradicate the Sang Real.

Next come a series of items pulled from the legends of the world—artifacts sought by both sides in the Blood War. Powerful Relics such as the Shroud of Turin, the Nails of the True Cross, and the Lance of Longino (the Roman spear that pierced Christ's side, now a weapon for the enemies of the Holy Blood) can be found here, as well as lesser-known items such as Brandea (healing cloth buried for a time with the Saints), Encolpion (a potent holy symbol given sacred power by the small sliver of a relic contained inside), and Liturgical Tomes containing lost rituals of power, both sacred and profane.

As if that weren't enough, *Blood and Relics* also contains a Secret History of the World, providing GMs with an overview of the Blood War ranging from the Great Flood, through the flight of the Sang Real from Roman butchery, through the horrors of the Inquisition, up to the present day!

DISCLAIMER

No disrespect is intended by this work toward the billions of people who draw comfort from faith. This work is a fantasy, and is meant only for entertainment purposes, not to attack or espouse a religious view of any kind. Some of the subjects dealt with in *Blood and Relics* may strike a nerve: the Crucifixion and Resurrection of Christ; the Inquisition; the Holocaust. These real events have been twisted and cast in the light of fantasy, conspiracy, and whimsy in a fashion meant to be enjoyable to everyone. Wherever possible, care has been taken to be fair to all the world's religions. Heroes in *Blood and Relics* come from all religions and venerate many different Higher Powers. Catholic Priests, Islamic Sufi, and Jewish Kabbalists walk side by side in the Light.

Last, but certainly not least: I'm a writer, not an historian! In most cases, historical inaccuracy is intentional, and was done in the interest of making the game more fun.

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NEW ALLEGIANCES

The Blood War is not merely a war of flesh and bone. Morality and vice are weapons used by both sides to war over the souls of their enemies. Some characters will fall prey to temptation at the hands of fiends and their servants, finding themselves changed—perhaps forever.

Because a character's allegiance is so important in determining his or her motives and standing in the War, it is highly recommended that allegiances not be optional for d20 Modern games making extensive use of *Blood and Relics*. The allegiances most important to the setting are detailed below. Many rituals, feats, and classes have one or more of these allegiances as prerequisites. A character can have more than one allegiance, so long as the allegiances do not directly contradict each other. Multiple allegiances should be listed in order of their priority and importance to the character.

AVARICE

The character cares for one thing above all else: wealth and its trappings. Characters with this allegiance rarely have real friends—only employers and employees, the loyalty of whom extends only so far as does the character's wealth.

CHASTITY

A character with this allegiance believes that pleasures of the flesh should be tempered with love and devotion (usually in the context of a marriage or committed relationship) or even avoided altogether. This allegiance is the opposite of lust.

DARK POWER

The character bears allegiance to an otherworldly entity associated with evil religions—often those focused on the undead, human sacrifice, or similarly grim subjects. The existence and nature of these Dark Powers are hinted at in the most ancient tomes; characters with this allegiance seek to contact these powers directly, desirous of the power such beings are rumored to grant to those who serve them well. No loyalty exists between followers of different Dark Powers; they are quite willing to thwart or even kill each other in the quest for ancient lore and powerful artifacts of the past. When this allegiance is chosen, a specific Dark Power must be selected. Baal, Mammon, and the Dark Lord (sometimes confused with the Lucifer of the Bible) are all examples of suitable objects of this allegiance.

DILIGENCE

Characters with this allegiance, the opposite of laziness, believe in the power and value of hard work. They know that to get ahead they need to apply themselves, maximizing their talent and potential.

GENEROSITY

Characters with this allegiance renounce avarice and use their wealth for the betterment of those around them. They often donate to charity any financial gain in excess of what they need to live.

GLUTTONY

Characters with this allegiance love food. Not only do they seek out the most expensive and exotic foods, but they also tend to turn to food as a form of comfort or companionship when times are hard.

HIGHER POWER

The character has an allegiance to an otherworldly (and usually benevolent) entity—most commonly one of those defined by the world's major religions (Judaism, Christianity, Hinduism, and Islam, to name only a few). Depending on the campaign, this higher power may take an active role in the character's affairs, or might simply be a philosophical ideal to which the character strives to adhere.

HUMILITY

Rejecting pride, a humble character sees himself realistically and is not afraid to rely on or seek aid from others when necessary. Characters with this allegiance tend to let their actions speak for them, shunning idle words and boasts.

JEALOUSY

Characters with this allegiance want something that rightfully belongs to someone else. The more an item (or position, or relationship, or whatever the object of desire is) means to its current possessor, the more desirable it becomes to the character. Even worse, these characters do not treasure anything once they have it; at that point they simply move on to find a new item or person to covet.

KINDNESS

A kind-hearted person goes out of his way to supply help to his friends when times are bad, but truly enjoys their victories when times are good. This allegiance is the opposite of jealousy.

LAZINESS

Lazy characters just can't be bothered. They'll do it tomorrow... or the day after. Characters with this allegiance spend enormous amounts of energy on meaningless tasks while ignoring what they really should be tending to. Even when a character with this allegiance does do something, it is always after a lengthy period of procrastination.

LUST

Characters with this allegiance enjoy the, ahem, *primal* urge a bit more than they ought. In their desire for new experiences (or perhaps just affirmation of their worth and attractiveness), characters with this allegiance are always on the prowl for their next "conquest."

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MODERATION

A person with this allegiance, the opposite of gluttony, believes that all things (food included) are best enjoyed in the proper amounts at the proper times and places.

PATIENCE

A character with this allegiance believes in counting to ten before lashing out. A person who reacts in anger often does so in a way he regrets later; a patient character always manages his temper and approaches difficult situations as calmly as possible. This allegiance is the opposite of anger.

PRIDE

Characters with this allegiance think they're the center of the universe. Everything they touch should turn to gold, their opinions are always right, and everyone should follow their lead in all situations. When characters of this allegiance also happen to be especially talented (and thus usually right), it becomes particularly annoying.

WRATH

Characters with this allegiance suffer from an unreasonable hostility most often directed at a specific group or allegiance. However, some wrathful characters are just unhappy people who lash out at whoever is around, and love nothing more than a good, clean, old-fashioned brawl. Some characters with this allegiance enjoy a fair fight, while others just want to bully you.



NEW ADVANCED CLASSES

This section presents advanced classes suitable for gothic modern campaigns. These classes will bring an element of the supernatural to your Modern game without the flashy power of the traditional d20 magic system.

BELIEVER

We had ditched the car and were running through the woods. I felt like I'd been punched. Next thing I know, I'm lying on my back and I can't move my legs. My vision was fading, everything bleaching into a pale blur... and then I was back. It was the girl, Mary. Her hands were bleeding again, but though I was lying in a pool of blood—my blood—I wasn't. "C'mon Mal, they're coming." That was all she said, pale blue eyes wide and innocent. At times like that, I can almost believe she's human. What the hell have I gotten myself into?

-- from the Journals of Malcolm Gideon

The character is a true believer in a higher power. There are as many different kinds of Believer as there are religions: Jewish Kabbalists, Cathari Monks, Catholic Contemplatives, and Sufi Mystics, to name just a few. Whatever their belief system, all Believers have at least one thing in common: they take their faith to the extreme, putting it before any worldly considerations. The spirit likewise takes precedence over concerns of the body. In accordance with these convictions, all Believers must take vows of poverty, celibacy, and chastity.

REQUIREMENTS

To qualify to become a Believer, a character must fulfill the following criteria.

Skills: Knowledge (theology) +6

Feats: Conviction (Higher Power), Faith's Protection

Allegiances: Higher Power

CLASS INFORMATION

The following information pertains to the Believer advanced class.

Hit Die: 1d6

Action Points: 6 + ½ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Believer's class skills: Craft (pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcane lore, history, theology and

TABLE I-1: THE BELIEVER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Turn Undead	+0	+0
2nd	+1	+2	+0	+3	Lay on Hands 1d8	+1	+0
3rd	+1	+2	+1	+3	Sacred Ritual	+1	+1
4th	+2	+2	+1	+4	Lay on Hands (Blindness and Disease)	+1	+1
5th	+2	+3	+1	+4	Lay on Hands 2d8	+2	+1
6th	+3	+3	+2	+5	Spiritual Fortitude (Doubt), Sacred Ritual	+2	+2
7th	+3	+4	+2	+5	Immune to Poison, Lay on Hands (Poison)	+2	+2
8th	+4	+4	+2	+6	Turn Fiends	+3	+2
9th	+4	+4	+3	+6	Spiritual Fortitude (All), Sacred Ritual	+3	+3
10th	+5	+5	+3	+7	Lay on Hands 3d8	+3	+3

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philosophy) (Int), Read/Write Language (all), Research (Int), Sense Motive (Wis), Treat Injury (Wis).

Skill Points at Each level: 7 + Int modifier.

CLASS FEATURES

The following are features of the Believer advanced class.

Turn Undead: Starting at 1st level, the Believer has the supernatural ability to turn undead—zombies, skeletons, ghosts, vampires, and the like. (Note that Believers turn undead whereas Cultists command them; see the Cultist description for more information on their ability to rebuke, command, and bolster undead).

How Turning Works: A Believer can turn undead (and, at high levels, certain other types of creatures) as an attack action. Doing so does not provoke an attack of opportunity. A Believer must present her holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures she wants to affect.

Times per Day: A Believer may attempt to turn a number of times per day equal to 3 + her Charisma modifier.

Range: The Believer turns the closest turnable creature first. She can't turn creatures that are more than 60 feet away or that have total cover.



Turning Check: When a Believer makes a turn attempt, make a turning check and consult the table below to determine the most powerful creature you can affect. This is a Charisma check (1d20 + Charisma modifier). In a given turning attempt, you can't turn any creature whose Hit Dice exceeds the result of your turning check.

Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Believer level -4
1-3	Believer level -3
4-6	Believer level -2
7-9	Believer level -1
10-12	Believer level
13-15	Believer level +1
16-18	Believer level +2
19-21	Believer level +3
22 or higher	Believer level +4

Turning Damage: If your turning check result is high enough to let you turn at least one creature within 60 feet, roll 2d6 and add your Believer level and Charisma modifier to the result to determine the turning damage. The result is the total number of undead (or other) creature Hit Dice you can turn on this attempt.

You may skip over already turned creatures that are still within range so as to avoid wasting your turning capacity on them.

Effect and Duration of Turning: Turned creatures flee from the Believer by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

If the Believer moves to within 10 feet of a cowering turned creature, the creature overcomes the turning and can act normally. (The Believer can be standing within 10 feet of the creature without breaking the turning effect; she just can't approach any closer to the creature.) The Believer (and anyone else) can attack a turned and cowering creature with ranged attacks from more than 10 feet away without breaking the turning effect.

Destroying Undead: If the Believer has at least twice as many Believer levels as the targeted undead has Hit Dice, she destroys any creature that she would normally turn.

Lay on Hands: *they shall lay hands on the sick, and they shall be healed* (Mark 16:18) This ability allows the character to heal wounds, and, at higher levels, cure blindness, disease, and poison. Each use of this ability (for any purpose) requires the expenditure of one action point. All healing die rolls are modified by the character's Believer class level (so at 4th level, the character could heal 1d8+4 points of damage by spending an action point, then one round later cure disease by spending another action point).

Sacred Ritual: At the levels indicated, the believer gains a Sacred Ritual bonus feat. The character must meet all prerequisites for any feat so gained however

Spiritual Fortitude: As the believer grows in power, her faith grows proportionally until it is virtually unshakable. Believers of 6th level and above are immune to the *doubt*

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spiritual affliction (see the section on spiritual afflictions for more information).

At 9th level, this ability grants immunity to all spiritual afflictions, including *possession*.

Immune to Poison: *if they drink any deadly thing, it shall not hurt them* (Mark 16:18) At 7th level and above, the Believer is immune to poisons of all kinds. At this level, the character's Lay on Hands ability may also cure poison in others.

Turn Fiends: *In my name shall they cast out devils* (Mark 16:17) At 8th level, the Believer's turning ability affects fiends who have manifested bodily (in addition to undead). This ability also helps to remove fiendish taint from the spirits of those around the Believer.

The Believer may make a turning check on a character suffering from possession (or one of its preliminary stages) as though the fiend itself were there. A successful turning check against a possessed character grants a +4 bonus to subsequent Exorcism skill checks made against that target.

This ability may also be used to help a character recover from a spiritual affliction. The Believer makes a turning check as though the fiend making the spiritual attack were present. If this check is successful, the afflicted character

gains an immediate Will save (at the normal DC for the fiend in question) to throw off the spiritual affliction. However, all modifiers for the length of the condition are removed by a successful turning check (in other words, the afflicted character makes further saving throws to throw off the affliction as if the affliction started the day of the Believer's successful turning check).

CULTIST

We had ducked into some cave. There was a symbol above it, one I had seen back at the University. If I ever live through this I'll have to figure out what it means. Suddenly we turned the corner, and there was an altar there, soaked in blood. Oh hell. Not him. "So glad you could join us, Mr. Gideon. Hand over the girl, and I'll let you live. You see, I knew you could find her—just like you found this." He held up the Sacrificial Blade... the Blade I had found for him.

-- from the Journals of Malcolm Gideon

Cultists seek after hidden mysteries—not in search of mere trinkets, but in hopes of discovering the ancient, secret power whispered at in the oldest tomes, a power lost more completely than any vanished artifact or fallen civilization. These twisted minds seek out the Dark Powers and pledge to do anything they command in return for the aroma of power or the merest hint of ancient mystery.

REQUIREMENTS

To qualify to become a Cultist, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) +6

Feats: Conviction (Dark Power), Educated.

Allegiances: The character's first allegiance must be to a Dark Power.

CLASS INFORMATION

The following information pertains to the Cultist advanced class.

Hit Die: 1d6

Action Points: 6 + ½ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Cultist's class skills: Concentration (Con), Craft (chemical, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, history, theology and philosophy), Read/Write Language (all), Speak Language (all), Research (Int). http://www.phpmyadmin.net/home_page/

Skill Points per Level: 7 + Int modifier.

CLASS FEATURES

All of the following are features of the Cultist advanced class.



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TABLE I-2: THE CULTIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Control Undead; True Magic	+0	+0
2nd	+1	+0	+0	+3	Bonus Feat	+1	+0
3rd	+1	+1	+1	+3	Dark Initiate	+1	+1
4th	+2	+1	+1	+4	Bonus Feat	+1	+1
5th	+2	+1	+1	+4	Darkness' Embrace	+2	+1
6th	+3	+2	+2	+5	Bonus Feat	+2	+2
7th	+3	+2	+2	+5	Dark Familiar	+2	+2
8th	+4	+2	+2	+6	Bonus Feat	+3	+2
9th	+4	+3	+3	+6	Dark Longevity	+3	+3
10th	+5	+3	+3	+7	Perdition's Legion	+3	+3

Control Undead: At 1st level, a Cultist may control, rebuke, and bolster undead as an evil cleric of a level equal to his Cultist level. The following notes describe the different aspects of this ability.

Cultists and Undead: A Cultist channels negative energy to rebuke (awe) or command (control) undead, instead of turning or destroying them. To do so, the Cultist makes the equivalent of a turning check (see the Believer advanced class description for more information on turning checks). Creatures that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked: A rebuked creature cowers as if in awe (can take no actions, –2 penalty to Defense) for 10 rounds.

Commanded: A commanded creature falls under the mental control of the Cultist. The Cultist can give mental orders to a commanded creature as an attack action. The Cultist can command any number of creatures whose total Hit Dice don't exceed her Cultist level. She may voluntarily relinquish command in order to establish command over different creatures.

Dispel Turning: A Cultist may dispel the turning effect of a Believer. To do so, the Cultist makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the Believer's original turning check, then the creatures are no longer turned. The Cultist rolls turning damage (like the Believer) to see how many Hit Dice worth of creatures she can affect in this way.

Bolster Undead: A Cultist may bolster creatures against turning effects in advance. She makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering effect lasts for 10 rounds.

True Magic: Cultists also learn "true" magic through their association with the forces of darkness. This can lead to power others only dream of—if the Cultist is willing to pay the price.

A Cultist may learn any number of spells. These spells are only found in Profane Tomes (see the Campaign Guide chapter for more information on Profane Tomes). Learning a spell requires that a cultist be able to cast that spell and also that she make a successful Knowledge (arcane lore) skill check with a DC of 10 + 5 per spell level. If the Cultist is incapable of casting a spell of that level or fails the skill

check, she knows the spell is a rite of power, but that is all—she cannot learn, cast, or identify it.

The power of the spells a cultist can cast depends on her level. All Cultists are capable of casting any 0 or 1st level spell they know. Cultists of 3rd–4th level are capable of casting 2nd level spells, Cultists of 5th–6th level can cast 3rd level spells, Cultists of 7th–8th level can cast 4th level spells, and Cultists of 9th–10th level can cast 5th level spells. Cultists can learn both arcane and divine spells.

Simply knowing how to cast a spell does not mean the Cultist has the power to make that knowledge a reality, however; spellcasting also requires spell points. The cost to cast a spell of a given level is summarized below:

Spell Level	Spell Point Cost
0	0*
1 st	1
2 nd	3
3 rd	5
4 th	7
5 th	9

*A Cultist may cast up to 3 such spells each day with no spell point cost. After the third spell, casting additional 0-level spells that day costs one spell point each.

Cultists receive no spell points for gaining levels. Cultists receive spell points to fuel their magic by one or both of the following methods: 1) making a pact with a Dark Power gained through the Dark Disciple Profane Ritual, and/or 2) making an offering of blood to a Dark Power (the Animal Sacrifice, Bloodletting, or Human Sacrifice Profane Rituals).

Bonus Feats: At the levels indicated, the Cultist gains a bonus feat from the following list, provided the character meets all prerequisites for any feat so gained: Brainwashing, Dark Magnetism, Frightful Presence, Henchmen, Ideologue, Information Network, Inspired Leadership, Low Profile, Pentagram, Profane Ritual, or any Profane Ritual feat.

Dark Initiate: When assisting in the performance of a Profane Ritual, each character present with this class ability grants the person performing the ritual (the character actually making the skill check) a +2 cumulative bonus on all Knowledge (arcane lore) skill checks.

Darkness' Embrace: At 5th level, the Cultist gains darkvision to a range of 60 feet. However, upon acquiring this ability, the Cultist shuns the light and suffers a –2

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penalty to attack rolls and skill checks in daylight. Also at this level, undead and fiends recognize the character as a “kindred spirit” and do not attack her unless provoked.

Dark Familiar: At 7th level, the Cultist gains an imp familiar to act as a spy for her—in return for a human sacrifice of at least 10 HD of intelligent beings. Alternately, the Cultist may bond a black cat or raven to herself for the sacrifice of 6 HD of intelligent beings. See the Human Sacrifice and Profane Ritual feats for more information, but note that this ritual can never fail so long as the sacrifice is sufficient.

Dark Longevity: At 9th level, the Cultist adds 100 years to her maximum age as a “gift” from her Dark Power. However, the Cultist still suffers the normal effects of aging. When the character exceeds her race’s normal maximum age, she suffers the ability modifiers for being venerable (-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha) again.

Perdition’s Legion: At 10th level, the Cultist gains a special form of the Henchmen feat, allowing her to command not only other cultists of the Dark Power she serves, but also undead (use the Follower Level in the Henchmen table as the maximum HD of these undead). If the Cultist already has the Henchmen feat, her Leadership score is increased by +5.

DARK WARRIOR

He smiled at me. I couldn’t believe the bastard’s audacity. If it weren’t for those cronies of his, I’d have wrung his scrawny neck just for that smile. “Really, Mr. Gideon, don’t be cross. I still need your services. There are other trinkets I need you to find. And there’s more money to be made. It pays better than that silly University, doesn’t it?” There was only one thing I could do. I smiled back. God forgive me. “I’m always looking for extra work, Owen.”

-- from the Journals of Malcolm Gideon

There met him two possessed with devils, coming out of the tombs, exceeding fierce, so that no man might pass by that way. (Matthew 8:28)

The Dark Warrior is one who willingly invites fiends into his body in return for the power they bring to him. These spirits tend to be the weakest of fiends, but they provide the Dark Warrior with superhuman strength and help to fuel his rage and hatred towards the Light.

REQUIREMENTS

To qualify to become a Dark Warrior, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skills: Intimidate 3 ranks.

Feats: Conviction (Dark Power), Toughness.

Allegiances: Avarice, Dark Power.

CLASS INFORMATION

The following information pertains to the Dark Warrior advanced class.

Hit Die: 1d10

Action Points: 6 + ½ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Dark Warrior’s class skills: Climb (Str), Demolitions (Int), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, streetwise, tactics) (Int), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points per Level: 3 + Int modifier.

CLASS FEATURES

All of the following are features of the Dark Warrior advanced class.

Hatred: A certain number of times per day, a Dark Warrior can focus all of his hatred into one mighty blow. The Dark Warrior adds his class level to the damage from this attack.

Bonus Feats: At the levels indicated, a Dark Warrior may choose a bonus feat from the following list, provided the character meets all prerequisites for any feat so gained: Cleave, Combat Reflexes, Frightful Presence, Heroic



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TABLE I-3: THE DARK WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Hatred 1/day	+1	+0
2nd	+1	+2	+2	+0	Bonus Feat	+1	+0
3rd	+2	+2	+2	+1	Willing Manifestation (Contortions)	+2	+1
4th	+3	+2	+2	+1	Bonus Feat	+2	+1
5th	+3	+3	+3	+1	Blood Bond	+3	+1
6th	+4	+3	+3	+2	Hatred 2/day	+3	+2
7th	+5	+4	+4	+2	Bonus Feat	+4	+2
8th	+6	+4	+4	+2	Blood Oath	+4	+2
9th	+6	+4	+4	+3	Willing Manifestation (Poltergeist)	+5	+3
10th	+7	+5	+5	+3	Legion	+5	+3

Surge, Improved Damage Threshold, Low Profile, Personal Firearms Proficiency, Power Attack, Sunder.

Willing Manifestation: Beginning at 3rd level, the Dark Warrior can relax his control over his body, allowing the fiends within to manifest for a brief period of time. At 3rd level, the fiends can cause the Dark Warrior's body to contort as if possessed (see information about contortions in the possession section) in order to frighten his foes. At 9th level, the fiends are able to use the Poltergeist ability. Each of these abilities requires the Dark Warrior to spend an action point and lasts a number of rounds equal to the character's Dark Warrior level.

Blood Bond: At 5th level, a Dark Warrior invites a lesser fiend of hatred into his body. The warrior can channel that fiend, bringing it to the fore and adding +2d4 to his strength for 10 minutes per Dark Warrior level. This ability may be used once per day.

Blood Oath: At 8th level, a Dark Warrior pledges his fealty to a Dark Power, offering to act as an agent of hatred and rage against the light. A second, more powerful fiend of hatred takes up residence in the warrior's body, permanently raising his Strength by +2. The character can channel this fiend in addition to the lesser fiend gained via the Blood Bond ability, allowing him an extra use of the strength enhancement afforded by Blood Bond each day. The character's type changes from Humanoid to Fiend.

Legion: *And he was kept bound with chains and in fetters, and he broke the bonds, and was driven of the devil into the wilderness. And Jesus asked him, What is thy name? And he said, Legion. (Luke 8:29-30)*

At this point, the Dark Warrior's body is used as a home for dozens of lesser fiends. The character's Constitution is permanently raised by +2. In addition, once per day, the fiends can heal the character of 2 hit points per Dark Warrior level, and allow the character to go without food or drink for 1 day per Dark Warrior level before suffering any ill effects.

GRAVE ROBBER

One born every minute. The guards had loosened their grip on me. Before those morons knew what was happening, their boss was on the ground, pinned right to that altar of his. I had the girl, and we were off, deeper

into the cave. Too many guards outside. "I knew you wouldn't let him take me, Mal. It's not my time. And you have a better heart than you think." Some sort of wrought stone hallway, with a plaque above the entranceway: ANCULA PERICULA—"Dangerous Servants." There was a time when I would have chuckled at such silly superstitions. Let's hope it's not my time, either. I went inside at a run.

-- from the Journals of Malcolm Gideon

The Grave Robber is the opposite of the Relic Seeker. These characters care nothing for history and have no qualms about raping and pillaging archeological digs, ancient tombs, museums, and anywhere they might find rare items to bring them power and wealth. Upon acquiring the items they seek, these characters either attempt to use the items or sell them to private collectors at exorbitant prices. Higher-level Grave Robbers usually have the Leadership feat, and a large number of servants at hand to enforce their will. Such lackeys serve the one thing high-level Grave Robbers have in abundance: wealth (the Grave Robber's allegiance to avarice gives him a +2 bonus to his Leadership score with those of the same allegiance).

REQUIREMENTS

To qualify to become a Grave Robber, a character must fulfill the following criteria.

Base Attack Bonus: +1

Skills: Bluff +6, Forgery +6.

Feats: Conviction (Avarice).

Allegiance: Avarice.

CLASS INFORMATION

The following information pertains to the Grave Robber advanced class.

Hit Die: 1d8

Action Points: 6 + ½ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Grave Robber's class skills: Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcane lore, art, business, history, streetwise), Move Silently (Dex),

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TABLE I-4: THE GRAVE ROBBER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	End Justify the Means 1/day	+1	+0
2nd	+1	+2	+3	+0	Contact (Low-level)	+2	+0
3rd	+2	+2	+3	+1	Henchmen	+2	+1
4th	+3	+2	+4	+1	Cannon Fodder 1/day	+3	+1
5th	+3	+3	+4	+1	Ends Justify the Means 2/day	+4	+1
6th	+4	+3	+5	+2	Contact (Mid-level)	+4	+2
7th	+5	+4	+5	+2	Cannon Fodder 2/day	+5	+2
8th	+6	+4	+6	+2	Contact (High-level)	+6	+2
9th	+6	+4	+6	+3	Ends Justify the Means 3/day	+6	+3
10th	+7	+5	+7	+3	Cannon Fodder 3/day	+7	+3

Navigate (Int), Search (Int).

Skill Points per Level: 7 + Int modifier.

CLASS FEATURES

All of the following are features of the Grave Robber advanced class.

Ends Justify the Means: Grave Robbers are willing to take great risks to satisfy their lust for power and wealth. The greater the treasure they seek, the greater the risk they are willing to take to acquire it. A certain number of times per day, the Grave Robber may add a bonus to an attack roll or skill check equal to the Wealth bonus of an item he is seeking. This bonus may not exceed the character's Grave Robber level.

Contacts: As the Grave Robber rises in level, he develops contacts among antiquarians, mercenaries, researchers, and others in related fields—anyone in a position to help him get whatever items he seeks. Examples of low-level contacts might include workers on archeological digs, who could tell him about major discoveries in return for monetary compensation. Mid-level contacts would be academicians, skilled mercenaries, pilots, and other specialists. A high-level contact might be a wealthy collector who funds the Grave Robber's expeditions in return for some of the objects "acquired" on his journeys.

Henchmen: Grave Robbers are fond of huge expeditions and tend to take the most direct route to the treasures they seek. Where a Relic Seeker would trade with a local shepherd for mules to ride up the side of a steep mountain, a Grave Robber would hire a demolitions expert and blast a path through for his large vehicles.

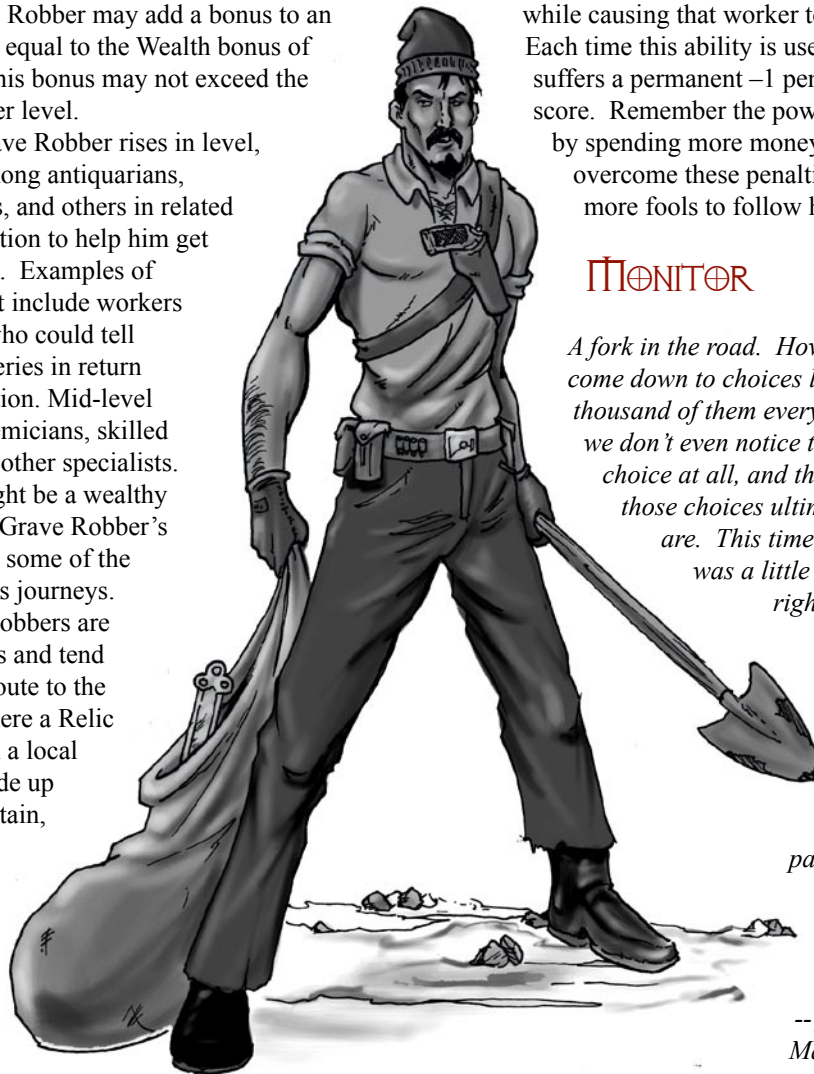
Cannon Fodder: One of the reasons Grave Robbers like

to field such large expeditions is their inclination to let others take their risks for them. Unlike the Relic Seeker, who craves danger and excitement, the Grave Robber only wants money and fame for his "efforts." A certain number of times per day, when a Grave Robber would suffer damage, he can instead have one of his followers take that damage. The precise manner in which this transfer of damage occurs is determined by the GM and depends on the circumstances; for instance, a Grave Robber about to fall into a deep pit could grab onto a nearby worker, saving himself while causing that worker to fall to his death. Each time this ability is used, the Grave Robber suffers a permanent –1 penalty to his Leadership score. Remember the power of greed, however; by spending more money, the Grave Robber can overcome these penalties and convince yet more fools to follow him.

MONITOR

A fork in the road. How many times does life come down to choices like this? We make a thousand of them every day, some so small we don't even notice that we've made a choice at all, and the cumulative effect of those choices ultimately shapes who we are. This time, however, the choice was a little more obvious. Left, or right? "Right, Mal." My Colt revolver was in my hand—it was the girl, but it wasn't her voice. Her eyes were rolled back in her head. "Down the left passageway lies only death." And then she fell asleep in my arms.

-- from the Journals of Malcolm Gideon



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TABLE I-5: THE MONITOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Monitor's Wrath +1	+1	+0
2nd	+1	+2	+2	+0	Divine Health	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+0
4th	+3	+2	+2	+1	Monitor's Wrath +2	+2	+0
5th	+3	+3	+3	+1	Aura of Courage	+3	+1
6th	+4	+3	+3	+2	Bonus Feat	+3	+1
7th	+5	+4	+4	+2	Monitor's Wrath +3	+4	+1
8th	+6	+4	+4	+2	Immortal	+4	+1
9th	+6	+4	+4	+3	Bonus Feat	+5	+2
10th	+7	+5	+5	+3	Monitor's Wrath +4	+5	+2

Monitors are sacred guardians, entrusted with the secrets of the ancient world and charged with the awesome responsibility of keeping those secrets and the power they hold out of the wrong hands. Monitors typically guard one item, one person (such as one of the Sang Real), or one location (such as Glastonbury).

REQUIREMENTS

To qualify to become a Monitor, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skill: Knowledge (theology and philosophy) +3.

Feats: Archaic Weapon Proficiency, Conviction (Higher Power).

Allegiances: One group devoted to protecting the past (such as the Knights Templar), Higher Power.

CLASS INFORMATION

The following information pertains to the Monitor advanced class.

Hit Die: 1d8

Action Points: $6 + \frac{1}{2}$ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Monitor's class skills: Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, history, tactics, theology and philosophy) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis).

Skill Points per Level: $3 + \text{Int modifier}$.

CLASS FEATURES

All of the following are features of the Monitor advanced class.

Monitor's Wrath: Monitors bear a special enmity for those who would plunder the past for their own selfish purposes, and for the creatures of darkness. They gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against fiends, undead, Grave Robbers, or anyone who has stolen from a site of power or threatened their guarded item. Likewise, the Monitor receives the same bonus to weapon damage rolls against creatures of this type. A Monitor also receives the damage bonus with ranged weapons, but only against targets within 30 feet (the Monitor cannot strike with deadly accuracy beyond that range). The Monitor's damage bonus

applies to undead and fiends even if those creatures are immune to critical hits, because Monitors have trained and studied these creatures for weaknesses.

Divine Health: A Monitor is immune to all diseases, including magical diseases. In addition, the Monitor no longer suffers penalties due to age, and will live 100 years longer than his usual maximum age.

Bonus Feats: At the levels indicated, the Monitor chooses a bonus feat from the following list, provided the

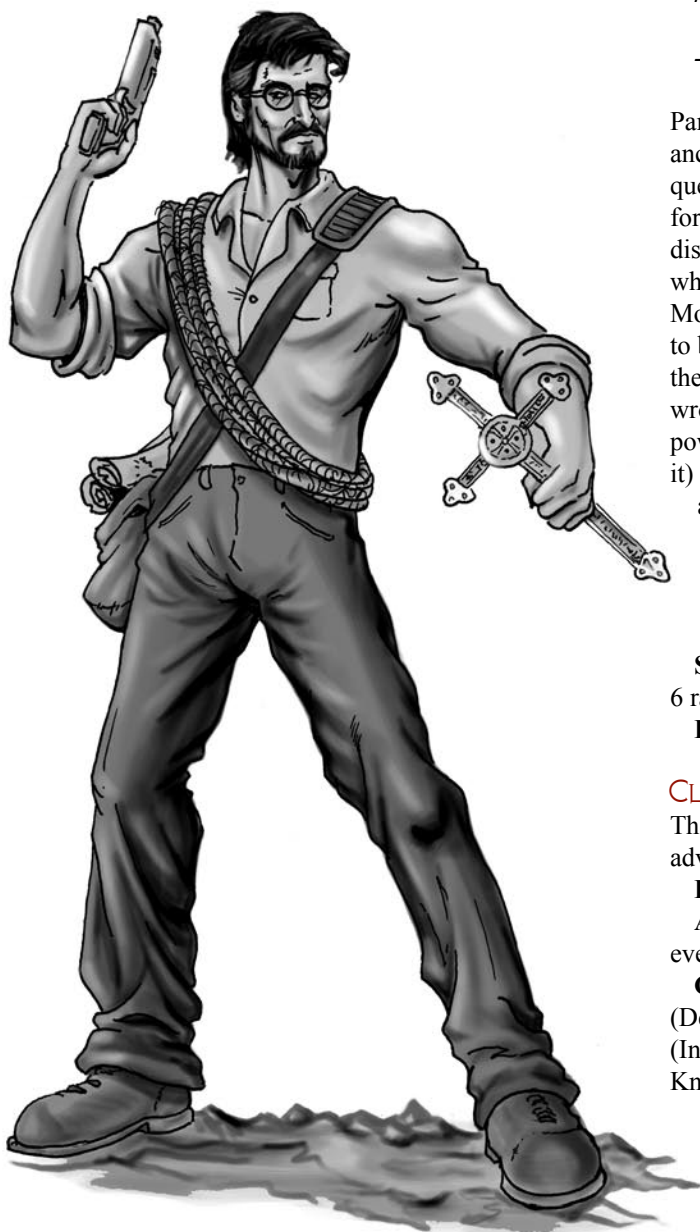


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character meets all prerequisites for any feat so gained: Advanced Two-Weapon Fighting, Agile Riposte, Alertness, Armor Proficiency (Light, Medium), Athletic, Combat Expertise, Combat Reflexes, Heroic Surge, Improved Disarm, Toughness, Weapon Finesse, Weapon Focus.

Aura of Courage: Beginning at 5th level, a monitor is immune to fear (magical or otherwise). Allies within 10 feet of the monitor gain a +4 morale bonus to saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Immortal: Through long association with the rejuvenating effects of sites of power, Monitors receive the gift of immortality. Each group of Monitors has a Holy Site associated with this ability; if the Monitor is separated from that site for more than a year, all previously-ignored aging effects immediately take effect on the character (including death, if the character is past the maximum age for his race). For the Knights Templar, this location is Glastonbury



Monastery and the fountains there (although it is rumored that the ancient Cave of Bethlehem could serve this purpose as well). Monitors of different Higher Powers have their own locations, rumored to be hiding right under the noses of unbelievers; possible Holy Sites might include such locations as Mecca, the Valley of Kings, the Wailing Wall, the Church of the Holy Sepulcher, Stonehenge, and many more obscure locations, some lost to antiquity. No group of Monitors has more than one or two sites that provide rejuvenation.

RELIC SEEKER

We made our way through the tunnels at a run. I could hear footsteps behind us, but with the echoes and dripping water, it was impossible to tell how close they were. Suddenly, a light at the end of the tunnel. At the exit, a long stone ladder leading down... way down. I hate heights.

-- from the Journals of Malcolm Gideon

Part archeologist, part adventurer, the Relic Seeker explores ancient and unknown ruins, seeking artifacts of the past in a quest for knowledge. Characters enter this advanced class for a variety of reasons, from the love of pure scientific discovery to the more mercenary quest for glory. However, what separates this class from the Grave Robber and the Monitor classes is that the Relic Seeker wants what he finds to be available to the public, for all to see. Monitors hide their discoveries away, for fear that they might fall into the wrong hands. The Grave Robber, in his quest for money and power, either keeps his prize (if he can figure out how to use it) or sells it to a private collector (who is likely to keep it in a private vault).

REQUIREMENTS

To qualify to become a Relic Seeker, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) 6 ranks, Knowledge (art) 6 ranks, Knowledge (history) 6 ranks.

Feats: Studious.

CLASS INFORMATION

The following information pertains to the Relic Seeker advanced class.

Hit Die: 1d8

Action Points: 6 + ½ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Relic Seeker's class skills: Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcane lore, history) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Research (Int), Ride, Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points per Level: 7 + Int modifier.

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TABLE I-6: THE RELIC SEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Evasion	+1	+0
2nd	+1	+0	+3	+2	Improved Tools	+2	+0
3rd	+2	+1	+3	+2	Uncanny Dodge (Dex bonus to AC)	+2	+1
4th	+3	+1	+4	+2	Improvised Weapons	+3	+1
5th	+3	+1	+4	+3	Uncanny Dodge (can't be flanked)	+4	+1
6th	+4	+2	+5	+3	Bonus Feat	+4	+2
7th	+5	+2	+5	+4	Uncanny Dodge (+1 vs. traps)	+5	+2
8th	+6	+2	+6	+4	Bonus Feat	+6	+2
9th	+6	+3	+6	+4	Uncanny Dodge (+2 vs. traps); Miraculous Escape	+6	+3
10th	+7	+3	+7	+5	Improved Evasion	+7	+3

CLASS FEATURES

All of the following are features of the Relic Seeker advanced class.

Evasion (Ex): If a Relic Seeker makes a successful Reflex save against an attack that normally deals half damage on a successful save, the Relic Seeker instead takes no damage. Evasion can only be used if the Relic Seeker is wearing light armor or no armor. At 10th level, the Relic Seeker takes only half damage on a failed save.

If the Relic Seeker already has Evasion or Improved Evasion from another source, when he gains these abilities through this class he may select either Improved Initiative or Lightning Reflexes as a bonus feat instead.

Improvised Tools (Ex): At 2nd level and above, the Relic Seeker suffers no penalties to skill checks for being without tools or proper equipment. If the Relic Seeker needs to climb, he can use vines; if he needs to repair a vehicle, he can use a Swiss army knife and duct tape; if he needs to treat an injury, he can find the right rare jungle herbs. In short, Relic Seekers are masters at “making do.”

Uncanny Dodge (Ex): At 3rd level and above, a Relic Seeker retains his Dexterity bonus to Defense (if any) if caught flat-footed or struck by an invisible attacker.

At 5th level, the Relic Seeker can no longer be flanked.

At 7th level, the Relic Seeker gains a +1 bonus to Reflex saves made to avoid traps (including Evasion Saving throws) and a +1 dodge bonus to Defense against attacks by traps. At 9th level, this bonus rises to +2.

If a Relic Seeker gains an Uncanny Dodge ability through this class which he has already gained from another source, he gains the next higher ability instead. Once the Relic Seeker gains all the abilities from this tree, he may select bonus feats from the Relic Seeker's bonus feat list.

Improvised Weapons (Ex): At 4th level, the Relic Seeker never wants for a weapon, in the same way that he is never without tools. The character may use (as a weapon) any item not designed to be a weapon with no penalty to his attack roll.

Bonus Feats: At the levels indicated, the Relic Seeker gains a bonus feat from the following list, provided the character meets all prerequisites for any feat so gained: Acrobatic, Alertness, Combat Expertise, Defensive Martial Arts, Dodge, Educated, Guide, Mobility, Renown,

Stealthy, and Windfall.

Miraculous Escape (Ex): At 9th level, when the Relic Seeker spends an action point to avoid a trap, he adds the highest two dice to his roll rather than the highest die.

WITCH

Witches (and their male equivalents, Warlocks) are an anomaly in the Blood War. Capable of using magic through their study of ancient pagan religions and forgotten rites, these children of the night find themselves on both sides of the conflict. Because of this, they are often distrusted by both sides, and frequently find themselves the target of scorn and hatred even from those on the same side.

REQUIREMENTS

To qualify to become a Witch, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) 6 ranks, Craft (chemical) 6 ranks.

Feats: Iron Will.

CLASS INFORMATION

The following information pertains to the Witch advanced class.

Hit Die: 1d6

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The witch's class skills are Bluff (Cha), Concentration (Con), Craft (chemical, pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, behavioral sciences, current events, history, theology and philosophy) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

All of the following are features of the Witch advanced class.

Summon Familiar: The Witch has the ability to obtain a familiar. A familiar is a magical beast, superficially resembling a natural creature, that is linked to its master. A familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies

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TABLE I-7: THE WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Summon Familiar	+0	+0
2nd	+1	+2	+0	+3	Herbal Lore	+1	+0
3rd	+1	+2	+1	+3	Darkshape 1/day	+1	+0
4th	+2	+2	+1	+4	Brew Potion	+1	+0
5th	+2	+3	+1	+4	Creature of the Night	+2	+1
6th	+3	+3	+2	+5	Darkshape 2/day	+2	+1
7th	+3	+4	+2	+5	Witch's Brew	+2	+1
8th	+4	+4	+2	+6	Witch's Delight	+3	+1
9th	+4	+4	+3	+6	Darkshape 3/day	+3	+2
10th	+5	+5	+3	+7	Object of Desire	+3	+2

when the Witch and the familiar are within one mile of each other.

For the purposes of determining familiar special abilities, count only Witch levels. Any levels from classes other than Witch are not included in this calculation unless specifically stated otherwise.

Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on the familiar table.

Familiar Qualities: Use the basic statistics for a creature of its type, with the following changes.

Hit Dice: Treat as the Witch's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the Witch's total, rounded down.

Action Points: A familiar cannot gain or spend action points, and a Witch cannot spend an action point through her familiar.

Attacks: Use the Witch's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.

Saving Throws: The familiar uses the Witch's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers for saves, and does not enjoy other bonuses that the Witch may have (such as from feats).

Skills: For each skill, use either the normal skill ranks for a creature of its type or the Witch's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the ability of the familiar to perform (such as Craft, for instance) at the GM's discretion.

Familiar Special Abilities: Familiars have special abilities, or impart abilities to their Witch, depending on the level of the Witch.

Natural Armor (Ex): This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.

Familiar's Intelligence (Ex): The familiar's Intelligence score. (Normal creatures of its type have a much lower Intelligence score.)

Alertness (Ex): The presence of a familiar sharpens its master's senses. While the familiar is within 5 feet of its master, the Witch gains the Alertness feat.

Empathic Link (Su): The Witch has an empathic link with the familiar out to a distance of one mile. The Witch can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Witch's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently than humans.

Speak with Familiar/Speak with Master (Ex): A Witch of 5th level or higher and her familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Type (Ex): The familiar of a Witch of 7th level or higher can communicate with animals of approximately the same type as itself: bat and rat familiars with rodents, cats with felines, ferrets with creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), hawks and owls with birds, snakes with reptiles, and toads with amphibians. This communication is limited by the Intelligence of the conversing creatures.

Spell Resistance (Ex): The familiar of a Witch of 9th level or higher gains spell resistance equal to the Witch's level + 5.

Familiar	Special Benefit
Bat	Witch gains +3 bonus on Listen checks
Cat	Witch gains +3 bonus on Move Silently checks
Owl	Witch gains +3 bonus on Spot checks in dusk or darkness
Rat	Witch gains +2 bonus on Fortitude saves
Tiny Viper	Witch gains +3 bonus on Bluff checks
Toad	Witch gains +3 hit points

Note: Because of their affinity with creatures of darkness, ferrets and hawks are available as familiars only to Witches in the service of darkness.

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Witch Level	Natural Armor	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, empathic link
3rd–4th	+2	7	---
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—

Herbal Lore: The Witch is highly skilled at concocting chemicals of all kinds out of common herbal combinations. A Witch with this ability reduces the wealth cost of any poison or acid made with the Craft (chemical) skill or any remedy made with the Craft (pharmaceutical) skill by half (rounded up). Note that this ability does not apply to potions (see below).

Darkshape: A certain number of times each day, a Witch may assume the form of the following creatures: bat, black cat, raven, owl, or wolf. The Witch may only change shape at night. While in her animal form, she retains all her own skills and mental abilities, but gains the animal's physical abilities.

Brew Potion: Through their studies of alchemy and natural herbalism, Witches can brew potions that carry magical effects.

The Witch can create a potion which reproduces the effect of any spell of 3rd level or lower, so long as she knows the recipe for that spell (see below for information on spell recipes). The spell must be one which targets a character or characters. Brewing a potion takes one day. When the Witch creates a potion, she sets the caster level; the caster level must be sufficient to cast the spell in question and no higher than the Witch's own level.

The purchase DC of the raw material to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Witch must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials. If the spell requires a material component or carries an experience point cost of its own, the material component must be used and the XP cost paid *in addition to* the normal cost of creating the potion.

Finally, to complete the potion, the Witch makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level. If the check fails, she fails to create the potion; any raw materials are used up but XP are not spent. The Witch can try again the next day.

When the Witch creates a potion, she makes any choices that would normally be made upon casting the spell. The person who drinks the potion is the considered target of the spell.

Learning Potion Recipes: Starting at 4th level, the Witch's studies reveal to her an alchemical potion recipe at a rate of one recipe for each class level (starting at 4th). At 4th and 5th level, the Witch learns a recipe for a 1st or 2nd level arcane or divine spell. At 6th level and higher, the Witch acquires a recipe for a 1st–3rd level arcane or divine spell.



Creature of the Night: Witches live by the light of the moon and prefer evening's darkness to the daytime sun. At 5th level, the Witch gains low-light vision and heals 1 HP/hour at night.

Witch's Brew: This ability allows the Witch to make any potion or poison seem like normal nutritious food. No method—mundane or magical—can reveal the potion or poison for what it is. Applying this ability raises the wealth DC and the Craft (chemical) DC of any potion or poison by +5.

Witch's Delight: This ability causes any potion or poison crafted by the Witch to seem so tempting that anyone offered such a "delight" must succeed at a Will saving throw (DC 20 + the Witch's Charisma modifier) or be unable to refuse.

Object of Desire: At 10th level, the Witch gains the supernatural ability to appear young and beautiful regardless of her current age. The witch still suffers all normal aging effects for her actual age, but appears to be perpetually middle-aged. Her magic can also be channeled to make her

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even more appealing for brief periods; by spending an action point, the Witch can boost her Charisma by 2d4 points for ten hours.



NEW SKILLS

KNOWLEDGE (ARCANÉ LORE)

New Use: Profane Ritual

Knowledge is power. Characters who serve the Dark Powers pore over hidden tomes, looking for keys to unlock the whispered promises of their sinister patrons. Those with sufficient knowledge can tap into the hidden mysteries of magic, witchcraft, and the occult. Knowledge of the occult is important even for characters who do not serve the Dark Powers, for it unlocks the secret history of the world and sheds light on the dark events swirling and converging around our times.

Performing Profane Rituals requires a successful Knowledge (arcane lore) check, as indicated the respective feat.

Profane Rituals may not be performed unless the character has the Profane Ritual feat, and then only at –4 unless the character also has the specific feat for the ritual itself.

KNOWLEDGE (BEHAVIORAL SCIENCES)

New Use: Psychotherapy

Modern understanding of psychology and psychotherapy can bring relief to those suffering from brainwashing, mental illness, or spiritual afflictions.

This use of the Knowledge (behavioral sciences) skill to alleviate mental and spiritual suffering is a lengthy process; only one check may be made per week for any given subject. Each attempt requires the character making the skill check to spend at least one hour in a quiet and private setting talking to the character he is attempting to aid (by contrast, most other Knowledge skill checks are reaction or full-round actions).

Successful skill checks either alleviate the symptoms of mental illnesses for a week (for serious illnesses) or slowly reduce the effects of a minor illness (such as stress) or spiritual affliction in the patient. Because this type of therapy is more of a process than a procedure (unlike other medical practices in which patients take a pill and are either cured or not) many discount it and treat it as a “junk science.”

Psychotherapy can be aided tremendously by the application of psychotropic drugs and hormonal treatments. In such circumstances, the Craft (pharmaceutical) skill may be used to generate bonuses to this skill check, and can also aid any Will saving throws a subject must make during the therapy process.

Characters without the Psychotherapy feat suffer a –4 penalty when making Knowledge (behavioral sciences) skill checks for Psychotherapy.

KNOWLEDGE (THEOLOGY AND PHILOSOPHY)

New Use: Sacred Ritual

As noted above, knowledge is power—and for the forces of light, no knowledge is more powerful than that contained in the Holy Scriptures. The verses of the Scriptures are studied constantly for hints of their deeper meanings and for clues to the power they hold. Characters with sufficient knowledge can even use that hidden power to work “miracles.”

PROPHECY (WIS; EXCLUSIVE)

You are gifted (or cursed) with the ability to divine the future. In the modern world, few believe in precognition; many with this ability are scorned or even institutionalized. The unfortunate fact that seeing the future frequently leads to real insanity doesn’t make this situation any easier, and characters with prophetic vision are often haunted by what they see. To make matters worse, those who know that this power is real often seek to use those who possess it for their own selfish ends.

Check: The Prophecy skill can be used to provide an accurate forecast of a single event in the future. The character must be able to describe in general terms the circumstances they wish to see; upon a successful check and at the GM’s discretion, the character receives a vision of the way that event is most likely to play out. In addition to knowledge of future, a successful Prophecy skill check grants the character a free action point for use on a single skill check or attack roll during the forecasted event. However, if the Prophecy check fails, the character receives no information about the event and the GM gains a free action point to an opponent’s skill check. The use of this skill is always subject to the GM’s judgment.

The further into the future events are forecast, the murkier the future becomes.

Event	DC
Forecast event less than 24 hours in the future	20
Forecast event 1-2 days in the future	25
Forecast event 3 days in the future	30
Forecast event 4 days in the future	35
Forecast event 5 or more days in the future	40

Action: A prophecy check takes 24 hours; this time must be spent in meditation or prayer.

Try Again: Varies. Prophecy checks to aid specific events may not be retried. Attempts to foresee broader or less specific occurrences, such as someone’s destiny, may be retried at the GM’s discretion.

Special: Characters with the Second Sight feat gain access to the Prophecy skill.

Characters with 5 or more ranks in Concentration gain a +2 bonus on Prophecy skill checks, since they notice small details during their visions that others might overlook.

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NEW GENERAL FEATS

ANTITHESIS

You have a deep hatred for one allegiance or group.

Prerequisite: Enemy (same group), BAB 9+

Effect: When you are combating minions or representatives of your antithesis, you gain an additional +2 bonus to attack rolls and skill checks. You will not willingly deal with your antithesis on friendly terms, and when you must deal with forces friendly to them, you suffer a -4 penalty to all Charisma-based skill checks.

Special: A character may only take this feat once.

ASTROLOGY

You use the stars to aid your forecasts of the future.

Prerequisite: Second Sight, Knowledge (arcane lore) 5 ranks.

Effect: When making a Prophecy skill check, you may use your Knowledge (arcane lore) skill to assist you. Before making your Prophecy check, make a Knowledge (arcane lore) skill check (DC 15) to gain a +2 circumstance bonus on your Prophecy skill check. If your Knowledge (arcane lore) skill check is 20-24, the circumstance bonus is +3; 25-29, +4; and so forth.

Special: The effects of this feat stack with similar feats (such as Palm Reading).

BRAINWASHING

You are familiar with the “art” of coercion and are able to radically alter the personalities of those under your control.

Prerequisite: Knowledge (behavioral sciences) 8 ranks, Psychotherapy.

Effect: By depriving a character under your control of basic necessities (typically food and sleep), while at the same insisting on your love and devotion to the character’s well-being (even if the character is imprisoned and forcefully denied food and sleep), you cause the victim to take one point of Wisdom ability damage each day. When the victim’s Wisdom reaches zero, you may remove one allegiance from the victim and replace it with an allegiance of your choice.

A character must be allowed to heal one point of ability damage before subsequent brainwashing attempts can be made. After the victim has recovered one point of Wisdom, brainwashing may begin again, taking only one day to again reduce Wisdom to zero and replace another of the character’s allegiances. Obviously, once a character has been broken, replacing all of his former allegiances is an easy task.

Special: If losing an allegiance causes a character to no longer qualify for a feat (typically Conviction or Faith’s Protection), the character temporarily loses access to that feat until he regains any requisite allegiances.

Characters who have had their allegiances altered as a result of brainwashing may not voluntarily remove that

allegiance when they gain a level. Only deprogramming can restore to a brainwashed character his freedom of choice.

Deprogramming is essentially brainwashing in reverse, and requires use of the Brainwashing feat. The character is locked in a room where a deprogrammer (often accompanied by friends and family) forcefully tells the character their feelings for him and tries to explain that he has been brainwashed by people who merely seek to use and manipulate him. This process inflicts one point of Wisdom ability damage per hour; when the target’s Wisdom drops to zero, he loses all allegiances and enters a period of deep confusion followed by reflection. During this time, the target cannot gain or change allegiances by any means.

After the target’s Wisdom has returned to its maximum, the period of confusion ends, and the target is free to gain allegiances the next time he gains a level.

CONVICTION (ASCETICISM)

You live a simple life away from the temptations of the world.

Prerequisite: Any two of the following allegiances: Chastity, Diligence, Generosity, Higher Power, Humility, Kindness, Moderation or Patience.

Effect: Your willingness to place the needs of others before yourself is almost universally respected, and you gain a +2 bonus to all Charisma-based skills when dealing with any allegiance which may be used as a prerequisite for this feat.

You gain a +2 morale bonus on Will saving throws to avoid corruption, including saves to resist possession, brainwashing, and spiritual afflictions. You also gain a +2 morale bonus on all saving throws to resist environmental damage from heat, cold, hunger, etc.

However, due to your strong devotion to acts of charity, you suffer a -4 Wealth Bonus penalty and a -2 penalty to all Charisma-based skills when dealing with characters who have the avarice allegiance.

Special: If the allegiance prerequisites for this feat are ever removed or revoked by the GM (because you are not roleplaying the allegiance), you may not gain the benefits of this feat until you have re-established the required allegiances. Acquiring (or re-acquiring) an allegiance requires you to gain at least one level.

CONVICTION (AVARICE)

You love one thing above all else: money.

Prerequisite: Avarice must be your first and most important allegiance.

Effect: You can buy loyalty and goodwill among those who share your love of wealth. Diplomacy is added to your permanent class skill list, and you gain a +2 bonus on any Diplomacy checks in which bribery is involved.

Once per level, you may also make Wealth checks to permanently increase your Leadership score, allowing you access to more followers than you would normally be entitled to. By making a Wealth check (DC equal to your

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current Leadership score), you receive a permanent +1 bonus to your Leadership score.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether, or from its position as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance), you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance or changing the order of allegiances requires you to gain at least one level.

CONVICTION (DARK POWER)

You serve the Dark Powers loyally and willingly.

Prerequisite: Your first allegiance must be to a Dark Power.

Effect: Knowledge (arcane lore) is added to your permanent class skill list. You also gain a +2 bonus to all skill checks related to Profane Rituals.

You may take Profane Ritual feats any time you are entitled to take a bonus feat (although you must meet the prerequisites for any feat selected).

You may not perform Sacred Rituals without first renouncing your allegiance to your Dark Power (thereby losing this feat).

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or from its position as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance), you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance or changing the order of allegiances requires you to gain at least one level.

CONVICTION (HIGHER POWER)

You are devoted to the Higher Powers.

Prerequisite: Your first allegiance must be to a Higher Power.

Effect: Knowledge (theology and philosophy) is added to your permanent class skill list. You also gain a +2 bonus to all checks related to Sacred Rituals.

You may take Sacred Ritual feats any time you are entitled to take a bonus feat (although you must meet the prerequisites for any feat selected).

You may not perform Profane Rituals without first renouncing your allegiance to your Higher Power (thereby losing this feat).

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or from its position as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance), you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance or changing the order of allegiances requires you to gain at least one level.

CONVICTION (WRATH)

You believe in the sweetness of revenge.

Prerequisite: Your first allegiance must be to wrath.

Effect: During combat, you may designate one opponent as the target of your wrath. You gain a +1 morale bonus to attack and damage rolls made against that opponent. Once an opponent has been selected, you may not choose another for one minute (10 rounds).

This morale bonus stacks with any bonuses granted by the Antithesis or Enemy feats.

Special: If the allegiance prerequisite for this feat is ever removed (either altogether or from its position as your first allegiance) or revoked by the GM (because you are not roleplaying the allegiance), you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance or changing the order of allegiances requires you to gain at least one level.

DARK MAGNETISM

Your charisma appeals strongly to those who serve the Dark Powers of the world.

Prerequisite: Cha 13+, Allegiance (Dark Power), Conviction (Dark Power) and Henchmen.

Effect: When dealing with followers who share your allegiance to the same Dark Power, your Leadership score is increased by +5 and all your followers gain Conviction (Dark Power) as a free feat.

Special: Should you ever lose or renounce your allegiance to your Dark Power, your Leadership score is reduced by one-half and you immediately lose all your followers. Recruiting new followers (at your substantially reduced Leadership score) will take 2-8 months.

ENEMY-ONE ALLEGIANCE

You detest one allegiance or group.

Effect: You gain a +2 bonus to attack rolls and skill checks when combating your chosen enemy. When you must deal with your enemy peacefully, or when you deal with groups allied with your enemy, you suffer a -2 penalty to all Charisma-based skills.

Special: A character may take this feat more than once. Each time, it applies to a different group or allegiance.

FAITH'S PROTECTION (DARK OR HIGHER POWER)

Your faith in your Higher Power (or a Dark Power) sees you through rough times.

Prerequisite: Conviction (Dark Power) or Conviction (Higher Power).

Effect: Your faith protects you in times of need, allowing you to reroll any failed saving throw from a magical, demonic, or evil source (including such sources as demonic

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poison and Profane Rituals). Conviction (Dark Power) functions in the same manner, except that it works against holy attacks and effects (including Sacred Rituals). Use of this feat requires you to spend an action point.

FRIENDS IN HIGH PLACES

You have friends in the upper levels of your secret society who are willing to give you greater latitude.

Prerequisite: Full membership in an organization or secret society.

Effect: When you spend an action point to modify Requisition checks, you may count the highest two dice rather than only the highest die.

HENCHITEN

You have a group of followers.

Prerequisite: You must be at least 3rd level.

Benefit: You have a group of followers who assist you out of loyalty, serve you for pay, or obey you from fear.

Leadership Score: A character's Leadership score equals his level plus his Charisma modifier. In order to take into account negative Charisma modifiers, the Leadership table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in the Leadership Modifiers table.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

Followers: A leader attracts followers who share at least one of the character's allegiances. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Followers: If a leader loses a cohort or followers, he can generally replace them, up to the maximum allowed by his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of followers, it takes extra time to replace them, up to a full year (and note that the leader also picks up a reputation of failure, which decreases his Leadership score).

Bonus: Charismatic heroes may take this feat as a bonus feat.

IDEOLOGUE

You are able to impress your values on your followers.

Prerequisite: Cha 15+, character level 7, Henchmen, Inspired Leadership.

Effect: For every eight ranks you have in Diplomacy, your followers gain an allegiance in common with you. If you have the Antithesis or Enemy feats, all of your followers gain that feat as a free feat. If you have the Faith's Protection feat, all of your followers gain that feat for free as well.

Special: Any perceived wavering on the part of an ideologue throws his followers into confusion and may cause some followers to leave the ideologue's service. Any

TABLE I-8: HENCHITEN

Score	Number of Followers by Level					
Leadership	1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-
2	-	-	-	-	-	-
3	-	-	-	-	-	-
4	-	-	-	-	-	-
5	-	-	-	-	-	-
6	-	-	-	-	-	-
7	-	-	-	-	-	-
8	-	-	-	-	-	-
9	-	-	-	-	-	-
10	5	-	-	-	-	-
11	6	-	-	-	-	-
12	8	-	-	-	-	-
13	10	1	-	-	-	-
14	15	1	-	-	-	-
15	20	2	1	-	-	-
16	25	2	1	-	-	-
17	30	3	1	1	-	-
18	35	3	1	1	-	-
19	40	4	2	1	1	-
20	50	5	3	2	1	-
21	60	6	3	2	1	1
22	75	7	4	2	2	1
23	90	9	5	3	2	1
24	110	11	6	3	2	1
25+	135	13	7	4	2	2

TABLE I-9: LEADERSHIP MODIFIERS

General Leadership Modifiers	
The Leader Has a Reputation of	Leadership Modifier
Great Success	+2
Great Failure	-2
Each +2 Reputation	+1
Follower-only Leadership Modifiers	
The Leader:	Leadership Modifier
Has a base of operations	+2
Has a Headquarters	+4
Has the Home Turf feat	+1
Moves around a lot	-1
Caused the death of other followers	-1

time a character with this feat changes allegiances (whether voluntarily or because one of his allegiances was revoked by the GM), his Leadership score is penalized by two for each allegiance changed, and his followers lose the benefits of this feat for one month.

INFORMATION NETWORK

Your extensive network of informants on the ground can alert you of trouble.

Prerequisite: Henchmen.

Effect: Each follower you devote to the task of keeping tabs on things grants you a +1 bonus to Gather Information or Spot skill checks. Note, however, that some information is not free; you must still pay any special costs or "fees" associated with certain types of restricted information.

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INSPIRED LEADERSHIP

You inspire your followers to work together efficiently.

Prerequisite: Cha 13+, character level 5, Henchmen.

Effect: All of your followers gain Teamwork as a free feat when working together towards a common goal.

INVESTMENT

The character is a recognized leader of a religious order, and is accorded special deference by those who believe.

Prerequisites: Allegiance (Dark or Higher Power), Conviction (Dark or Higher Power), Knowledge (arcane lore or theology and philosophy) 5 ranks.

Effect: The character gains a +1 bonus to Charisma-based skill checks when dealing with anyone who bears allegiance to the same Dark or Higher Power. The character gains a +2 bonus to Charisma-based skill checks with those who have the Faith's Protection feat to the same Dark or Higher Power. These bonuses stack with the +2 bonus the character normally receives from those with whom he shares an allegiance. In addition, the character gains a +2 bonus on all Knowledge (theology and philosophy) skill checks when performing a Sacred (or Profane) Ritual.

NUMEROLGY

You can use your knowledge of arcane number theory to aid your attempts to forecast the future.

Prerequisite: Second Sight, Knowledge (physical sciences) 5 ranks.

Effect: When making a Prophecy skill check, you may use your Knowledge (physical sciences) skill to assist you. Before making your Prophecy check, make a Knowledge (physical sciences) skill check (DC 15) to gain a +2 circumstance bonus on your Prophecy skill check. If your Knowledge (physical sciences) skill check is 20-24, the bonus is +3, 25-29, +4; and so forth.

Special: The effects of this feat stack with similar feats (such as Palm Reading).

PALM READING

By studying patterns in the palm of a subject, you gain increased insight into her future.

Prerequisite: Second Sight, Spot 5 ranks.

Effect: When making a Prophecy skill check to foresee the future on a subject, you may use your Spot skill to assist you. Before making your Prophecy check, make a Spot skill check (DC 15) while studying the palm of the individual whose future you wish to forecast. Success grants a +2 circumstance bonus to your Prophecy skill check. If your Spot skill check is 20-24, the bonus is +3; 25-29, +4; and so forth.

Special: The effects of this feat stack with similar feats (such as Numerology).

PENTAGRAM

You can draw a protective symbol with which to cage a fiend or other servant of darkness.

Prerequisite: Knowledge (arcane lore) 5 ranks.

Effect: Successfully drawing a pentagram requires a Knowledge (arcane lore) skill check (DC 20). A fiend cannot pass over the lines of a properly drawn pentagram. If the pentagram is drawn around the creature, it is trapped inside (although doing so almost certainly involves holding it still, physically or magically, while the pentagram is drawn).

Normal: Characters without this feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting a skill check to create a binding pentagram.

PROFANE RITUAL

You have delved into the darker mysteries.

Prerequisite: Allegiance (Dark Power).

Effect: This feat allows you to perform Profane Rituals at a -4 penalty to your Knowledge (arcane lore) skill.

Special: You cannot perform a Sacred Ritual without first revoking your allegiance to your Dark Power (and losing access to this feat).

PSYCHOTHERAPY

You are skilled in the treatment of mental illness.

Prerequisite: Knowledge (behavioral sciences) 4 ranks.

Effect: You can alleviate and sometimes remove conditions associated with mental illness, including those caused by some spiritual afflictions (see the individual spiritual affliction entries for information on when Psychotherapy can and cannot help).

Special: Characters without this feat suffer a -4 penalty to their Knowledge (behavioral sciences) skill check when attempting to alleviate mental illness or spiritual afflictions.

SACRED RITUAL

You have delved into the deeper mysteries of faith.

Prerequisite: Allegiance (Higher Power).

Effect: This feat allows you to perform Sacred Rituals at a -4 penalty to your Knowledge (theology and philosophy) skill.

Special: You cannot perform a Profane Ritual without first revoking your allegiance to your Higher Power (and losing access to this feat).

SCRIPTURAL INTERPRETATION

You increase your insight into the future through your knowledge of the works of the great Biblical prophets of the past.

Prerequisite: Second Sight, Knowledge (theology and philosophy) 5 ranks.

Effect: When making a Prophecy skill check, you can use your Knowledge (theology and philosophy) skill to assist you. Before making your Prophecy check, make a

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Knowledge (theology and philosophy) skill check (DC 15) to gain a +2 circumstance bonus on your Prophecy skill check. If your Knowledge (theology and philosophy) skill check is 20-24, the bonus is +3; 25-29, +4; and so forth.

Special: The effects of this feat stack with similar feats (such as Palm Reading).

SECOND SIGHT

You are gifted (some would say cursed) with the ability to see the future.

Effect: Prophecy is added to your permanent class skill list. This feat grants access to the Prophecy skill.

Normal: Only characters that have this feat may acquire ranks in the Prophecy skill.

SELF-HELP

You have an incredible capacity to heal yourself—either through sheer resiliency or by participating in various “self help” methods (which range from reading books to participating in twelve-step programs).

Prerequisite: Wisdom 13+.

Effect: You gain a +4 bonus to all Will saving throws to recover from mental trauma or spiritual afflictions. When supported by friends who also have this feat, you are even better able to heal from emotional and spiritual trauma. Each ally who also has this feat grants you an additional +2 bonus to these saving throws, to a maximum total bonus of +8 for two or more allies.

TEAMWORK—SPECIFIC GROUP

You have trained to fight effectively alongside members of your secret society.

Prerequisite: Allegiance (secret society).

Effect: Whenever the character is in an engagement with someone with the Teamwork feat for the same group (such as the Doctrine or the Knights Templar), he gains a +2 bonus to attack rolls and related skill checks.



PROFANE RITUAL FEATS

Profane Rituals venerate the Dark Powers, and typically involve offering sacrifices (most often blood) in return for profane power. Profane Rituals are by definition evil, and a character that performs one of these rites immediately renounces any allegiances to good factions or organizations, including the Higher Power allegiance, the good allegiance or an allegiance to any church of Light.

ANIMAL SACRIFICE

You may gain a small boon from your Dark Power through the sacrifice of animals—typically those with ritual significance, such as black cats, ravens, goats, and so forth.

Prerequisite: Profane Ritual, Knowledge (arcane lore) 5 ranks.

Arcane Lore DC: 15

Time to Perform: 1 hour

Duration: 12 hours

Effect: By sacrificing a small animal (typically 1 HD or less) you and one ally/level (who must share your allegiance to the same Dark Power), gain a +1 profane bonus to attack rolls and saving throws. Characters who possess the Conviction (Dark Power) feat to the Dark Power being venerated gain double these bonuses, for twice as long.

You may also perform this ritual to gain one bonus spell point that lasts for one day or until spent in the casting of a spell. You may only perform this ritual to gain a spell point once per day.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Animal Sacrifice feat suffer a –4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If this ritual is performed over a Blood Altar, you gain a +3 bonus to your Knowledge (arcane lore) skill check.

BLACK BARGAIN

You sacrifice to your Dark Power in exchange for the services of a servitor fiend.

Prerequisites: Black Mass, Blood Altar, Bloodletting, Human Sacrifice, Profane Ritual, Knowledge (arcane lore) 10 ranks.

Arcane Lore DC: 25

Time to Perform: 10 hours

Duration: 1 week plus 1 week per Cultist level

Effect: By sacrificing a number of HD of intelligent creatures equal to three times the HD of the servitor fiend whose services you wish to obtain, you gain the services of that fiend. The bargain may be extended by one week for each additional 5 HD sacrificed to your Dark Power.

Normal: Characters without the Profane Ritual feat may not perform this Ritual. Characters without the Black Bargain feat suffer a –4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If this ritual is performed over a Blood Altar, you gain a +3 to your Knowledge (arcane lore) skill check. If the caster successfully draws a pentagram before performing this ritual, he may summon the fiend into that structure, trapping it. This allows the caster to extend the time of service by up to four weeks, but a creature forced into service under these circumstances will seek a way to wreak its revenge (although it is incapable of *directly* harming the person performing the ritual).

BLACK CALLING

This ritual allows a fiend to physically manifest through the body of a virgin woman. This is the only way the Caeder (as opposed to greater fiends such as Baal, Lucifer, and Mammon) can escape from Hell to manifest in the mortal world. The fiend is born as a helpless innocent and must be protected for a short time, after which its dark presence begins to fully manifest, warping the human body it inhabits.

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into a representation of the fiend within.

Prerequisites: Animal Sacrifice, Human Sacrifice, Profane Ritual, Knowledge (arcane lore) 10 ranks.

Arcane Lore DC: 15 plus 1 per fiend's HD

Time to Perform: 9 months

Duration: permanent

Effect: This ritual may only be cast on behalf of a specific Dark Power, and the person performing this ritual must have an allegiance to that Dark Power. This ritual requires 1 HD of animal blood each month for 9 months. After this time, a female victim must be chosen as the target of the spell. If the girl is a virgin, she must make a Will save (DC 20) or become impregnated with the fiend on whose behalf this ritual is being performed. If the girl is not a virgin, no save is necessary, and the ritual fails. After the girl becomes pregnant, 1 HD of animal blood must be sacrificed each month for another 9 months to "feed" the child. If this sacrifice is not made, the ritual fails, and the girl may never be the target of a similar ritual again.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Black Calling feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

BLACK MASS

By reinforcing your belief in the Dark Power that you serve, you may gain a small boon.

Prerequisite: Bloodletting, Profane Ritual, Knowledge (arcane lore) 5 ranks.

Arcane Lore DC: 15

Time to Perform: 1 hour

Duration: 1 hour per point of skill in Knowledge (arcane lore)

Effect: This ritual is a perverse form of the Catholic Mass, with real flesh and real blood consumed as part of the "communion." Anyone who takes part and who also possess the Conviction (Dark Power) feat to the character's Dark Power gains +1d4 Strength and is healed 1 point of damage for each point of skill in Knowledge (arcane lore) the character possesses.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Black Mass feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If the sacrifice for this ritual is performed over a Blood Altar, the character gains a +3 bonus to his Knowledge (arcane lore) skill check.

BLOOD ALTAR

You have learned the first step to appeasing the Dark Powers: erecting an altar to soak up blood sacrifices made to them.

Prerequisite: Profane Ritual, Knowledge (arcane lore) 5 ranks.

Arcane Lore DC: 20

Time to Perform: 6 hours

Duration: permanent

Effect: This ritual consecrates an altar to the Dark Powers, making it ready for sacrifice. Three HD worth of blood (your own or someone else's) must soak the altar while this ritual is being performed, or the skill check automatically fails. When drawing blood from yourself or another victim, the GM may require the damage to be rolled randomly (3d8) or simply assess average damage to the creature whose blood is being shed (13 points of damage). Any subsequent Knowledge (arcane lore) skill checks to perform Profane Rituals over a Blood Altar receive a +3 bonus.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Blood Altar feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

BLOODLETTING

By sacrificing a portion of your own lifeblood, you may attempt to curry favor with your dark masters.

Prerequisite: Profane Ritual, Knowledge (arcane lore) 8 ranks.

Arcane Lore DC: 15

Time to Perform: 1 hour

Duration: see below

Effect: When performing this ritual, you open a vein and allow your blood to slowly trickle out while you chant prayers to your Dark Power, taking 1d6 points of damage in the process. If the skill check to perform this ritual is not successful, the ritual ends and your blood coagulates and stops running.

If the skill check is successful, your blood continues to flow, and each round you continue this ritual you take 1d6 additional points of damage and gain one spell point. These spell points last until spent in the casting of a spell or for one day/Cultist level plus one day/die of damage suffered.

Only one such ritual may affect you at any given time.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Bloodletting feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If this ritual is performed over a Blood Altar, the character gains a +3 bonus to his Knowledge (arcane lore) skill check.

DARK DISCIPLE

You contact a Dark Power and gain magical power at a terrible price.

Prerequisite: Bloodletting, Human Sacrifice, Profane Ritual, Knowledge (arcane lore) 10 ranks.

Arcane Lore DC: 25

Time to Perform: 10 hours

Duration: permanent

Effect: If the skill check to perform this ritual is successful, the Dark Power appears and whispers secrets of power to you. These secrets blast you either physically or mentally, reducing either your Constitution, Wisdom, or

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Charisma by 1d6 points (determined randomly).

You gain one permanent spell point per ability point lost to this ritual. These spell points may be used each day to perform magical spells, recovering when you receive at least eight hours of rest.

You may perform this ritual only once each week. If this ritual ever reduces an ability score to zero, you are killed by power your fragile human form is incapable of handling.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Dark Disciple feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If this ritual is performed over a Blood Altar, the character gains a +3 bonus to his Knowledge (arcane lore) skill check.

DEATH HARVEST

You are able to reap the death that you have sown.

Prerequisite: Human Sacrifice, Profane Ritual, Knowledge (arcane lore) 8 ranks.

Arcane Lore DC: 10 plus 5 per zombie

Time to Perform: 1 hour per zombie

Duration: permanent

Effect: To perform this ritual, you must first have successfully performed the Human Sacrifice ritual. Having thus sacrificed to your Dark Power, you may “plant” the corpses, harvesting them the next night as zombies.

The base DC for this Knowledge (arcane lore) skill check is 10. For each zombie beyond the first the character attempts to raise, the DC of the check rises by 5. Any corpse not raised turns immediately to dust.

For example, a character sacrifices six people to his Dark Power and attempts to raise them the next night. The DC for this ritual is 35. The cultist rolls a 20, meaning that three of the corpses have been “harvested” while the other three turn to dust.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Death Harvest feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If the corpses planted for this ritual were killed on a Blood Altar, the character gains a +3 bonus to his skill check.

GLUTTON'S FEAST

By succumbing to gluttony during a specially prepared feast, you gain power.

Prerequisite: Allegiance (Gluttony), Black Mass, Perdition's Prayer, Profane Ritual, Knowledge (arcane lore) 5 ranks.

Arcane Lore DC: 20

Time to Perform: 1 hour

Duration: 10 minutes per skill point in Knowledge (arcane lore)

Effect: This ritual affects one person for each five ranks in Knowledge (arcane lore) you possess, plus an additional

person for each Cultist level you possess. Those eating this meal gain the effects of both the Black Mass and Perdition's Prayer rituals.

Anyone participating in this ritual who also has the Gluttony allegiance gains these bonuses for one hour per skill point.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Glutton's Feast feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

HUMAN SACRIFICE

You offer blood in return for power.

Prerequisite: Bloodletting, Profane Ritual, Knowledge (arcane lore) 10 ranks.

Arcane Lore DC: 20

Time to Perform: 10 hours

Duration: until used

Effect: This ritual requires you to spend Wealth (DC 20) and sacrifice at least 10 HD of human beings (animals will not serve for this ritual). For each HD of creatures sacrificed to your Dark Lord, you gain one spell point. These spell points last until they are used. Only one such ritual may affect you at any given time.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Human Sacrifice feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If this ritual is performed over a Blood Altar, you gain a +3 bonus to his Knowledge (arcane lore) skill check.

JEALOUS RAGE

Your envy and rage fuel your prowess and ferocity in battle.

Prerequisite: Allegiance (Wrath), Profane Ritual, Knowledge (arcane lore) 5 ranks.

Arcane Lore DC: 20

Time to Perform: full round

Duration: 10 minutes per rank in Knowledge (arcane lore).

Effect: The target of this ritual gains a +2 bonus to damage. If the target of this ritual possesses the Wrath allegiance this ritual instead lasts one hour per skill point.

The target of this ritual may also spend action points to increase damage for the duration of the ritual.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Jealous Rage feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If the preparations for this ritual are performed over a Blood Altar, you gain a +3 bonus to your Knowledge (arcane lore) skill check.

NIGHT AFFLICTIONS

You plague a target with nightmares, robbing him of sleep.

Prerequisite: Profane Ritual, Knowledge (arcane lore) 5 ranks.

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Arcane Lore DC: 15

Time to Perform: 4 hours

Duration: see below

Effect: This ritual allows you to send vivid nightmares to a target. The effect of these nightmares on the target's health progressively worsens over successive nights of this dream attack. The caster makes preparations for the ritual (taking ten minutes) and then enters a deep, magically-induced slumber lasting four hours. If the skill check is successful, the caster enters the target's dreams to terrorize him.

This ritual is resisted with a Will save (DC 15). This save DC is modified as follows: caster knows nothing of target (impossible, ritual automatically fails), caster knows little of target other than name or general appearance (-5), caster knows target's name, general appearance and current location (+0), caster knows biographical details about target—especially childhood fears or traumas (+5), caster has a piece of victim's hair, clothing or fingernails (+10), for each five points by which the Knowledge (arcane lore) skill check exceeds the minimum need for success (+1).

If this ritual is performed successfully for one night, the target is shaken for 1-6 hours after waking.

If this ritual is performed successfully on two consecutive nights against the same target, the target is fatigued until he has an opportunity to sleep peacefully for eight hours.

If this ritual is performed successfully on three consecutive nights, the target is exhausted until he has an opportunity to sleep peacefully for eight hours.

After performing this ritual three consecutive times, the caster is able to act as if he had the Frightful Presence feat when interacting with the target, since he is literally the subject of the victim's nightmares.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Night Afflictions feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.

Special: If the preparations for this ritual are performed over a Blood Altar, you gain a +3 bonus to your Knowledge (arcane lore) skill check.

PERDITION'S PRAYER

You call on your Dark Power for protection.

Prerequisite: Profane Ritual.

Arcane Lore DC: 15

Time to Perform: full round

Duration: 1 round per point of skill in Knowledge (arcane lore).

Effect: By calling on your Dark Power, you and all characters within 30 feet who share your allegiance to the Dark Power gain a +1 luck bonus to attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls. Characters with the Conviction (Dark Power) feat gain double these bonuses for twice as long.

Normal: Characters without the Profane Ritual feat may not perform this ritual. Characters without the Perdition's Prayer feat suffer a -4 penalty to their Knowledge (arcane lore) skill when attempting this skill check.



SACRED RITUAL FEATS

ABSOLUTION

You call on your Higher Power to cleanse a troubled soul.

Prerequisite: Bless, Conviction (Higher Power), Faith's Protection, Prayer, Sacred Ritual, Knowledge (theology and philosophy) 10 ranks.

Theology and Philosophy DC: 20

Time to Perform: 1 hour

Duration: Instantaneous

Effect: If you succeed at a Knowledge (theology and philosophy) skill check (DC 20), the target of this ritual is completely cleansed of all spiritual afflictions, including possession.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Absolution feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If you attempt this ritual on someone who is genuinely unrepentant (such as a character with Conviction [Dark Power]) the skill check to perform this ritual automatically fails.

BLESS

You call on your Higher Power for protection.

Prerequisite: Sacred Ritual, Knowledge (theology and philosophy) 3 ranks.

Theology and Philosophy DC: 15

Time to Perform: full round

Duration: 1 minute per skill rank in Knowledge (theology and philosophy)

Effect: Your allies gain a morale bonus of +1 to their attack rolls and a morale bonus of +1 to saving throws against fear effects. Characters receiving this blessing who also have the Conviction (Higher Power) feat receive double these bonuses for twice as long. Characters with the Faith's Protection feat receive the same bonus as those with the Conviction (Higher Power) feat but for 1 hour for each rank in Knowledge (theology and philosophy) you possess.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Bless feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If this ritual is performed on consecrated ground, the character gains a +3 bonus to his Knowledge (theology and philosophy) skill check.

CASTIGATION

This ritual allows the power of belief to damage the creatures of darkness.

Prerequisite: Conviction (Higher Power), Sacred Ritual, Knowledge (Theology and Philosophy) 5 ranks.

Theology and Philosophy DC: 20

Time to Perform: attack action

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Duration: Instantaneous

Effect: You may use this ritual to damage fiends and the undead. You must have a holy symbol to perform this ritual.

If the skill check is successful, one target creature takes 1d6 damage plus an additional point of damage for each two ranks of Knowledge (theology and philosophy) you possess. This damage completely ignores all forms of damage reduction a creature possesses.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Castigation feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If this ritual is performed on consecrated ground the character gains a +3 bonus to his Knowledge (theology and philosophy) skill check.

CONSECRATE GROUND

This Ritual allows you to bless an area with the power of your faith.

Prerequisite: Consecrate Item, Conviction (Higher Power), Sacred Ritual, Knowledge (theology and philosophy) 8 ranks.

Theology and Philosophy DC: 10 plus 1 per 10 square feet

Time to Perform: 1 hour

Duration: 24 hours

Effect: A small area is consecrated, granting a +3 sacred bonus to all attempts to turn undead, and to all Knowledge (theology and philosophy) skill checks to perform Sacred Rituals, made within that area. Undead in this area suffer a -1 penalty to attack and damage rolls and to saving throws.

Successive applications of this ritual on the same ground increase the duration from one day to one week, from one week to one year, from one year to one decade and from one decade to permanence.

Materials must be provided for this ritual to function, requiring the character to make a Wealth check (DC 10 +1 per 10 square feet being consecrated) each time this ritual is performed. The nature of these materials varies depending on the Higher Power to whom the site is being consecrated, but typically involves incense, holy water, valuable objects, and so forth.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Consecrate Ground feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

CONSECRATE ITEM

This ritual allows you to specially prepare an item to fight evil.

Prerequisite: Sacred Ritual, Knowledge (theology and philosophy) 5 ranks.

Theology and Philosophy DC: 15

Time to Perform: 1 hour

Duration: 1 hour per rank in Knowledge (theology and philosophy)

Effect: If used on a weapon, this ritual grants that +1 enhancement bonus to attack rolls made with that weapon. If the character wielding the weapon has the Faith's Protection feat, the weapon also does +2 damage vs. fiends and undead. Note that no item with moving parts may be consecrated with this ritual. Thus, while bullets may be consecrated, a firearm of any kind may not.

If this ritual is performed on a mastercraft weapon or item and you spend an action point during the performance of this ritual, its effects are permanent.

This ritual may also be used to create holy water (one flask per successful performance of this ritual).

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Consecrate Item feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

EXORCISM

*Then certain of the vagabond Jews, exorcists, took upon them to call over them which had evil spirits the name of the Lord Jesus, saying, We adjure you by Jesus whom Paul preacheth.
-(Acts 19:13)*

Exorcism allows you to assist in the removal of supernatural compulsion—most commonly in the form of demonic possession or black magic. Exorcism is an ancient practice and is mentioned in as far back as Egyptian and Babylonian literature.

Prerequisite: Sacred Ritual, Knowledge (arcane lore) 3 ranks, Knowledge (theology and philosophy) 3 ranks.

Theology and Philosophy DC: varies

Time to Perform: varies

Duration: Instantaneous

Effect: This ritual allows you to remove supernatural compulsions and afflictions. See the section on spiritual afflictions and possession for more information on this.

This ritual can also aid a character in shrugging off more mundane magical compulsions such as the Charm magic some demons are capable of employing. A Knowledge (theology and philosophy) skill check (DC 15) can grant a character under the effect of any Charm spell a new save with a +2 bonus. Each five points by which the skill check exceeds the base DC increases this bonus by +1.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Exorcism feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

FLAMING SWORD

You can transform a mundane weapon into a flaming angelic sword for a brief period of time. This holy fire is especially dangerous when wielded against fiends.

Prerequisite: Consecrate Item, Sacred Ritual, Knowledge (theology and philosophy) 8 ranks.

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Theology and Philosophy DC: 20

Time to Perform: 1 hour

Duration: 1 minute per point of Knowledge (theology and philosophy) possessed by the caster

Effect: This ritual may only be performed on an archaic melee weapon or on up to ten rounds of ammunition for an archaic missile weapon. If the weapon upon which this ritual is performed has been previously consecrated, the effects of this ritual last for 10 minutes per rank of Knowledge (theology and philosophy). Upon completion of the ritual, the weapon is wreathed in flame that inflicts an extra +1d6 damage upon a successful attack. Against fiends, this damage inflicts an extra +2d6 damage that ignores a fiend's damage resistance and even damages fiends completely immune to fire.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Flaming Sword feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If this ritual is performed on a consecrated weapon, the character gains a +3 bonus to his Knowledge (theology and philosophy) skill check.

PRAYER

You call on your Higher Power for protection.

Prerequisite: Sacred Ritual.

Theology and Philosophy DC: 15

Time to Perform: full round

Duration: 1 round per point of skill in Knowledge (theology and philosophy).

Effect: When you call on your Higher Power, all characters within 30 feet with an allegiance to a Higher Power gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls. Characters with the Conviction (Higher Power) feat gain double these bonuses for twice as long.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Prayer feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If this ritual is performed on consecrated ground, the character gains a +3 bonus to his Knowledge (theology and philosophy) skill check.

RITUAL PURITY

Your devotion to your Higher Power protects you from temptation.

Prerequisite: Bless, Prayer, Sacred Ritual, Knowledge (theology and philosophy) 5 ranks.

Theology and Philosophy DC: 20

Time to Perform: 24 hours

Duration: see below

Effect: Upon successfully performing this ritual, the caster grants the target a bonus to saving throws vs. corruption (including spiritual afflictions and spells cast by Cultists or fiends). The amount of the bonus depends on the faith of the

ritual's target, as follows (if the target has none of these, the ritual automatically fails, as the target is already impure): Allegiance (Higher Power) +1, Conviction (Higher Power) +2, Faith's Protection +2, Conviction (Asceticism) +2. All of these bonuses are cumulative, so a character with all of the listed allegiances and feats would gain a +7 bonus to saving throws. This bonus lasts until the character fails a saving throw against any form of corruption or loses access to any of the feats or allegiances that gave him a bonus from this ritual.

After losing the protection of this feat, a character must spend a week in penitent prayer and introspection, after which the ritual may be performed again.

This ritual requires a Wealth check (DC 15), incense, and holy water to perform.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Ritual Purity feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If this ritual is performed on consecrated ground, the character gains a +3 bonus to his Knowledge (theology and philosophy) skill check.

SENTINEL

Your Higher Power allows you to emulate the vigilance of his most exalted servants, the seraphim.

Prerequisite: Bless, Sacred Ritual, Prayer, Knowledge (theology and philosophy) 8 ranks.

Theology and Philosophy DC: 15

Time to Perform: 1 hour

Duration: 1 hour for each point of Knowledge (theology and philosophy).

Effect: The target of this ritual gains a +2 bonus to Spot and Listen checks (cumulative with the Alertness feat). For the duration of this ritual, the target may make a Concentration skill check (DC 15) as an attack action to gain an additional +2 bonus on Spot and Listen checks for the next minute (10 rounds). Finally, if the target of this ritual spends an action point to aid a Spot or Listen skill check, he adds all three dice to the skill check rather than only the highest die.

This duration is doubled if the target of this ritual possesses the Faith's Protection feat.

Normal: Characters without the Sacred Ritual feat may not perform this ritual. Characters without the Sentinel feat suffer a -4 penalty to their Knowledge (theology and philosophy) skill when attempting this skill check.

Special: If this ritual is performed on consecrated ground, the character gains a +3 bonus to his Knowledge (theology and philosophy) skill check.

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MAGIC, MYSTERY, AND THE SOUL

For we wrestle not against flesh and blood, but against principalities, against powers, against the rulers of the darkness of this world, against spiritual wickedness in high places.

(Ephesians 6:12)

The Blood War isn't just about tracking down lost artifacts and finding ancient tomes filled with rituals of Power—it's a war over the very hearts and minds of the combatants. Victory and defeat in the Blood War are not always simple matters of life or death. There are far worse fates in store for those who would do battle with the Caeder and their minions—the loss of self, the loss of soul. Some of the creatures in *Blood and Relics* have the power to taint the souls of those who would stand against them, spreading hatred and corruption like a cancer. The most powerful of these beings can take over the bodies of the weak-minded, manipulating their victims like puppeteers... acting through them while remaining cloaked in protective shadow.



SPIRITUAL AFFLICTIONS

RESISTING SPIRITUAL AFFLICTIONS

Spiritual afflictions are resisted with Will saving throws. The more powerful the fiend, the more difficult it is to resist its compulsions. The save DC to resist a fiend's

afflictions is $10 + \frac{1}{2}$ the fiend's HD + the fiend's Charisma modifier. Thus, the compulsions of Marcus Adrastus, the dreaded Lord of Deceit, require a Will save (DC 24) to resist: $10 + 8$ (half of Marcus' 16 HD) + 6 (for his Charisma score of 24).

RANGE OF SPIRITUAL ATTACKS

Spiritual attacks normally have a range of 10' for each HD of the creature making the attack. However, if the creature has a piece of its target—such as hair, a fingernail, a piece of skin—then a spiritual attack may be made at any range.

DESPAIR

Only the most powerful entities can directly evoke this emotion in a target. Usually, this affliction requires an indirect cause, such as another untreated spiritual affliction. Whatever the cause, this is a very serious affliction; an affected character is so filled with doubt and self-loathing that he is in danger of committing suicide. Some characters given over to despair even abandon all hope and join forces with the Dark Powers.

BRAINWASHED (NEW CONDITION)

This condition (and the methods of removing it) are detailed in the description of the Brainwashing feat.

A character suffering from despair (when he can be roused from his brooding at all) acts as if *exhausted* (-6 penalty to effective Strength and Dexterity). Characters suffering from this affliction are also usually sleep-deprived; their dreams are so troubling that afflicted characters try to avoid sleep at all costs.

An afflicted character may make a new Will save once per week to shake off their despair. However, despair gains momentum as it lingers, and each failed weekly save imposes a cumulative -1 penalty on the next such save. Thus, a character that has failed two Will saves to shake off despair suffers a -2 penalty to his next Will save to recover.

Time is of the essence once a character succumbs to despair. If this condition is not removed within four weeks, the character must also make a weekly Will saving throw (DC 20) or either commit suicide or join forces with a Dark Power (50% chance of each).

Certain skills can be used to remove the despair condition from a character. A Knowledge (theology and philosophy) skill check (DC 20; a -4 penalty is applied to the skill check if the character does not have the Exorcism feat) completely removes the despair condition. Despair can also be treated by application of the Knowledge (behavioral sciences) skill (DC 20; a -4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). Successfully treating this affliction in this manner changes the character's condition from despair to malaise.

DOUBT

All fiends can afflict their foes with doubt. Doubt is one of the most powerful tools in the Dark Powers' arsenal, for the easiest foe to conquer is the one who believes in nothing. If a targeted character fails a Will save and succumbs to doubt, he suffers a -2 penalty to all Will saves and loses any allegiance to a Higher Power (along with any associated benefits such as the Faith's Protection or Conviction feats).

Furthermore, a character afflicted by doubt slowly begins to forget about the Blood War, rationalizing to himself that it was all just an illusion—those creatures he saw must have been a trick of the light; the corporate world of court dates and paychecks and forty-hour workweeks is the *real* world.

The character may make a new Will save once per week to shake off doubt. However, doubt gains momentum as it lingers, and each failed weekly save imposes a cumulative -1 penalty on the next such save. Thus, a character who has failed two Will saves to shake off doubt suffers a -4 penalty on his next Will save to recover (-2 for the doubt condition

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and another -2 for the two previous failed saves).

If doubt lingers for more than four weeks, it can turn into malaise. After the character has failed four consecutive Will saves against doubt, he must also make a weekly Will save (DC 20) or succumb to the malaise spiritual affliction.

Fortunately, doubt is one of the easiest spiritual afflictions to dispel. A successful Knowledge (theology and philosophy) skill check (DC 15; a -4 penalty is applied to the skill check if the character does not have the Exorcism feat) removes the doubt condition from a character.

Science is ill-suited to combat doubt, and so the Knowledge (behavioral sciences) skill cannot be used to alleviate this condition.

ENVY

Envy is the desire for the possessions or accomplishments of another. Since there's always someone richer or better looking to be envied, this spiritual affliction turns people—even friends and allies—against one another. Rather than enjoy the successes of their friends and colleagues, envious characters scheme, plot, and spread discord. According to the First Prophecy of Fatima, those condemned to Hell for envy are immersed in freezing water until they succumb to hypothermia and die, after which they are healed so the process can begin anew.

Afflicted characters advance through several stages of envy (described below) if the condition is not removed. An afflicted character may make a new Will save once per week to shake off envy. However, this condition gains momentum as it lingers, and each failed save imposes a cumulative -1 penalty on further saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off envy suffers a -2 penalty to his next Will save to recover. Characters at an advanced stage of this affliction only retreat one stage (from paranoia to obsession or obsession to jealousy) if they make this saving throw. Thus, a character might seem to recover, only to relapse into a more advanced stage later.

A Knowledge (theology and philosophy) skill check (DC 20; a -4 penalty is applied to the skill check if the character does not have the Exorcism feat) can remove the envy condition from a character.

Envy can also be treated by application of the Knowledge (behavioral sciences) skill (DC 20; a -4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). If the condition has advanced, characters successfully treated with Knowledge (behavioral sciences) retreat one stage, requiring one or more additional skill checks to completely cure.

JEALOUSY

In its earliest stage of *jealousy*, envy is little more than a nuisance.

When a character succumbs to this spiritual affliction, the GM chooses one other character to be the object of his ire. This person may be chosen for a wide variety of reasons—higher Reputation or Wealth, a higher skill level

in an area the character prides himself in, higher ability scores, or a higher level in one the character's classes could all be reasons for the afflicted character to envy someone he knows. The initial target of this insidious affliction is a close friend of the victim; sometimes this jealousy is even directed at a victim's spouse or significant other.

During this early stage, the victim feels as though his eyes have been opened. The person he thought was his friend is suddenly seen as the source of all his problems. If not for that person, life would be much better. At this stage, the afflicted character suffers a -2 penalty to all Charisma-based skill checks when dealing with that person.

OBSESSION

If left unchecked for four weeks, jealousy evolves into *obsession*. At this stage, the obsessed character is consumed with thoughts of the object of his jealousy. Perhaps he must constantly strive to do everything better than a rival. A spouse could find her obsessed mate following her, calling or returning home unexpectedly to check on her, and so forth.

The afflicted character is constantly consumed with these thoughts and compulsions, and sleep becomes difficult. After a week of obsessing, the character becomes fatigued; after two weeks, he becomes exhausted.

PARANOIA

If left unchecked for an additional four weeks, jealousy finally advances to *paranoia*. At this stage, the character's envy can turn violent. Each week this condition persists, the victim of this affliction must make a Will save (DC 20) or attack the object of his obsession (gaining a +2 bonus to damage).

Even if the victim of this affliction manages to kill the object of his obsession, he is not free. He either finds a new target of envy, succumbs to paranoid *hatred* of the entire group his rival reminds him of (see the hatred entry for more information) or he feels deep guilt over his actions and plunges into despair (equal chance of each of these possibilities).

GLUTTONY

Gluttony is an abnormal desire for food. In that it is a desire to over-indulge in a bodily pleasure, it is closely associated with lust. According to the First Prophecy of Fatima, those condemned to Hell for gluttony are force-fed rats, toads, and snakes until they burst, after which they are healed and the process begins anew.

Characters suffering from this affliction must make a Will save (DC 20) when exposed to food or indulge in binge eating. This causes the afflicted character to act as if fatigued for the next hour (regardless of whether the character rests or is active).

Afflicted characters advance through several stages of gluttony if the condition is not removed. A character may make a new Will save once per week to shake off gluttony. However, this condition gains momentum as it lingers, and each failed save imposes a cumulative -1 penalty on further

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saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off gluttony suffers a -2 penalty to his next Will save to recover. Characters at an advanced stage of this affliction only retreat one stage if they make this saving throw. Thus, a character might seem to recover, only to relapse into a more advanced stage later.

LATER STAGES OF GLUTTONY

If gluttony lingers for more than four weeks, it becomes a much more serious condition.

Some characters with advanced stages of this affliction suffer from obesity, gaining ten pounds and losing one point from either Strength, Dexterity, or Constitution (determined randomly) each month. This ability damage remains until a character completely removes the gluttony affliction (both the more advanced and initial stages). At that time, the character may make a Fortitude save each month (DC 15, modified by the reduced Constitution score if applicable); success means the character loses ten pounds and gains back one lost ability point (determined randomly—ability scores may return in a different order than they were lost).

Other characters graduate to a binge-eating disorder such as bulimia. A character suffering from bulimia does not gain weight, but still suffers from fatigue after bingeing (and purging). This condition is extremely hard on the body, as purging is meant as a last-ditch defense—not a constant stress to be placed on the body. A character suffering from this disorder must make a Fortitude save each month (DC 15) or lose one point of Constitution due to this physiological stress.

Finally, the rarest form of this affliction—a condition known as anorexia—is suffered by those who are also suffering the vanity affliction. At first, the character seems (on the surface, at least) to be recovering normally from the gluttony affliction. As time goes on, however, it becomes apparent that the character's view of himself has lost touch with reality. No matter how little the character eats, he still sees himself as overweight. Characters suffering from anorexia lose ten pounds and one point of Strength, Dexterity, or Constitution (determined randomly) each month. This ability damage is permanent until the character removes both his advanced gluttony affliction and his vanity affliction. At that time, a character may make a Fortitude save each month (DC 15, modified by the reduced Constitution score if applicable); success means the character gains ten pounds and gains back one lost ability point (determined randomly—ability scores may return in a different order than they were lost).

A Knowledge (theology and philosophy) skill check (DC 15; a -4 penalty is applied to the skill check if the character does not have the Exorcism feat) can remove the gluttony affliction from a character.

Gluttony can also be treated by application of the Knowledge (behavioral sciences) skill (DC 15; a -4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). If the condition has advanced beyond its initial stage, characters successfully treated with this

skill move back one stage, requiring a second skill check to completely cure.

GREED

Greed is the desire for money and all the trappings that come with it. This affliction is closely related to envy, since characters suffering from greed often covet the possessions and wealth of another. Vanity, gluttony, and lust are also tied to this affliction, since they encompass some of those aforementioned “trappings.” According to the First Prophecy of Fatima, those condemned to Hell for greed will be boiled alive daily in the finest, most expensive oil money can buy, only to be healed so the process can begin anew the next day.

Characters accustomed to the finer things in life have a harder time shaking off this affliction. Any Will save to resist or recover from this affliction suffers a penalty equal to the character's Wealth modifier.

When faced with an opportunity to increase his Wealth bonus, a character suffering from greed must make a Will save (DC 20) to avoid taking that action, no matter how dangerous or unethical it is. (Note that this could even require a character to make a Will save to take a new feat other than Windfall.) A character must also make a Will save (DC 20) to take any action that would *lower* the character's Wealth modifier.

A character may make a new Will save once per week to shake off the greed affliction. However, this condition gains momentum as it lingers, and each failed save imposes a cumulative -1 penalty on further saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off greed suffers a -2 penalty to his next Will save to recover. Characters at an advanced stage of this affliction only retreat one stage if they make this saving throw. Thus, a character might seem to recover, only to relapse into a more advanced stage later.

ADVANCED STAGES OF GREED

This condition worsens after four unsuccessful attempts to shake it off. Characters suffering from a more serious stage of this affliction must make a Will saving throw each week (DC 20) or attempt some form of theft or illegal action to increase their Wealth modifier. A character suffering from an advanced stage of this condition will never spend his Wealth on anyone but himself. In addition, a character suffering from the advanced stages of greed must make weekly saving throws to avoid acquiring the envy and vanity afflictions (DC 20 each).

A Knowledge (theology and philosophy) skill check (DC 15; a -4 penalty is applied to the skill check if the character does not have the Exorcism feat) can remove the greed affliction from a character.

Greed can also be treated by application of the Knowledge (behavioral sciences) skill (DC 15; a -4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). If the condition has advanced beyond its initial stage, characters successfully treated with this

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skill move back one stage, requiring a second skill check to completely cure.

HATE

When brother turned against brother at Shiloh, we were there. When paranoia about the forces of darkness sent innocent men and women to the gallows of Salem, we were there. At the tortures of the Inquisition and on the train to Auschwitz... we were there.

-- found scrawled on the wall of a Hatemonger lair in Berlin, circa 1943

Hate is among the deadliest weapons of the Dark Powers, for through it they are able to turn otherwise good men and women against one another over minor differences of religion or race. Hatemongers are especially skilled at subtly fanning the flames of hatred through the use of this spiritual affliction.

When a creature attempts to imbue a victim with the hatred spiritual affliction, it must choose a group or allegiance against which the hatred will be directed. If the chosen group is a majority faction (it is not outnumbered by another group or allegiance in the area), this attack automatically fails. Otherwise, the target must make a Will saving throw as normal to resist falling under the affliction's sway.

IRRITABILITY

When hate toward a certain group takes hold, it manifests itself as *irritability*. The afflicted character tries to avoid members of the targeted group or allegiance, and suffers a –2 penalty to all non-Intimidate Charisma-based skill checks when forced to deal with them. He is prone to using hateful stereotypes in his language, and will use any subversive (non-violent) means at his disposal to disadvantage the group or allegiance in question.

An afflicted character may make a new Will save once per week to shake off irritability. However, this condition gains momentum as it lingers, and each failed save imposes a cumulative –1 penalty on further saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off irritability suffers a –2 penalty to his next Will save to recover.

This condition may be removed with a Knowledge (theology and philosophy) or Knowledge (behavioral sciences) skill check (DC 15; a –4 penalty is applied to the skill check if the character does not have the Exorcism or Psychotherapy feat, respectively).

ANIMOSITY

If left unchecked for four weeks, irritability worsens to *animosity*. The afflicted character now functions as if he possessed the Enemy feat directed at the group or allegiance in question. A character suffering from animosity is prone to making attacks on property owned by members of the

targeted group or allegiance; examples of such attacks include defacement using graffiti with loaded or hateful language, throwing bricks through windows, and other cowardly displays of hatred and bias.

If this condition has taken root in a community and begun to spread (see below), an afflicted character at this stage also attempts to join any gangs or political parties espousing a message of animus towards the object of his hatred. Belonging to such a group reinforces this condition and imposes a further –2 penalty to any saving throw to shake off animosity.

A character may make a new Will save once per week to shake off animosity (reducing this condition back to irritability). However, this condition gains momentum as it lingers, and each failed save imposes a cumulative –1 penalty on further saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off animosity suffers a –2 penalty to his next Will save to recover.

This condition may be removed with a Knowledge (theology and philosophy) skill check (DC 20; a –4 penalty is applied to the skill check if the character does not have the Exorcism feat).

This condition may also be reduced to irritability with a Knowledge (behavioral sciences) skill check (DC 15; a –4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). Further applications of Knowledge (behavioral sciences) beyond the first have no further effect, however; modern psychotherapeutic techniques are incapable of removing this condition outright.

HATRED

After four weeks, animosity worsens to *hatred*. The afflicted character now functions as if he possessed the Antithesis feat directed at the group or allegiance in question. A character suffering from hatred is prone to making attacks on members of the targeted group of allegiance when he feels he can do so without legal or social repercussions. Such attacks often take the form of beatings or abuse, but can even escalate to murder. Despite this compulsion to commit violence, the character remains in control of his actions and will not take an action certain to result in incarceration (or worse).

Even if this condition has not taken root in the character's community (see below), he attempts to contact others with similar views via the Internet and (depending on his drive and Charisma) either maintains a long-distance affiliation with such groups, relocates to join a selected group, or starts his own group seeking to convert others to his cause.

Characters at this level of hate may take the Henchmen, Dark Magnetism, Ideologue, Information Network, or Inspired Leadership feats any time they are eligible for a bonus feat (these feats are added to any list of bonus feats from which the character is normally allowed to choose). Note that the character must still meet any prerequisites to take one of these feats.

A character may make a new Will save once per week to shake off hatred (reducing this condition back to animosity).

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However, this condition gains momentum as it lingers, and each failed save imposes a cumulative –1 penalty on further saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off hatred suffers a –2 penalty to his next Will save to recover.

Hatred may be reduced to animosity, or removed altogether, through the successful application of the Knowledge (theology and philosophy) skill (DC 15 and 25 respectively; a –4 penalty is applied to the skill check if the character does not have the Exorcism feat).

This condition may also be reduced to animosity with a Knowledge (behavioral sciences) skill check (DC 15; a –4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). Further applications of Knowledge (behavioral sciences) beyond the first have no further effect, however; modern psychotherapeutic techniques are incapable of removing this condition outright.

GENOCIDAL MANIA

After four weeks, hatred worsens to *genocidal mania*. At this stage, the afflicted character seeks to kill members of the hated group or allegiance at every opportunity, and is willing to take extreme risks to see them harmed or even eradicated. The character relocates to join like-minded individuals if this condition has not already taken root in his area, or (given sufficient drive and resources) he seeks to found such a group where he is.

If the GM has access to *Blood and Guts: War on Terror*, he may give NPCs suffering from this stage of hate levels in the Terrorist or Demagogue advanced classes presented in that book.

A character at this stage of hatred is beyond mundane help. Only the Absolution Sacred Ritual can help a character suffering from genocidal mania. Modern psychotherapy is of little help to those suffering from this condition. Psychotropic drugs may allow a character suffering from this condition to return to a semblance of normality, but any lapse in medication immediately returns a character to this condition. Incarceration is also of dubious value, since characters suffering from this stage of hate find fertile ground for their views in the racially divided gang societies of most modern prisons. If incarcerated, a character with this level of hate will invariably end up in solitary confinement to protect other inmates from his violent tendencies.

THE VIRAL NATURE OF HATE

One of the most insidious things about this spiritual affliction is its tendency to spread like a fire, constantly growing larger and more intense. If this condition (in any form) lingers in a victim for more than 4 weeks, it begins to spread to his associates, who must make weekly unmodified Will saves (DC 10 plus the Charisma modifier of the afflicted character) or fall victim to irritability aimed at the same group of the original afflicted character.

LUST

Lust is an unnatural desire for sexual pleasure. Because it is an immoderate desire for a bodily pleasure, it is closely associated with gluttony. Since this affliction often leads a character to covet partners already committed to another, it is also associated with envy. Last but not least, this condition also lends itself to vanity, since a character in constant pursuit of gratification also tends to place inordinate emphasis on surface “beauty” both in himself and others. According to the First Prophecy of Fatima, those condemned to Hell for lust are smothered in painful, disfiguring kisses of flame, after which they are healed so the process can begin anew.

Use the other afflictions presented in this chapter as guidelines for how this affliction takes root. Because the type, nature, and amount of “adult content” varies widely from game to game, GMs and players should work together to make sure that this affliction, if used in a game, is handled in a way with which everyone is comfortable.

In its more serious stages, this affliction leads to such unpleasantness as aberrant sexual behavior (including loathsome practices like pedophilia and bestiality) and sexually transmitted diseases. Again, the way this is handled will vary from game to game, but a sense of tasteful discretion (both from players and GMs) is probably best suited to depictions of this affliction.

As noted above, advanced forms of this affliction also lead to other afflictions such as envy and vanity (in fact, inflicting these on a character with an advanced form of lust might be the most tactful way to handle it for PG-13 games).

A Knowledge (theology and philosophy) skill check (DC 15; a –4 penalty is applied to the skill check if the character does not have the Exorcism feat) can remove the lust condition from a character.

Sexual addictions and aberrant sexual behavior can be treated through modern scientific methods; thus the lust affliction can also be treated by application of the Knowledge (behavioral sciences) skill (DC 15; a –4 penalty is applied if the character does not have the Psychotherapy feat).

MALAISE

In the modern world, this affliction is often diagnosed as depression. The character is tired, dispirited, and disinterested in the things that once brought him joy.

A character suffering from malaise is *fatigued* (–2 penalty to effective Strength and Dexterity). Rest cannot cure this condition—in fact, it usually serves to make it worse. If the character performs an action that causes fatigue, the character becomes exhausted until he rests for 8 hours.

The character may make a Will save once per week to shake off malaise. However, malaise gains momentum as it lingers, and each failed weekly save imposes a cumulative –1 penalty on the next save. Thus, a character that has failed two Will saves to shake off malaise will suffer a –2 penalty to his next Will save to recover. Characters suffering from

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doubt also suffer an additional –2 penalty to saves to recover from malaise.

ADVANCED STAGES OF MALAISE

If malaise lingers for more than four weeks, it worsens into the *sloth* condition. A character suffering from this affliction has no time for work and will frequently be found engaged in meaningless activities such as watching television or playing video or role-playing games for hours on end.

A character suffering from sloth must make a Will save (DC 15) to do *anything* that sounds hard (like adventuring). In addition to suffering from malaise, a character suffering from sloth also suffers a –4 initiative penalty when called upon to react suddenly (he'll get around to it, OK?).

If sloth lingers for more than four weeks, it can turn into despair. After the character has failed four consecutive Will saves against sloth, he must also save each week (DC 20) or gain the despair affliction.

A Knowledge (theology and philosophy) skill check (DC 20; a –4 penalty is applied to the skill check if the character does not have the Exorcism feat) can remove the malaise condition from a character.

Malaise can also be treated by application of the Knowledge (behavioral sciences) skill (DC 20; a –4 penalty is applied to the skill check if the character does not have the Psychotherapy feat).

VANITY

Vanity is a useful tool for servants of the Dark Powers because it isolates individuals from one another, causing each to focus on himself and to willingly ignore the impact of the Blood War on those around him. Vanity also serves the Dark Powers because it is often easier to seduce the truly noble through vanity than through other methods. Luring the righteous into becoming *self*-righteous is often easier than inflicting doubt or fear. According to the First Prophecy of Fatima, those condemned to Hell for vanity are broken on the rack, left crippled and disfigured, unable to stand up straight and proud. After a time they are healed, so that the process may begin anew.

One of the things that makes vanity more difficult to resist is the lure of fame. Characters attempting to resist or recover from vanity suffer a penalty to their Will save equal to their Reputation modifier.

SELF-ABSORPTION

Vanity first manifests as arrogant self-absorption. Characters suffering from self-absorption suffer a –2 penalty to all Charisma-based skill checks.

A character may make a new Will save once per week to shake off self-absorption. However, this condition gains momentum as it lingers, and each failed save imposes a cumulative –1 penalty on further saving throws to shake off this condition. Thus, a character that has failed two Will saves to shake off self-absorption suffers a –2 penalty to his next Will save to recover.

This condition may be removed with a Knowledge

(theology and philosophy) or Knowledge (behavioral sciences) skill check (DC 15; a –4 penalty is applied to the skill check if the character does not have the Exorcism or Psychotherapy feat, respectively).

NARCISSISM

If self-absorption is allowed to linger for more than four weeks, it turns into *narcissism*. A character suffering from narcissism is so self-involved that he suffers a penalty to all attack and initiative checks equal to 1 + his Reputation modifier. Once narcissism takes hold of a character, the outward effects of vanity will *seem* to those who do not closely watch the character's behavior to actually diminish; a narcissistic character loses his self-absorption penalty and gains a bonus to all Bluff, Diplomacy, and Gather Information skill checks equal to his Reputation. The character is smooth and glib on the surface, and many will fall for his shows of "concern" and "attention."

If narcissism is allowed to linger, it festers, leading first to envy (as the character attempts to compete with all those who are perceived as better or more beautiful), then to malaise and inevitably to despair.

The character may make a new Will save once per week to shake off narcissism. However, narcissism gains momentum as it lingers and each failed weekly save imposes a cumulative –1 penalty on the next save. Thus, a character that has failed two Will saves to shake off narcissism will suffer a –2 penalty to his next Will save to recover.

A Knowledge (theology and philosophy) skill check (DC 15; a –4 penalty is applied to the skill check if the character does not have the Exorcism feat) can remove the vanity condition from a character.

Vanity can also be treated by application of the Knowledge (behavioral sciences) skill (DC 15; a –4 penalty is applied to the skill check if the character does not have the Psychotherapy feat). A successful use of this skill on a narcissistic character moves the condition back to self-absorption; a second skill check is required to completely cure the character.



POSSESSION

Possession has been accepted as a reality by the faithful from ancient times up to the present day. The Babylonian Talmud, for example, contains a formula for exorcism, and the powers of the exorcist were conferred on King Solomon directly by God. There are many tales in the New Testament of Christ curing the possessed—he even expressly passed this power to his disciples, and promised it to believers in general. In the Middle Ages, Pope Innocent VIII conferred this power on every priest in the Catholic Church, and some priests still hold the title of exorcist in the present-day Catholic Church. Indeed, the call to renounce the devil's works as a prelude to baptism and communion in the Catholic Church is part of what is known as "baptismal exorcism"—the removal of any evil spirit

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that may be troubling the individual, ritually cleansing and freeing him from any outside influence so that his sins may be expunged.

THE STAGES OF POSSESSION

Possession is a disease like any other. For those who know what to look for, the symptoms are unmistakable. In its earliest stage, *obsession*, possession is mistaken for a more common mental illness or spiritual affliction. However, as the influence of the fiend grows and progresses to *manifestation*, the signs become clearer. If left unchecked, the fiend eventually gains bodily control over the victim, and the final stage, *possession*, takes hold.

RANGE OF POSSESSION

Possession attempts normally have a range of 10' for each HD of the creature making the attack. However, if the creature has a piece of his target—such as hair, a fingernail or a piece of skin—then a possession attempt may be made at any range.

OBSESSION

This earliest stage involves a general torment of the spirit, during which a fiend tempts and leads the target spirit toward sin. If successful, this attack weakens the spirit and makes the body a better “home” for the fiend. If the individual under assault has the Faith’s Protection feat, this stage of possession always firsts manifest itself as the doubt affliction, since Faith’s Protection protects from manifestation and possession. With other victims, malaise and hate are preferred, as these tend to isolate the victim and make it less likely that he will receive help in time.

Obsession is resisted by a Will save, with the DC determined as follows:

Fiend knows victim’s name: DC 10

Fiend has seen victim, or conversed with him personally: DC 15

Fiend has something personal belonging to the victim, such as a piece of clothing: DC 20

Fiend has a piece of the victim, such as hair or fingernails: DC 25

MANIFESTATION

Once a character has failed a save against obsession, the fiend has a foothold inside his body—a small one to be sure, but through that small opening the fiend will seek to grow inside the character’s body until at last it can begin to manifest itself.

A character suffering from obsession must make a Will save every week (DC equal to the original save DC to resist obsession). Note that characters “merely” suffering from a normal spiritual affliction suffer no chance of manifestation; it is only when that affliction is imposed on a character with the express purpose of leading to possession that this save need be made. If a character fails this save, his condition

begins to deteriorate, as shown on the table below. A character’s initial Possession Clock value is equal to the Charisma modifier of the possessing fiend or 1, whichever is higher. Each day thereafter, the victim adds one to his Possession Clock until its value reaches 19. At that point, the character acquires the Fiendish Vessel template, and is treated as an NPC (the fiend controls every action of the character).

All of the effects listed on the possession table are cumulative. Thus, a character with a Possession Clock value of 8 would be frothing at the mouth, blind, deaf, and dumb. Although many of these symptoms are attempts by the victim’s body to deny control to his possessor, they often play into the fiend’s hands, cutting the character off from the outside world and leaving him isolated with only the voice of the beast within.

Possession Clock	Condition
1-2	Mute
3-4	Deaf
5-6	Blind
7-8	Frothing at the mouth
9-10	Projectile vomiting
11-12	Seizures
13-14	Contortions
15-16	Poltergeist
17-18	Direct manifestation
19-20	Fiendish Vessel

MUTE

A mute character cannot speak and suffers a –4 penalty to all Charisma-based skill checks.

DEAF

The character cannot hear and suffers a –4 penalty on initiative checks. The character cannot make Listen checks.

BLIND

The character cannot see at all, and thus everything has total concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with an additional –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character cannot make Spot checks or perform any other activity that requires vision (such as reading).

FROTHING

From this point on, the fiend can see and hear everything that happens in the victim’s presence, even though the victim himself is blind and deaf. The character occasionally froths at the mouth like a rabid animal, thrashing around wildly and speaking in tongues. Anyone witnessing this display must make a Will saving throw (DC 10) or be shaken for 1-6 rounds, suffering a –2 penalty on all skill checks made while shaken (including Exorcism checks).

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PROJECTILE VOMITING

The character goes into occasional fits of vomiting as if he had recently eaten an enormous amount of food, regardless of when the character's last meal was. Anyone witnessing this display must make a Will saving throw (DC 15) or be shaken for 1-8 rounds, suffering a -2 penalty on all skill checks made while shaken (including Exorcism checks).

SEIZURES

The character goes into violent fits similar to those caused by epilepsy. Every hour, the character must make a Will save (DC 10 + ½ his Possession Clock value, rounded down) or suffer a fit lasting 1-10 rounds. While in the throes of a fit, the character suffers 1-2 points of nonlethal damage per round unless restrained (by being held down, having something placed under the tongue, and so forth). Anyone witnessing this display must make a Will saving throw (DC 18) or be shaken for 1-10 rounds, suffering a -2 penalty on all skill checks made while shaken (including Exorcism checks).

CONTORTIONS

At this stage, the fiend begins to literally torture the body of its victim, causing it to move, bend, and contort in unnatural, even impossible ways. Instances of a victim's head rotating completely around the neck are not unknown. Anyone witnessing this display must make a Will saving throw (DC 20) or be panicked for 1-8 minutes.

POLTERGEIST

At this stage, the fiend is able to manifest a "telekinetic tantrum" through the possessed. Anyone in the room when this manifestation occurs suffers an attack with a BAB equal to the Charisma modifier of the possessing fiend. Damage is 1d6 plus the Charisma modifier of the fiend. This ability may be performed a number of times per day equal to the fiend's Charisma modifier or 1, whichever is higher. This telekinetic attack is mostly likely to be used on any potential exorcists; flying debris has killed more than one hapless exorcist. Anyone witnessing this display must make a Will saving throw (DC 20) or be panicked for 1-8 minutes.

DIRECT MANIFESTATION

Direct manifestation is similar to poltergeist (described above), except that it allows the possessing fiend limited conscious control of its victim. A number of rounds per day equal to the fiend's Charisma modifier, the fiend may exert direct control over the victim. During these periods of direct control, the fiend can use any ritual or spell-like ability at its disposal through the victim. Each such manifestation inflicts damage equal to 1d6 plus the fiend's Charisma modifier on the victim, so repeated use of this ability may kill the victim, denying the fiend its prize. For the exorcist, both the manifestation and its withering effect on the victim are matters of great concern, as a victory over a fiend by the death of the victim is a hollow one indeed.

FIENDISH VESSEL

At this point, the fiend has complete control over the victim's actions, and may act freely. If the fiend believes it can get away with deception, it will often feign a "recovery" to convince exorcists or other observers that the victim has been freed of malign influence. If such a ruse seems unlikely to be successful, the fiend attempts to depart with its new host and will attack if restrained. At this stage, the Fiendish Vessel template is applied to the victim.

PERFORMING AN EXORCISM

Successfully performing an Exorcism requires a Knowledge (theology and philosophy) skill check. This check suffers a -4 penalty if the character does not have the Exorcism feat. The DC of this check depends on the seriousness of the victim's condition. If the condition is recognized early on, the ritual is relatively easy to perform. In the later stages, this ritual is both more difficult and more dangerous, as the fiend uses any means at its disposal to destroy the exorcist.

THE EXORCIST'S TOOLS

An Exorcist needs a Bible (devoted to any Higher Power), a Holy Symbol, and Holy Water. If an exorcist does not have all of these tools, he suffers a -4 penalty to his Knowledge (theology and philosophy) check.

EXORCISING OBSESSION

At this stage, the Knowledge (theology and philosophy) DC is 10 and requires one hour to perform. Any personal material possessed by the fiend tying it to the victim (such as hair or fingernails) is destroyed by the power of the ritual, seriously hampering the fiend's ability to possess the same target again.

EXORCISING MANIFESTATION

Once a character has reached this stage of possession, exorcism becomes much more difficult. The DC for a skill check made to exorcise a manifestation is equal to 10 plus the victim's Possession Clock value. Thus, a character under assault by a fiend with an 18 Charisma (initial Possession Clock value of 4), who has been under the fiend's influence for 6 days (current Possession Clock value of 10), would require a Knowledge (theology and philosophy) check of 20 to free. An exorcism at this stage takes one hour per DC to perform. Thus, an exorcism ritual for the victim in the previous example would take 20 hours to perform. Any personal material possessed by the fiend tying it to the victim (such as hair or fingernails) is destroyed by the power of the ritual, seriously hampering the fiend's ability to possess the same target again.

EXORCISING POSSESSION

Once a character reaches the Fiendish Vessel stage on the Possession table, the Exorcism DC becomes 30, and increases by 1 every day thereafter. At some point (GM's discretion), the bond between host and master becomes

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effectively permanent, after which the only way to free the tormented victim is to kill him. Also, exorcism at this point become dangerous in the extreme, as the fiend will lash out at any exorcist with all of its power.

However, if exorcism is successfully executed at this point, both fiend and victim must succeed at a Fortitude save (DC 20) or perish. Any personal material possessed by the fiend tying it to the victim (such as hair or fingernails) is destroyed by the power of the ritual, seriously hampering the fiend's ability to possess the same target again.

CHAPTER 3: SECRET SOCIETIES

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This chapter details the cults and secret societies that characters may join or fight against in the course of a *Blood and Relics* campaign. First is a definition of the words “cult” and “secret society” as *Blood and Relics* uses them, then a description of the steps required to learn of and then join a cult or secret society. Lastly, this section details a number of ready-to-use organizations.

CULTS AND SECRET SOCIETIES DEFINED

A quick trip to www.religioustolerance.org (type the word “cult” into the site’s search engine) will give you a brief idea about how difficult it is to define the word “cult” in the modern world. In ancient times, the word referred to religions in general. Today, however, depending on the context in which it is used, the word has a very specific (and very loaded) meaning. Depending on who you talk to, the word could apply to anything from small occult organizations to all non-Judeo-Christian religions (which would place a very high percentage of the world’s population in the thrall of a “cult”). The most common definition of the word in the modern vernacular seems to be “any religion I haven’t heard of that strikes me as dangerous or as a scam.” Obviously, this is a very subjective definition.

For the purposes of *Blood and Relics*, any secret organization devoted to a Dark Power is a cult. Any secret organization devoted to a Higher Power or a neutral power is a secret society. Despite their radically different allegiances, cults and secret societies share many organizational characteristics, and are referred to interchangeably throughout this chapter.

LEARNING OF A SECRET SOCIETY

Just learning of the existence of a cult or secret society requires a Knowledge (arcane lore) skill check (DC of 20). Learning about specific historic events with which that society has been associated requires a fair amount of research—Knowledge (history) or Research skill checks for commonly accepted knowledge, and Knowledge (arcane lore) skill checks for secret knowledge (see “A Secret History of the World” for more information).

JOINING A SECRET SOCIETY

Each organization has minimum standards for admission, and most are careful not to divulge too much sensitive information to new inductees. The lowest level of membership is known as *affiliate membership*. Affiliate members are given basic information about the secret society’s goals and immediate plans, but are not entrusted with sensitive information or allowed to requisition equipment from the organization. In a sense, affiliate members are undergoing a probationary period during which they are carefully monitored by observers to ensure that they

are compatible with the organization’s particular needs and goals.

SECRET SOCIETY BENEFITS

Every time an affiliate member gains a level, she may make an *indoctrination check* (DC 10) to be admitted as a full member of the secret society. An indoctrination check is a level check (d20 + character level).

Success grants her membership and the ability to requisition equipment from the secret society. Every level thereafter she may make another indoctrination check (the DC increases with each success; see the table below) to advance higher in the organization. Increased rank brings with it increased requisition bonuses as well as access to the organization’s deeper mysteries—the hidden knowledge that secret societies hoard for their own benefit (or for mankind’s protection). These pieces of hidden knowledge are called Secret Mysteries, and as characters rise in rank, they gain access to more and more of them. The exact benefits of each Secret Mystery are detailed in the descriptions of individual organizations.

Rank	Indoctrination DC	Benefit
1	10	Requisition Privilege
2	14	Secret Mystery 1
3	16	+2 Requisition
4	18	Secret Mystery 2
5	20	+4 Requisition
6	22	Secret Mystery 3; Prestige class
7	24	+6 Requisition
8	26	Secret Mystery 4
9	28	+8 Requisition
10	30	Secret Mystery 5



FRATER TORQUENTIADA

I know thy works, and thy labor, and thy patience, and how thou canst not bear them which are evil: and thou hast tried them which say they are apostles, and are not, and hast found them liars

--Revelation 2:2

HISTORY

In 1483, Spain was being overrun by fiends led by the Caeder Celestan, despite the empowerment of an Inquisition and the combined efforts of the entire Spanish clergy to combat the problem.

It was at this time that Tomas de Torquemada, Queen Isabella’s confessor and personal confidante, was promoted to the rank of Grand Inquisitor. He put the Caeder infestation down with a cruelty unmatched even in the bloody annals of the Inquisition. Torture and coercion were used on a daily basis to root out and destroy the forces of evil, and many innocents fell to the Spanish Inquisition’s wrath. In the end, the fiends were defeated and Spain was saved.

CHAPTER 3: SECRET SOCIETIES

Many today believe that this brutal but efficient method is the only way to combat the fiends hiding among the innocent. Dissatisfied with the codes of conduct enforced upon the Doctrine, one group split away (and was promptly excommunicated from the Catholic Church), vowing to use the tactics of Torquemada and the Inquisition to fight evil by any means available.

These schismatics call themselves the Frater Torquemada, the Brothers of Torquemada.

FRATER TORQUEMADA TODAY

Membership: Estimated between 20-50.

Current Headquarters: Valladolid, Spain.

Symbol: Crucifix.

Modern History: The Frater are considered a rogue organization and have few friends. The Knights Templar, themselves once the innocent victims of the Inquisition's zeal, will have nothing to do with this organization, and the Doctrine have been ordered to hunt down and exterminate them.

With the Caeder hunting them as well, it is a wonder this secret society survives. Yet the Frater has many secret friends in both the Knights Templar and the Doctrine who see their tactics as necessary, if not desirable. It is believed that some members of this organization still secretly pretend to serve the Doctrine, warning their more scrupulous brothers when the organization is about to strike.

The Frater Torquemada does maintain good relations with some other Catholic splinter secret societies, most notably the Seers of Fatima.

Affiliate Membership Requirements: Allegiance: Higher Power, Allegiance: Frater Torquemada, Allegiance: Catholic Church, Conviction (Higher Power), Knowledge (theology and philosophy) 5 ranks.

Recruitment Methods: By invitation only (dealing with fiends and cultists in an extraordinarily cruel fashion seems to be the best way to be invited to join this secret society).

BENEFITS OF MEMBERSHIP

Secret Mystery 1: +2 melee damage bonus vs. fiends.

Secret Mystery 2: +2 to saving throws against spiritual afflictions.

Secret Mystery 3: *Recant:* Members of the Frater

Torquemada inducted into this Secret Mystery are taught the lost Sacred Ritual of Contrition, which allows those with allegiances to sin or to the Dark Powers a chance to change their ways. This ritual requires a Knowledge (theology and philosophy) skill check (DC 15) to perform successfully. If the skill check succeeds, the target of this ritual may voluntarily change his allegiances. (Allegiances may normally only be changed upon gaining a new level.)

Secret Mystery 4: +1 melee damage bonus vs. fiends (cumulative with Secret Mystery 1 for a total damage bonus of +3).

Secret Mystery 5: Frightful Presence is acquired as a free feat. The character's hatred of fiends is so well known that even Servitor Fiends can be affected by this feat.

INQUISITOR

Inquisitors are the most extreme of extremists. They believe that the evils stalking mankind are so deadly that they must be dealt with by any means necessary. Even the harming of innocents is justified in this struggle, since the ultimate goal is the safety of the entire world. Many Inquisitors feel righteously justified in their endeavor, but a few believe they have damned themselves for the betterment of mankind.

REQUIREMENTS

To qualify to become an Inquisitor, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skills: Knowledge (theology and philosophy) 10 ranks, Sense Motive 10 ranks.

Feats: Conviction (Higher Power), Faith's Protection.

Secret Mysteries: Frater Torquemada Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Inquisitor advanced class.

Hit Die: 1d8

Action Points: 7 plus one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Inquisitor's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information

TABLE 3-1: THE INQUISITOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Detect Allegiances	+1	+0
2nd	+1	+2	+0	+3	Inflict Wounds 2d8	+1	+0
3rd	+2	+2	+1	+3	Bonus feat	+2	+1
4th	+3	+2	+1	+4	Detect Lies	+2	+1
5th	+3	+3	+1	+4	Inflict Wounds 3d8; Torturer's Art	+3	+1
6th	+4	+3	+2	+5	Bonus feat	+3	+2
7th	+5	+4	+2	+5	Forced Confession	+4	+2
8th	+6	+4	+2	+6	Forced Contrition	+4	+2
9th	+6	+4	+3	+6	Bonus feat	+5	+3
10th	+7	+5	+3	+7	Inflict Wounds 4d8	+5	+3

CHAPTER 3: SECRET SOCIETIES

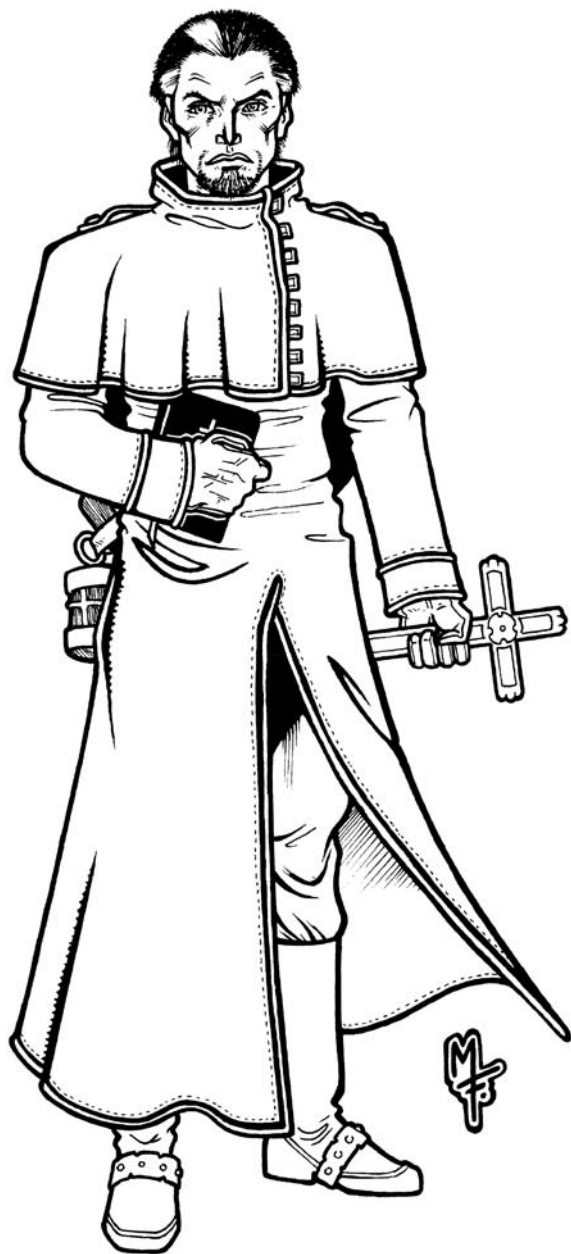
(Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, behavioral sciences, civics, history, theology and philosophy) (Int), Research (Int), Search (Int) and Sense Motive (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following are features of the Inquisitor advanced class.

Detect Allegiances: The Inquisitor has the supernatural power to detect the allegiances of those he studies, provided he is within 60 feet of the subject. This ability may be used on one subject each round. The first time a subject is studied, the Inquisitor gains knowledge of the subject's first and most important allegiance. The second time (requiring an additional round), the Inquisitor learns the subject's second allegiance; a third round of study reveals all of the subject's allegiances.



Inflict Wounds: The Inquisitor may inflict the listed amount of damage, plus damage equal to his Inquisitor level, on a successful touch attack. This ability requires the Inquisitor to spend an action point.

Bonus Feats: At 3rd, 6th and 9th level, the Inquisitor gains a bonus feat from the following list: Alertness, Antithesis, Armor Proficiency (light), Attentive, Brainwashing, Combat Expertise, Conviction (Asceticism), Deceptive, Educated, Enemy, Focused, Friends in High Places, Henchmen, Ideologue, Information Network, Inspired Leadership, Investment, Low Profile, Studious, Teamwork, and Trustworthy. The Inquisitor must meet the prerequisites for any feat chosen through this ability.

Detect Lies: At this level, the Inquisitor gains the supernatural ability to detect when someone knowingly lies to him. This ability does not work on a subject who believes he is telling the truth, nor does it function on those incapable of making such a distinction (such as small children or pathological liars).

Torturer's Art: When the Inquisitor inflicts damage on a helpless target, he may use this ability to adjust any damage that would reduce a target to negative hit points to instead reduce that target to 0 hit points.

Forced Confession: If the target of this ability fails a Will saving throw (DC 10 plus the Inquisitor's Charisma modifier), he must answer the Inquisitor's last question truthfully to the best of his knowledge and ability.

If the Inquisitor uses this ability on a subject with exactly 0 hit points, the saving throw DC is 20 plus the Inquisitor's Charisma modifier.

Forced Contrition: If the target of this ability fails a Will saving throw (DC 10 plus the Inquisitor's Charisma modifier), he must change one of his allegiances, starting with the least important allegiance not already changed in this manner. Successive applications of this class ability may change all of a target's allegiances, possibly denying him access to certain feats or class abilities based on those allegiances.

Like the Recant ability (Frater Torquemada Secret Mystery 3), this ability allows the instantaneous changing of allegiances (allegiances can normally only be changed when a subject gains a level, unless an allegiance is revoked by the GM). When the target of this ability gains a new level, he may at that time attempt to regain lost allegiances or to give up allegiances gained via Forced Contrition. Doing so requires a successful saving throw equal to that which caused him to recant.

If the Inquisitor uses this ability on a subject with exactly 0 hit points, the saving throw DC is 20 plus the Inquisitor's Charisma modifier.

TYPICAL FRATER TORQUEMADA

Frater Torquemada Initiate (Dedicated Hero 3) CR 3; Medium-size Humanoid; HD 3d6+3; HP 14; Mas 13; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 12 (-1 Dex, +2 class); BAB +2; Grap +3; Atk +3 melee (1d8+1, longsword),

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or +5 melee (1d8+3 longsword vs. Dark Power); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Higher Power, Frater Torquemada, Catholic Church; SV Fort +3, Ref +0, Will +4; AP 1; Rep +1; Str 12, Dex 8, Con 13, Int 10, Wis 15, Cha 14.

Occupation: Academic (Decipher Script, Knowledge [theology and philosophy], Research).

Skills: Knowledge (arcane lore) +6, Knowledge (history) +6, Knowledge (theology and philosophy) +9, Sense Motive +8, Treat Injury +8.

Feats: Archaic Weapons Proficiency, Conviction (Higher Power), Enemy (Dark Power), Faith's Protection.

Talents (Dedicated Hero): Empathy, Skill Emphasis.

Possessions: Wealth +8; Longsword; Crucifix.

Frater Torquemada Member (Dedicated Hero 3/Believer

4) CR 7; Medium-size Humanoid; HD 3d6+3 plus 4d6+4; HP 32; Mas 13; Init -1; Spd 30 ft; Defense 16, touch 12, flatfooted 16 (-1 Dex, +3 class, +4 Equipment); BAB +4; Grap +5; Atk +5 melee (1d8+1, Longsword), or +7 melee (1d8+3/+5 longsword vs. Dark Power/Fiends); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 damage vs. fiends), Secret Mystery 2 (+2 saves vs. spiritual afflictions), Secret Mystery 3 (Recant); AL Higher Power, Frater Torquemada, Catholic Church; SV Fort +5, Ref +1, Will +9; AP 3; Rep +2; Str 12, Dex 8, Con 13, Int 10, Wis 16, Cha 14.

Occupation: Academic (Decipher Script, Knowledge [theology and philosophy], Research).

Skills: Diplomacy +12, Knowledge (arcane lore) +6, Knowledge (history) +6, Knowledge (theology and philosophy) +13, Research +6, Sense Motive +13, Treat Injury +13.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Conviction (Higher Power), Enemy, Faith's Protection, Sacred Ritual.

Talents (Dedicated Hero): Empathy, Skill Emphasis.

Talents (Believer): Turn Undead, Lay On Hands 1d8, Speak in Tongues, Lay On Hands (Blindness and Disease).

Possessions: Wealth +10; Longsword; Crucifix; Undercover Vest.

Frater Torquemada Leader (Dedicated Hero 3/Believer

4/Inquisitor 3) CR 10; Medium-size Humanoid; HD 3d6+6 plus 4d6+8 plus 3d8+6; HP 59; Mas 14; Init -1; Spd 30 ft; Defense 18, touch 14, flatfooted 18 (-1 Dex, +5 class, +4 Equipment); BAB +6; Grap +7; Atk +7 melee (1d8+1, longsword), or +9 melee (1d8+3/+6 longsword vs. Dark Power/Fiends); Full Atk +7/+2 melee (1d8+1, longsword), or +9/+4 melee (1d8+3/+6 longsword vs. Dark Power/fiends); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 damage vs. fiends), Secret Mystery 2 (+2 saves vs. spiritual afflictions), Secret Mystery 3 (Recant), Secret Mystery 4 (+1 damage vs. fiends); AL Higher Power, Frater Torquemada, Catholic Church; SV Fort +8, Ref +2, Will +12; AP 5; Rep +3; Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 14.

Occupation: Academic (Decipher Script, Knowledge [theology and philosophy], Research).

Skills: Bluff +7, Diplomacy +15, Intimidate +10,

Knowledge (arcane lore) +6, Knowledge (history) +6, Knowledge (theology and philosophy) +13, Prophecy +10, Research +6, Sense Motive +13, Treat Injury +13.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Conviction (Higher Power), Enemy, Faith's Protection, Henchmen, Sacred Ritual.

Talents (Dedicated Hero): Empathy, Skill Emphasis.

Talents (Believer): Turn Undead, Second Sight, Lay On Hands 1d8, Speak in Tongues, Lay On Hands (Blindness and Disease).

Talents (Inquisitor): Detect Allegiances, Inflict Wounds 2d8.

Possessions: Wealth +12; Longsword; Crucifix; Undercover Vest.



THE DOCTRINE

HOLY OFFICE OF THE CONGREGATION
OF THE DOCTRINE OF FAITH

ORIGIN: TOOL FOR THE WICKED

The Holy Office traces its origins back to 1230, when Pope Gregory IX forever invested it with the power to fight heresy. It was called the Inquisition. The Dark Lord however, quickly perverted this order—founded with the best of intentions—for his own foul purposes, and in 1252, the practice of torture to elicit confessions was approved. Hatemongers, summoned and controlled by Marcus Adrastus, now had the perfect vehicle with which to hunt down their enemies.

In addition to perpetrating such horrors as forced conversions under torture, the Inquisition was also the enemy of knowledge; it quickly established an index of banned books, including works by every Protestant scientist. Many great scientists of the seventeenth century were subjected to intimidation, torture, and execution at the hands of the Inquisition. Galileo Galilei, inventor of the telescope and one of the greatest scientists to ever live, had to recant many of his ideas to avoid being burnt at the stake.

1978: THE TWENTY-FIVE DAYS WAR

In 1978, the newly elected Pope John Paul I received a vision: fiends walked the halls of the Vatican posing as priests and cardinals, and the Dead Sea Scrolls, reliquaries of the ancient power and knowledge of the Qumran Essenes, were being smuggled out of Qumran and destroyed by fiendish agents working at the dig site.

Some believe that John Paul I was a Sang Real—certainly, he was able to see fiends as clear as day. This blessing would prove to be his undoing, as the Holy Father was forced into the front line of every battle, directing his priests while the fiends unleashed all their anger and frustration at him.

In the end, the battle was won, but at a cost: the Caeder no longer roamed the Vatican halls and the taint of evil was

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removed from the Doctrine... and John Paul I lay dying in the arms of his best friend and eventual successor, the first non-Italian Pope elected in centuries. It was felt a true break was needed from the past.

THE DOCTRINE TODAY

Membership: 120.

Current Headquarters: A small non-descript office in Vatican City.

Symbol: A sword with a crucifix handle.

Modern History: The Doctrine is disliked by Catholics who know of it (a very small number, to be sure). Priests recruited for the Doctrine tend to be young mavericks, with little regard for the dangers they must face, and even less regard for the tradition and dogma of the Church.

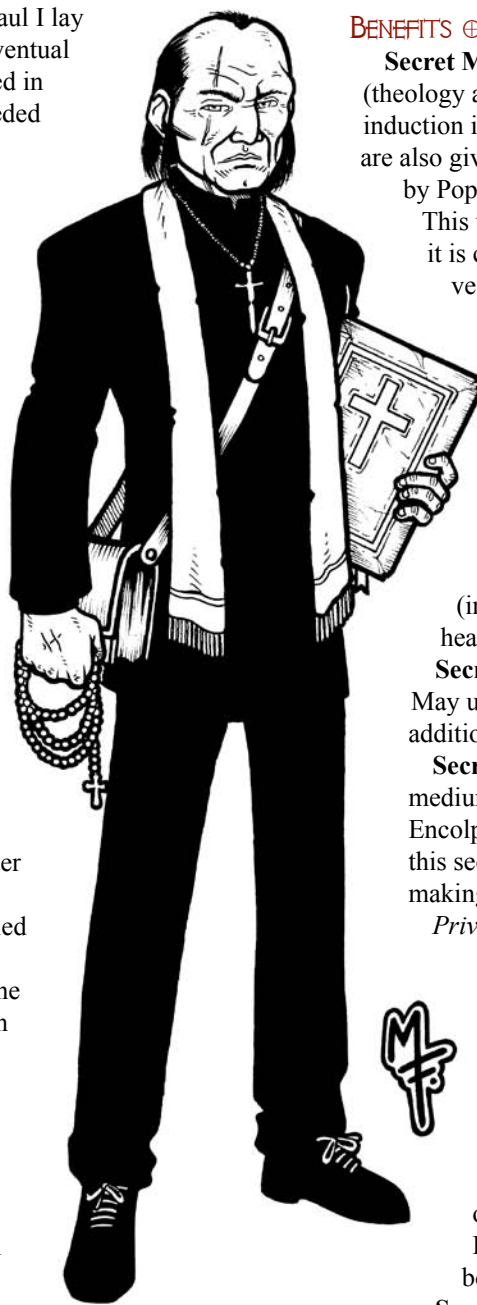
The Doctrine has also assumed responsibility for the protection of the Pope. This act was harshly criticized as a way for the group to grab power and influence from the Holy Father. These criticisms lessened after the 1981 attempt on the Pope's life, when nearly two dozen members of the order died in the Holy Father's defense.

The Knights Templar regard the Doctrine with a great deal of suspicion, having seen how easily the Inquisition was turned to the service of the Dark Lord. Although the two organizations share an almost identical mission, and many of the same methods of achieving that mission, their leaders have forbidden them to work together. In the field, however, individual agents often form alliances unknown to their superiors.

The Doctrine also shares a problem with the Knights Templar. Great men, men fervently committed to the battle against darkness, lead both organizations. Unfortunately, these great men are both aged and ill, nearing death. The future of both organizations seems increasingly uncertain.

Affiliate Membership Requirements: Allegiance: Higher Power, Allegiance: Catholic Church, Allegiance: The Doctrine, Conviction (Higher Power), Investment, Knowledge (theology and philosophy) 5 ranks.

Recruitment Methods: Inductees to the Doctrine are always Catholic priests who are carefully screened, analyzed, and profiled. Potential inductees are subjected to numerous physical and psychological trials; only those actually chosen for the organization are told of its existence.



BENEFITS OF MEMBERSHIP

Secret Mystery 1: +2 bonus on all Knowledge (theology and philosophy) skill checks. Upon induction into this order, members of the Doctrine are also given a silver short sword consecrated by Pope John Paul II (a 10th level Believer).

This weapon's handle is a stylized crucifix; it is carried under the member's priestly vestments. This weapon is often used to identify fellow Doctrine members (and can be recognized even by outsiders with a Knowledge [arcane lore] skill check [DC 15]).

Secret Mystery 2: Healing Touch: All healing die rolls are increased by +1 per die. This bonus applies to Treat Injury skill checks (including Surgery) as well as to magical healing.

Secret Mystery 3: Liturgical Insight: May use the Castigation Sacred Ritual one additional time each day.

Secret Mystery 4: May requisition a medium Encolpion (DC 20) or a major Encolpion (DC 25). Believers inducted into this secret mystery are taught the methods of making these items.

Private Libraries: Members of the Doctrine inducted into this mystery also gain access to some of the rarest religious documents in history, many of which have never been made public. If the member has physical access to these files (requiring a trip to either Canterbury Cathedral, Notre Dame Cathedral, or Vatican City) he may add his Requisition modifier as a circumstance bonus to all Research skill checks.

Secret Mystery 5: May requisition

Branda (DC 25).

Papal Libraries: Members of the Doctrine inducted into the final mystery are given access to the Pope's exclusive library, which among other things contains explosive documents relating directly to the Blood War—including the final prophecy of Fatima (see the Seers of Fatima description for more information on this) and copies of the Dead Sea Scrolls which have not been made public. These books may not be removed, but allow a character with access to these files (requiring a trip to Vatican City) to add his Requisition modifier as a circumstance bonus to all Knowledge (theology and philosophy) and Prophecy skill checks.

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TABLE 3-2: THE EXORCIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Power of Faith +1d6	+0	+0
2nd	+1	+0	+0	+3	Divine Fervor +1	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+1	+0
4th	+2	+1	+1	+4	Power of Faith +2d6; Divine Fervor +2	+1	+0
5th	+2	+1	+1	+4	Lay On Hands +1d8	+2	+1
6th	+3	+2	+2	+5	Bonus feat; Divine Fervor +3	+2	+1
7th	+3	+2	+2	+5	Adjuration of the Faithful	+2	+1
8th	+4	+2	+2	+6	Power of Faith +3d6; Divine Fervor +4	+3	+1
9th	+4	+3	+3	+6	Bonus feat	+3	+2
10th	+5	+3	+3	+7	Lay On Hands +2d8; Divine Fervor +5	+3	+2

EXORCIST

Although all those loyal to a Higher Power may successfully employ exorcism, this power was specifically granted to the followers of the Son of Light and has been honed to a razor's edge by the members of the Doctrine. The forces of darkness have learned to fear the power of these divine messengers, who take great pleasure in dispatching fiends and the undead.

REQUIREMENTS

To qualify to become an Exorcist, a character must fulfill the following criteria.

Feats: Castigation, Conviction (Higher Power), Exorcism, Sacred Ritual.

Skills: Knowledge (theology and philosophy) 10 ranks, Speak (Latin), Read/Write (Latin).

Secret Mysteries: Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Exorcist advanced class.

Hit Die: 1d8

Action Points: 7 plus one-half character level, rounded down, each time the character gains a new level in this class.

Class Skills: The Exorcist's class skills (and the key ability for each) are Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, civics, current events, history, theology and philosophy) (Int), Listen (Wis), Read/Write Language (all), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (all), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following are features of the Exorcist advanced class.

Power of Faith: The Exorcist gains the listed damage bonus when performing the Castigation Sacred Ritual to damage demons and the undead.

Divine Fervor: The Exorcist believes that his Higher Power protects him from the forces of darkness. This bonus is added to all saving throws against Profane Rituals, the magic of cultists, and any saving throw against fiendish

attack (including possession and spiritual afflictions). The Exorcist also adds this bonus to melee damage rolls against cultists, fiends, and the undead.

Bonus Feats: At 3rd, 6th, and 9th level, the Exorcist gains a bonus feat from the following list: Alertness, Archaic Weapon Proficiency, Educated, Faith's Protection, Psychotherapy, Studious, Teamwork, or any Sacred Ritual feat. The Exorcist must meet the prerequisites for any feat chosen through this ability.

Lay On Hands: This ability functions as the Believer ability of the same name. If the Exorcist already has this ability from another class, these effects are cumulative with the ability he already has. The Exorcist's class level (along with any Believer levels he possesses) is also added to the healing effect in the manner described in the Believer class. This ability requires the Exorcist to spend an action point.

Adjuration of the Faithful: Through skilled oratory, the Exorcist is able to instill divine fervor in the faithful. If the Exorcist succeeds at a Diplomacy check (DC 20), all those with the Faith's Protection feat within a radius of 10' / Exorcist level gain the Exorcist's divine fervor bonus for one round per Exorcist level. This ability requires the Exorcist to spend an action point. This ability stacks with the Inspiration abilities available to Charismatic Heroes.

TYPICAL DOCTRINE

Doctrine Initiate (Charismatic Hero 3) CR 3; Medium-size Humanoid; HD 3d6+3; HP 14; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3 unarmed); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Higher Power, Catholic Church, Doctrine; SV Fort +3, Ref +2, Will +2; AP 1; Rep +2; Str 8, Dex 10, Con 12, Int 14, Wis 13, Cha 15.

Occupation: Religious [Knowledge [history], Knowledge [streetwise], Knowledge [theology and philosophy]].

Skills: Bluff +8, Diplomacy +10, Gather Information +10, Intimidate +8, Knowledge (arcane lore) +8, Knowledge (behavioral sciences) +8, Knowledge (history) +8, Knowledge (streetwise) +8, Knowledge (theology and philosophy) +8, Read/Write Language (Latin, Hebrew, Ancient Greek), Speak Language (Latin, Hebrew, Ancient Greek).

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Feats: Conviction (Higher Power), Investment, Sacred Ritual, Trustworthy.

Talents (Charismatic Hero): Coordinate, Inspiration.

Possessions: Wealth +7; Crucifix.

Doctrine Member (Charismatic Hero 3/Dedicated Hero

4) CR 7; Medium-size Humanoid; HD 7d6+7; HP 32; Mas 12; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+0 Dex, +4 class); BAB +4; Grap +3; Atk +5 melee (1d8 consecrated longsword); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 Knowledge [theology and philosophy], Secret Mystery 2 (Healing Touch), Secret Mystery 3 (Liturgical Insight); AL Higher Power, Catholic Church, Doctrine; SV Fort +5, Ref +3, Will +5; AP 3; Rep +4; Str 8, Dex 10, Con 12, Int 14, Wis 14, Cha 16.

Occupation: Religious [Knowledge [history], Knowledge [streetwise], Knowledge [theology and philosophy]].

Skills: Bluff +8, Diplomacy +10, Gather Information +10, Intimidate +8, Knowledge (arcane lore) +12, Knowledge (behavioral sciences) +8, Knowledge (history) +12, Knowledge (streetwise) +12, Knowledge (theology and philosophy) +17, Read/Write Language (Latin, Hebrew, Ancient Greek), Sense Motive +8, Speak Language (Latin, Hebrew, Ancient Greek), Treat Injury +8.

Feats: Archaic Weapons Proficiency, Conviction (Higher Power), Investment, Sacred Ritual, Trustworthy, Weapon Focus (longsword), Castigation.

Talents (Charismatic Hero): Coordinate, Inspiration.

Talents (Dedicated Hero): Skill Emphasis, Faith's Protection.

Possessions: Wealth +7; Crucifix; Consecrated Longsword.

Doctrine Leader (Charismatic Hero 3/Dedicated

Hero 4/Exorcist 3) CR 10; Medium-size Humanoid; HD 7d6+3d8+10; HP 49; Mas 12; Init +0; Spd 30 ft; Defense 15, touch 15, flatfooted 15 (+0 Dex, +5 class); BAB +5; Grap +4; Atk +6 melee (1d8 consecrated longsword); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 Knowledge [theology and philosophy]), Secret Mystery 2 (Healing Touch), Secret Mystery 3 (Liturgical Insight), Secret Mystery 4 (Papal Libraries); AL Higher Power, Catholic Church, Doctrine; SV Fort +6, Ref +4, Will +8; AP 3; Rep +4; Str 8, Dex 10, Con 12, Int 14, Wis 15, Cha 16.

Occupation: Religious [Knowledge [history], Knowledge [streetwise], Knowledge [theology and philosophy]].

Skills: Bluff +8, Diplomacy +13, Gather Information +10, Intimidate +8, Knowledge (arcane lore) +15, Knowledge (behavioral sciences) +8, Knowledge (history) +15, Knowledge (streetwise) +15, Knowledge (theology and philosophy) +20, Read/Write Language (Latin, Hebrew, Ancient Greek), Sense Motive +11, Speak Language (Latin, Hebrew, Ancient Greek), Treat Injury +11.

Feats: Archaic Weapons Proficiency, Conviction (Higher Power), Investment, Sacred Ritual, Trustworthy, Weapon Focus (longsword), Castigation, Prayer, Consecrate Item.

Talents (Charismatic Hero): Coordinate, Inspiration.

Talents (Dedicated Hero): Skill Emphasis, Faith's Protection.

Talents (Exorcist): Power of Faith +1d6, Divine Fervor +1.

Possessions: Wealth +7; Crucifix; Consecrated Longsword; Encolpion.



ISAYERET ΩMEGA

THE BEGINNING OF THE END

In 1995, two comets streaked across the Jerusalem sky, leaving a glowing cross that was visible for hours. Astronomers watching the night sky for decades on behalf of a small unit of the Israeli Army, Isayeret Omega, successfully coordinated a curfew (citing terrorist threats) to ensure that very few of the city's residents saw the astral phenomenon.

Prior to 1995, this special unit had been small, boasting no more than two dozen soldiers devoted to scouring the Middle East for undead and demonic presences. With so many ancient sites of power in the area, including the Pyramids (magical prisons built by ancient cultures to imprison demons and magical creatures), Isayeret Omega was very active in the 60's and 70's. However, after secret, closed-door meetings with the Knesset, Isayeret Omega's commander General Aryeh Eshel petitioned for and received increased funding and manpower.

They needed it.

Less than twelve hours after the "Omega Cross" appeared in the sky, the catacombs beneath Jerusalem erupted with undead. For the last eight years, the Isayeret Omega has devoted its efforts to two missions: fighting undead under the streets of Jerusalem, and scouring Russia for the Dark Legacy.

ISAYERET ΩMEGA DEFINED

Isayeret is a Hebrew word meaning "reconnaissance unit." This word is generally applied to Israeli special operations forces, and is sometimes transliterated into English as Sayeret or Sayerot. Omega is the last letter of the Greek alphabet and is often used to denote the end of things—in this case, the end of time. This unit is therefore the Israeli preparation for the end of time.

ISAYERET ΩMEGA TODAY

Membership: 75 (Isayeret Omega has received funding for an additional 50 members, who are currently being trained as quickly as possible to aid in the fight against the creatures beneath the streets of Jerusalem).

Current Headquarters: Jerusalem, Israel.

Symbol: Blue Star of David on a white background.

Affiliate Membership Requirements: Allegiance: Isayeret Omega, Allegiance: Israeli Army (Active Duty), Allegiance: Higher Power, Knowledge (tactics) 5 ranks, Teamwork (Isayeret Omega).

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TABLE 3-3: THE OMEGA KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon Focus	+1	+0
2nd	+1	+2	+2	+0	Omega Knight +1	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+1
4th	+3	+2	+2	+1	Weapon Specialization	+2	+1
5th	+3	+3	+3	+1	Omega Knight +2	+3	+1
6th	+4	+3	+3	+2	Bonus Feat	+3	+2
7th	+5	+4	+4	+2	Forbidden Lore (Damage Reduction)	+4	+2
8th	+6	+4	+4	+2	Omega Knight +3	+4	+2
9th	+6	+4	+4	+3	Bonus Feat	+5	+3
10th	+7	+5	+5	+3	Forbidden Lore (Critical)	+5	+3

Recruitment Methods: Members of the Israeli Army (including draftees) who meet (most of) the minimum requirements and who show promise can be sworn to secrecy and transferred to the unit. Members of the Israeli military and intellectual elite who become involved in supernatural incidents may be offered training until they meet the minimum requirements, at which point they are inducted into the organization.

BENEFITS OF MEMBERSHIP

Secret Mystery 1: *Small Unit Tactics (Cover Fire)*: When fighting with teammates who have a Teamwork feat in common with you, a Knowledge (tactics) skill check (DC 15) allows you to lay down cover fire, adding your teamwork bonus (+2) to the Defense of any one ally as a circumstance bonus.

Omega Armory: You may requisition consecrated ammunition (DC 15 for one clip, +5 to the DC for each additional clip). You may only requisition ammunition once every two weeks.

Secret Mystery 2: *Omega Slayer*: You gain a +2 damage bonus when fighting fiends and undead. This bonus applies to melee attacks and ranged attacks made at 30 ft. or less.

Secret Mystery 3: *Advanced Unit Tactics*: Your teamwork bonus to attack and skill checks is increased by +1.

Secret Mystery 4: *Small Unit Tactics (Cross Fire)*: When you and an ally with a Teamwork feat in common attack the same target, you may make a Knowledge (tactics) skill check (DC 20) to flank your target with ranged weapons.

Secret Mystery 5: *Lightning Strike*: You add your teamwork modifier to initiative checks. This bonus stacks with all other initiative bonuses.

OMEGA KNIGHT

The Omega Knights are the elite operatives of Isayeret Omega. They work to accomplish two goals: cleanse the catacombs under Jerusalem, and locate and eliminate the Dark Legacy. Soldiers selected for this unit tend to be older, grizzled veterans of anti-terrorist campaigns against Hezbollah and similar factions; most are fanatical believers in the state. They are accomplished, competent, and completely and utterly ruthless in the pursuit of their objectives.

REQUIREMENTS

To qualify to become an Omega Knight, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (arcane lore) 5 ranks, Knowledge (tactics) 10 ranks.

Feats: Track.

Secret Mysteries: Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Omega Knight advanced class.

Hit Die: 1d10

Action Points: 7 plus one-half character level, rounded down, each time the character gains a new level in this class.

Class Skills: The Omega Knight's class skills (and the key ability for each) are Climb (Str), Craft (structural) (Int), Demolitions (Int), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, civics, current events, history, tactics) (Int), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following are features of the Omega Knight advanced class.

Weapon Focus: At 1st level, the Omega Knight receives this feat for free, applied to one weapon of his choice.

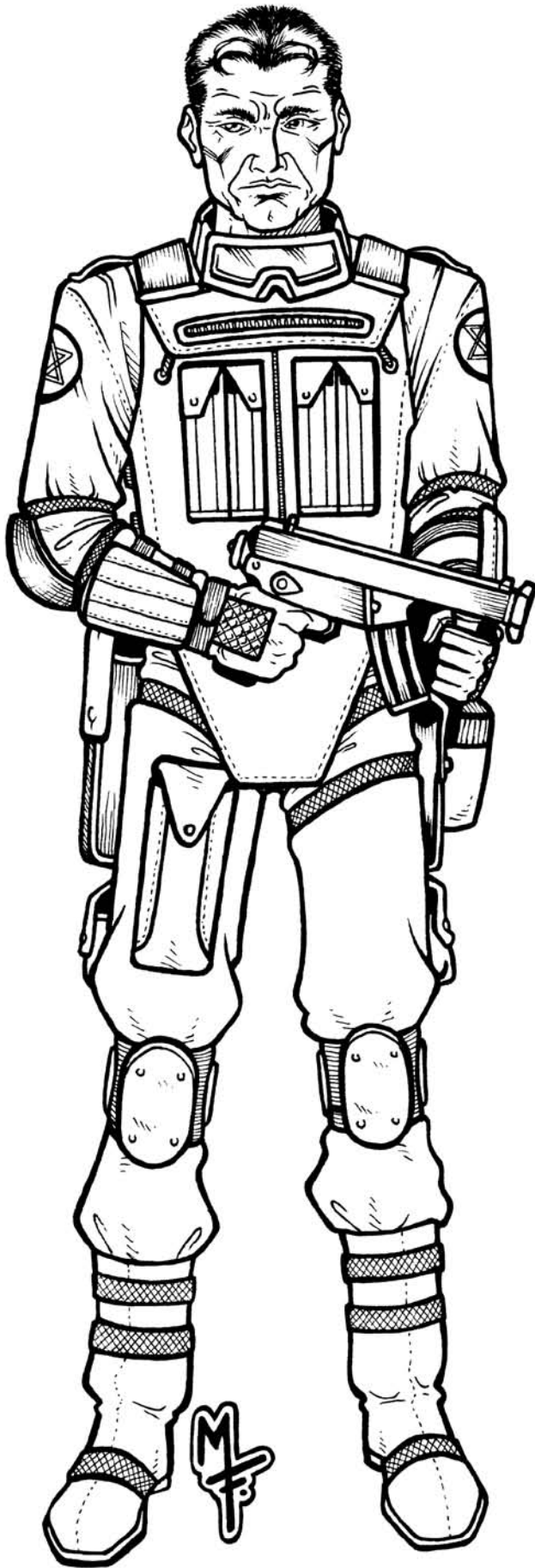
Omega Knight: The character gains the listed bonus to attack rolls and skill checks when fighting undead and fiends.

Bonus Feats: At 3rd, 6th, and 9th level, the Omega Knight gains a bonus feat from the following list: Advanced Firearms Proficiency, Alertness, Antithesis, Armor Proficiency (light), Armor Proficiency (medium), Dodge, Endurance, Enemy, Mobility, Shot on the Run, Spring Attack. The Omega Knight must meet any prerequisites for a selected feat.

Weapon Specialization: At 4th level, the Omega Knight gains a +2 damage bonus when using the weapon to which he applied Weapon Focus at 1st level.

Forbidden Lore (Damage Reduction): Omega Knights study the bodies and internal arrangements of fiends and undead, looking for weaknesses. Beginning at 7th level, the

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Omega Knight can bypass the damage reduction of any fiend or undead by succeeding at a Knowledge (arcane lore) skill check (DC 10 plus the creature's damage reduction). This check is made each time the Omega Knight successfully attacks the creature.

Forbidden Lore (Critical): At 10th level, the Omega Knight's knowledge of fiends has grown, and on a successful Knowledge (arcane lore) skill check (DC 20), any successful attack against a fiend threatens a critical. This check is made each time the Omega Knight successfully attacks the creature. The Omega Knight must still roll to confirm this critical as normal.

TYPICAL ISAYERET ΩMEGA

Isayeret Omega Initiate (Strong Hero 3) CR 3; Medium-size Humanoid; HD 3d8+6; HP 20; Mas 15; Init +2; Spd 25 ft; Defense 19, touch 14, flatfooted 17 (+2 Dex, +2 class, +5 equipment); BAB +3; Grap +4; Atk +4 melee (1d6+2, gun butt), or +6 ranged (2d6, HK MP5 submachine gun); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Higher Power, Israel, Isayeret Omega; SV Fort +4, Ref +3, Will +1; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 12, Wis 10, Cha 8.

Occupation: Military (Knowledge [tactics], Survival).

Skills: Climb +4, Craft (structural) +2, Jump +4, Knowledge (arcane lore) +2, Knowledge (streetwise) +3, Knowledge (tactics) +5, Profession +3, Survival +3, Swim +4.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Point Blank Shot, Teamwork (Isayeret Omega).

Talents (Strong Hero): Extreme Effort, Melee Smash.

Possessions: Wealth +6, HK MP5 (submachine gun), 2 boxes 9mm ammunition, light duty vest.

Isayeret Omega Member (Strong Hero 3/Soldier 4) CR 7; Medium-size Humanoid; HD 3d8+9 plus 4d10+12; HP 57; Mas 16; Init +2; Spd 25 ft; Defense 22, touch 16, flatfooted 20 (+2 Dex, +4 class, +6 equipment); BAB +6; Grap +7; Atk +7 melee (1d6+2, gun butt), or +10 ranged (2d6+2, HK MP5 submachine gun); Full Atk +7/+2 melee (1d6+2, gun butt), or +10/+5 ranged (2d6+2, MK MP5 submachine gun); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (Small Unit Tactics), Secret Mystery 2 (Omega Slayer), Secret Mystery 3 (Advanced Unit Tactics); AL Higher Power, Israel, Isayeret Omega; SV Fort +7, Ref +5, Will +2; AP 3; Rep +0; Str 13, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Occupation: Military (Knowledge [tactics], Survival).

Skills: Climb +3, Craft (structural) +2, Drive +6, Jump +6, Knowledge (arcane lore) +6, Knowledge (streetwise) +3, Knowledge (tactics) +11, Listen +1, Profession +3, Spot +2, Survival +5, Swim +4.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Personal Firearms Proficiency, Point Blank Shot, Teamwork (Isayeret Omega), Track.

Talents (Strong Hero): Extreme Effort, Melee Smash.

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Talents (Soldier): Weapon Focus (HK MP5), Weapon Specialization (MK MP5), Tactical Aid.

Possessions: Wealth +6, HK MP5 (9mm submachine gun), 2 boxes 9mm ammunition, tactical vest.

Isayeret Omega Leader (Strong Hero 3/Soldier 4/Omega Knight 3) CR 10; Medium-size Humanoid; HD 3d8+9 plus 4d10+12 plus 3d10+9; HP 83; Mas 16; Init +2; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +8; Grap +10; Atk +11 melee (1d6+3, gun butt), or +12 ranged (2d6+2, HK MP5 submachine gun); Full Atk +11/+6 melee (1d6+3, gun butt), or +12/+6 ranged (2d6+2, HK MP5 submachine gun); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (Small Unit Tactics [Cover Fire]), Secret Mystery 2 (Omega Slayer), Secret Mystery 3 (Advanced Unit Tactics), Secret Mystery 4 (Small Unit Tactics [Cross Fire]); AL Higher Power, Israel, Isayeret Omega; SV Fort +9, Ref +7, Will +3; AP 5; Rep +1; Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Occupation: Military (Knowledge [tactics], Survival).

Skills: Climb +5, Craft (structural) +2, Drive +7, Jump +8, Knowledge (arcane lore) +9, Knowledge (streetwise) +3, Knowledge (tactics) +14, Listen +1, Move Silently +5, Profession +3, Spot +5, Survival +8, Swim +5.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Dodge, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Teamwork (Isayeret Omega), Track.

Talents (Strong Hero): Extreme Effort, Melee Smash.

Talents (Soldier): Weapon Focus (HK MP5), Weapon Specialization (HK MP5), Tactical Aid.

Talents (Omega Knight): Weapon Focus (gun butt), Omega Knight +1.

Possessions: Wealth +6, HK MP5 (submachine gun), 2 boxes 9mm ammunition, tactical vest.

of Arimathea. This Church of the Nazarene had long ago merged with a local Celtic sect of Druids. When these three seemingly disparate philosophies collided, the Cathari were born. It was a powerful combination that spread like wildfire throughout Europe and shook the Church of Rome to its core.

The Cathari depicted the Blood War as a clash of dualistic forces—good and evil, objective reality and subjective unreality. Matter, including the human body, was evil, created by Satan. The soul, created by God, was the essence of good, and was constantly struggling to escape the evil body in which it was trapped. Thus the Blood War was being fought in the body and soul of every living being, as well as in the vast reaches of the cosmos.

In order to free the soul from its bodily prison, a potential Cathari underwent a ritual known as the Consolamentum. This ritual began with a probationary period of fasting and religious instruction, culminating in a baptism by those who had already passed through the Consolamentum. During this baptism, the worshipper took vows of celibacy and poverty, and pledged to eat a strictly vegetarian diet; at the conclusion of the rite, the candidate was given the title “Perfect” and allowed to participate in religious activities (which included reciting the Lord’s Prayer) with the other Cathari.

Although ostensibly Christian, the Cathari reinterpreted or rejected most of the Bible. The Cathari taught a simpler form of worship, one which took place deep in secluded forests and hidden underground in caves, where they could be closer to God and farther away from the subjective distractions of the material world. Men and women were equals, God was a cosmic force, suicide was sacred, and Marriage, Baptism and Communion were all rejected as false sacraments. Even more extreme, they saw the Catholic Church as a corrupt organization too tied to the possessions and trappings of the material world—more an offshoot of Imperial Rome than the child of Christ’s teachings.

A fledgling movement in the mid-twelfth century, the Cathari developed strong ties with others groups that shared their view of the world, such as Islamic Sufi mystics and Jewish Kabbalists, and by the end of the 12th century, eleven Cathari Bishops were operating in France, Germany, and even Italy itself. The Pope panicked.

In 1209, the Catholic Church, outraged by the Cathari’s rejection of church doctrine and authority, declared a crusade against the fledgling movement, appointing Simon de Montfort to lead the campaign. The Cathari took refuge in Montsegur Castle, an impregnable mountain fortress. The Church, denied an easy victory, formed the Inquisition at the Fourth Lateran Council in 1215. If the Cathari could not be found, the farmers and merchants who followed them could, as could the Sufi mystics and Kabbalists they had befriended. In the Inquisition, the most powerful of the Caeder, the Lord of Deceit, saw a chance to finally rid himself of the Sang Real. Assuming the role of the Chief Inquisitor, Marcus Adrastus unleashed a new, even more terrible dark age on Europe, where the accused—even *witnesses*—were rent to shreds, baked one limb at a time, and forced to confess on



KNIGHTS TEMPLAR

ROOTS: THE CATHARI

The word *Cathar* is derived from the Greek *katheroi* (meaning “pure”). The Cathari were the spiritual descendants of Manicheanism, a philosophy that attempted to merge Judaism, Christianity, and Zoroastrianism into a single religion. Some aspects of this philosophy arguably influenced Christian canon (the climactic battle of good versus evil in the apocalyptic final book of the Bible, Revelation, strongly echoes Zoroastrian themes). Unfortunately, many proponents of Zoroastrianism were dealt with brutally—most notably the movement’s founder Mani, who was crucified in 276 CE for heresy.

The Cathari movement was born when knights brought Manicheanism back to southern France from the Crusades. This philosophy merged with the teachings of the Church of the Nazarene, a hidden branch of Christianity that traced its roots all the way back to Mary Magdalene and Joseph

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the rack.

So, in 1244, 205 Cathari opened the gates to Montsegur Castle and marched down the mountain, singing, into the bonfires prepared for them in the field below—a place known to this day as the Field of the Burned. Montsegur Castle was ransacked from top to bottom, its walls knocked down and floors ripped up in a vain attempt to find the enormous treasure the Cathari supposedly possessed. What the Inquisition did not know was that the treasure (which included the Shroud of Turin) had made the impossible descent down the far side of the mountain to freedom—accompanied by the Cathari's three most learned Priests and the Order's greatest treasure, two twin girls—the Sang Real.

These refugees would flee, as planned, to found the Knights Templar.

Modern Membership: None. The Cathari were wiped out at the Field of the Burned, except for the few who escaped to found the Knights Templar.

PHASE 2: KNIGHTS TEMPLAR

Lions in war, lambs at the hearth. Rough knights on the battlefield, pious monks in the chapel. Formidable to the enemies of Christ, gentleness itself toward His friends.

-- motto of the Knights Templar.

In 1118, the Cathari realized the end was near for their movement. A secret council decided that their greatest Knight, Hugh de Payens, would form a new order—one with no apparent ties to the Cathari; one that would draw thousands of eager recruits by blending the two great passions of the Middle Ages: religious zeal and skill at arms. Thus, de Payens and the eight greatest Knights of the Cathari traveled to Jerusalem to pledge never-ending loyalty to the Patriarch who governed the beleaguered city. Their goal was two-fold: to draw recruits to the movement by tapping into the Crusading spirit, and to secure several important artifacts known to be hidden in the holy city from the days of James and Joseph of Arimathea.

At first, this plan was enormously successful, and as money and recruits poured into the organization, several castles were constructed and important relics hidden inside. Soon, the order was entrusted with the protection and even the governance of the Holy Land. In fact, it may be said that the movement was *too* successful. Rival movements, particularly the Hospitalers and Teutonic Knights (the latter known to be in league with the Dark Lord), began spreading rumors of abuses committed by and within the Templar order, accusing them of the most terrible acts of heresy. In the end, the Templar order was destroyed, its leaders burned at the stake. This caused the surviving Knights to adopt a new strategy, one they maintain to this day: they went underground. Despite its tragic end, the Knights' ill-fated public phase is considered a success by its modern leadership. Dozens of relics, many far too powerful to be allowed to fall into the wrong hands, were successfully

secured, smuggled out of the Holy Land and scattered around the world.

During World War II, the Knights clashed again with their old rivals, the Teutonic Knights, who had joined forces with Hitler and who fed his megalomania with whispered tales of occult power. The Teutonic Knights began searching for powerful relics all over the world, bargaining with Celestan for secret rituals lost to time—rituals that could bind Servitor demons. Some of these demons, notably the Hatemongers, helped to fuel the fires of Nazi hate in the hearts of the German people.

Throughout the years of war, the Knights Templar and Teutonic Knights clashed countless times, but when the Knights Templar succeeded in imprisoning Celestan, the Teutonic Knights finally collapsed. In punishment for the Teutonic Knights' failure, Celestan turned the Hatemongers and other bound Servitor Fiends against them. Without the Servitors, the Teutonic Knights could no longer deliver their promised occult secrets to the Nazis—and so they too turned on the Knights. Their influence broken, the few remaining Teutonic Knights retreated into the shadows.

THE KNIGHTS TEMPLAR TODAY

Membership: Approximately 50.

Current Headquarters: Glastonbury Abbey.

Symbol: A red cross on a white background, symbolizing the blood of Christ.

Modern History: Since 1823, the Knights Templar have been led by Lord Henry McNaughton, a Scottish nobleman born in Edinburgh in 1790. Despite the rejuvenating presence of the Glastonbury fountains, McNaughton's health is failing, and many Templars fear for what will happen to the movement upon his death. Worse, as their leader's health fails, the Templars are being brutally assailed by unknown foes, making the movement, small at the best of times, too understaffed to pursue its prime missions of recovering lost items of power and protecting the Sang Real.

Affiliate Membership Requirements: Allegiance: Sang Real, Allegiance: Higher Power, Allegiance: Knights Templar, Conviction (Higher Power), Knowledge (theology and philosophy) 5 ranks.

Recruitment Methods: Individual members of the Knights recruit those who they feel would make worthy additions to their ranks, subject to approval by the leadership.

BENEFITS OF MEMBERSHIP

Secret Mystery 1: Secret History: +2 bonus on all Knowledge (theology and philosophy) and Knowledge (history) skill checks.

Secret Mystery 2: Know Your Enemy: On a successful Knowledge (theology and philosophy), a Templar can inflict an extra 1d6 damage against fiends. This skill check (DC equal to the creature's Defense) is made upon each successful attack against a fiend.

Secret Mystery 3: Expert Swordsman: +1 to attack and damage rolls when using swords. This bonus stacks with

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TABLE 3-4: THE KNIGHT OF THE OLD TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Master Fencer	+1	+0
2nd	+2	+0	+3	+0	Knight Protector	+1	+0
3rd	+3	+1	+3	+1	Bonus Feat	+2	+0
4th	+4	+1	+4	+1	Superior Lunge	+2	+0
5th	+5	+1	+4	+1	Master of Defense +1	+3	+1
6th	+6	+2	+5	+2	Bonus Feat	+3	+1
7th	+7	+2	+5	+2	Stop Time	+4	+1
8th	+8	+2	+6	+2	Void the Foot	+4	+1
9th	+9	+3	+6	+3	Play the Fool	+5	+2
10th	+10	+3	+7	+3	Master of Defense +2	+5	+2

any other bonuses gained through Weapon Focus or Weapon Specialization.

Secret Mystery 4: May requisition a medium Encolpion (DC 20) or a major Encolpion (DC 25). Believers inducted into this secret mystery are taught the methods of making these items.

Secret Mystery 5: May requisition Brandea (DC 25). May also requisition a sword forged around a Shard of Excalibur (DC 30).

KNIGHTS OF THE OLD TABLE

When the Round Table burned in Mordred's fires we were there to slay the beast.

At Agincourt and Auschwitz the brands of terrible justice shone in the sooty sun.

Till the End Times we will walk the Earth striking down the foes of light.

-- motto of the Knights of the Old Table

The Knights of the Old Table are the elite warriors of the Knights Templar. Although there may have been as many as thirty knights active at the same time in the past, no more than twelve have ever been sworn in since the Inquisition. Eight have been active in recent years, but four of these have been slain in the last twelve months.

Since modern weapons are all but useless against the Caeder, the ranks of this order include some of the most highly skilled swordsmen and -women in the entire world; they practice constantly between real battles to maintain their edge.

REQUIREMENTS

To qualify to become a Knight of the Old Table, a character must fulfill the following criteria.

Base Attack Bonus: +8

Skills: Knowledge (theology and philosophy) 8 ranks, Knowledge (tactics) 10 ranks.

Feats: Archaic Weapon Proficiency and Weapon Focus (longsword).

Secret Mysteries: Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Knight of the Old Table advanced class.

Hit Die: 1d10

Action Points: 7 plus one-half character level, rounded down, each time the character gains a level in this class.

Class Skills: The Knight of the Old Table's class skills (and the key ability for each) are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (arcane lore, current events, history, tactics, theology and philosophy) (Int) and Sense Motive (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following are features of the Knight of the Old Table advanced class.

Master Fencer: The Knight of the Old Table trains extensively with his sword, and is able to feint with the Bluff skill as a move action.

Knight Protector: Knights of the Old Table frequently find themselves protecting important charges, whether one of the Sang Real or an important religious leader. These Knights are specifically trained to use themselves as human shields and are able to fight effectively while defending another. Each Knight with this ability may designate one willing ally to protect, granting him one step of cover without penalizing the knight (if one Knight is protecting a target, the target gains one-quarter cover; two Knights grant one-half cover, and so forth, to a maximum of nine-tenths cover with four Knights guarding the same target).

Bonus Feats: At 3rd and 6th level, the knight gains a bonus feat from the following list: Agile Riposte, Combat Expertise, Combat Reflexes, Deceptive, Dodge, Improved Disarm, Lightning Reflexes, and Mobility. The Knight must meet the prerequisite for any feat selected.

Superior Lunge: The Knight gains an additional bonus +2 to attack and damage rolls when making charge attacks with a sword.

Master of Defense: The Knight gains the listed modifier as a Dodge bonus to Defense when fighting with a sword. Anything that would render the knight flat-footed or deprive him of his Dexterity bonus also causes him to lose this bonus. The knight loses this benefit when wearing medium

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or heavy armor.

Stop Time: Stop Time is a fencing technique wherein the fencer changes the tempo of his attacks suddenly in an effort to gain the upper hand in a duel. Once per combat, a Knight with this ability may re-roll initiative after a battle has begun with a special initiative bonus equal to his Reflex save modifier (all the Knight's usual bonuses stack with this special bonus). The Knight must abide by this new initiative result.

Void the Foot: Footwork is extremely important during combat. Voiding the Foot is a medieval term for shifting one's weight to the back foot, allowing a swordsman to smoothly move away from his opponent or pivot to an unprotected angle while still defending himself. Using this ability (which requires the knight to spend an action point) grants the Knight a Dodge bonus to Defense equal to his Reflex save modifier until the start of the knight's next action.



Play the Fool: Play the Fool is a fencing technique wherein an attack is unexpectedly launched using the empty off-hand, foot, or head. Since your opponent's attention is naturally focused on your weapon, this attack can catch your opponent off guard. This ability allows a character to feint as a free action with an unarmed attack, gaining a bonus to his Bluff skill check equal to his Reflex save modifier. If the attacker successfully feints, this attack does not provoke an attack of opportunity from the target, even if he would normally be entitled to one. This ability may only be used once per combat, since it depends on surprise. This ability requires the Knight to spend an action point.

TYPICAL KNIGHT'S TEMPLAR

Knights Templar Initiate (Dedicated Hero 3) CR 3; Medium-size Humanoid; HD 3d6+6; HP 17; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+1 Dex, +2 class); BAB +2; Grap +4; Atk +5 melee (1d8+2, longsword), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Sang Real, Higher Power, Knights Templar; SV Fort +4, Ref +2, Will +6; AP 1; Rep +1; Str 14, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Occupation: Military (Drive, Knowledge [tactics]).

Skills: Knowledge (tactics) +6, Knowledge (theology and philosophy) +6, Listen +8, Spot +11, Treat Injury +8.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Conviction (Higher Power), Iron Will, Weapon Focus (longsword).

Talents (Dedicated Hero): Skill Emphasis (Spot), Aware.

Possessions: Wealth +6; Longsword.

Knights Templar Member (Dedicated Hero 3/Monitor 4) CR 7; Medium-size Humanoid; HD 3d6+6 plus 4d8+8; HP 43; Mas 14; Init +2; Spd 30 ft; Defense 20, touch 16, flatfooted 18 (+2 Dex, +4 class, +4 Equipment); BAB +5; Grap +7; Atk +9 melee (1d8+3, longsword), or +7 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 Knowledge [history] and Knowledge [theology and philosophy]), Secret Mystery 2 (Know Your Enemy), Secret Mystery 3 (Expert Swordsman); AL Sang Real, Higher Power, Knights Templar; SV Fort +6, Ref +5, Will +7; AP 3; Rep +1; Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 8.

Occupation: Military (Drive, Knowledge [tactics]).

Skills: Knowledge (tactics) +9, Knowledge (theology and philosophy) +9, Listen +11, Spot +14, Treat Injury +8.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Conviction (Higher Power), Iron Will, Power Attack, Weapon Focus.

Talents (Dedicated Hero): Skill Emphasis, Aware.

Talents (Monitor): Monitor's Wrath +1, Divine Health, Monitor's Wrath +2.

Possessions: Wealth +8; Mastercraft Longsword; Concealable Vest.

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Knights Templar Leader (Dedicated Hero 3/Monitor 7)

CR 10; Medium-size Humanoid; HD 3d6+6 plus 7d8+14; HP 63; Mas 14; Init +2; Spd 30 ft; Defense 24, touch 18, flatfooted 20 (+2 Dex, +6 class, +6 Equipment); BAB +7; Grap +9; Atk +12 melee (1d8+4, Consecrated Longsword), or +9 ranged (by weapon); Full Atk +12/+7 melee (1d8+4, Consecrated Longsword), or +9/+4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 Knowledge [history] and Knowledge [theology and philosophy]), Secret Mystery 2 (Know Your Enemy), Secret Mystery 3 (Expert Swordsman), Secret Mystery 4 (Requisition Encolpion); AL Sang Real, Higher Power, Knights Templar; SV Fort +8, Ref +7, Will +9; AP 5; Rep +2; Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 8.

Occupation: Military (Drive, Knowledge [tactics]).

Skills: Knowledge (tactics) +13, Knowledge (theology and philosophy) +13, Listen +14, Spot +18, Treat Injury +9.

Feats: Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Conviction (Higher Power), Iron Will, Power Attack, Weapon Focus.

Talents (Dedicated Hero): Skill Emphasis, Aware.

Talents (Monitor): Monitor's Wrath +1, Divine Health, Monitor's Wrath +2, Aura of Courage, Monitor's Wrath +3.

Possessions: Wealth +10; Consecrated Longsword; Tactical Vest; Encolpion.



SALEM SEVEN

HISTORY: THE BLOOD WAR COMES TO AMERICA

The Salem Seven's existence in North America predates the creation of the United States itself. Having learned from their experiences in Greece and Egypt that the Blood War was far older than Christ or even Moses (though the servants of light and darkness were often known by other names in these cultures), the Knights Templar agreed to dispatch a small contingent of so-called witches to America to guard against further tragedies like that experienced by the Jamestown colonists. Due to hysteria over "black magic" and their occult practices, these heroes and heroines were anxious to leave Europe and make a fresh start in a land they hoped would be more tolerant of their ways.

Over time, these witches began to congregate around the town of Salem, Massachusetts, drawn by the presence of ancient native ruins in the area with the power to enhance the witches' ritual magic. By the fateful Christmas morning in 1691 when a cloaked rider arrived at Salem with a Caeder in pursuit, there were seven active covens in the small township, led by Bridget Bishop, Sarah Good, Martha Cory, Tituba (a Trinidadian Obeah woman), Rebecca Nurse, Sarah Osburn, and Rachel Clenton. The rider, a member of the Knights Templar, asked Sarah Good to watch his charge—a Sang Real girl named Dorcas—until he was able to deal with

the Caeder following him.

Although there was a Caeder in pursuit of the Knight, it was not the only threat to the fugitive Sang Real. The Caeder had dispatched several Hatemongers in the guise of wandering merchants to ensure the child's capture. Unable to directly assault a town that was home to so many powerful practitioners of magic, the Hatemongers began twisting the minds of weak young girls in the town while simultaneously heightening paranoia among the village elders. As traveling judges arrived to hear cases, they too fell under the sway of hate and paranoia.

When the Knight finally returned eleven months later, he found a nightmarish scene awaiting him. While he had been busy organizing a force to hunt and destroy the Caeder (a loathsome fiend named Absolla), twenty of the Salem witches, including the leaders of all seven covens, had been killed on the gallows of the witch trials. Not until the combined might of the Knights and the surviving witches drove out the last of the Hatemongers was sanity restored to the town. The child Dorcas was unharmed.

The Knights never forgot the service and sacrifice of the Salem Seven, and over the years following the witch trials, the order helped the decimated covens reestablish themselves in different parts of the country.

THE SALEM SEVEN TODAY

The seven covens of the Salem Seven are alive and well today. The covens bear the names of their legendary leaders slain at the witch trials and can be found in the following locations: Salem, Massachusetts (Good Coven); Birmingham, Alabama (Bishop Coven); Gary, Indiana (Cory Coven); Waco, Texas (Tituba Coven); Sioux Falls, South Dakota (Nurse Coven); Grand Junction, Colorado (Osburn Coven); Klamath Falls, Oregon (Clenton Coven).

Membership: Approximately 50 (each coven strives to maintain a minimum of seven and a maximum of twelve full members).

Current Headquarters: Salem, Massachusetts.

Symbol: A raven against the backdrop of a full moon.

Modern History: As one of the major secret societies in North America, the Salem Seven have become involved in supernatural occurrences throughout Canada, the United States, Mexico, and even South America. Recently, the latter has become an area of intense focus for the group, as the end of the Mayan world looms in 2012. Some members of Isayeret Omega believe this might have a connection to the Dark Legacy, and have asked the Seven to check into it.

Affiliate Membership Requirements: Allegiance (Salem Seven), Knowledge (arcane lore) 5 ranks. The Salem Seven do not accept witches with an allegiance to a Dark Power, nor do they allow their members to learn Profane Rituals.

Recruitment Methods: Affiliate members are given increasingly dangerous assignments while they are watched carefully for signs that they serve a Dark Power. Once an affiliate member has proved herself in the eyes of her observers, she is inducted into full membership.

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BENEFITS OF MEMBERSHIP

Secret Mystery 1: May requisition potions (the Requisition DC is 150% higher than the DC to purchase raw materials for the potion).

Secret Mystery 2: *Secret Garden:* Characters inducted into this mystery gain access to secret gardens of rare mystical herbs. While in one of the seven coven headquarter cities, any Craft (pharmaceutical) skill check, or any Craft (chemical) skill check made to craft a potion, poison, or acid, gains a circumstance bonus equal to the character's Requisition bonus.

Secret Mystery 3: *Coven Leadership:* Characters inducted into this mystery gain access to secret locations of power (one in each coven headquarters). Any ritual performed in one of these locations gains a circumstance bonus to relevant Knowledge (arcane lore) skill checks equal to her Requisition modifier.

Secret Mystery 4: May requisition potions (DC 100% higher than the raw materials cost).

Secret Mystery 5: May requisition potions (DC 50% higher than the raw materials cost).

COVEN ENCHANTRESS

The Coven Enchantress is a highly skilled witch capable of calling down exceptionally powerful curses when it suits her purposes. She is also able to tap the ambient magical energy of her coven to perform occult rituals.

REQUIREMENTS

To qualify to become a Coven Enchantress, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) 10 ranks, Craft (chemical) 10 ranks.

Class Ability: Brew Potion.

Secret Mysteries: Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Coven Enchantress advanced class.

Hit Die: 1d6

Action Points: 7 plus one-half character level, rounded down, each time the character gains a level in this class.

Class Skills: The Coven Enchantress' class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (chemical, pharmaceutical) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, earth and life sciences, history, physical sciences) (Int), Navigate (Int), Sense Motive (Wis), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following are features of the Coven Enchantress advanced class.

Evil Eye: At 1st level, the Coven Enchantress gains the supernatural ability to inflict a minor curse by making eye contact with a target. The range of this ability is 30 feet. This ability may be used automatically against an unsuspecting target. The Coven Enchantress may use the Bluff skill (resisted by the target's Sense Motive skill) to establish eye contact with an unwilling or suspicious target. Once eye contact has been established, the target (whether willing or unwilling) may make a Will saving throw to resist this attack (DC 15 + the Coven Enchantress' Charisma modifier). If this saving throw fails, the target is shaken.

This effect lasts until cured by a Believer of 5th level or higher, or until the Coven Enchantress who inflicted the attack is killed or voluntarily revokes the effect.

A Coven Enchantress may inflict the Evil Eye on a maximum of one target per Coven Enchantress level. If she exceeds her limit, the oldest Evil Eye automatically expires upon the infliction of this ability on a new target.

Synergistic Magic: The witch's coven is among history's most feared occult groups. Calling on the power of her coven, the Coven Enchantress can tap the ambient energy of her sister witches to perform much more powerful magic than she could on her own. The Coven Enchantress gains a +1 circumstance bonus to all Craft (chemical) (potions only), Knowledge (arcane lore), and Prophecy skill checks for every two members of the coven present.

When determining the number of coven members present (for this and for the more powerful abilities detailed below), affiliate members each count as ½ person, full members are counted normally, and fellow witches or Coven Enchantresses count as two people.

At higher levels, the Coven Enchantress is able to perform

TABLE 3-5: THE COVEN ENCHANTRESS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Evil Eye; Synergistic Magic	+0	+0
2nd	+1	+0	+0	+3	Bonus Feat	+1	+0
3rd	+1	+1	+1	+3	Hex	+1	+0
4th	+2	+1	+1	+4	Poison Immunity	+1	+0
5th	+2	+1	+1	+4	Clairvoyance	+2	+1
6th	+3	+2	+2	+5	Witchshape	+2	+1
7th	+3	+2	+2	+5	Witch's Flight	+2	+1
8th	+4	+2	+2	+6	Witch's Curse	+3	+1
9th	+4	+3	+3	+6	Bonus Feat	+3	+2
10th	+5	+3	+3	+7	Witch's Doom	+3	+2

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powerful magics with the help of her coven. All such abilities are treated as rituals and have a casting time of one hour.

Bonus Feats: At 2nd and 9th level, the Coven Enchantress gains a bonus feat from the following list: Alertness, Astrology, Deceptive, Educated, Frightful Presence, Low Profile, Medical Expert, Numerology, Palm Reading, Second Sight and Stealthy. The Coven Enchantress must meet the prerequisites for any feat selected.

Hex: This ability functions as the Evil Eye ability, except that it has no maximum range when three or more coven members assist the Coven Enchantress in the performance of this ability (if no other coven members are present, the range is 30').

To place a hex on a target, the Coven Enchantress leading the ritual must succeed at a Knowledge (arcane lore) skill check (DC 20). If the caster's skill check is successful, the target can resist the hex with a Will save (DC 15) modified as follows: caster knows nothing of target (impossible, ritual automatically fails); caster knows little of target other than name or general appearance (-5); caster knows target's name, general appearance, and current location (+0); caster knows biographical details about target or possesses a piece of the target's clothing (+5); caster has a piece of victim, such as hair or fingernails (+10); for each five points by which the caster's Knowledge (arcane lore) skill check exceeded the minimum needed for success (+1).

Poison Immunity: Coven Enchantresses gain a supernatural immunity to poisons of all types.

Clairvoyance: This ability allows the Coven Enchantress to magically observe a specified person or location, and requires the presence of seven coven members and a successful Knowledge (arcane lore) skill check (DC 20) to perform successfully. If the skill check is successful, the Coven Enchantress sees and hears all that transpires at the specified location for one minute, after which time a second skill check must be made to continue observing (a new check must be made every minute thereafter or the clairvoyance ends). If the Coven Enchantress specified that she is observing a specific person, that person may make a Knowledge (arcane lore) skill check (DC equal to the Coven Enchantress' skill check to enact the clairvoyance) to detect that he is being watched.

Witchshape: At 6th level, the Coven Enchantress can change her appearance to that of any other humanoid, male or female, of any age, of a size ranging from three to seven feet. This ability grants a +10 bonus to Disguise checks, and requires her to spend an action point.

Witch's Flight: This ability requires the presence of seven coven members and a successful Knowledge (arcane lore) skill check (DC 25) to perform successfully.

This ritual grants the Coven Enchantress the power of flight for one hour per Coven Enchantress level. Maximum flight speed is 40 feet per round (30 if carrying a medium or heavy load). For long distance flight, this ritual allows the Coven Enchantress to cover 8 mph (6 mph carrying a medium or heavy load).



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Witch's Curse: This ability functions like the Hex ability, except it requires five coven members to be present, the penalty for being shaken is increased by -1 (to a total penalty of -3), and the target's saving throw DC is increased by five.

Witch's Doom: This ability functions like the Hex ability except it requires seven coven members to be present, the penalty for being shaken is increased by -2 (to a total penalty of -4), and the target's saving throw DC is increased by ten.

TYPICAL SALEM SEVEN

Salem Seven Initiate (Smart Hero 3) CR 3; Medium-size Humanoid; HD 3d6+3; HP 14; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d6+1, weapon), or +1 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Salem Seven; SV Fort +2, Ref +1, Will +6; AP 1; Rep +1; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Occupation: Student (Knowledge [arcane lore], Knowledge [history], Research).

Skills: Computer Use +8, Craft (chemical) +8, Craft (pharmaceutical) +8, Decipher Script +8, Knowledge (arcane lore) +11, Knowledge (behavioral sciences) +8, Knowledge (earth and life sciences) +8, Knowledge (physical sciences) +8, Knowledge (theology and philosophy) +8, Navigate +8, Research +8.

Feats: Astrology, Combat Expertise, Iron Will, Second Sight.

Talents (Smart Hero): Savant (Craft [chemical]), Savant (Knowledge [arcane lore]).

Possessions: Wealth +6.

Salem Seven Member (Smart Hero 3/Witch 4) CR 7; Medium-size Humanoid; HD 3d6+3 plus 4d6+4; HP 32; Mas 12; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +3; Grap +2; Atk +2 melee (by weapon), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (Requisition potions 150% cost), Secret Mystery 2 (Secret Garden), Secret Mystery 3 (Coven Leadership); AL Salem Seven; SV Fort +4, Ref +2, Will +10; AP 3; Rep +1; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Occupation: Student (Knowledge [arcane lore], Knowledge [history], Research).

Skills: Computer Use +8, Craft (chemical) +12, Craft (pharmaceutical) +12, Decipher Script +8, Intimidate +8, Knowledge (arcane lore) +15, Knowledge (behavioral sciences) +12, Knowledge (earth and life sciences) +8, Knowledge (physical sciences) +8, Knowledge (theology and philosophy) +12, Navigate +8, Prophecy +11, Research +8.

Feats: Astrology, Combat Expertise, Henchmen, Iron Will, Second Sight.

Talents (Smart Hero): Savant (Craft [chemical]), Savant (Knowledge [arcane lore]).

Talents (Witch): Summon Familiar (BNR), Herbal Lore, Darkshape 1/day, Brew Potion (BNR).

Possessions: Wealth +8.

Salem Seven Leader (Smart Hero 3/Witch 4/Coven Enchantress 3) CR 10; Medium-size Humanoid; HD 3d6+3 plus 4d6+4 plus 3d6+3; HP 46; Mas 12; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (1d6+1, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (Requisition potions 150% cost), Secret Mystery 2 (Secret Garden), Secret Mystery 3 (Coven Leadership), Secret Mystery 4 (Requisition potions 100% cost); AL Salem Seven; SV Fort +5, Ref +3, Will +13; AP 5; Rep +1; Str 8, Dex 10, Con 12, Int 15, Wis 14, Cha 13.

Occupation: Student (Knowledge [arcane lore], Knowledge [history], Research).

Skills: Computer Use +8, Craft (chemical) +15, Craft (pharmaceutical) +15, Decipher Script +8, Intimidate +11, Knowledge (arcane lore) +18, Knowledge (behavioral sciences) +12, Knowledge (earth and life sciences) +11, Knowledge (physical sciences) +11, Knowledge (theology and philosophy) +12, Navigate +8, Prophecy +14, Research +8, Sense Motive +5, Survival +5.

Feats: Armor Proficiency (light), Astrology, Combat Expertise, Henchmen, Iron Will, Numerology, Second Sight.

Talents (Smart Hero): Savant (Craft [chemical]), Savant (Knowledge [arcane lore]).

Talents (Witch): Summon Familiar (BNR), Herbal Lore, Darkshape 1/day, Brew Potion (BNR).

Talents (Coven Enchantress): Synergistic Magic, Evil Eye, Hex.

Possessions: Wealth +10.



SEERS OF FATIMA

HISTORY

In 1917, World War I, the “war to end all wars,” was raging across Europe. America was preparing to enter the conflict, and it seemed as if the war over Europe—which was now marked by trenches crisscrossing the ravaged countryside and “major victories” that gained ten feet of territory—was going to last forever.

It was a time in which three young children in Portugal should have been the last thing on the minds of the world's great leaders. And indeed, for months after the Visitation—when the Virgin Mary appeared in Fatima, Portugal and gave one prophecy to each of the three children—they seemed to go unnoticed.

But then, after a consultation with her confessor, the third child revealed her Prophecy, the Final Prophecy, to a waiting emissary from Pope Benedict XV. At a time when Caeder walked the halls of the Vatican in human form, this prophecy, which referred to the Dark Legacy and the coming of the Antichrist, was a death sentence to the children.

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Although the first Prophecy had been revealed to the public, the second (a lengthy monologue describing a war even worse than the one tearing Europe apart) was discussed in only the most general terms. But the Final Prophecy detailing the End Times was kept strictly secret.

Within a month, two of the three seers were dead despite the best efforts of Pope Benedict, a good man who worked with all sides to attempt to end World War I (many of his proposed peace were treaties ignored by all sides of the conflict). The last of the three, who had been given the Prophecy of the Dark Legacy, slipped away.

She was seen thereafter only in the dreams of dying soldiers in muddy trenches—men whose lives were miraculously saved and into whose ears a portion of the wisdom of Our Lady was whispered. Afterwards the lives of these men were changed; men who had been drunks, who beat their wives and reveled in the brutality of war, became good, gentle men who worked to make a world of peace.

THE SEERS TODAY

Membership: Approximately 20.

Current Headquarters: Geneva, Switzerland.

Symbol: The image of the Virgin Mary (most commonly in the form of a small statuette attached to Rosary Beads).

Modern History: By the standards of groups like the Knights Templar, the Seers are one of the most “modern” secret organizations participating in the Blood War. Small even by the standards of other secret societies, this group has recently begun making overtures to other secret societies, particularly those affiliated with the Catholic Church (such as the Doctrine and the Frater Torquemada). The reasons for this are the Third Prophecy and the Dark Legacy. The Seers work to prevent these events, as well as to keep knowledge of them out of the hands of those who might pervert such knowledge, and are searching for trustworthy allies to join their cause.

The *Third Prophecy of Fatima*, given to the third child so long ago, concerned the Dark Legacy—a creature born of the unholy union between a Caeder and a Sang Real. The Seers believe that even now, this creature is living as a child among unsuspecting family, and that when it reaches maturity in 2012, it will attempt to conquer the world... and succeed. The Mayans predicted that the year 2012 would be the end of the world; Nostradamus called him Mabus and Our Lady of Fatima called him the Dark Legacy. But the Seers have decided another name for this creature is appropriate: the Antichrist.

Affiliate Membership Requirements: Allegiance: Higher Power, Allegiance: Seers of Fatima, Allegiance: Catholic Church, Second Sight, Prophecy 5 ranks, Knowledge (theology and philosophy) 3 ranks.

Recruitment Methods: The Seers seek out those among the faithful (Christians, with Catholics being preferred) who have the sight. These individuals are mentored by the Seers, often for years, without learning who their mysterious benefactors are. Only when the upper echelons of the group feel an individual is ready is he or she inducted into the



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TABLE 3-6: THE PROPHET OF FATIMA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Prescience +1	+0	+1
2nd	+1	+0	+0	+3	Flash of Insight	+1	+1
3rd	+1	+1	+1	+3	Prescience +2	+1	+1
4th	+2	+1	+1	+4	Flash of Insight (Damage)	+1	+2
5th	+2	+1	+1	+4	Prescience +3	+2	+2
6th	+3	+2	+2	+5	Flash of Insight (Defense)	+2	+2
7th	+3	+2	+2	+5	Prescience +4	+2	+3
8th	+4	+2	+2	+6	Insightful Strike	+3	+3
9th	+4	+3	+3	+6	Prescience +5	+3	+3
10th	+5	+3	+3	+7	Fate Weaver	+3	+4

organization. Of course, the group's needs and the talent of the individual (especially precognitive talent) could speed up this process significantly.

BENEFITS OF MEMBERSHIP

Secret Mystery 1: +2 bonus to Prophecy and Knowledge (theology and philosophy) skill checks.

Secret Mystery 2: *The First Prophecy:* The full details of the First Prophecy are made known to the character. This prophecy describes, in stark detail, the punishment of souls in Hell. This gives the Seer a special insight into the mindset of fiends, and fortifies him to fend off their attacks. This grants a +2 bonus to saving throws vs. spiritual attacks, black magic, and possession.

Secret Mystery 3: *Prophecy Hall:* Members of the Seers inducted into this mystery gain access to the secret writings of prophets from throughout the ages, arduously collected by the Seers. This grants a character in Geneva a bonus to Prophecy skill checks equal to his Requisition modifier.

Secret Mystery 4: *The Second Prophecy:* Although this prophecy contains explicit details about the Second World War, it also reveals many of the weaknesses of Servitor Fiends and the cultists who work with them. Once per day, Seers inducted into this mystery may render any Servitor Fiend or cultist flat-footed for one round by making a Prophecy skill check (DC 20) and spending an action point.

Secret Mystery 5: *The Third Prophecy:* This prophecy, concerning the End Times, gives the Seers much information on the Caeder and their weaknesses. This knowledge functions exactly like the Second Prophecy ability (Secret Mystery 4), but works against the Caeder and other greater fiends. This mystery also grants the Seer a +1 bonus to melee attack and damage rolls against all fiends.

PROPHET OF FATIMA

The Seers of Fatima work constantly to improve the accuracy and acuity of their visions, always seeking the identity of the elusive Dark Legacy. They have learned to train their best and brightest to live not in the moment, but always a crucial few seconds ahead. This talent has saved the lives of many of their members, and the group believes it vital to their future survival.

REQUIREMENTS

To qualify to become a Prophet of Fatima, a character must fulfill the following criteria.

Feats: Second Sight.

Skills: Prophecy 10 ranks, Sense Motive 10 ranks.

Secret Mysteries: Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Prophet of Fatima advanced class.

Hit Die: 1d6

Action Points: 7 plus one-half character level, rounded down, each time the character gains a level in this class.

Class Skills: The Prophet of Fatima's class skills (and the key ability for each) are Concentration (Con), Diplomacy (Cha), Investigate (Int), Knowledge (arcane lore, behavioral sciences, current events, history, theology and philosophy) (Int), Listen (Wis), Prophecy (Wis), Research (Int), Search (Int), Sense Motive (Wis) and Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following are features of the Prophet of Fatima advanced class.

Prescience: Prophets are always a few seconds ahead of their opponents. The Prophet adds the listed modifier to all Prophecy skill checks, initiative checks, and Reflex saving throws.

Flash of Insight: Beginning at 2nd level, because of her ability to react to events slightly before they happen, a Prophet adds her Prescience modifier to all action point rolls.

At 4th level, the Prophet may spend an action point to increase the damage of an attack by the amount of the action point roll plus her Prescience modifier.

At 6th level, the Prophet may spend an action point to increase her defense until the start of her next action by the amount of the action point roll plus her Prescience modifier.

Insightful Strike: When a Prophet with this ability scores a critical threat, she may spend an action point to confirm the threat rather than rolling to confirm it.

Fate Weaver: The most powerful Prophets actually seem able to manipulate fate to their will. At 10th level, the Prophet uses d10 for fate roles instead of d6.

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TYPICAL SEERS OF FATIMA

Seers of Fatima Initiate (Dedicated Hero 3) CR 3; Medium-size Humanoid; HD 3d6+3; HP 14; Mas 13; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (by weapon), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Higher Power, Seers of Fatima, Catholic Church; SV Fort +3, Ref +1, Will +4; AP 1; Rep +1; Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14.

Occupation: Religious (Knowledge [arcane lore], Knowledge [theology and philosophy], Sense Motive).

Skills: Craft (pharmaceutical) +7, Knowledge (arcane lore) +9, Knowledge (theology and philosophy) +9, Prophecy +8, Sense Motive +8, Treat Injury +10.

Feats: Educated, Sacred Ritual, Scriptural Interpretation, Second Sight.

Talents (Dedicated Hero): Healing Knack, Healing Touch 1.

Possessions: Wealth +7; Crucifix.

Seers of Fatima Member (Dedicated Hero 3/Believer 4) CR 7; Medium-size Humanoid; HD 3d6+3 plus 4d6+4; HP 32; Mas 13; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (by weapon), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 to Prophecy and Knowledge [theology and philosophy]), Secret Mystery 2 (First Prophecy), Secret Mystery 3 (Prophecy Hall); AL Higher Power, Seers of Fatima, Catholic Church; SV Fort +5, Ref +2, Will +8; AP 3; Rep +2; Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14.

Occupation: Religious (Decipher Script, Knowledge [theology and philosophy], Sense Motive).

Skills: Craft (pharmaceutical) +7, Decipher Script +5, Diplomacy +6, Knowledge (arcane lore) +11, Knowledge (history) +5, Knowledge (theology and philosophy) +11, Prophecy +12, Sense Motive +12, Treat Injury +14.

Feats: Conviction (Higher Power), Faith's Protection, Prayer, Sacred Ritual, Second Sight, Surgery.

Talents (Dedicated Hero): Healing Knack, Healing Touch 1.

Talents (Believer): Turn Undead, Lay On Hands 1d8, Lay on Hands (Blindness and Disease).

Possessions: Wealth +7; Crucifix.

Seers of Fatima Leader (Dedicated Hero 3/Believer 4/ Prophet of Fatima 3) CR 10; Medium-size Humanoid; HD 3d6+6 plus 4d6+8 plus 3d6+6; HP 56; Mas 14; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+0 Dex, +4 class); BAB +5; Grap +4; Atk +4 melee (1d6+1, weapon), or +5 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1 (+2 to Prophecy and Knowledge [theology and philosophy]), Secret Mystery 2 (First Prophecy), Secret Mystery 3 (Prophecy Hall), Secret Mystery 4 (Second Prophecy); AL Higher Power, Seers of Fatima, Catholic

Church; SV Fort +7, Ref +3, Will +12; AP 5; Rep +3; Str 8, Dex 10, Con 14, Int 12, Wis 16, Cha 14.

Occupation: Religious (Decipher Script, Knowledge [theology and philosophy], Sense Motive).

Skills: Craft (pharmaceutical) +7, Decipher Script +5, Diplomacy +9, Knowledge (arcane lore) +14, Knowledge (history) +8, Knowledge (theology and philosophy) +14, Prophecy +16, Sense Motive +16, Treat Injury +15.

Feats: Conviction (Higher Power), Faith's Protection, Prayer, Sacred Ritual, Scriptural Interpretation, Second Sight, Surgery.

Talents (Dedicated Hero): Healing Knack, Healing Touch 1.

Talents (Believer): Turn Undead, Lay On Hands 1d8, Lay On Hands (Blindness and Disease).

Talents (Prophet of Fatima): Prescience +1, Flash of Insight, Prescience +2.

Possessions: Wealth +7; Encolpion.



TEUTONIC KNIGHTS

One of the three "crusading" orders (the other two being the Knights Templar and the Hospitalers), the Teutonic Knights were from their very inception a Germanic order. Despite their shared general goals, this organization has been a rival to the Knights Templar since the time of the Crusades. At first, the reasons were merely the desire for personal power and prestige as the two organizations vied for Papal appointments and the favor of kings.

However, at some point the hatred the leaders of the Teutonic Knights felt towards the Knights Templar became so intense that they turned to an otherworldly power to aid them in their struggles against the rival organization. Celestan helped the organization bring down the Templars through accusations of heinous rituals performed in service to the Dark Powers. It is a bleak irony that the Knights' accusers were the ones guilty of trafficking with sinister powers.

HIDDEN WAR

The rivalry between the Teutonic Knights and the remnants of the Knights Templar came to a climax in World War II, when the group allied itself to the Nazi regime. This alliance brought the Teutonic Knights even more influence than they had known during the Middle Ages; the Nazis listened eagerly to every hint of occult artifacts that might aid a German victory.

Hatemongers sowed the seeds of racism throughout Germany while members of the organization combed Europe and Africa for lost items of power, battling the Templars time and again. In the end, the tables were turned on the Teutonic Knights: they lost control of their demonic allies, the Nazis turned on them, their dark patron Celestan was imprisoned in the Middle East, and the Templars were finally triumphant over their old foes.

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In the aftermath of the war, it appeared the Teutonic Knights were finally a memory. The Templars scoured Europe throughout the 50's looking for signs of the group's rebirth, but no trace of any surviving members could be found. Recently, however, encounters with Teutonic Knights have been reported in the Middle East, where the group searches for their lost master, Celestan. If they manage to free the vermin lord, the Teutonic Knights will again be a danger to all servants of the Higher Powers.

TEUTONIC KNIGHTS TODAY

Membership: Membership estimates from the end of World War II vary from as few as one dozen surviving members to as many as fifty. Recruitment has doubtless continued since that time.

Current Headquarters: Alexandria, Egypt. (The Teutonic Knights make their home in hidden catacombs beneath the city. These catacombs contain not only thousands of corpses to be animate as needed, but also many lost books of profane lore.)

Symbol: An ankh.

Affiliate Membership Requirements: Allegiance: Dark Power (Celestan), Allegiance: Teutonic Knights, Allegiance: Avarice, Knowledge (arcane lore) 5 ranks, Profane Ritual.

Recruitment Methods: The Teutonic Knights will use any means at their disposal to accomplish their goal of regaining the patronage of the fiend Celestan. They have even gone to such extremes as blackmailing and brainwashing to gain valuable "recruits"—particularly in the Egyptian Antiquities Bureau.

BENEFITS OF MEMBERSHIP

Secret Mystery 1: +2 to Knowledge (arcane lore) and Knowledge (history) skill checks.

Secret Mystery 2: +2 bonus to all checks to rebuke or command undead.

Secret Mystery 3: Turning checks can rebuke or command rats and other vermin in addition to undead.

Secret Mystery 4: +4 bonus to the total HD of undead that may be rebuked or commanded.

Secret Mystery 5: *Lost Library of Alexandria:* The most powerful cultists are able to requisition profane tomes found in the catacombs. The DC to requisition a profane tome

is equal to 15 plus the tome's total profane power bonus. The DC to requisition a profane tome containing spells is increased by 5 per spell level.

BLACK KNIGHT

Black Knights are the elite of the Teutonic Knights; all have taken foul oaths to the vermin lord, whose release from prison they constantly seek.

REQUIREMENTS

To qualify to become a Black Knight, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) 10 ranks, Knowledge (history) 5 ranks.

Feats: Conviction (Dark Power—Celestan), Profane Ritual.

Secret Mysteries: Secret Mystery 3.

CLASS INFORMATION

The following information pertains to the Black Knight advanced class.

Hit Die: 1d10

Action Points: 7 plus one-half character level, rounded down, each time the character gains a level in this class.

Class Skills: The Black Knight's class skills (and the key ability for each) are Climb (Str), Decipher Script (Int), Disable Device (Int), Forgery (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, art, business, current events, history, tactics, theology and philosophy) (Int), Move Silently (Dex), Research (Int), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following are features of the Black Guard advanced class.

Dark Calling: Vermin can sense the Black Knight's connection to their dark lord, and are willing to fight to the death for him. Any vermin (rats, spiders, bats, etc.) within range (10 feet times the character's Black Knight level) gain a +2 morale bonus to attack and damage rolls.

Immune to Disease: Because of his intimate contact with the foul vermin that serve Celestan, the Black Knight is

TABLE 3-7: THE BLACK KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Dark Calling	+1	+0
2nd	+1	+3	+0	+0	Immune to Disease	+1	+0
3rd	+2	+3	+1	+1	Inflict Wounds 2d8	+2	+0
4th	+3	+4	+1	+1	Contagious Touch	+2	+0
5th	+3	+4	+1	+1	Vermin Swarm 1/day	+3	+1
6th	+4	+5	+2	+2	Inflict Wounds 3d8	+3	+1
7th	+5	+5	+2	+2	Vermin Shape	+4	+1
8th	+6	+6	+2	+2	Sneak Attack +2d6	+4	+1
9th	+6	+6	+3	+3	Inflict Wounds 4d8	+5	+2
10th	+7	+7	+3	+3	Sneak Attack +4d6; Vermin Swarm 2/day	+5	+2

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completely immune to all forms of disease.

Inflict Wounds: The Black Knight can inflict the listed amount of damage with a successful touch attack. This damage is increased by +1 per Black Knight level thereafter. This ability requires the Black Knight to spend an action point.

Contagious Touch: Anyone damaged by the Black Knight's Inflict Wounds ability must also make a Fortitude save or contract anthrax. The DC of this saving throw is 10 plus the attacking character's Black Knight level.

Vermin Swarm: Characters with this ability can summon a swarm of rats and/or spiders to attack a target within 10 feet per Black Knight level. The target suffers 1d4 damage plus one point per Black Knight level. A character targeted with this attack must also make a Fortitude save (DC 15) or contract anthrax.

Vermin Shape: At 7th level, the Black Knight can shapechange into the form of a Tiny or smaller vermin creature. This form is unsuited to combat (the Black Knight cannot make a meaningful attack in this form, but can summon a vermin swarm; the Black Knight's hit points are unchanged) but useful for scouting, spying, and exploring collapsed tombs and tunnels. This ability requires the Black Knight to expend an action point.

Sneak Attack: The Black Knight gains the listed damage against a flat-footed, surprised, or helpless target, as well as against any target deprived of his Dexterity bonus for any reason.

TYPICAL TEUTONIC KNIGHTS

Teutonic Knights Initiate (Smart Hero 3) CR 3; Medium-size Humanoid; HD 3d6+3; HP 14; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, by weapon), or +1 ranged (1d6+0, by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Dark power, Teutonic Knights, Avarice; SV Fort +2, Ref +1, Will +3; AP 1; Rep +1; Str 14, Dex 10, Con 12, Int 15, Wis 13, Cha 8.

Occupation: Academic (Knowledge [arcane lore], Knowledge [history], Research).

Skills: Computer Use +8, Craft (chemical) +8, Craft (pharmaceutical) +8, Decipher Script +8, Knowledge (arcane lore) +13, Knowledge (current events) +8, Knowledge (history) +10, Knowledge (tactics) +8, Knowledge (theology and philosophy) +8, Research +8, Search +8.

Feats: Animal Sacrifice, Conviction (Dark Power), Educated, Profane Ritual.

Talents (Smart Hero): Savant, Exploit Weakness.

Possessions: Wealth +8.

Teutonic Knights Member (Smart Hero 3/Cultist 4) CR 7; Medium-size Humanoid; HD 3d6+3 plus 4d6+4; HP 32; Mas 12; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 Dex, +2 class); BAB +3; Grap +5; Atk +5 melee (1d6+2, by weapon), or +3 ranged (1d6+0, by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1, Secret Mystery 2, Secret

Mystery 3; AL Dark power, Teutonic Knights, Avarice; SV Fort +3, Ref +2, Will +8; AP 3; Rep +2; Str 14, Dex 10, Con 12, Int 15, Wis 14, Cha 8.

Occupation: Academic (Knowledge [arcane lore], Knowledge [history], Research).

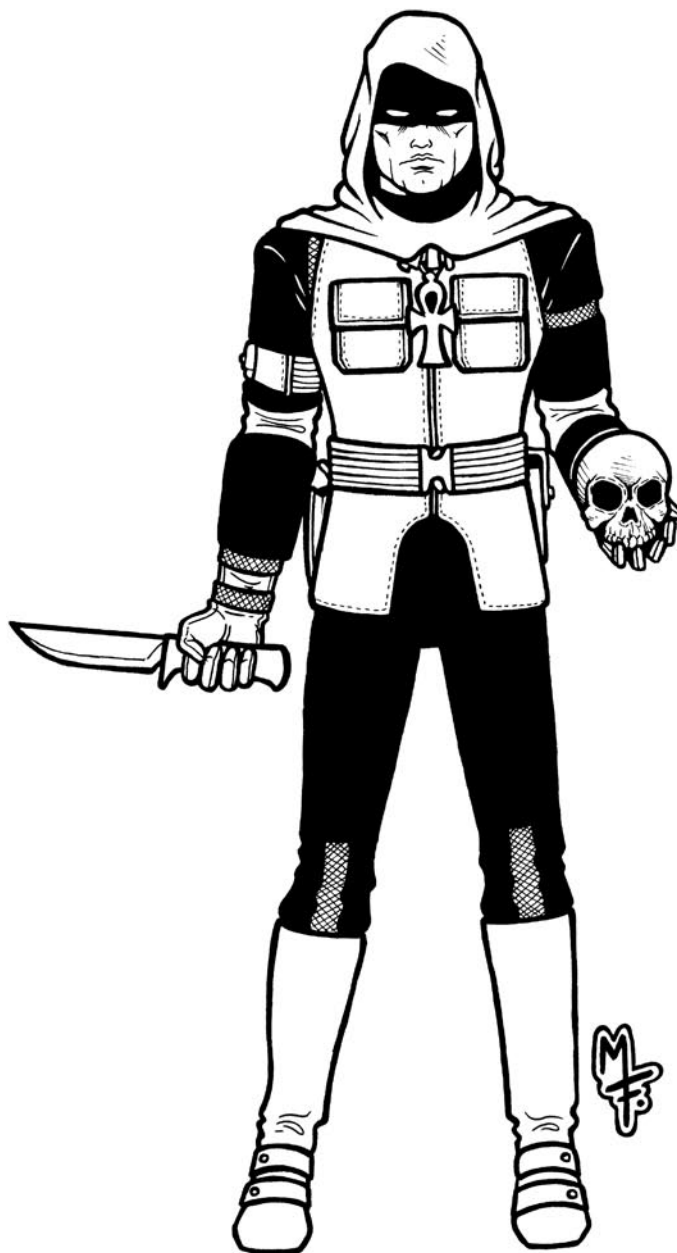
Skills: Computer Use +8, Craft (chemical) +12, Craft (pharmaceutical) +8, Decipher Script +12, Diplomacy +3, Gather Information +3, Intimidate +3, Knowledge (arcane lore) +17, Knowledge (current events) +8, Knowledge (history) +14, Knowledge (tactics) +8, Knowledge (theology and philosophy) +12, Research +12, Search +8.

Feats: Animal Sacrifice, Blood Altar, Bloodletting, Conviction (Dark Power), Educated, Human Sacrifice, Profane Ritual.

Talents (Smart Hero): Savant, Exploit Weakness.

Talents (Cultist): Control Undead, True Magic, Dark Initiate.

Possessions: Wealth +8.



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Teutonic Knights Leader (Smart Hero 3/Cultist 4/Black Knight 3) CR 10; Medium-size Humanoid; HD 3d6+3 plus 4d6+4 plus 3d10+3; HP 52; Mas 12; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+0 Dex, +4 class); BAB +5; Grap +7; Atk +8 melee (1d6+3, sacrificial blade), or +5 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ Secret Mystery 1, Secret Mystery 2, Secret Mystery 3, Secret Mystery 4; AL Dark power, Teutonic Knights, Avarice; SV Fort +6, Ref +3, Will +9; AP 5; Rep +2; Str 14, Dex 10, Con 12, Int 15, Wis 14, Cha 8.

Occupation: Academic (Knowledge [arcane lore], Knowledge [history], Research).

Skills: Computer Use +8, Craft (chemical) +12, Craft (pharmaceutical) +8, Decipher Script +15, Diplomacy +3, Gather Information +3, Intimidate +6, Knowledge (arcane lore) +20, Knowledge (current events) +8, Knowledge (history) +17, Knowledge (tactics) +8, Knowledge (theology and philosophy) +15, Research +15, Search +8, Sense Motive +5.

Feats: Animal Sacrifice, Blood Altar, Bloodletting, Conviction (Dark Power), Death Harvest, Educated, Human Sacrifice, Profane Ritual.

Talents (Smart Hero): Savant, Exploit Weakness.

Talents (Cultist): Control Undead, True Magic, Dark Initiate.

Talents (Black Knight): Dark Calling, Immune to Disease, Inflict Wounds 2d8.

Possessions: Wealth +8, Sacrificial Blade +1 (+2 to profane rituals).

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GAMEMASTERING BLOOD AND RELICS

THE FEEL OF THE GAME: A QUESTION OF TASTE

Gamemasters intending to run a *Blood and Relics* campaign may notice in it a number of thematic and stylistic similarities to *D20 Fantasy*. This is intentional; part of the beauty of the Modern design is the mixing of magic and the modern world, and *Blood and Relics* has tried to capture and use to good effect this combination of the fantastic and the mundane. Characters will explore dungeons, search out lost magical artifacts, learn ancient rituals of power, and fight evil creatures in the name of the Light—not unlike a band of *D20 Fantasy* adventurers. However, there are important differences—some of them quite subtle—between *Blood and Relics* and *D20 Fantasy*; the GM can make *Blood and Relics* a unique gaming experience by making sure these differences are highlighted to some degree in each game session.

MORALITY IS IMPORTANT

Questions of good and evil are always of importance in a fantasy setting, and although they are often treated somewhat simplistically, moral distinctions form an integral part of many games. In *Blood and Relics*, these distinctions are both blurred and taken a step further—an oxymoron, perhaps, but one that serves to give the game some of its flavor.

Alignment is not a part of the Modern rules. Rather than saying a character is “Lawful Good,” the Modern rules say that a character has an allegiance to (for example) the CIA. The CIA is an organization that, in the eyes of most Americans, is beneficial to the health and security of their country. However, some of the methods used historically by that organization are repugnant even to those who support the organization’s mission. Is such an organization “good” or “evil”? Allegiances bring this blurry ethos of modern life into the game. To add further complexity, a character can have more than one allegiance, and the *order* in which those allegiances are chosen denotes their relative importance to the character. A character with his first allegiance to the CIA and his second allegiance to the United States would act to protect the CIA, even to the detriment of the United States, but would put the United States ahead of everything else. Ask that character if he’s a patriot, and he would likely say yes—even though he was willing to illegally cover up an indiscretion by a fellow agent to help the agency save face. In this way, the “lines in the sand” mentality expressed by alignment has been refined, made more realistic, and blurred.

Morality is subjective. Characters are defined by what they love and what actions they take in defense of that love; there is no convenient spell

that can detect who’s on your side and who isn’t.

Allegiances are optional in the Modern rules, but not in *Blood and Relics*, where they are a central theme. A character’s worldview is front and center in *Blood and Relics*; enemies here don’t want your death as much as they want your *soul*. The battleground in *Blood and Relics* is often as metaphysical as it is physical. What does a character who loves money above all else do when he is promised riches beyond his wildest dreams in return for some information on his friends? Nothing too dangerous or revealing, just some... background information. These compromises are important. Spiritual afflictions, launched by the enemies of Light, can shake the faith of the most ardent apostle, and the tools of doubt are among the enemy’s greatest weapons. GMs should encourage players to not only role-play their characters’ allegiances, but to role-play the *order*—the priority—of those allegiances. What does a character with a first allegiance to the Sang Real do when, in the midst of protecting him, he receives a phone call from a wife who has gone into labor? These choices are hard enough in everyday life, but in *Blood and Relics* they’re even tougher; you can never be sure that voice on the other end of the line really *is* your wife.

SECRECY IS A SHIELD

Magic is not something to be trifled with. Spells are not idly thrown like “fire and forget” missiles across city squares, with a quick nap rejuvenating a spellcaster’s ability to sling more magic. *Blood and Relics* uses ritual in the place of magic, and those rituals should be treated as risky and dangerous—things to be kept hidden from the eyes of the average man and woman on the street. Magic items are hidden carefully away, used only in times of absolute necessity, because taking the Shroud soaked in the blood of Christ for granted is sheer folly.

Blood and Relics does not impose a lot of new rules on the game to represent these conditions. Indeed, from the perspective of pure game mechanics, there is little reason why the Shroud of Turin could not be used all the time by enterprising characters. Rather, it’s left to GMs and players to take into account the importance that secrecy and caution play in the world of *Blood and Relics*. The cloak of secrecy that prohibits the reckless use of magic and artifacts was adopted by both the warriors of Shadow and Light after tragedy upon tragedy taught these groups that open displays of power only made them the targets of the mundane world—a world that outnumbered them too greatly to be ignored. Using the Shroud on a regular basis means that sooner or later, someone is going to realize that the character has it... and will try to take it from them. This method of encouraging characters to take their responsibilities seriously is more effective and realistic than artificial game mechanics. A character who throws caution to the wind and makes

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reckless use of magic powers and artifacts should encounter increasing resistance to his actions. For example, grave robbers hired by distant museums might want the Shroud and try to acquire it by whatever means necessary. If the grave robbers fail to snatch the prize from the character, the character's continued flaunting of his possession (wearing it into every battle, significant or otherwise) might attract the attention of even less pleasant enemies—perhaps a vampire who thinks that the burial cloth would ease his tortured rest, or that its holy energy would end his eternal suffering. Eventually, the Caeder, and even organizations ostensibly on the character's side (like the Knight Templar) would come after the object for their own purposes. In short, treat secrecy as a lesson, not a game mechanic. You may need to teach it to your players, but once they learn it, the world will seem a little different, a little spookier—and the game will benefit.

SANG REAL

The single element most important to the theme of *Blood and Relics* is the Sang Real. There are no game statistics in this book for the Sang Real, nor are any likely to be provided in the near future. The Sang Real are not simply angelic beings to be pitted against the Caeder; their essential nature and purpose is a complete mystery. How does the GM represent a mystery that walks the corridors of his campaign?

The first thing to stress is that the Sang Real are *rare*. Realistically, characters might go through an entire campaign without seeing a single one. There are usually no more than two or three of these beings alive at any one time.

Secondly, even when encountered, the Sang Real do not easily trust others. Young Sang Real are accustomed to being targets, hunted by all sides—by those who wish to protect them, by those who wish to pervert the power they possess for personal use, and by the fiends who have pledged their eradication. Older Sang Real tend to be secretive in the extreme, having lived their entire lives as the targets of one conspiracy or another.

So, when a Sang Real is encountered, it should feel *important*. If they meet a young Sang Real, the characters have just happened upon a solemn responsibility, and will likely gain much more danger than benefit from the presence of the young boy or girl in their midst. If they meet an older Sang Real, the characters will have to deal with an incredibly powerful, exceptionally dangerous, possibly paranoid being who knows he or she has a mission to accomplish, but would likely just prefer to be left alone.

Either way, the abilities of a Sang Real must not be set in stone for players to peruse. The ability of a Sang Real should be determined more by the dramatic needs of the story than by a set of statistics. This does not mean that every character who dies protecting a Sang Real gets a free resurrection, but the power is there should the GM deem it appropriate to the story. What that means will vary from campaign to campaign, but it is a question every *Blood and Relics* GM should be prepared to address. *Blood and Relics*

provides guidelines for handling these situations, but there are no answers set in stone.



A SECRET HISTORY OF THE WORLD

ABOUT THIS TIMELINE

This timeline is broken down into two sections. The first entries deal with historical events, and are in italics. Biblical events are also listed in italics. The author makes no claim that these events are historically true or untrue in “real world” history, but for the purposes of the *Blood and Relics* setting, these are treated as historical events. If a character wishes to know or remember information from this italicized timeline, he must make a Knowledge (history) or Research skill check (DC 15).

The second entries deal with the secret history of the world, known to only a few. Events not in italics may, at the GM's discretion, be revealed to a character who makes a Knowledge (arcane lore) skill check (DC 20), or a Knowledge (history) or Research skill check (DC 25).

IN THE BEGINNING

The following description is paraphrased from the Lost Scroll. This document, one of the Dead Sea Scrolls, has been in the possession of the Pope since it was unearthed at Qumran in 1973.

“In the beginning, before Adam and Eve, there was a War in Heaven—a War between Light and Darkness, Lies and Truth, Shadow and Substance. The forces of Darkness, led by the Dark Lord, had once been counted as champions of Light. They were defeated after three days of War by the Son of Light himself, who appeared in a chariot with a thousand wheels, on each wheel a thousand eyes and within each eye a thousand suns. The Dark Horde was cast down into the mouth of the Pit and sealed there, to endure an eternity of hate and torment. But when these creatures began, one by one, to wriggle free of their bonds, they found a new world hanging between Light and Darkness: a world of men, the favored creations of their Foe. And so, wracked by torments that followed them even outside the walls of their hellish prison, they vowed to corrupt as many of these creations as possible, to make them venerate the Shadow instead of the Light. But they found their eternal foes watching them; the Lords of Light had not grown lax. And so the Blood War continued, but this time the battleground was Earth. Men and women were recruited by both sides, for man had been given the greatest gift of all: the gift of choice... choice between Shadow and Light.”

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THE WAR TO END ALL WARS

There were Giants on the Earth in those days.

The Dark Lord and his followers begin to mate with humans, creating a race known since the Middle Ages as the Caeder—the “Butchers.” The Dark Horde also mates with animals, producing horrible abominations (thankfully sterile) whose ravages and depredations plunge the world into Darkness.

The sons of God saw the daughters of men that they were fair; ... and they bare children to them, the same became mighty men which were of old, men of renown.

The Lords of Light have children with the men and women they were sent to protect. These offspring are possessed of extraordinary powers. Originally called the Covenant Bearers by Jewish theologians, these blessed offspring have been known since the Middle Ages as the Sang Real, the “Royal Blood.” (Scholars will note that technically speaking, the title “Sang Real” only applies to the strain of Covenant Bearers directly descended from Christ, who possess much more power than do “standard” Covenant Bearers; nevertheless, the term is often used generally to describe this entire race of semi-divine offspring.)

This phase of the Blood War is marked by open conflict on a worldwide scale; it is a time of monsters, of Chimerae and Medusae and Giants. For centuries, the war continues with the Lord of Light himself taking part—and yet the Shadow slowly begins to consume the Light.

And God saw that the wickedness of man was great in the earth, and that every imagination of the thoughts of his heart was only evil continually. The Earth also was corrupt before God, and the Earth was filled with violence.

In order to stem the seemingly endless tide of the Dark Lord and his Caeder, the entire Earth is swept clean by a tremendous flood. Only Noah, his family, and certain creatures chosen by the Lord of Light are spared. Noah is the first of the Sang Real to make a personal Covenant with God. And as the Flood brings a close to the most open, most widespread, most violent phase of the Blood War, the Lord of Light lays down his bow of war and marks the clouds with a rainbow, a symbol of peace.

1500 BCE: *Abraham leads a nomadic Jewish people from Sumer to Canaan, then to Egypt.*

1250 BCE: *Philistines move into Palestine. Moses leads the Jews from Egypt to Palestine.*

1230 BCE: *Jewish leader Joshua conquers a portion of Palestine.*

1020 BCE: *David defeats the Philistines and unites Israel. Capital city Jerusalem.*

930 BCE: *David’s son Solomon constructs a Jewish temple in Jerusalem.*

922 BCE: *Solomon dies. Jewish kingdom splits into two nations: Israel in the north, Judea in the south.*

722 BCE: *Assyria conquers Israel and forcefully relocates the Jews.*

587 BCE: *Babylonians conquer Judea and forcefully relocate the Jews.*

550 BCE: *Probable date of the composition of the Old Testament.*

538 BCE: *Persia conquers Babylon, frees Jews.*

515 BCE: *Jews rebuild temple in Jerusalem.*

332 BCE: *Judea conquered by Alexander the Great.*

323 BCE: *Alexander dies. Control of Judea passes to Ptolemaic rulers of Egypt.*

301 BCE: *Jews settle in Alexandria, capital of Ptolemaic Egypt.*

300 BCE: *Seleucus I founds Antioch. Jews settle in Antioch under a promise of Greek citizenship.*

260 BCE: *Jewish scholars in Alexandria translate the Old Testament from Hebrew to Greek. This text is called the Septuagint.*

198 BCE: *Seleucid leader Antiochus III conquers Palestine.*

196 BCE: *The Essenes, an ascetic Jewish sect, occupy Qumran.*

170 BCE: *Jews in Palestine rebel against Antiochus IV.*

168 BCE: *Judaism outlawed in Palestine. Only Greek deities may be worshipped.*

167-78 BCE: *Age of “Imperial” Judaism. Judea gains independence; rulership changes hands many times in this era. Frequent clashes both without (the borders of Judea expand greatly during this period) and within (as Maccabeans, Pharisees, and Sadducees fight for control of church and state).*

100 BCE: *Essenes living in Qumran compose the Dead Sea Scrolls.*

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63 BCE: *Judea conquered by Roman Empire.*

50 BCE: *Antipater is named ruler of Judea in return for aiding Julius Caesar during Rome's civil war.*

44 BCE: *Assassination of Julius Caesar.*

43 BCE: *Assassination of Antipater. Antigonus seizes control of Judea.*

37 BCE: *Herod, son of Antipater, beheads Antigonus and is named ruler of Judea by Rome.*

The assassination of his father leaves Herod deeply paranoid. Marcus Adrastus, the most powerful of the Caeder, sends one his Hatemonger minions to serve as Herod's advisor in preparation for the coming of Christ. The creature slowly heightens Herod's paranoia.

29 BCE: *Herod murders his wife and her mother and father.*

Seeing plots swirling all around him, Herod is advised by his servant, the Hatemonger, that his wife is slowly poisoning him.

20 BCE: *Herod rebuilds the temple of Jerusalem.*

6 BCE: *Birth of Christ in Bethlehem. The boy King is visited by three Magi from the East, who present him with gifts. Joseph then takes Mary and Jesus into Egypt.*

Unknown to Mary and Joseph, the Magi are Monitors. These followers of the Light are sworn to protect the Covenant Bearers, and follow the endangered family into Egypt to guard them. They keep danger at bay until it is safe for the boy to return to Judea, where the mad King Herod has embarked on a bloodthirsty campaign of murder.

6 BCE: *Slaughter of the Innocents: Herod receives a prophecy that a new King of the Jews has been born, and orders the execution of all boys less than two years of age. Herod's own sons are killed as part of this genocide.*

4 BCE: *Herod deposed by Roman Emperor Augustus. First Roman tax census.*

26 CE: *Pontius Pilate appointed ruler of Judea.*

27 CE: *John the Baptist preaches in Judea as "the voice of one crying out in the wilderness." John baptizes in the Jordan river all who approach him and confess their sins. Christ is among those baptized.*

John the Baptist also performs another ritual for Christ: his marriage to Mary Magdalene.

28 CE: *Temptation of Christ by the Dark Lord.*

29 CE: *John the Baptist is killed by the son of Herod. Jesus begins to preach and minister to the people, healing "diverse diseases and torments, and those that were possessed by devils, and those that were lunatic."*

30 CE: *Jesus is crucified. James, Christ's brother, becomes the leader of the fledgling Christian movement.*

On the Cross, Christ entrusts his two greatest possessions to the two men he trusts most in the world. To his half-brother James (son of Mary and Joseph), he entrusts the fledgling ministry of the Christian church. To Joseph of Arimathea, he entrusts his blood—Mary Magdalene and her children. Centuries later, Chretien de Troyes will write of this in allegory, stating that Joseph received the San Greal—the Holy Grail—from Christ. This artifact, sought after in vain by treasure seekers for nearly a thousand years, can never be found. There is no "Cup of Christ," no San Greal—what Christ entrusted to Joseph was the Sang Real, the Royal Blood, and from de Troyes' fateful mistranslation ("San Greal" instead of "Sang Real") much of the history of the world has been decided.

40 CE: *Paul, a Jew from the city of Tarsus in Asia Minor, begins preaching the Gospel throughout the Mediterranean.*

49 CE: *Paul preaches in Greece.*

60 CE: *Probable date of the composition of the Gospels of Matthew, Mark, Luke, and John. However, the first manuscripts of these gospels do not appear until over 50 years later. Paul is arrested and imprisoned in Rome. Writes many important Christian texts while imprisoned, including Ephesians, Philemon, Colossians, Timothy, and Titus.*

It is at this time that the Roman Empire becomes aware of Christ's secret marriage, and of his children. A concerted effort is made to destroy the fledgling Christian church by lopping off its head, and to find and destroy Christ's heirs, now in their 30's.

61 CE: *Peter crucified in Rome.*

63 CE: *Joseph of Arimathea founds Glastonbury Monastery in Britain.*

Hunted by the Roman authorities, who have fallen under the sway of the Dark Lord and his Caeder, a second Joseph and Mary flee into the night—first to Britain, where they found the Glastonbury monastery, then to the south of France, where they will found the Cathari movement.

64 CE: *Nero sets fire to Rome, blames Christians.*

Nero had fallen under the sway of the Lady of Flame, Marilonis, who demands sacrifices by fire. Through this

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dark sacrifice, Nero gains the power to destroy Paul and James, an act the mad emperor thought would end his “Christian problem” forever and make him the greatest emperor in the history of the Roman Empire.

67 CE: *James, brother of Christ, dies. Paul dies.*

James and Paul die on the same day, having been tortured for any information as to the whereabouts of Mary Magdalene and her children.

68 CE: *Nero commits suicide and is succeeded by Vaspasian.*

When Nero’s Empire continued to crumble, despite the successful execution of many of his “enemies,” he falls into a state of deep depression and self-loathing. Eventually, he takes his own life.

70 CE: *Roman General Titus destroys Jerusalem and the temple there. Jews disperse throughout Armenia, Iraq, Iran, Arabia, Egypt, Italy, Spain, and Greece.*

93 CE: *Emperor Domitian orders an Empire-wide persecution of Christians and Jews that amounts to a declaration of war on the Christian movement.*

110 CE: *Ignatius of Antioch writes that the Christian church is “Katholikos,” or “Universal.”*

117 CE: *Earliest known manuscript of the Gospel of John.*

132 CE: *Jews fight back against Roman persecution, seize Jerusalem.*

136 CE: *Jewish revolt in Jerusalem crushed. Jews forbidden to enter Holy City on pain of death. Jerusalem renamed Aelia Capitolina by Emperor Hadrian.*

150 CE: *Gospels of Matthew, Mark, Luke, and John all extant, and their final form is authorized.*

250 CE: *Empire-wide persecution of Christians ordered by Emperor Decius.*

276 CE: *Mani attempts to organize several disparate movements, including Judaism, Christianity, and Zoroastrianism, into one religion and is crucified. This movement is forever after known as the Manichean movement.*

300 CE: *Population of Roman Empire 60 million, 15 million of which are Christian.*

301 CE: *King of Armenia converted to Christianity by Gregory the Illuminator.*

303 CE: *Emperor Diocletian orders even greater persecution of Christians.*

311 CE: *Donatus argues for separation of Church and state, and claims that Christ was a man and not a God.*

312 CE: *Roman Emperor Constantine converts to Christianity.*

313 CE: *Edict of Milan ends persecution of Christians. Christian church officially recognized by the Roman government.*

314 CE: *First pronouncement of heresy, against Donatism—a movement which claims that Christ was a man, not God incarnate, and which also claims that communities should select their own priests and bishops based on the worth and piety of the individual men.*

316 CE: *Donatism begins to spread throughout Africa.*

318 CE: *Arius founds the “Arian” movement in Alexandria, teaching that Christ was a man and not divine.*

320 CE: *Arius is expelled from Alexandria. Wanders through the Eastern Roman Empire gaining converts.*

323 CE: *Constantine builds a church to Peter around his grave.*

325 CE: *Council of Nicaea formalizes early Christian doctrine, including the Canon of the Old and New Testaments, and declares heretical any assertion that Jesus is not divine.*

340 CE: *Goths converted to Christianity.*

350 CE: *Ninian founds the church at Candida Casa in Whithorn, in Galloway, Scotland.*

358 CE: *Monastery of Annesos in Persia establishes the “perfect Christian monastic life” of constant penance, meditation, poverty, and humility.*

360 CE: *First French monastery founded in Liguge by Martin of Tours, future first Bishop of France. Vandals convert to Christianity.*

371 CE: *Martin of Tours converts pagans.*

375 CE: *Jewish Talmud composed as a manual for the perfect Jewish life.*

376 CE: *Visigoths convert to Arian Christianity.*

379 CE: *Roman Empire bans Arianism.*

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380 CE: *Pope Theodosius I declares Arianism heresy.*

400 CE: *Jerome translates Bible into Latin in a work titled the Vulgate.*

410 CE: *Visigoths sack Rome.*

431 CE: *Palladius named first Bishop of Ireland. Third Ecumenical Council in Ephesus proclaims that there is only one nature to Jesus (divine), and that Mary was the “mother of God.”*

432 CE: *Roman missionary Patrick taken prisoner in Ireland.*

450 CE: *First British monasteries in Wales.*

473 CE: The Caeder Hengest sweeps across Britain in search of the Sang Real, leading a horde of Saxons blinded by dark magic. More cunning than most of his kind, Hengest knows his target had fled England centuries before. He also knows that the child will not be able to abide the suffering of innocents on his behalf, so he cuts a swath of fire, rape, and torture across the land. The boy he seeks, Arthur, is only eight years old.

476 CE: *“Fall” of Western Roman Empire as a barbarian becomes Emperor for the first time.*

Although this is the traditional date given for the “fall” of the Roman Empire and the beginnings of the Dark Ages, the Caeder continue to exert a strong influence over the heirs to the Roman Empire, first by manipulating various barbarian leaders into finding and wiping out many of the Caeder’s enemies. Later the Popes of the Catholic Church fall under their malign influence; Marcus Adrastus will be especially successfully at causing the worst of the Inquisition’s atrocities.

485 CE: Arthur, closer than Hengest would have ever dreamed, is finally deemed ready to end the suffering of the British people at the hands of the Caeder and his Saxon followers. Armed with Excalibur and accompanied by a host of twelve brave knights, Arthur crosses the English Channel and battles Hengest’s forces twelve times. In the climactic battle, both Arthur and Hengest are killed, and the sword Excalibur is shattered into a dozen shards.

530 CE: *Benedictine Monk Cassiodorus urges all Monks to copy classic manuscripts.*

533 CE: *Mercurius takes the name John II upon election as Pope—the first Pope to change names upon ascension.*

588 CE: *Visigoths ruling Spain abandon Arianism and convert to Catholicism.*

612 CE: *Visigoth king of Spain orders all Jews to convert to Christianity.*

620 CE: *Visigoth persecution of Jews in Spain intensifies.*

636 CE: *Arabs capture Jerusalem, allow Jews to return.*

639-642 CE: *Arabs conquer Syria, then Egypt, both part of the Eastern Roman Empire.*

670 CE: *Whitby monk translates the Bible into “vernacular German,” a language known today as Old English.*

694 CE: *Visigoth kings order the enslavement of all Jews in Spain.*

698 CE: *Arabs capture Carthage.*

711 CE: *Arabs conquer southern Spain (with help from Jewish dissidents).*

732 CE: *Arab defeat at Battle of Tours halts their advance into Europe.*

800 CE: *Charles III crowned Emperor of the “Holy Roman Empire” by Pope Leo III and introduces the age of the “Divine Right of Kings” in Europe, where church and state operate hand in hand.*

1009 CE: *Arabs destroy the Church of the Holy Sepulchre in Jerusalem.*

1022 CE: *The “Catharist Heresy” begins to gain momentum in southern France.*

1045 CE: *Rampant corruption in the Papacy. Pope Benedict IX marries and sells the Papacy to his godfather.*

1070 CE: *Hospital of St. John established in Jerusalem.*

1095 CE: *Pope Urban II calls for a Crusade against the Muslims.*

1098 CE: *Crusaders recapture Antioch.*

1113 CE: *Hospital of St. John recognized as a separate order, the Hospitallers.*

1118 CE: *Hugh de Payens founds the Knights Templar with only eight Knights, directing them to protect travelers to and from the Holy Land of Jerusalem. The Patriarch of Jerusalem grants them the title “pauvres chevalier du temple,” Poor Knights of the Temple.*

Hugh de Payens is a Cathar, as are the eight knights who serve him. They have an ulterior motive for swearing allegiance to the Patriarch: the recovery of artifacts hidden

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in the city, whose locations were handed down from Mary Magdalene and Joseph of Arimathea and are known to the Cathari. With all the conflict in and around the city, it is feared that these artifacts might fall into the wrong hands. Thus, while protecting pilgrims to and from the Holy Land, the Knights also smuggle valuable artifacts out of the area.

1128 CE: *Recruits begin to flock to the Knights Templar in great numbers. The Knights organization breaks down into four groups: the Knights; the Sergeants, who serve as Infantry to compliment the Knights on the battlefield; the Farmers; and the Chaplains.*

1140 CE: *The Templars build Castle Safed.*

1143 CE: *The Templars build Castle Karak of the Desert.*

1144 CE: *Second Crusade called to rescue Jerusalem, which is under constant siege by Arab forces.*

1187 CE: *Arabs led by Saladdin retake Jerusalem.*

1189 CE: *Third Crusade led by Richard I, the “lion-hearted.”*

1190 CE: *Teutonic Knights founded by German lords to fight in the Crusades.*

Although the truth is not revealed for over 700 years, the Teutonic Knights are in league with the Dark Lord. These “Crusaders” will help bring about the fall of the Knights Templar in the Middle Ages, testifying before various Inquisition tribunals.

1205 CE: *Pope Innocent III forbids any granting of legal aid to those accused of heresy.*

1206 CE: *Francis of Assisi takes up a life of poverty and devotion to God.*

1208 CE: *A Papal Legate converting Cathars to Catholicism in southern France is murdered. This is used as the pretext for Pope Innocent III to launch a Crusade against the Cathars.*

1210 CE: *Franciscan Order recognized by the Pope.*

1215 CE: *The Fourth Lateran Council decrees that anyone convicted of heresy shall be handed over to the civil authorities for execution. If civil authorities do not work diligently to clear their realm of heretics, they shall be excommunicated, and their vassals given the right to revolt against them.*

1216 CE: *Dominican Order founded.*

1217 CE: *The Templars build Castle Pilgrim.*

1226 CE: *Carmelite Order founded.*

1230 CE: *Pope Gregory IX institutes the Inquisition as a permanent tribunal to deal with heresy.*

1232 CE: *Pope Gregory IX orders the Inquisition to employ Dominican monks “or other suitable agents” to seek out and punish heretics.*

1252 CE: *Pope Innocent IV approves the use of torture by the Inquisition to illicit confessions.*

1260 CE: *Although it has long been considered a sin for priests to participate in torture (previously, torture was conducted by lay persons outside the presence of a priest), Alexander IV authorizes Inquisitors to absolve one another of this sin. Examinations by priests soon begin to take place in torture chambers.*

It is at this point that modern scholars of the secret history believe Marcus Adrastus began to influence the Inquisition for his own evil ends: the discovery and elimination of the Sang Real and their servants.

1286 CE: *Formal complaint lodged with the Pope by the consuls of Carcassonne against the Inquisitor Jean Garland for “inflicting torture in an absolutely inhuman manner.”*

1290 CE: *The Zohar, the most sacred in Jewish Kabbalism, is published in southern France.*

1291 CE: *The Crusades end as the Templars, Hospitallers, and Teutonic Knights are forever driven out of the Middle East by Arab forces.*

1307 CE: *On the 13th of October, agents of the Inquisition carry out a secret order to arrest all members of the Knights Templar. Through the use of torture, confessions are obtained from almost all members of the organization, including the Grand Master of the Knights Jacques de Molay.*

1309 CE: *The Teutonic Knights conquer Prussia and establish a theocratic state. Cyprus conquered by the Hospitallers.*

1310 CE: *Fifty-four Templars are burned at the stake for renouncing the confessions given under torture.*

1313 CE: *The Inquisition destroys the Knights Templar, whose possessions are divided up between the Pope, the Hospitallers, and the King of France.*

During the secret trial of the Templars, conducted by the Pope himself, the Templars fight back with evidence that they are the servants of the Sang Real, the descendants of Christ, and thus immune to the “lesser” Papal authority.

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This causes the Pope to destroy the Templars and burn all documents in their possession concerning the Sang Real.

Those documents are first examined by the Grand Inquisitor, Marcus Adrastus, who uses them to hunt down and destroy all the Knights Templar and the Sang Real save one.

1314 CE: *Jacques de Molay, leader of the Knights Templar is burned at the stake.*

As Jacques de Molay burns, he calls to God for the King of France and the Pope to account for their sins. Both are dead within a year.

1347 CE: *The Black Death, or simply the Plague, begins wiping out entire villages all across Europe, eventually claiming an estimated 25% of Europe's population.*

1378 CE: *British theologian John Wycliffe argues that the church has fallen into sin and should give up all property.*

1391 CE: *The Jewish community of Barcelona is decimated. Hundreds of thousands of Jews are killed; many more are forcibly baptized. Any Jew who, after being forcibly baptized, returns to Judaism is deemed a heretic and handed over to the Inquisition for torture and execution.*

1396 CE: *John Wycliffe's English translation of the Bible is declared heretical by the Church. The Latin Vulgate remains the only authorized version of the Bible used by the Catholic Church.*

1480 CE: *The Spanish Inquisition attempts to forcibly convert Jews to Christianity through torture.*

1484 CE: *Pope Innocent VIII orders the Inquisition to wipe out witchcraft.*

1486 CE: *Torquemada is named Grand Inquisitor.*

1486 CE: *Pico della Mirandola, a Kabbalist, attempts to reconcile all religions and philosophies.*

1492 CE: *Pope Alexander VI and his son Cesare Borgia become famous for their cruelty. The Inquisition is at its height. Jews and Muslims expelled from Spain.*

1503 CE: *Michel de Nostredame, popularly known today as Nostradamus, born in St. Remy, France.*

1506 CE: *Work begins to rebuild St. Peter's Basilica.*

1513 CE: *Giovanni de Medici elected Pope.*

1514 CE: *Raphael appointed chief architect for St. Peter's Basilica.*

1515 CE: *Pope Leo IX authorizes pre-press censorship.*

1516 CE: *Jewish Ghetto established in Venice.*

1517 CE: *Protestant Reformation begins in Wittenburg. Martin Luther publishes "95 Theses" railing against Church abuses, including the practice of selling indulgences (one of the most corrupt practices in the history of the church, whereby a person could buy absolution from sin).*

1525 CE: *Leader of the Teutonic Knights appointed Duke of Prussia.*

1526 CE: *German translation of the Bible published by Martin Luther.*

1530 CE: *Turks defeat Hospitallers and drive them out of Cyprus. Hospitallers flee to Malta, where they are protected by the king of Spain.*

1534 CE: *Michelangelo paints the Sistine Chapel in Rome.*

1536 CE: *William Tyndale is burned at the stake for translating the Bible into English.*

1559 CE: *Begun in 1515, the "Pauline Index of Forbidden Works" now numbers 583 authors.*

1600 CE: *Giordano Bruno executed for claiming the universe is infinite.*

1607 CE: *Jamestown is founded by 214 British settlers on the banks of the James River in what is now known as Virginia. Captain John Smith, the leader of the expedition, helps the settlers build a fort and plant crops, then departs for Britain to bring back the colony's governor. When he returns in 1609, the fort is abandoned and only 60 colonists remain alive.*

The colonists huddle in the woods like animals, half-starved and wild. John Smith puts eight who have slipped incurably into madness to death within days of his arrival. The ones who can be saved mutter incoherently about a "Beast" that came from the woods. Only the intervention of Algonquian warriors saves the colonists from this creature.

John Smith and a young farmer named John Rolfe lead a contingent of Powhatan's warriors after the beast. Although the safety of the colony is surely the main motivation, Rolfe had fallen in love with Pocahontas, Powhatan's daughter. When the combined British-Algonquian hunting expedition succeeds in slaying the beast, Rolfe is awarded Pocahontas' hand and a new prosperity settles over the colony.

1626 CE: *St. Peter's Basilica inaugurated in Rome.*

1627 CE: *After three years of living in harsh, stormy*

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conditions along the shores of bleak, rocky Cape Ann, Massachusetts settlers explore inland to find a more suitable location for a permanent settlement. They call this town Naumkeag, after an American Indian word meaning “comfort haven.”

1629 CE: *Naumkeag renamed Salem after Shalom, the Hebrew word for peace.*

Among the early inhabitants of Salem are related groups, or Covens, of Witches who practice magic and delve into the deeper mysteries. These mysterious groups, originally consisting of seven women who are each the seventh daughter of a seventh daughter, are the first and perhaps most powerful force for Light in the New World.

1648 CE: *Cossacks led by Bogdan Chmielnicki slaughter 200,000 Polish Jews.*

1692 CE: *In January, two young girls fall ill in Salem, Massachusetts. When the cause is diagnosed as “bewitchment” by a local physician, a witch-hunt begins.*

By November, nineteen men and women have been put to death, largely on the basis of “spectral evidence” and the fits and accusations of so called “afflicted” young women.

A letter showing the disturbing lack of jurisprudence with which the trials were conducted, in which protestations of innocence led to execution while confessions of guilt coupled with accusations of other community members lead to exoneration, causes Governor William Phipps to disallow “spectral evidence” in legal courts. After this ruling, no one is found guilty of witchcraft by the Salem courts, all prisoners pending trial are released, and all those pending execution are pardoned by the Governor.

1736 CE: *Israel Baal Shem Toy founds Hasidic Judaism.*

1768 CE: *Massacre of Jews by Cossacks in Poland.*

1797 CE: *Isabella Baumfree born in Ulster County, New York.*

1834 CE: *Spanish Inquisition officially ends.*

1843 CE: *Isabella Baumfree, after a religious epiphany, changes her name to Sojourner Truth and begins preaching throughout Long Island and Connecticut about “God’s truth and plan for salvation.” Soon, social issues such as the abolition of slavery and women’s suffrage begin making their way into Sojourner’s sermons.*

Sojourner Truth is the rare Sang Real willing to risk public exposure. Her presence influences leaders of the time—men such as Abraham Lincoln, William Lloyd Garrison and Fredrick Douglass. During the Civil War, she is reportedly

seen healing the dying and praying over the dead, but these accounts are dismissed as the fevered dreams of wounded men.

Following the end of the Civil War in 1865, Sojourner Truth travels west on foot to minister to the troubled and turbulent American territories and is never seen again.

1881 CE: *Pogroms against Russian Jews cause millions to migrate (an estimated 2.5 million Jews immigrate to the United States).*

1897 CE: *Theodor Herzl, a Palestinian Jewish leader, calls for the creation of a Jewish Homeland in Palestine at the First Zionist Congress held in Switzerland.*

1908 CE: *Inquisition renamed “Holy Office.”*

1917 CE: *Use of torture by the Catholic Church is finally abolished.*

Three shepherd children see the Virgin Mary in Fatima, Portugal.

These three young Sang Real, two girls and one boy, receive three visions from the Blessed Mother (Christ’s mother Mary).

The first is a horrific vision of the punishment and torment inflicted upon the “poor sinners” in Hell.

The second vision is a prediction of World War II. The details of this prediction are astonishingly accurate, and are consulted at various times during the war by the Knights Templar, allowing them to gain a crucial advantage over their bitter rivals, the Teutonic Knights.

Details of the last vision are not made public, but are instead delivered by hand to the Pope. At this point, the story of the “three seers,” the Sang Real of Fatima, becomes unclear. Two of the children die almost immediately under mysterious circumstances. The third slips away into the night and is never seen again.

1918 CE: First appearance of the Seers. Mysterious sightings of children healing wounded soldiers are reported multiple times during the worst battles of World War I. These children also impart to wounded soldiers predictions concerning the End Times and something they refer to as the “Dark Legacy.” Despite concerted efforts by the Knights Templar and other groups to contact these children, they seem able to sense the approach of strangers and elude their pursuers with ease.

1941 CE: *Hitler begins to plan his “Final Solution” for the “Jewish Problem.” Extermination camps will eventually kill 6 million Jews, roughly half of the world population of Jews*

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(there are an estimated 11 million Jews world wide prior to World War II).

Although the public deeds of the Nazis are well documented and publicized, the story of the secret war waged during this time, every bit as hard-fought and important as the public war, is not. Teutonic Knights, serving Hitler, fight against the Knights Templar over ancient maps, texts, and objects of power.

1945 CE: *Early Christian texts discovered at Nag Hammadi, Egypt.*

1947 CE: *Dead Sea Scrolls discovered near Qumran in Egypt.*

1948 CE: *Jewish state of Israel founded.*

1965 CE: *Pope Paul VI renames the Holy Office (itself the renamed Inquisition) the “Congregation of the Doctrine of Faith.” This institution, charged with the same task as the original Inquisition (combating heresy), remains in effect to the present day.*

1966 CE: *The Index of Forbidden Books is abolished.*

1978 CE: *Pope John Paul I dies after 25 days as Pope. Pope John Paul II becomes first non-Italian Pope in centuries, and the first ever Pope from Poland.*

Through a holy revelation, John Paul discovers a secret hidden from the world for millennia: Caeder walk the halls of the Vatican. Unknown to the outside world, battle rages uninterrupted for twenty-five days; in the end, as the Caeder flee into the night, John Paul lies dying in the arms of his successor.

The first act of this new Pope is to reinvest the Holy Office. A new generation of priests is secretly recruited and trained to wage war on the fiends hidden among humanity.

1981 CE: *Pope John Paul II is nearly assassinated by a lone gunman.*

This attempt on the Pope’s life occurs on the 64th anniversary of the Fatima sightings in 1917. Twenty-three bodyguards, members of the Doctrine, are killed in the attack. After thirty minutes, paramedics on the scene pronounce the wounded Pope dead. Then, from the crowd steps a child who heals the Pope and whispers a message to him before disappearing back into the throng of stunned onlookers. The Pope later credits “Our Lady of Fatima” with saving his life and adds that Her message is more urgent than ever before.

1995 CE: Two comets streak across the sky, their tails unusually luminescent, causing light trails to stay visible in the sky for several minutes after their departure. These

comets are reported as UFOs the world over. In Jerusalem, however, the comets can be seen to cross paths to form a glowing cross in the sky. The Knesset meets in closed-door sessions that last until dawn the next day. On the morning of April 17th they call in military commanders and order the creation of a top-secret special operations unit, or *isayeret*.



ITEMS OF LEGEND

These lost items of power are fought over by both sides of the Blood War. Some groups (such as the Knights Templar and even a few governments) realize the dangerous power inherent in these items and simply hide them away. Others, notably the Teutonic Knights, hope to use these artifacts to increase their own power and influence.

BRANDEA (WONDROUS ITEM—MAJOR)

Brandeia is cloth (typically high-quality cloth such as silk) that has been laid with the body of a Martyr, Saint, or Apostle, and has become sacred itself as a result. Cloth which is to become Brandeia must first be brought to a high state of ritual purity, or it will burst into flames upon contact with the holy remains. Purifying the cloth requires a Consecrate Item ritual performed by a Believer of 10th level. The cloth must then be buried with a person of suitable holiness for a year. After the year has passed, the cloth becomes sacred, and is called Brandeia.

Brandeia is incredibly fragile, and if it is handled by someone without the Faith’s Protection feat, it becomes useless. Brandeia is typically carried in a consecrated box of gold to prevent it from being spoiled before use. When Brandeia is laid over a wound, the injured person is healed. If the injured person does not have the Faith’s Protection feat, he is healed 3d8+10 points of damage and is completely cured of all poison and disease. A character with the Faith’s Protection feat is fully healed by the Brandeia—all damage, disease, poison, and spiritual afflictions are removed. In either case, the Brandeia becomes sullied and loses all of its healing properties after one use.

ENCOLPION (WONDROUS ITEM—MEDIUM/MAJOR)

An Encolpion is a holy symbol containing a small sacred item, which is placed inside it during construction and then consecrated by a Believer of 8th level or higher. In medieval times, Encolpion were constructed around slivers of the Chains of St. Peter. Major Encolpion might even be fashioned around a sliver of bone or hair from a Martyr or Saint of some significance.

A Medium Encolpion provides a +2 sacred bonus to Turning checks.

A Major Encolpion provides a +3 sacred bonus to Turning checks, and grants the wearer a +1 sacred bonus to Defense.

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HILT OF EXCALIBUR (MAJOR ARTIFACT)

This artifact is the most powerful remnant of the sword Excalibur, shattered during the climactic battle between Arthur and the Caeder Hengest. It is said that if all twelve shards are ever gathered together with the hilt, the sword will magically remake itself.

If a blade is reattached to the hilt, that weapon gains a +3 enhancement bonus, may make one extra attack each round at the attacker's highest base attack bonus, is +5 vs. fiends and undead, and inflicts an additional +2d6 damage vs. fiends and undead. Joining a normal blade to this hilt requires a Craft (mechanical) check DC 20. However, this bond between hilt and blade is not entirely stable, and if a natural 1 is rolled on an attack roll, the weapon breaks and must be reforged.

LANCE OF LONGINO (MAJOR ARTIFACT)

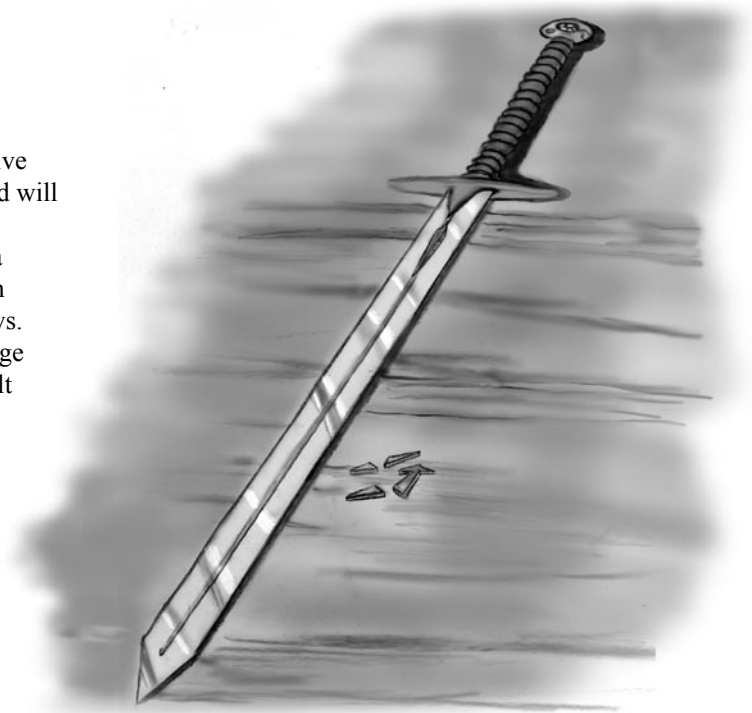
*But one of the soldiers with a spear pierced his side...
(John 19:34)*

This weapon, originally wielded by a Roman soldier named Longino, was the spear that pierced the body of Christ while he was on the Cross (whether to desecrate his already dead corpse or to check for signs of life is unclear). It has been warped by millennia of profane veneration into a horrible weapon. The current location of the spear is unknown, but both the Knights Templar and the Caeder seek it fervently—the Templars to lock it away or destroy it (if such is even possible), the Caeder to employ it against their enemies.

This weapon is a Long Spear +3, inflicts +2d6 damage against anyone with the Faith's Protection feat dedicated to a Higher Power, +5 vs. the Sang Real, and inflicts an additional +2d6 damage vs. the Sang Real (cumulative with the +2d6 damage vs. the Faithful). Furthermore, wounds inflicted by the Lance continue to bleed, inflicting an additional point of damage each round. The bleeding effects of multiple wounds from the weapon are cumulative (two wounds inflict two points of damage per round, and so on). Bleeding can only be stopped by a Treat Injury check (DC 15), or by magical healing (the Lay On Hands ability, the application of Brandea, etc.).

NAILS OF THE TRUE CROSS (MINOR ARTIFACTS)

How many of these artifacts exist is not entirely clear. Prior to the Middle Ages, Christ was depicted crucified in the normal Roman manner: four nails used, with the victim's arms spread out and feet side by side. In the Middle Ages, the image of Christ crucified with three nails, with one foot on top of the other, became prevalent. Scholars familiar with methods of Roman execution at the time of Christ's death



would expect there to be four nails in existence, but the Shroud of Turin bears evidence that only three were used in the crucifixion.

Furthermore, there are many legends swirling around these objects, which were imbued with power when they were soaked with the Blood of Christ. The Roman Emperor Constantine supposedly had one of the nails incorporated into his horse's bridle, granting his mount protection in battle. Gregory, Bishop of Tours in the late 6th century, relates a tale in which one of the nails was thrown into the Adriatic during a storm that threatened a ship—and that the waters became as smooth as glass.

A small weapon, such as an arrow or bullet, can be forged around one of these items, granting that weapon a +2 enhancement bonus and forcing any fiend or undead creature struck with the weapon to make a Fortitude save (DC 23) or be instantly destroyed.

If a Nail is incorporated into an object that is not a weapon, the GM should determine the results, but the item will not grant more than +4 worth of bonuses (which may be divided among different uses for the item). For example, the Bridle of Constantine would grant a +2 bonus to Ride checks and a +2 bonus to the Defense of the mount wearing it (total bonuses +4).

If a Nail is incorporated into armor, the armor gains a +1 enhancement bonus, and the wearer gains Damage Reduction 5/+1.

Powers for the Faithful: Believers may use the Nails to enhance their healing powers. Note that a Believer can use the Nails for this purpose regardless of religion (the fact that a Jewish Kabbalist might not believe in Christ's divinity matters to the Kabbalist, but it apparently does not matter to

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the Nails).

If a Nail is touched to a wound while a Believer is using his Lay On Hands ability, that Believer adds 10 to his effective Believer level for the purposes of determining the healing effect. Thus, all Believers heal +10 points of damage, but a low-level Believer could also be allowed to Cure Poison or Disease while applying the the Nail, something he normally could not do.

SACRIFICIAL BLADE

(MINOR/MEDIUM/MAJOR ARTIFACT)

A sacrificial blade is a grisly knife designed to disembowel a sacrifice with surgical precision. These foul weapons can be used in combat, where they are treated as a dagger with a +1 enhancement bonus. However, the real power of the sacrificial blade is in its ability to aid the practitioners of dark magic.

A sacrificial blade grants a circumstance bonus to Knowledge (arcane lore) skill checks when performing the following rituals: Animal Sacrifice, Black Bargain, Bloodletting, and Human Sacrifice.

Minor blades provide a +2 bonus to this skill check, medium blades a +4 bonus, and major blades a +6 bonus.

SHARDS OF EXCALIBUR

(MINOR ARTIFACTS)

These minor artifacts were created in 485 CE, when the Sang Real Arthur engaged in battle against the Caeder Hengest—a battle which claimed the life of both combatants. The killing stroke released such tremendous energy that the Arthur's sword Excalibur was shattered into a dozen shards. It is believed that if all the Shards could be gathered together with the blade's hilt, the sword would magically remake itself.

Nowhere nearly as powerful as the original, fully-forged sword, these broken metal shards still impart great power when a sword (or other edged weapon) is forged around them. They grant any such weapon a +2 enhancement bonus (increased to +4 vs. fiends). Such a weapon also inflicts +2d6 additional damage vs. fiends. Joining a normal blade to this hilt requires a Craft (mechanical) check DC 20.

SHROUD OF TURIN

(MAJOR ARTIFACT)

When the evening came, there was a rich man of Arimathea, named Joseph, who was himself Jesus' disciple. He went to Pilate, and begged the body of Jesus. And when Joseph had taken the body, he wrapped it in a clean linen cloth. (Matthew 27:57-27:59)

This relic, one of the most holy in all the world, is the burial shroud of Christ. As Christ ascended, his image was burned indelibly into the cloth, imbuing it with a powerful holy aura. The Shroud then disappeared for more than a millennium,

finally resurfacing in 1349, when it appeared in the hands of a French knight during the Hundred Years War.

Over the next 150 years, the Shroud was wielded and lost by several owners and resided in many different locations, until at last it was given a permanent home in the Royal Chapel of Chambéry Castle. The Shroud was placed in an iron cage which was then locked with four locks, each opened with a different key. These keys are divided among three different people.

In 1532, an Inquisitor, under secret orders to determine the validity of the Shroud, was given access to the artifact. He attempted to burn the cloth, boil it in oil, then soak and wash it over the course of several days to see if the image of Christ could be removed from it. None of these had any effect on the Shroud, which the Inquisitor then judged to be authentic. Hardly had the Inquisitor's experiments ended when a battle broke out and the church was consumed by flames. In the aftermath of the blaze, a cloth shroud damaged by fire was recovered. Although the Inquisitor realized that this Shroud must be a clever forgery left behind to cover the theft of the real artifact, he said nothing; after charging the local nuns to repair the "relic," he returned to Rome, never to return.

The Shroud of Turin is immune to all forms of attack, and would grant any warrior wrapped in it +10 Defense and 20 Resistance to Fire, Acid, Electricity, and Cold.

Powers for the Faithful: Believers may use the Shroud to enhance their healing powers. Note that a Believer can use the Shroud for this purpose regardless of religion (the fact that a Jewish Kabbalist might not believe in Christ's divinity matters to the Kabbalist; it apparently does not matter to the Shroud).

If a Believer wraps a wounded character in the Shroud, he can either heal the character by 1d8 HP +1/ Believer level without spending an action point, or he may heal as much as he is able (through the Lay On Hands ability) +20 HP by spending an action point.

Other rituals which tap hidden powers of the Shroud could well exist, hidden away from prying eyes in forgotten tomes or ancient scrolls.

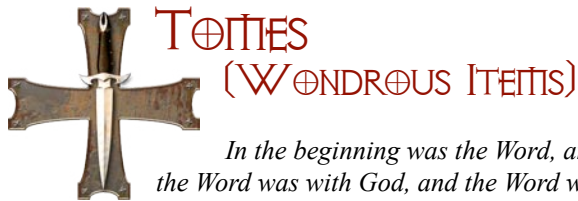
SLIVERS OF THE TRUE CROSS

(MINOR ARTIFACTS)

Throughout the Middle Ages, slivers of the True Cross were distributed throughout Europe and used by priests to enhance their rituals. The Second Council of Nicaea in 787 commanded that relics be used to consecrate holy ground; Slivers of the True Cross were most often used for this purpose.

These Relics add +4 to any holy Ritual (+6 to any Ritual of Consecration). If touched to a wound by a Believer while using his Lay On Hands ability, the character adds +5 to his effective level (allowing him to heal more damage, or possibly allowing a lower-level Believer to cure Poison or Disease).

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In the beginning was the Word, and the Word was with God, and the Word was God (James 1:1)

Tomes are books or scrolls that describe the proper methods of performing Sacred or Profane Rituals. It is possible for a tome to contain more than one such ritual, and some tomes are rumored to exist that contain long-lost rituals unknown to modern sages. If a character were to find one of these lost rituals, he could, once he met the ritual's prerequisites, take it as a feat.

Power: Liturgical and Profane tomes grant bonuses to Knowledge (theology and philosophy) or Knowledge (arcane lore) skill checks respectively made while consulting them. To gain a tome's bonus (if any), the following conditions must be met. First, the character must possess the appropriate Read/Write Language skill for the tome in question. The character must then succeed at a Decipher Script or Research skill check (DC 15 + tome power bonus) to discern the hidden symbolisms within the text. The character must read from the tome while he is actually performing the ritual.

Language: The exact language used in holy texts is very important. The earliest texts were written in Hebrew and Aramaic, then translated into Greek, then Latin, and then finally English and the other Romance languages (French, Spanish, etc.). With each translation, some of the power of the tome is lost.

Rituals: Tomes contain one or more ritual feats. Liturgical tomes contain sacred rituals and profane tomes contain profane rituals. While using the tome, a character can perform the inscribed rituals as if they possess the respective ritual feat (see characters chapter). For example, a character possessing a +5 Liturgical Tome with Bless can perform the Bless Ritual with a +5 bonus to his Knowledge (theology and philosophy) skill check.

Feat Bonus: If a character possesses the feat for the ritual inscribed in the tome, he gains an additional benefit. He may use the tome's power bonus to modify the ritual's duration, range, damage, save bonus, or save DC. For example, a character with a +5 Liturgical Tome of Bless could raise the damage bonus of that ritual to +6 (the original +1, plus the +5 bonus).

Spells (Profane Tomes): Unlike their liturgical counterparts, Profane Tomes also contain spells that are sought after by Cultists. The number of spells and maximum level are determined by the materials used to create the tome.

Materials (Profane Tomes): Profane Tomes are infused with the power of the Dark Lord and are fashioned out of materials that make accessing the infernal realms easier. The materials used to construct a tome modify the power bonus granted by the Profane Tome.



CREATING TOMES

Characters with sufficient ranks in Craft (writing) and Knowledge (philosophy and theology) or Knowledge (arcane lore) can create their own tome.

Requirements: To create a liturgical or profane tome, a character must have twice as many ranks in Knowledge (philosophy and theology) or Knowledge (arcane lore) as the power bonus granted by the tome, and must have any feats or spells he intends to inscribe in the book. For example, to create a +5 Liturgical Tome with Bless, a character would need 10 ranks of Knowledge (philosophy and theology) and the Bless Sacred Ritual feat.

Craft DC: The character must make a Craft (writing) skill check to create the actual tome. The DC of the Craft (writing) check is 15 plus the tome's power bonus plus 2 per feat or spell (that would be 22 for the above example).

Wealth DC: The minimum Wealth cost is 10, but the character gains a +1 bonus to the Craft (writing) check for every 2 points by which he exceeds the Wealth DC cost of the book (maximum +10).

UNIQUE TOMES

Following are some unique tomes with some additional special features. The Craft DC's for these tomes only factor in the power bonus, feats, and spells.

BLACK TOME

Simon Freilich, a German Mystic who served a small group of powerful Caeder in the 12th century, created these tomes in the wake of conflict with the newly-formed Knights Templar. Freilich's cult had been smashed, and the Caeder

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TABLE 4-1: TOME POWER

D20 Roll	Knowledge Bonus
1-5	+1
6-8	+2
9-10	+3
11-13	+4
14-15	+5
16-18	+6
19	+8
20	+10

MODIFIERS TO TOME POWER ROLL

Tome Type	d20 Roll Modifier
Minor Tome	-2
Medium Tome	+0
Major Tome	+2

TABLE 4-2: LITURGICAL LANGUAGE

D20 Roll	Language	Modifier to Liturgical Power
1-5	Ancient Hebrew/Aramaic	+0
6-10	Ancient Greek/Hebrew	-2
11-15	Latin	-4
16-18	Modern	-6
19	Second translation	*Roll 1d20 twice
20	Third translation	*Roll 1d20 thrice

*consult this table for each result, ignoring results of 19-20; apply both results

MODIFIERS TO LITURGICAL LANGUAGE

Tome Type	d20 Roll Modifier
Minor Tome	-2
Medium Tome	+0
Major Tome	+2

he served banished or imprisoned, during a bloody purge led by the Knights. In a final, desperate act, Freilich and his few remaining followers sacrificed themselves, soaking these tomes with their blood. The life essence of the dying cultists rendered the tomes nearly indestructible. Of the twenty-four Black Tomes made during Freilich's grisly final act, the Knights Templar have destroyed sixteen. Senior members of the Knights (Secret Mystery 3 and above) are told of the tomes and are charged with seeking out and destroying the remaining eight.

Physical Appearance: Each Black Tome is written in Abyssal and bound in fiend's skin.

Power: The Black Tome has a Profane power of +10 (+5 base, +5 fiend's skin). The Decipher Script DC to understand the magical contents of the book is 25. Each Black Tome contains the following Profane Rituals: Animal Sacrifice, Black Bargain, Black Calling, Black Mass, Blood Altar, Bloodletting, Dark Disciple, Death Harvest, Glutton's Feast, Human Sacrifice, Jealous Rage, Night Afflictions, Perdition's Prayer.

Craft DC: 48 (+10 power, +28 feats)

TABLE 4-3: PROFANE LANGUAGE

D20 Roll	Language	Modifier to Profane Power
1-5	Abyssal	+0
6-10	Akkadian	-2
11-20	Roll on Liturgical Language	

MODIFIERS TO PROFANE LANGUAGE

Tome Type	d20 Roll Modifier
Minor Tome	-5
Medium Tome	+0
Major Tome	+5

TABLE 4-4: PROFANE TOME MATERIALS

D20 Roll	Material	Power Modifier	Spells /Max Level
1-2	Animal bone/leather	+0	None
3-4	Human blood ink	+1	1-2/0-2
5-6	Human bone	+2	1-3/0-3
7-8	Human skin	+3	1-4/1-4
9-10	Fiend blood	+4	2-5/1-4
11-12	Fiend skin	+5	3-6/1-4
13-14	Sang Real blood	+6	2-8/2-5
15-16	Sang Real skin	+8	3-10/2-5
17-18	Roll twice		
19-20	Roll thrice		

*Roll twice and consult this chart for each result, ignoring results of 17+

MODIFIERS TO PROFANE MATERIALS

Tome Type	d20 Roll Modifier
Minor Tome	-2
Medium Tome	+0
Major Tome	+2

CONFESSOR'S EYE

Lost for more than a century and written by Torquemada, this sacred tome deals strictly with the role of a priest as Confessor (a role Torquemada filled for the Queen of Spain). It details the necessity for trust and honesty between the Confessor and the confessing and goes into great detail about how the Confessor should strive to lead his "child" into the light.

Physical Appearance: Originally the tome was bound in plain leather, as befits Torquemada, who lived as a simple Friar for most of his life even though his connections to the royal family could have garnered him the grandest of appointments. Since that time owners have added ivory and silver to the cover to make the book more attractive as well as to reinforce it. The book contains no title; only an eye carved in the spine identifies it.

Power: The Confessor's Eye has a Liturgical power of +4 (+8 base, -4 for being written in Latin). The Decipher Script DC to understand the magical contents of the book is 19. The book contains the following rituals to aid the Confessor in caring for his flock: Absolution, Bless, Castigation, Exorcism and Prayer

Special Features: This book contains a great deal of

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insight into the care of a priest's flock and his ability to lead them into the light. A character that possesses one of these works and reads it weekly gains a circumstance bonus equal to the book's Liturgical power on all Diplomacy skill checks.

Translations: Many translations of this tome exist in Spanish, French and English. About 80% of the translations are in Spanish and date from the 15th-16th centuries.

These editions, written by men with little knowledge of the sacred mysteries, rarely contain any rituals, but a few have been found that contain the Bless and Exorcism rituals intact. Translations usually have a Liturgical power of -2 or worse (+8 base, -4 Latin, -6 for a second translation to a modern tongue).

Craft DC: 29 (+4 power, +10 feats).

MONSIGNOR MELOTTI'S TOME OF THE VAMPIRE SLAYER

This tome was written sometime in the 16th century in the wake of series of vampire attacks in Italy by a Monsignor unknown except for this book. Various attempts have been made to find out more of the life of Monsignor Melotti but have met with no success, leading some to conclude that he was not real and perhaps was a *nom de plume* adopted by this book's true author.

Physical Appearance: The tome is a 16th century folio pamphlet small enough to be carried in a backpack, duffel bag or tucked into a jacket. The outside of the folio case is bone which serves to protect this scroll from the elements.

Power: Melotti's Tome has a Liturgical power of +2 (+6 base, -4 for being written in Latin). The Decipher Script DC to understand the magical contents of the book is 17. The book contains the following rituals to aid in combat against vampires: Bless, Castigation, Consecrate Ground and Consecrate Item.

Special Features: This book contains a great deal of information about the weaknesses of vampires. A character that has spent at least a month studying this tome may make a Knowledge (arcane lore) skill check to identify the weaknesses of the particular vampire he is combating.

This tome is known and feared by vampires. A character with the ability to turn undead that presents this tome to a vampire gains a +2 equipment bonus to turning checks.

Finally, and most tantalizing, is the "Melotti Formula" contained in the book. This details the formulation (through alchemical methods common at the time) of a blood poison painful to vampires. Making this poison requires a Craft (chemical) skill check with a DC of 25 and has a Wealth cost of 20 for 4 doses.

If this poison enters the bloodstream of a vampire the creature loses 1d6 points of Strength and then an hour later loses 1d6 more points of Strength. This compound somehow affects the vampire even though they are immune to all other poisons (it is believed that one of the poison's compounds affects the already weak circulatory system of the vampire causing a sort of cardiac arrest). Each time the vampire feeds he regains 1-4 points of Strength as the fresh blood in his

system dilutes the poison.

If the vampire's Strength is reduced to 0 through applications of this poison the creature becomes comatose for one month, at which time it will awaken with a Strength of 1 and a ravenous hunger (any erstwhile hunters are advised to dispatch the creature before this time).

Translations: None. Only one copy of this tome is known to exist. Anfri Llewellyn is known to be seeking this book in the hopes that it will allow him to end his unnatural existence (it will not).

Craft DC: 25 (+2 power, +8 feats).

CELESTINIAN BIBLE

Despite its benign-sounding name, this tome is one of the most perverse books ever written and instructs the Cult of Celestan about the foul practices of his worship. These books are written and distributed by the Teutonic Knights to expand the ranks of their membership.

Physical Appearance: These books are bound in white leather of the finest quality. This leather is extremely soft and supple to the touch. Many have the word "Bible" inscribed on the cover in gold leaf.

Power: The Celestinian Bible has a Profane power of +4 (+0 for being written in Akkadian, +3 for human skin cover and +1 for human blood ink). The Decipher Script DC of the book's magical contents is 19. While this book contains no spells it does contain the following rituals: Animal Sacrifice, Black Mass, Bloodletting, Death Harvest and Human Sacrifice.

Special Features: Anyone who reads more than half of this book must make a Will save (DC 20) or have his allegiances changed to the following: Dark Power (Celestan), Teutonic Knights, Avarice. This is a magical form of brainwashing and can be reversed through deprogramming.

Translations: These books are still in production today by the Teutonic Knights and are often sent in unmarked envelopes to scholars of antiquities and religious studies at universities and museums around the world. This gains the Teutonic Knights many valuable new recruits.

Craft DC: 29 (+4 power, +10 feats).

POWER WALKS AMONG US

Written in prison by an unknown condemned sorcerer, awaiting execution for consorting with the Devil.

Physical Appearance: Loose papers that have been bound together with a simple covering. The author's identity is unknown.

Contents: This innocuous book has a Profane power of +0 (+0 for being written in Akkadian, +0 for being constructed of simple paper). The Decipher Script for the book's magical contents is 15 plus the level of the spell. This book contains the following rituals: Bloodletting and Human Sacrifice. It contains the following spells: Cause Fear, Daze, Hold Portal, Message, Ray of Fatigue and Sleep.

Special Features: In addition to its spells and rituals this

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tome bears an insidious curse: it contains the essence of the sorcerer condemned to death. Anyone who reads the book, even for an instant, must make a Will save (DC 20) or be possessed by the high level cultist who wrote it.

It is a wonder that no one has perused the contents of the tome before now, but it is only a matter of time.

Translations: None. Only one of these books exists and that is tucked away in the storeroom of some museum, completely unknown to those who work there.

Craft DC: 31 (+0 power, +16 feats)



SERVANTS OF DARKNESS

ABSOLLA, LORD OF VANITY (UNIQUE FIEND, CAEDER)

Absolla has been worshipped as a god in both Babylonia and Sumeria because of his grace and beauty. Anyone who looks at him tends to fall under his sway and find him reasonable and charming. The horrors perpetrated in his name eventually catch up to him, however, at which point he slips away to begin the cycle again. One of the most vile and wretched fiends in existence, Absolla was one of the driving forces behind Sodom and Gomorrah, but managed to escape the cities he had helped doom just in time. Finally, in the 17th century, Absolla's luck ran out when he pursued a Sang Real and her Knight Protector into Salem, Massachusetts. Now he desperately seeks to return to wreak his vengeance on the witches of Salem through his new Massachusetts cult, led by Cordelia Dossman.

Telepathy (Su): Absolla can communicate telepathically with any creature within 100 feet that has a language.

Immunity to Poison (Ex): Absolla is completely unaffected by human medicines and poisons.

Fire Resistance 20 (Ex): Absolla ignores the first twenty points of Fire damage inflicted on him each round.

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon

Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Fascinate (Su): Three times per day, Absolla can force anyone who looks at him to make a Will save (DC 15) or fall in love with him. This effect lasts for 10 days. Anyone who fails three such saving throws is permanently enamored of Absolla and will to do almost anything to please him.

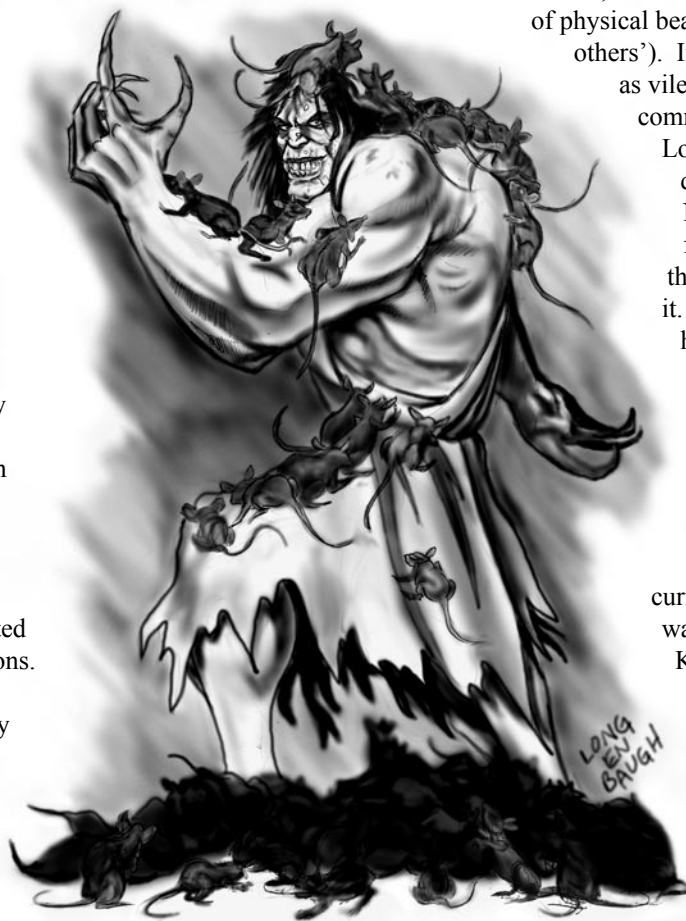
Absolla, Lord of Vanity: CR 7; Medium-size Outsider; HD 10d8+20; HP 85; Mas 14; Init +3; Spd 30 ft, 60 ft. Flight (good); Defense 22, touch 13, flatfooted 19 (+3 Dex, +9 natural); BAB +10; Grap +12; Atk +12 melee (1d6+2, slam); FS 5 ft by 5 ft; Reach 10 ft; SQ darkvision, poison immunity, fire resistance 20, damage reduction 5/+1, fascinate; AL The Dark Lord, Evil; SV Fort +9, Ref +10, Will +8; AP 5; Rep +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 20.

Skills: Diplomacy +18, Gather Information +18, Bluff +18, Diplomacy +7, Knowledge (theology and philosophy) +13, Knowledge (arcane lore) +13, Intimidate +18.

Feats: Archaic Weapon Proficiency, Enemy (Sang Real), Perdition's Prayer, Profane Ritual.

CELESTAN, LORD OF VERMIN (UNIQUE FIEND, CAEDER)

In life, Celestan was a great Roman nobleman, known for his cleanliness, fastidious appearance, and love of physical beauty (both his own and others'). In his heart, however, he was as vile as the blackest villain. After committing to serve the Dark Lord, Celestan's inner hideous qualities manifested physically. Now, this creature reeks from its foul contact with the thousands of vermin that serve it. Celestan's rats crawl all over his body, as the creatures desire to be close to their lord. In combat, Celestan hundreds of the creatures at his enemies in waves, sowing confusion and hindering their ability to fight. It is not known where this creature currently resides—only that it was imprisoned by one of the Knights Templar during World War II. The Cultists who hear the dark call of this foul monster work both to take revenge on the Sang Real who imprisoned their lord and to find and free him from his prison.



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Telepathy (Su): Celestan can communicate telepathically with any creature within 100 feet that has a language.

Disease (Ex): Any creature bitten by Celestan must make a successful Fortitude save (DC 22) or contract a curable, highly virulent disease (Injury; Incubation 1 day; Initial Damage 1d6 Con; Secondary Damage 1d6 Con; Treat Injury DC 22).

Vermin Horde (Su): Celestan may send a swarm of rats to engulf a target. An engulfed target who does nothing but try to fend off these rats takes 1 point of damage per round; otherwise, these rats inflict 1d4 +4 points of damage per round (per swarm), and render concentration impossible. Anyone who takes damage from a vermin horde must make a Fortitude save (DC 12) or contract the same disease transmitted by Celestan's bite. Celestan may summon one horde per round at will.

Immunity to Poison (Ex): Celestan is completely unaffected by human medicines and poisons.

Fire Resistance 10 (Ex): Celestan ignores the first ten points of Fire damage inflicted on him each round.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Celestan, Lord of Vermin: CR 12; Huge Outsider; HD 12d8+60; HP 147; Mas 20; Init -2; Spd 50 ft; Defense 22, touch 6, flatfooted 22 (-2 Dex, -2 size, +16 natural); BAB +12; Grap +29; Atk +19 melee (2d6+9, claw), or +19 melee (2d8+9, bite and disease); Full Atk +19 melee (2d6+9, 2 claws), +19 ranged (2d8+9, bite and disease); FS 15 ft by 15 ft; Reach 10 ft; SQ disease, immunity to poison, fire resistance 10, damage reduction 10/+2, vermin swarm; AL The Dark Lord, Evil; SV Fort +13, Ref +6, Will +10; AP 0; Rep +3; Str 28, Dex 6, Con 20, Int 16, Wis 14, Cha 15.

Skills: Speak Abyssal, Speak Ancient Greek, Speak Latin, Read/Write Ancient Greek, Read/Write Latin, Climb +19, Intimidate +17, Knowledge (arcane lore) +18, Knowledge (history) +18, Listen +17, Navigate +18, Sense Motive +17, Spot +17.

Feats: Antithesis (Sang Real), Archaic Weapon Proficiency, Conviction, Frightful Presence, Power Attack.

MARCUS ADRASTAS, LORD OF DECEIT (UNIQUE FIEND, CAEDER)

The most powerful of the Caeder, Marcus is the most subtle, most intelligent, and most cunning of all fiends. Unlike most other fiends, he operates in plain sight, making the most of his abilities to change shape and influence others and dispatching agents to carry out his plans.

Marcus operates a religious bookstore in Paris under the name Adrienne Marcus. Within twenty-four hours of any report that sounds like it might lead him to the Sang Real, Marcus will have agents there, combing the area with all the efficiency of police scouring a crime scene for clues. Although he hasn't yet found the Sang Real, he has found (and killed) several of the Knights Templar. Marcus seeks to avoid direct confrontation at all costs, knowing that his immortality is the key to his victory; as long as he can avoid being destroyed, as Hengest was, or imprisoned, as Celestan was, he will eventually triumph. Marcus will sacrifice any number of his followers to ensure his survival, and seeks to avoid becoming known to the Templars at all.

Telepathy (Su): Marcus can communicate telepathically with any creature within 100 feet that has a language.

Alter Self (Su): Marcus can assume any humanoid shape at will and can maintain each form indefinitely. Marcus prefers to appear as a non-descript human male in his late fifties, and only exposes his wings (and thus his true nature) in truly dire circumstances.

Dominate Monster (Su): Marcus can influence the minds of those around him through magical means, as well as through his considerable guile. This ability may be used once per round, three times per day, and is resisted by a Will save (DC 25).

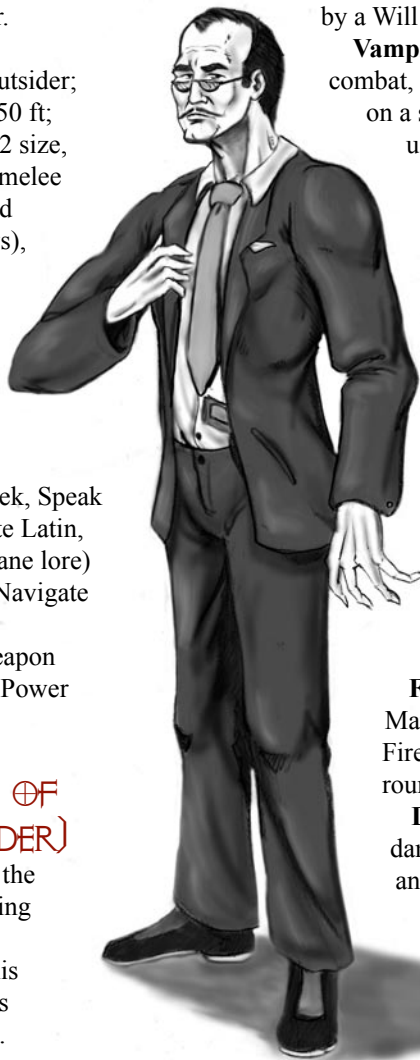
Vampiric Touch (Su): If forced into melee combat, Marcus can inflict 6d6 points of damage on a successful touch attack; each time he uses this ability, he is healed by an amount equal to the damage inflicted on his target. Marcus may use this ability once per round, three times per day.

Immunity to Poison (Ex): Marcus is completely unaffected by human medicines and poisons.

Immunity to Ballistic Attacks (Ex): Marcus has perfected the skill of subtly altering his shape to allow bullets to simply pass through him. He is so skilled at this that attackers almost always feel they have just missed him. A Spot check (DC 20) allows anyone witnessing this in combat to identify this ability as supernatural.

Fire and Cold Resistance 20 (Ex): Marcus ignores the first twenty points of Fire and Cold damage inflicted on him each round.

Damage Reduction 15/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.



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Marcus Adrastus, Lord of Deceit CR 12; Medium-size Outsider; HD 16d8+32; HP 137; Mas 15; Init +3; Spd 30 ft, 60 ft Flight (good); Defense 22, touch 13, flatfooted 19 (+3 Dex, +9 natural); BAB +16; Grap +17; Atk +17 melee (6d6, vampiric touch), or +19 ranged (2d6, Beretta 93R); Full Atk +17 melee (6d6, vampiric touch), or +19/+14/+9 ranged (2d6, Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ immunity to poison, immunity to ballistic attacks, fire resistance 20, cold resistance 20, damage reduction 15/+2, alter self; AL The Dark Lord, Evil; SV Fort +12, Ref +13, Will +14; AP 8; Rep +3; Str 12, Dex 16, Con 15, Int 20, Wis 19, Cha 24.

Skills: Bluff +22, Computer Use +13, Craft (chemical) +20, Diplomacy +27, Disguise +20, Gather Information +20, Intimidate +27, Investigate +15, Knowledge (arcane lore) +20, Knowledge (history) +15, Knowledge (theology and philosophy) +15, Knowledge (ritual) +20, Research +20, Sense Motive +10, Speak Latin, Read/Write Latin, Speak Ancient Greek, Read/Write Ancient Greek, Speak Spanish, Read/Write Spanish, Speak French, Read/Write French, Speak English, Read/Write English

Feats: Antithesis (Higher Power), Archaic Weapon Proficiency, Conviction (Dark Power), Enemy (Higher Power), Faith's Protection, Profane Ritual.

Possessions: Beretta 93R.

THE FOUR HORSETEEN

And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth.

-- the Revelation of Saint John the Divine 6:8

HORSETEEN OF CONQUEST

And I saw, and behold a white horse: and he that sat on him had a bow; and a crown was given unto him: and he went forth conquering, and to conquer.

-- the Revelation of Saint John the Divine 6:2

The Horseman of Conquest will be released when the First Seal is broken. Upon his release, he will seek out the Dark Legacy and protect him.

Telepathy (Su): Horsemen can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Horsemen have Darkvision to a range of 120 feet.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Immunities: The Horsemen are immune to heat, cold, poison, and critical hits.

Summon Steed (Su): A Horseman can call an apocalypse steed to serve as his mount. If his mount is killed, he may

call another (which takes 24 hours to arrive).

White Bow (Su): The Horseman of Conquest carries a Compound Bow +5, called the White Bow. If he is ever disarmed, the Horseman can call the White Bow to his hand at will. Calling the White Bow is a move action if it is in the possession of another; otherwise it is a free action. Should the Horseman ever be killed, this bow will turn to dust.

The Horseman of Conquest: CR 15; Medium-size Outsider; HD 20d8+60; HP 180; Mas 16; Init +5; Spd 40 ft; Defense 24, touch 15, flatfooted 19 (+5 Dex, +9 natural); BAB +20; Grap +23; Atk +31 ranged (1d8+8 White Bow), or +23 melee (1d8+3 longsword); Full Atk +31/+26/+21/+16 ranged (1d8+8 White Bow), or +23/+18/+13/+8 melee (1d8+3 longsword); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 10/+2, immunities, summon steed, white bow; AL Dark Legacy, Evil, Wrathful; SV Fort +15, Ref +17, Will +13; AP 10; Rep +9; Str 16, Dex 20, Con 16, Int 14, Wis 13, Cha 20.

Skills: Knowledge (arcane lore) +22, Survival +21, Ride +25, Spot +21, Listen +21, Concentration +23, Knowledge (history) +22, Intimidate +25, Sense Motive +21, Search +22.

Feats: Antithesis (Higher Power), Archaic Weapon Proficiency, Enemy (Higher Power), Far Shot, Frightful Presence, Renown, Track.

Possessions: Compound Bow +5, Longsword.

HORSETEEN OF WAR

And there went out another horse that was red: and power was given to him that sat thereon to take peace from the earth, and that they should kill one another: and there was given unto him a great sword.

-- the Revelation of Saint John the Divine 6:4

The Horseman of War will be released when the Second Seal is broken. Upon his release, he will seek out the Dark Legacy, sparking major wars all along his path.

Telepathy (Su): Horsemen can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Horsemen have Darkvision to a range of 120 feet.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Immunities: The Horsemen are immune to heat, cold, poison, and critical hits.

Summon Steed (Su): A Horseman can call an apocalypse steed to serve as his mount. If his mount is killed, he may call another (which takes 24 hours to arrive).

Instill Hate (Su): The Horseman of War can instill hate in a target at a range of 200 feet as free action. This effect is negated by a successful Will save (DC 22).

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Blood Sword (Su): The Horseman of War carries a Longsword +5, called the Blood Sword. If he is ever disarmed, the Horseman can call the Blood Sword to his hand. Calling the Blood Sword is a move action if it is in the possession of another; otherwise it is a free action. Should the Horseman ever be killed, this sword will turn to dust.

Horseman of War: CR 16; Medium-size Outsider; HD 20d8+100; HP 220; Mas 20; Init +2; Spd 40 ft; Defense 21, touch 12, flatfooted 19 (+2 Dex, +9 natural); BAB +20; Grap +25; Atk +30 melee (1d8+10, Blood Sword), or +22 ranged (1d8, compound bow); Full Atk +30/+25/+20/+15 melee (1d8+10 Blood Sword) or +22/+17/+12/+7 ranged (1d8 compound bow); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 10/+2, immunities, summon steed, blood sword, instill hate; AL Dark Legacy, Evil, Wrathful; SV Fort +17, Ref +14, Will +14; AP 10; Rep +9; Str 20, Dex 14, Con 20, Int 10, Wis 14, Cha 15.

Skills: Intimidate +22, Ride +22, Survival +22, Spot +22, Listen +22, Knowledge (arcane lore) +20, Search +20, Sense Motive +22.

Feats: Antithesis (Higher Power), Archaic Weapon Proficiency, Enemy (Higher Power), Frightful Presence, Power Attack, Renown, Track.

Possessions: Compound Bow, Longsword +5.

HORSEMAN OF FAMINE

And I beheld, and lo a black horse; and he that sat on him had a pair of balances in his hand.

-- the Revelation of Saint John the Divine 6:5

The Horseman of Famine is unleashed when the Third Seal is broken. Upon his release, he will seek out the Dark Legacy, leaving unprecedented famine in his path.

Telepathy (Su): Horsemen can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Horsemen have Darkvision to a range of 120 feet.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Immunities: The Horsemen are immune to heat, cold, poison, and critical hits.

Summon Steed (Su): A Horseman can call an apocalypse steed to serve as his mount. If his mount is killed, he may call another (which takes 24 hours to arrive).

Touch of Hunger (Ex): Any creature hit by the Horseman of Famine's claw attack must make a Fortitude save (DC 20) or suffer 1-4 points of Constitution and Strength ability damage due to extreme hunger. This ability damage heals at the normal rate of one point per day.

Hunger Strike (Su): The Horseman of Famine may instill hunger in a target at a range of 200 feet as an attack action.

This effect is negated by a Fortitude save (DC 24). A target that fails the saving throw against this attack is fatigued until he is able to eat a normal meal and rest for eight hours.

If a target that fails the save against this attack is already fatigued (for any reason), that target becomes exhausted until he is able to rest for 24 hours and eat three normal meals.

Horseman of Famine: CR 18; Medium-size Outsider; HD 20d8+140; HP 260; Mas 24; Init +0; Spd 40 ft; Defense 19, touch 10, flatfooted 19 (+9 natural); BAB +20; Grap +20; Atk +20 melee (1d6+ability drain, claw); Full Atk +20/+15/+10/+5 melee (1d6+ ability drain, claw); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 10/+2, immunities, summon steed, touch of hunger, hunger strike; AL Dark Legacy, Evil, Wrathful; SV Fort +19, Ref +12, Will +16; AP 10; Rep +9; Str 10, Dex 10, Con 24, Int 10, Wis 14, Cha 18.

Skills: Intimidate +24, Ride +20, Knowledge (arcane lore) +20, Survival +22, Spot +24, Listen +24, Search +20, Sense Motive +22.

Feats: Alertness, Antithesis (Higher Power), Archaic Weapon Proficiency, Enemy (Higher Power), Frightful Presence, Renown, Track.

HORSEMAN OF DEATH

And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him.

-- the Revelation of Saint John the Divine 6:8

The final, most dangerous Horseman, this creature is almost always accompanied by lesser fiends and undead, who seem instinctively to know where he is—drawn to the aura of death that surrounds him.

Telepathy (Su): Horsemen can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Horsemen have Darkvision to a range of 120 feet.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Immunities: The Horsemen are immune to heat, cold, poison, and critical hits.

Summon Steed (Su): A Horseman can call an apocalypse steed to serve as his mount. If his mount is killed, he may call another (which takes 24 hours to arrive).

Death Touch (Ex): Any creature hit by the Horseman of Death's claw attack must make a Fortitude save (DC 25) or die.

Death Gaze (Su): The Horseman of Death may slay any foe that falls under his gaze at a range of 200 feet as an attack action. This effect is negated by a Fortitude save (DC 20).

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Horseman of Death: CR 20; Medium-size Outsider; HD 20d8+180; HP 300; Mas 2428 Init +2; Spd 40 ft; Defense 21, touch 12, flatfooted 19 (+2 Dex, +9 natural); BAB +20; Grap +26; Atk +26 melee (1d10+6, death touch); Full Atk +26/+21/+16/+11 (1d10+6, death touch); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 10/+2, immunities, summon steed, death touch, death gaze; AL Dark Legacy, Evil, Wrathful; SV Fort +21, Ref +14, Will +14; AP 10; Rep +9; Str 22, Dex 14, Con 28, Int 10, Wis 14, Cha 20.

Skills: Intimidate +25, Ride +22, Knowledge (arcane lore) +20, Survival +22, Spot +24, Listen +24, Search +20, Sense Motive +22.

Feats: Alertness, Antithesis (Higher Power), Archaic Weapon Proficiency, Enemy (Higher Power), Frightful Presence, Renown, Track.

SERVITOR FIENDS

APOCALYPSE STEED (FIEND)

These creatures are always encountered as the mount of a Horseman. They are twisted mockeries of true horses and take on the aspect of whatever Horseman they are currently serving.

Flaming Hooves (Su): In addition to inflicting extra 1d4 fire damage on a successful attack, an apocalypse steed's hooves set combustible materials aflame.

Smoke (Su): During the excitement of battle, an apocalypse steed snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or suffer a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the apocalypse steed uses it once as a free action during its turn each round. The save DC is Constitution-based. Because of the smoke it gives off, an apocalypse steed has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the apocalypse steed's vision at all.

Damage Reduction 10/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Carrying Capacity: One Horseman is a light load for an apocalypse steed. If the rider carries a passenger (a rare event), this is considered a medium load. An apocalypse steed can fight while carrying a rider.

Apocalypse Steed: CR 5; Large Outsider; HD 8d8+24; HP 60; Mas 16; Init +2; Spd 40 ft, fly 80ft (good); Defense 25, touch 11, flatfooted 23 (-1 Size, +2 Dex, +14 natural); BAB +8; Grap +16; Atk +12 melee (1d8+4, hoof plus 1d4 fire); Full Atk +12 melee (1d8+4, 2 hooves plus 1d4 fire); FS 10 ft by 10 ft; Reach 10 ft; SQ darkvision, smoke, flaming hooves,

damage reduction 10/+1; AL Horsemen, Dark Power; SV Fort +9, Ref +8, Will +8; AP 8; Rep +3; Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 12.

Skills: Balance +7, Intimidate +12, Jump +15, Knowledge (arcane lore) +12, Listen +13, Spot +13, Swim +10, Survival +8.

Feats: Enemy (Higher Power), Endurance, Run.

Advancement: None.

BLOAT FIEND

These lazy, disgusting fiends are some of the least intelligent of the Servitor Fiends; if not under the direction of a strong-willed master, bloat fiends are content to wallow in their own filth, eating everything they can lay their hands on. However, they are still summoned by Cultists for their brute strength, which is formidable enough to crush the life out of the enemies of the Dark Lord.

Telepathy (Su): Bloat fiends can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Bloat fiends have Darkvision to a range of 60 feet.

Immune to Cold (Ex): Bloat fiends are immune to cold damage of all kinds. The thick blubbery hide possessed by these creatures allows them to endure cold attacks or arctic environments in complete comfort.

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Instill Gluttony (Su): The bloat fiend can instill gluttony in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 11).

Crush (Ex): Bloat fiends are skilled at crushing their opponents, suffocating them in folds of disgusting, blubbery flesh. They may make grapple attacks without provoking attacks of opportunity, inflicting 1d8 on a successful grapple. If a bloat fiend succeeds in maintaining a grapple beyond one round, the grappled creature suffers suffocation in addition to the grapple damage (see the rules on strangulation for more information).

Ingestion (Ex): Bloat fiends have the disgusting ability to eat *anything* and not only derive nourishment from it, but actually heal damage in doing so. Consuming an inanimate object restores HP to the bloat fiend equal to the hardness of the object, up to the blood fiend's maximum HP. Ingestion is a full round action, but provokes no attacks of opportunity.

Bloat Fiends CR 3; Large Outsider; HD 5d8+25; HP 48; Mas 20; Init -2; Spd 10 ft; Defense 21, touch 7, flatfooted 21 (-1 Size, -2 Dex, +14 natural); BAB +5; Grap +15; Atk +11 melee (1d8+6, slam); Full Atk +11 melee (1d8+6, slam); FS 10 ft by 10 ft; Reach 10 ft; SQ darkvision, telepathy, immune to cold, damage reduction 5/+1, instill gluttony, crush, ingestion; AL Gluttony, Dark Power; SV Fort +9, Ref -1, Will +0; AP 2; Rep +0; Str 24, Dex 6, Con 20, Int 12, Wis 8,

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Cha 8.

Skills: Intimidate +7, Knowledge (history) +6, Knowledge (theology and philosophy) +8, Knowledge (arcane lore) +8.

Feats: Archaic Weapon Proficiency, Enemy (Higher Power), Perdition's Prayer.

Advancement: 8-12 HD (Huge).

GREEN-EYED MONSTER

These nasty, loathsome little creatures prefer to stay in the shadows and sow discord and distrust. They only attack from surprise, preferring a target that is weakened or asleep, unless they feel confident they can win with no danger to themselves.

Telepathy (Su): Green-eyed monsters can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Green-eyed monsters have Darkvision to a range of 60 feet.

Instill Envy (Su): The green-eyed monster can instill envy in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 11).

Poison (Ex): On a successful bite attack, the green-eyed monster delivers a paralytic poison to its victim. This poison has a Fortitude save DC of 15, initial damage of 1-6 points of Dexterity and secondary damage of 1-6 points of Strength.

Poison Immunity (Ex): Green-eyed monsters are immune to poisons of all kinds.

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Green-Eyed Monster: CR 3; Small Outsider; HD 5d8+5; HP 28; Mas 12; Init +7; Spd 30 ft, fly 30 ft (clumsy); Defense 19, touch 14, flatfooted 16 (+1 Size, +3 Dex, +5 natural); BAB +5; Grap +1; Atk +5 melee (1d6+poison, bite), or +5 ranged (by weapon); Full Atk +8 melee (1d6+poison, bite), or +5 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill envy, poison, poison immunity, damage reduction 5/+1; AL Envy, Dark Power; SV Fort +5, Ref +7, Will +4; AP 2; Rep +0; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 8.

Skills: Disable Device +6, Hide +17, Intimidate +7, Knowledge (arcane lore) +10, Knowledge (history) +10, Move Silently +17, Search +6, Read/Write Abyssal, Speak Abyssal, Read/Write 1 modern language, Speak 1 modern language.

Feats: Archaic Weapon Proficiency, Improved Initiative, Stealthy.

Advancement: By character class.

Green-Eyed Monster Fast Hero 3: CR 6; Small Outsider; HD 5d8+5 plus 3d8+3; HP 45; Mas 12; Init +7; Spd 30 ft, fly 30 ft (clumsy); Defense 23, touch 18, flatfooted 20 (+1 Size, +3 Dex, +5 natural, +4 class); BAB +7; Grap +3; Atk

+10 melee (1d6+poison, bite), or +10 ranged (by weapon); Full Atk +10 melee (1d6+poison, bite), or +10/+5 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill envy, poison, poison immunity, damage reduction 5/+1; AL Envy, Dark Power; SV Fort +6, Ref +9, Will +5; AP 3; Rep +1; Str 10, Dex 17, Con 12, Int 14, Wis 10, Cha 8.

Skills: Disable Device +9, Escape Artist +8, Hide +20, Intimidate +7, Knowledge (arcane lore) +13, Knowledge (history) +10, Move Silently +20, Read/Write Abyssal, Search +6, Sleight of Hand +7, Speak Abyssal, Read/Write 1 modern language, Speak 1 modern language.

Feats: Archaic Weapon Proficiency, Dodge, Improved Initiative, Stealthy, Weapon Finesse (bite).

Talents (Fast Hero): Evasion, Uncanny Dodge 1.

HATEMONGER FIEND

Living embodiments of rage, these Servitor Fiends are still cunning enough to stay behind the scenes, causing far more trouble by inciting hatred and racism than they could with brute strength alone. Still, brute strength is not lacking in these fiends, and once tracked down and exposed, a vicious fight can be expected. Lesser versions of these fiends can only gain entrance to our world by being invited into willing hosts—most commonly Dark Warriors.

Telepathy (Su): Hatemongers can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Hatemongers have Darkvision to a range of 60 feet.

Alter Self (Su): Hatemongers can assume any humanoid shape at will, and can maintain each form indefinitely. Hatemongers typically take the form of a member of any majority group.

Instill Hatred (Su): The hatemonger can instill hate in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 14).

Immune to Fire (Ex): Hatemongers are immune to fire of all kinds. Many of these creatures have enjoyed going to the stake in the past, then stepping out of the flames *en masse* to rend their “executioners” to pieces.

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Rage (Ex): By flying into a fit of rage, the hatemonger temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a –2 penalty to AC.

The increase in Constitution increases the hatemonger's hit points by 2 points per level, but these hit points go away when the rage ends and the Constitution score drops back to normal. While raging, a hatemonger cannot use skills or abilities that require patience and concentration. One reason indulging in rage is considered a guilty pleasure by hatemongers is the fact that of all its skills, only Intimidate

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may be used while enraged.

A fit of rage lasts for a number of rounds equal to 3 + the hatemonger's (newly improved) Constitution modifier. The hatemonger may prematurely end the rage voluntarily. At the end of the rage, the hatemonger is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter. The hatemonger can only fly into a rage once per encounter, but may do so at will. Entering a rage takes no time itself, but the hatemonger can only do so during his action.

Hatemonger: CR 3; Medium-size Outsider; HD 5d8+10; HP 40; Mas 14; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 19, touch 10, flatfooted 19 (+9 natural); BAB +5; Grap +8; Atk +8 melee (1d6+3, slam); Full Atk +8 melee (1d6+3, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill hate, immune to fire, damage reduction 5/+1, rage; AL Wrathful, Dark Power (most often Marcus Adrastus); SV Fort +6, Ref +4, Will +4; AP 2; Rep +0; Str 16, Dex 10, Con 14, Int 16, Wis 10, Cha 14.

Skills: Bluff +6, Diplomacy +10, Forgery +9, Gather Information +10, Intimidate +10, Knowledge (history) +6, Knowledge (theology and philosophy) +6, Knowledge (arcane lore) +6, Sense Motive +8, Speak Ancient Hebrew, Speak Latin, Speak Abyssal, Speak 2 Modern Languages, Read/Write Abyssal, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages.

Feats: Archaic Weapon Proficiency, Conviction (Wrathful), Enemy (Higher Power).

Advancement: By character class (usually Cultist or Dark Warrior).

Hatemonger (Raging): CR 3; Medium-size Outsider; HD 5d8+20; HP 50; Mas 16; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 17, touch 8, flatfooted 17 (+9 natural, –2 raging); BAB +5; Grap +10; Atk +10 melee (1d6+5, slam); Full Atk +10 melee (1d6+5, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill hate, immune to fire, damage reduction 5/+1, rage; AL Wrathful, Dark Power (most often Marcus Adrastus); SV Fort +8, Ref +4, Will +6; AP 2; Rep +0; Str 20, Dex 10, Con 18, Int 16, Wis 10, Cha 14.

Skills: Bluff +6, Diplomacy +10, Forgery +9, Gather Information +10, Intimidate +10, Knowledge (history) +6, Knowledge (theology and philosophy) +6, Knowledge (arcane lore) +6, Sense Motive +8, Speak Ancient Hebrew, Speak Latin, Speak Abyssal, Speak 2 Modern Languages, Read/Write Abyssal, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages.

Feats: Archaic Weapon Proficiency, Conviction (Wrathful), Enemy (Higher Power).

Advancement: By character class (usually Cultist or Dark Warrior).

Hatemonger Smart Hero 1/Cultist 2: CR 7; Medium-size Outsider; HD 5d8+10 plus 1d6+2 plus 2d6+4; HP 57; Mas 14; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 20, touch

11, flatfooted 20 (+9 natural, +1 class); BAB +6; Grap +9; Atk +9 melee (1d6+3, slam); Full Atk +9 melee (1d6+3, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill hate, immune to fire, damage reduction 5/+1, rage; AL Wrathful, Dark Power (most often Marcus Adrastus); SV Fort +6, Ref +4, Will +8; AP 3; Rep +1; Str 16, Dex 10, Con 14, Int 17, Wis 10, Cha 14.

Skills: Bluff +6, Concentration +4, Craft Writing (writing) +7, Decipher Script +10, Diplomacy +10, Forgery +10, Gather Information +11, Intimidate +11, Knowledge (history) +11, Knowledge (theology and philosophy) +9, Knowledge (arcane lore) +11, Sense Motive +8, Research +8, Speak Ancient Hebrew, Speak Latin, Speak Abyssal, Speak 2 Modern Languages, Read/Write Abyssal, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages.

Feats: Archaic Weapon Proficiency, Conviction (Wrathful), Educated (arcane lore, history), Enemy (Higher Power), Profane Ritual.

Talents (Smart Hero): Linguist.

Talents (Cultist): Control Undead, True Magic.

Hatemonger Smart Hero 1/Cultist 2 (Raging): CR 7; Medium-size Outsider; HD 5d8+20 plus 1d6+4 plus 2d6+8; HP 73; Mas 18; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 18, touch 9, flatfooted 18 (+9 natural, +1 class, –2 raging); BAB +6; Grap +11; Atk +11 melee (1d6+5, slam); Full Atk +11 melee (1d6+5, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill hate, immune to fire, damage reduction 5/+1, rage; AL Wrathful, Dark Power (most often Marcus Adrastus); SV Fort +8, Ref +4, Will +10; AP 3; Rep +1; Str 20, Dex 10, Con 18, Int 17, Wis 10, Cha 14.

Skills: Bluff +6, Concentration +4, Craft Writing (writing) +7, Decipher Script +10, Diplomacy +10, Forgery +10, Gather Information +11, Intimidate +11, Knowledge (history) +11, Knowledge (theology and philosophy) +9, Knowledge (arcane lore) +11, Sense Motive +8, Research +8, Speak Ancient Hebrew, Speak Latin, Speak Abyssal, Speak 2 Modern Languages, Read/Write Abyssal, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages.

Feats: Archaic Weapon Proficiency, Conviction (Wrathful), Educated (arcane lore, history), Enemy (Higher Power), Profane Ritual.

Talents (Smart Hero): Linguist.

Talents (Cultist): Control Undead, True Magic.

PENNYPINCHER FIEND

Also known as “Hell’s Bankers,” pennypincher fiends use the power of greed to aid the cause of the Dark Powers on Earth. These creatures know that the road to Hell is paved with gold, and use financial tricks to either subvert good men and women or bankrupt them, stealing their money and diverting it to cults in the service of the Dark Powers (and of course the pennypincher himself keeps a healthy share).

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Telepathy (Su): Pennypinchers can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Pennypinchers have Darkvision to a range of 60 feet.

Instill Greed (Su): A pennypincher may instill greed in a target to a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 13).

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

All that Glitters (Ex): A pennypincher can make things appear much more valuable than they truly are. On a successful Bluff skill check (DC 15), the pennypincher may increase the perceived value of an item by +1. For each five points by which the skill check exceeds the DC, the perceived value is increased by an additional +1. This perceived value is in fact illusory and will fade in one hour.

Root of All Evil (Ex): Pennypinchers are masters at using greed against their targets. By exploiting the promise of wealth and its own power to instill greed, a pennypincher may make a wealth check (d20 + Wealth bonus) and add half the result (round down) as a bonus to any Bluff, Diplomacy, or Gather Information skill check.

The pennypincher's Wealth bonus is always at least +18. This Wealth check reduces the pennypincher's Wealth bonus normally, but the creature will subsequently do everything in its power to gain that wealth (and more) back from its victim; even their service to the Dark Powers is a secondary concern. However, they do use their wealth to support the various cults that have sprung up in worship of the Dark Powers—their nickname of “Hell’s Bankers” is not without merit. These creatures are masters of pyramid schemes and numerous other illicit methods of gaining wealth.

Pennypincher: CR 3; Medium-size Outsider; HD 5d8+10; HP 33; Mas 14; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 19, touch 10, flatfooted 19 (+9 natural); BAB +5; Grap +7; Atk +7 melee (1d6+2, slam); Full Atk +7 melee (1d6+2, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, dark vision, instill greed, damage reduction 5/+1, all that glitters, root of all evil; AL Avarice, Dark Power; SV Fort +6, Ref +4, Will +5; AP 2; Rep +0; Str 14, Dex 10, Con 14, Int 14, Wis 12, Cha 12.

Skills: Profession (any one) +9, Gambling +9, Bluff +9, Diplomacy +9, Gather Information +9, Knowledge (arcane lore) +6, Speak Abyssal, Read/Write Abyssal, Speak Latin, Read/Write Latin, Speak any 2 modern languages, Read/Write any 2 modern languages.

Feats: Archaic Weapon Proficiency, Conviction (Avarice), Windfall.

Advancement: By class (usually Cultist or Witch).

Pennypincher Smart Hero 1/Witch 2: CR 6; Medium-size Outsider; HD 5d8+10 plus 1d6+2 plus 2d6+4; HP 50; Mas 14; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 20, touch 11, flatfooted 20 (+9 natural, +1 class); BAB +6; Grap +8; Atk +8 melee (1d6+2, slam); Full Atk +8 melee (1d6+2, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, dark vision, instill greed, damage reduction 5/+1, all that glitters, root of all evil; AL Avarice, Dark Power; SV Fort +8, Ref +4, Will +9; AP 3; Rep +1; Str 14, Dex 10, Con 14, Int 15, Wis 12, Cha 12.

Skills: Bluff +11, Craft (chemical) +10, Diplomacy +9, Gather Information +11, Gambling +9, Intimidate +5, Knowledge (arcane lore) +10, Profession (any one) +9, Research +7, Sense Motive +5, Speak Abyssal, Read/Write Abyssal, Speak Latin, Read/Write Latin, Speak any 2 modern languages, Read/Write any 2 modern languages.

Feats: Archaic Weapon Proficiency, Conviction (Avarice), Iron Will, Windfall.

Talents (Smart Hero): Savant (arcane lore).

Talents (Witch): Summon Familiar, Herbal Lore.

SLUG FIEND

Loathed even by other fiends, these despicable creatures resemble worms with human heads. They are pressed into service by the servants of darkness when brute force and muscle (or cannon fodder) is needed. They also make adequate watchdogs (under close supervision). These creatures are valued by their masters only because they can be quite dangerous in close combat.

Telepathy (Su): Slugs can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Slugs have Darkvision to a range of 60 feet.

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Damage Reduction 10 vs. bludgeoning weapons: Slugs ignore the first 10 damage of any bludgeoning attack.

Instill Sloth (Su): A slug may instill malaise in a target to a range of 80 feet as an attack action. This effect is negated by a successful Will save (DC 12).

Slow (Su): Three times per day, a slug can slow up to 8 targets at a range of 45 feet. This effect is negated by a successful Will save (DC 14).

Slug Fiend: CR 4; Huge Outsider; HD 8d8+32; HP 68; Mas 21; Init -3; Spd 10 ft; Defense 21, touch 5, flatfooted 21 (-2 Size, -5 Dex, +16 natural); BAB +8; Grap +26; Atk +16 melee (2d6+10, slam); Full Atk +16 melee (2d6+10, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ telepathy, darkvision, damage reduction 5/+1, instill sloth, slow; AL Sloth, Dark Powers; SV Fort +12, Ref +3, Will +5; AP 4; Rep +0; Str 30, Dex 4, Con 18, Int 6, Wis 8, Cha 6.

Skills: Intimidate +9, Knowledge (arcane lore) +4, Spot +5, Listen +5.

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Feats: Archaic Weapon Proficiency, Enemy (Higher Power), Great Fortitude, Improved Damage Threshold.

Advancement: None (these creatures have decidedly no life skills or plans for the future).

SUCCUBUS

Like vanity fiends, succubi serve as spies in the service of the Dark Powers. However, these creatures are even smarter and subtler than most vanities. They delight in wreaking havoc on the trust of others, especially those in committed relationships, and are loyal and exceptionally dangerous servants of the Dark Lord.

Telepathy (Su): Succubi can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Succubi have Darkvision to a range of 60 feet.

Instill Lust (Su): A succubus may instill lust in a target to a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 16).

Charm Person (Su): A succubus may use *charm person* as a supernatural ability three times per day. The Will save DC to resist this ability is 14.

Soul Kiss (Su): If a succubus can embrace and kiss her target (requiring a successful grapple check) she drains 1-4 points of Constitution from her target. The succubus is healed by two hit points for each point of Constitution drained. Although the succubus does not trigger an attack of opportunity when making this grapple check, her low grapple modifier means this attack is usually performed only on unsuspecting (usually sleeping) targets. This attack is very pleasurable to its victim, and will not wake a sleeping target. A charmed target will willingly submit to the succubus' Soul Kiss.

Damage Reduction 5/+1 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Succubus CR 3; Medium-size Outsider; HD 5d8+5; HP 28; Mas 12; Init +2; Spd 30 ft, fly 30 ft (clumsy); Defense 21, touch 12, flatfooted 19 (+2 Dex, +9 natural); BAB +5; Grap +5; Atk +5 melee (1d6, slam), or +7 ranged (by weapon); Full Atk +5 melee (1d6, slam), or +7 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 5/+1, instill lust, charm person, soul kiss; AL Lust, Dark Power; SV Fort +4, Ref +4, Will +4; AP 2; Rep +2; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 18.

Skills: Bluff +12, Craft (chemical) +11, Diplomacy +14, Gather Information +14, Knowledge (arcane lore) +11, Knowledge (behavioral sciences) +7, Knowledge (history) +7, Speak Abyssal, Read/Write Abyssal, Speak Ancient Greek, Read/Write Ancient Greek, Speak any 2 modern languages, Read/Write any 2 modern languages.

Feats: Archaic Weapon Proficiency, Profane Ritual, Trustworthy.

Advancement: By class (most often Cultist or Witch).

Succubus Dedicated Hero 2/Cultist 2 CR 7; Medium-size Outsider; HD 5d8+5 plus 2d6+2 plus 2d6+2; HP 46; Mas 12; Init +2; Spd 30 ft, fly 30 ft (clumsy); Defense 24, touch 15, flatfooted 22 (+2 Dex, +9 natural, +3 class); BAB +7; Grap +7; Atk +7 melee (1d6, slam), or +9 ranged (by weapon); Full Atk +7 melee (1d6, slam), or +9 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 5/+1, instill lust, charm person, soul kiss; AL Lust, Dark Power; SV Fort +6, Ref +4, Will +9; AP 4; Rep +3; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 18.

Skills: Bluff +12, Concentration +6, Craft (chemical) +13, Decipher Script +10, Diplomacy +16, Gather Information +16, Investigate +5, Knowledge (arcane lore) +17, Knowledge (behavioral sciences) +11, Knowledge (history) +11, Listen +5, Speak Abyssal, Read/Write Abyssal, Speak Ancient Greek, Read/Write Ancient Greek, Speak any 2 modern languages, Read/Write any 2 modern languages.

Feats: Archaic Weapon Proficiency, Conviction (Dark Power), Educated (arcane lore, history), Profane Ritual, Trustworthy.

Talents (Dedicated Hero): Empathy.

Talents (Cultist): Control Undead, True Magic.

VANITY FIEND

Vanities are graceful and beautiful fiends. They are most often deployed as scouts by the forces of darkness, using their wile and honeyed tongues to convert the righteous to the side of darkness. These fiends are knowledgeable theologians and delight in debating the truly righteous, tricking them into the service of darkness through semantics.

Telepathy (Su): Vanities can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Vanities have Darkvision to a range of 60 feet.

Blinding Beauty (Su): Three times per day, a vanity can literally blind anyone within 50 ft. with its sheer beauty. This ability requires a Will save to resist (DC 15). Targets that fail their saving throw are blinded for 1-4 rounds.

Shield of Vanity (Ex): The vanity gains a bonus on all saving throws equal to its Charisma modifier.

Instill Vanity (Su): Vanity fiends can instill vanity in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 17) (remember that Reputation modifies saves against vanity as well).

Damage Reduction 5/+1(Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Vanity Fiend: CR 3; Medium-size Outsider; HD 5d8+15; HP 38; Mas 16; Init +2; Spd 30 ft, fly 30 ft (clumsy); Defense 21, touch 12, flatfooted 19 (+2 Dex, +9 natural); BAB +5; Grap +5; Atk +5 melee (1d6, slam), or +7 ranged (by weapon); Full Atk +5 melee (1d6+, slam), or +7 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 5/+1, blind beauty, shield

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of vanity, instill vanity; AL Proudful, Dark Power (almost always Absolla); SV Fort +12, Ref +11, Will +8; AP 2; Rep +2; Str 10, Dex 14, Con 16, Int 10, Wis 8, Cha 20.

Skills: Knowledge (arcane lore) +8, Knowledge (theology and philosophy) +8, Diplomacy +13, Gather Information +13, Read/Write Latin, Speak Latin, Read/Write Abyssal, Speak Abyssal, Read/Write two modern languages, Speak 2 modern languages.

Feats: Archaic Weapon Proficiency, Night Afflictions, Profane Ritual.

Advancement: By character class (most often Cultist or Witch).

Vanity Fiend Charismatic Hero 1/Witch 2: CR 7; Medium-size Outsider; HD 5d8+15 plus 1d6+3 plus 2d6+6; HP 58; Mas 16; Init +2; Spd 30 ft, fly 30 ft (clumsy); Defense 22, touch 13, flatfooted 20 (+2 Dex, +9 natural, +1 class); BAB +6; Grap +6; Atk +6 melee (1d6+, slam), or +8 ranged (by weapon); Full Atk +6 melee (1d6, slam), or +8 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, damage reduction 5/+1, blind beauty, shield of vanity, instill vanity; AL Proudful, Dark Power (almost always Absolla); SV Fort +15, Ref +12, Will +13; AP 4; Rep +4; Str 10, Dex 14, Con 16, Int 10, Wis 8, Cha 21.

Skills: Bluff +11, Diplomacy +13, Craft (chemical) +10, Gather Information +13, Knowledge (arcane lore) +12, Knowledge (theology and philosophy) +10, Read/Write Latin, Speak Latin, Read/Write Abyssal, Speak Abyssal, Read/Write two modern languages, Speak 2 modern languages.

Feats: Archaic Weapon Proficiency, Iron Will, Night Afflictions, Profane Ritual.

Talents (Charismatic Hero): Charm.

Talents (Witch): Summon Familiar, Herbal Lore.

FIENDISH VESSEL (TEMPLATE)

A tortured soul, a prisoner inside its own body, a Fiendish Vessel is someone who has been possessed by a fiend. Fiends use these poor vessels for disguise—or, in the case of fiends who have been trapped in a body (such as Celestan), as a way to influence the mortal world from within their prisons.

TEMPLATE TRAITS:

Fiendish Vessel is a template that may be added to any human or animal (referred to hereafter as the “base creature”). The creature’s type changes to “fiend.” It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as base creature, +1 for every 4 HD of the possessing fiend.

Defense: The base creature’s natural armor improves by an amount based on its size: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Attacks: A Fiendish Vessel retains all the attacks of the base creature, and gains claw and bite attacks if it did not

have them already.

Damage: If the base creature does not already have bite and claw attacks, use the damage values in the table below. Otherwise, use the values below or the creature’s damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	--
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-Size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A Fiendish Vessel retains all the special attacks of the base creature, and also gains all of the special attacks of the possessing fiend.

Special Qualities: A Fiendish Vessel retains all the special qualities of the base creature, and also gains special qualities and all the weaknesses (such as vulnerability to holy water) of the possessing fiend.

Saves: Same as the base creature.

Abilities: A Fiendish Vessel uses the Physical Abilities of the base creature, each at +2, and the mental abilities of the possessing fiend.

Skills: A Fiendish Vessel uses the skills of the possessing fiend, but uses any racial bonuses to skills allowed to the base creature.

Feats: A Fiendish Vessel uses the feats of the possessing fiend.

Allegiances: As the possessing fiend.

CULTISTS

ANFRI LLEWELYN

Anfri Llewelyn died October 31st, 1324 in his native Wales, where he lived as a monk, copying scrolls for the Church. Since that time, this poor creature has wandered the world, feeding, learning, and even destroying the creature that killed him—all the while growing in dark power. Over time, Anfri gathered around himself a cult to the Dark Powers.

Anfri has recently been searching for a way to become mortal again, and his research has discovered a possible answer. He believes that if he could drink the blood of a Sang Real, he would be healed of his “disease” of undeath.

Odd as it may seem, Anfri could prove a helpful ally in the hunt for the Dark Legacy.

Anfri Llewelyn 14th Level (Smart Hero 4/Cultist 10):

CR 16; HD 14d12; hp 119; Mas n/a; Init +8; Spd 30 ft.; Defense 24, touch 18, flat-footed 20 (+4 class, +6 natural, +4 Dexterity); BAB +7; Melee Atk +13 melee (1d6+6 slam); Full Atk +13/+11 melee (1d6+6 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Savant: Knowledge (history), Linguist,

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Control Undead, True Magic, Dark Initiate, Darkness' Embrace, Dark Familiar, Dark Longevity, Perdition's Legion, Blood Drain, Create Spawn, Domination (DC 22), Alternate Form, Children of the Night, Damage Reduction 15/+1 or consecrated, Fast Healing 5, Gaseous Form, Cold Resistance 20, Electricity Resistance 20, Spider Climb, Turn Resistance +4, Darkvision 60'; AL Dark Power, Chaos, Evil; Occupation: Academic (Research, Decipher Script); Wealth: +6; SV Fort +4, Ref +10, Will +11; AP 13; Rep +5; Str 22, Dex 18, Con n/a, Int 20, Wis 14, Cha 22.

Skills: Craft (chemical) +13, Decipher Script +25, Knowledge (arcane lore) +24 (+26 for Profane Rituals), Knowledge (art) +12, Knowledge (history) +24, Knowledge (theology and philosophy) +22, Research +25, Knowledge (physical sciences) +12, Search +20, Investigate +12, Forgery +12, Repair +12, Disable Device +9, Read/Write Latin, Speak Latin, Read/Write French, Speak French, Read/Write English, Speak English, Read/Write Gaelic, Speak Gaelic, Read/Write Hebrew, Speak Hebrew, Read/Write Welsh, Speak Welsh, Read/Write Spanish, Speak Spanish, Read/Write Italian, Speak Italian, Read/Write Ancient Hebrew, Read/Write Ancient Greek, Read/Write Ancient Aramaic, Read/Write Abyssal, Speak Abyssal, Read/Write Akkadian, Diplomacy +16, Gather Information +19, Intimidate +19, Hide +17, Move Silently +17, Bluff +14, Listen +10, Sense Motive +10, Spot +10.

Feats: Alertness, Black Calling, Blood Altar, Combat Reflexes, Conviction (Dark Power), Dark Magnetism, Death Harvest, Dodge, Educated (History and Arcane Lore), Enemy (Knights Templar), Henchmen, Human Sacrifice, Improved Initiative, Inspired Leadership, Lightning Reflexes, Low Profile, Profane Ritual, Studious.

Special: Anfri has no energy drain and no weakness to direct sunlight.

Possessions: Various possessions. Anfri lives a relatively spartan life while conducting his private hunt for the Sang Real.

CORDELIA DOSSMAN

Cordelia (who writes under the name Charlotte Darrow) has always enjoyed scaring people. *Really* scaring them. As she got older, her work in young adult horror fiction earned her a comfortable income, allowing her to pursue her true passion: researching the occult. It was during this research that she first encountered an old tome, blackened from a medieval book burning, which contained the Black Calling... and a picture of Absolla. Cordelia immediately fell in obsessive love with the beautiful, angelic Caeder, researching more and more about him until she realized the information in the tome would allow her to actually *serve* him. Since then, her every action has been directed to that end.

Cordelia Dossman 7th Level (Smart Hero 3/Cultist 4): CR 7; HD 7d6+7; HP 34; Massive Damage 12; AP 8; Init +1 (+1 Dexterity); Spd 30 ft.; Defense 15, Touch 15, Flat-Footed 14 (+1 Dexterity +4 Class); BAB +3 (+3 melee, +4 ranged); AL Absolla (Lord of Vanity), The Dark Lord, The Dark Powers; Occupation: Celebrity—Craft (writing); Wealth +8; Rep +0; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 12, Int 18, Wis 8, Cha 10.

Skills: Craft (chemical) +12, Craft (writing) +15, Decipher Script +14, Knowledge (arcane lore) +10, Knowledge (theology and philosophy) +14, Knowledge (ritual) +16, Knowledge (popular culture) +10, Craft (pharmaceutical) +12, Computer Use +8, Research +10, Gather Information +7, Profession (horror writer) +9, Knowledge (history) +12, Intimidate +4, Read/Write Latin, Read/Write Hebrew, Read/Write Abyssal, Read/Write Aramaic, Speak Latin, Speak Hebrew.

Talents and Feats: Savant: Knowledge (ritual), Plan, Simple Weapons, Educated: Knowledge (ritual), and Knowledge (history), Conviction (Absolla), Personal Firearms Proficiency, Low Profile (from Cultist), Profane Ritual, Animal Sacrifice, Human Sacrifice, Black Calling.

Possessions: Black Tome (see entry), Glock 20

Quote: "I don't consider myself as much a writer as a weaver—a weaver of little girls' nightmares."

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TABLE A-I: NEW GENERAL FEATS

Feat	Prerequisite	Benefit
Antithesis	Enemy (same group), BAB 9+	+2 attack rolls and skill checks vs enemy
Astrology	Second Sight, Knowledge (Arcane Lore) 5 ranks	
Brainwashing	Knowledge (behavioral sciences) 8 ranks, Psychotherapy	Cause allegiance change
Conviction (Asceticism)	Any two of the following allegiances: Chastity, Diligence, Generosity, Higher Power, Humility, Kindness, Moderation or Patience.	See feat
Conviction (Avarice)	Avarice must be your first and most important allegiance.	See feat
Conviction (Dark Power)	Your first allegiance must be to a Dark Power	Knowledge (arcane lore) class skill. +2 bonus to Profane Rituals.
Conviction (Higher Power)	Your first allegiance must be to a Higher Power	Knowledge (theology and philosophy) class skill. +2 bonus to Sacred Rituals.
Conviction (Wrath)	Your first allegiance must be to wrath.	+1 morale bonus to attack and damage
Dark Magnetism	Cha 13+, Allegiance (Dark Power), Conviction (Dark Power) and Henchmen.	Leadership +5
Enemy - One Allegiance	None	+2 attack rolls and skill checks vs enemy
Faith's Protection	Conviction (Dark Power) or Conviction (Higher Power)	Reroll any failed saving throw
Friends in High Places	Full membership in an organization or secret society	Bonus to Requisition checks
Henchmen	You must be at least 3rd level	Group of followers
Ideologue	Cha 15+, character level 7, Henchmen, Inspired Leadership	Improve followers
Information Network	Henchmen	+1 Gather Information or Spot skill checks per follower
Inspired Leadership	Cha 13+, character level 5, Henchmen.	Followers gain Teamwork as a free feat
Investment	Allegiance (Dark or Higher Power), Conviction (Dark or Higher Power), Knowledge (arcane lore or theology and philosophy) 5 ranks	See feat
Numerology	Second Sight, Knowledge (physical sciences) 5 ranks	Prophecy bonus
Palm Reading	Second Sight, Spot 5 ranks	Prophecy bonus
Pentagram	Knowledge (arcane lore) 5 ranks	Protect against fiends
Profane Ritual	Allegiance (Dark Power)	Perform Profane Rituals at a –4 penalty
Psychotherapy	Knowledge (behavioral sciences) 4 ranks	Alleviate and remove mental illness
Sacred Ritual	Allegiance (Higher Power)	Perform Sacred Rituals at a –4 penalty
Scriptural Interpretation	Second Sight, Knowledge (theology and philosophy) 5 ranks	Prophecy bonus
Second Sight	None	Prophecy class skill list.
Self-Help	Wisdom 13+	+4 Will saving throws to recover from mental trauma
Teamwork - Specific Group	Allegiance (secret society)	+2 attack rolls and related skill checks w/team

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TABLE A-2: SACRED RITUAL FEATS

Feat	Prerequisite	DC	Time	Duration	Effect
Absolution	Bless, Faith's Protection, Prayer, Knowledge (theology and philosophy) 10 ranks	20	1 hour	Instantaneous	Target cleansed of all spiritual afflictions, including possession
Bless	Knowledge (theology and philosophy) 3 ranks	15	full round	1 minute per rank	+1 attack rolls and morale bonus +1 to saving throws vs fear
Castigation	Knowledge (Theology and Philosophy) 5 ranks	20	attack	Instantaneous	1d6 + 1 per 2 skill ranks damage to fiends and undead.
Consecrate Ground	Consecrate Item, Knowledge (theology and philosophy) 8 ranks	10 + 1 per 10 sq ft.	1 hour	24 hours	+3 bonus to scared rituals and turn undead
Consecrate Item	Knowledge (theology and philosophy) 5 ranks	15	1 hour	1 hour per Knowledge (theology and philosophy)	+1 enhancement bonus attack rolls w/weapon
Exorcism	Knowledge (arcane lore) 3 ranks, Knowledge (theology and philosophy) 3 ranks	varies	varies	Instantaneous	Grant new save against afflictions
Flaming Sword	Consecrate Item, Knowledge (theology and philosophy) 8 ranks	20	1 hour	1 min per Knowledge (theology and philosophy)	+1d6 damage / +2d6 damage vs fiends
Prayer		15	full round	1 round per Knowledge (theology and philosophy)	+1 attack rolls, weapon damage rolls, saves, skill checks -1 to foes
Ritual Purity	Bless, Prayer, Knowledge (theology and philosophy) 5 ranks	20	24 hours	See feat	See feat
Sentinel	Bless, Prayer, Knowledge (theology and philosophy) 8 ranks	15	1 hour	1 hour per Knowledge (theology and philosophy)	+2 bonus to Spot and Listen checks

*All Sacred Ritual Feats have Allegiance (Higher Power) and Sacred Ritual as a prerequisite

TABLE A-3: PROFANE RITUAL FEATS

Feat	Prerequisite*	DC	Time	Duration	Effect
Animal Sacrifice	Knowledge (arcane lore) 5 ranks	15	1 hour	12 hours	+1 attack and saves / gain one spell point
Black Bargain	Black Mass, Blood Altar, Bloodletting, Human Sacrifice, Knowledge (arcane lore) 10 ranks	25	10 hours	1 week + 1 week per Cultist level	Gain services of that fiend.
Black Calling	Animal Sacrifice, Human Sacrifice, Knowledge (arcane lore) 10 ranks.	15 + 1 per HD	9 months	permanent	See feat
Black Mass	Bloodletting, Profane Ritual, Knowledge (arcane lore) 5 ranks	15	1 hour	1 hour per point of skill in Knowledge (arcane lore)	+1d4 Strength and heal 1 hp per Knowledge (arcane lore)
Blood Altar	Profane Ritual, Knowledge (arcane lore) 5 ranks	20	6 hours	permanent	Consecrates an altar
Bloodletting	Profane Ritual, Knowledge (arcane lore) 8 ranks	15	1 hour	See feat	Gain spell points
Dark Disciple	Bloodletting, Human Sacrifice, Knowledge (arcane lore) 10 ranks	25	10 hours	permanent	Gain spell points per day
Death Harvest	Human Sacrifice, Knowledge (arcane lore) 8 ranks	10 + 5 per zombie	1 hour per zombie	permanent	Create zombie
Glutton's Feast	Allegiance (Gluttony), Black Mass, Perdition's Prayer, Knowledge (arcane lore) 5 ranks	20	1 hour	10 minutes per skill point in Knowledge (arcane lore)	Gain the effects of the Black Mass and Perdition's Prayer rituals
Human Sacrifice	Bloodletting, Profane Ritual, Knowledge (arcane lore) 10 ranks	20	10 hours	until used	Gain 1 spell point per 10 HD
Jealous Rage	Allegiance (Wrath), Profane Ritual, Knowledge (arcane lore) 5 ranks	20	full round	10 minutes per rank in Knowledge (arcane lore)	+2 bonus to damage
Night Afflictions	Profane Ritual, Knowledge (arcane lore) 5 ranks	15	4 hours	See feat	Send vivid nightmares to a target
Perdition's Prayer	Profane Ritual	15	full round	1 round per point of skill in Knowledge (arcane lore)	+1 attack rolls, weapon damage rolls, saves, skill checks -1 to foes

*All Profane Ritual Feats have Allegiance (Dark Power) and Profane Ritual as a prerequisite

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