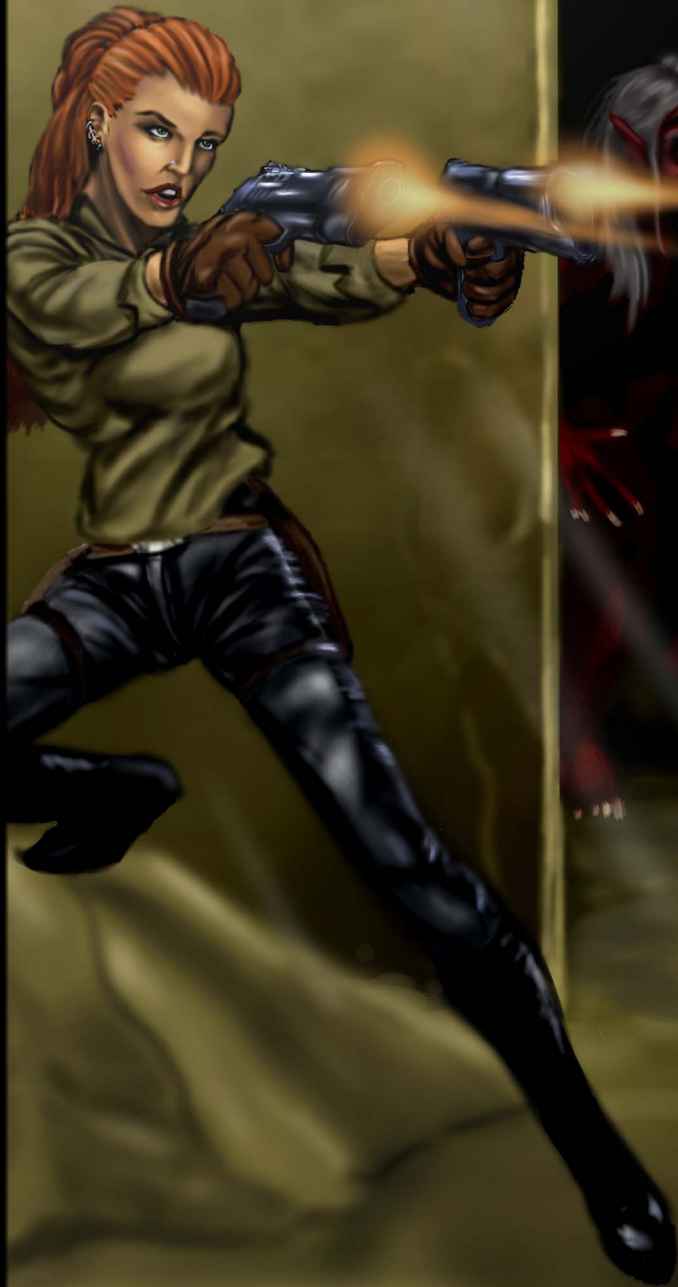


BLOOD AND RELICS



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BY CHARLES RICE

LONGENBAUGH

d20
system

BLOOD & RELICS

A D20 MODERN CAMPAIGN MODEL

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CHAPTER I: INTRO⊕DUCTION

BLO⊕D AND RELICS

Malcolm glanced up at the rear view mirror. A quick flash of lights let him know he had company. *Damn. I thought I'd lost them in that last switchback.* Ahead of him, a dirt road appeared, branching 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 took it. As soon as he turned, he killed the lights, driving by feel and instinct as much as by sight in the darkness. Out of the corner of his eye, he saw 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 so the lights from the car's speedometer turned them a sickly green. They were wet with blood. Malcolm checked the mirror again. No lights. He hit the brakes and turned on the overhead map light. She was bleeding from her forehead as well. And her side.

The overpowering smell of roses filled the car. Malcolm ignored the tight ball in the pit of his stomach as he handed the girl the first aid kit from the glove box and gunned the engine again. The lights behind him had returned. And Malcolm could only remember what that crazy old man had told him on that dusty side street in Cairo last month. A month that had 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* for *d20 Modern*TM, the first in a series of supplements that brings gothic conspiracy in the modern world to life! This installment of *Blood and Relics* focuses on Europe and the Blood War between the servants of light, the Sang Real, and those who serve Shadow, the butchering Caeder. It is a war fought since the dawn of time, a war that continues unnoticed by the bulk of humanity, even to the halls of the Vatican itself, a war fought over not only lost artifacts of power, but over knowledge and the soul itself.

Blood and Relics provides six new advanced classes for your *d20 Modern*TM game: Relic Seekers and Grave Robbers, who hunt ancient treasures in a personal bid for fortune and glory; Cultists, who worship and serve the Fiendish masters of the Caeder, currying favor through offerings of blood; Dark Warriors who willingly invite Fiends by the dozen into their bodies to increase their dark power; Monitors, vigilant guardians

of the most precious treasure of all, the Blood of Christ; and the Believers, able to perform miracles of healing.

Blood and Relics also gives you new monsters and a completely new system for magic. The magic is based on ritual, veneration, and sacrifice, all of which represent the legendary abilities of priests and warlocks. The new monsters include many new types of Fiends, from the lowly Servitor Fiends of Hatred, Gluttony, Vanity, and Lust, suitable for everyday campaign use as partners and servants to the Cultists, to the powerful Caeder, the butchers who have sought to eradicate the Bloodline of Christ for millennia, suitable for long-term campaign use as master villains.

Next comes a series of items pulled from the legends of the world. Items sought by both sides in the Blood War. Power 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 it), and Liturgical Tomes containing lost potent rituals of power.

Finally, *Blood and Relics* also contains a Secret History of the World, providing the *Blood and Relics* GM with an overview of the Blood War from the Great Flood, through the flight of the Holy Blood from Roman butchery, through the Inquisition, down to the present day!

DISCLAIMER

No disrespect is intended by the author 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 views 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, venerating many different Higher Powers. Catholic Priests, Islamic Sufi, and Jewish Kabbalists walk side by side in the light.

CHAPTER 2: CHARACTERS



BLOOD
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RELICS

CHARACTERS

NEW ALLEGIANCES

Allegiances are one of the best things about d20 Modern. For Blood and Relics, new Allegiances have been added to those provided in d20 Modern. Also, many of the Advanced Classes in Blood and Relics require certain Allegiances to enter. For this reason, it is recommended that Allegiances be required in a game using the Blood and Relics rules.

ASCETICISM

The character shuns the material world, the flesh, and all things base. Characters with this allegiance typically take vows of poverty, celibacy, and chastity to avoid any attachment to the physical world and focus on purity of spirit. Characters with this deep conviction are almost universally respected. As a result, they gain a +2 to all Charisma-based skills when dealing with characters of this allegiance and characters with allegiances to a Higher Power or Philosophy. However, due to their strong devotion to acts of charity, these characters take a -4 Wealth Bonus penalty and a -2 on all Charisma-based skills when dealing with characters who have the Avarice allegiance.

AVARICE

The character cares for one thing above all else: wealth. Characters with this allegiance rarely have real friends, only employers and employees, and their loyalty to these associates extends only as far as their wealth does. These characters can buy loyalty and good will among those who share their love of wealth, gaining a bonus to Charisma-based skills equal to 10 + one-half the wealth granted to a companion for a like number of weeks.

For example, a character could make a wealth check against DC 16 (the same as if the character were making a purchase with a DC of 16) to “buy” friends. If this check is successful, the character would gain a +3 bonus to charisma-based skills for 3 weeks when dealing with the person who received the “gift”. After that time, more money must be offered in return for further shows of “loyalty”. This bonus can also apply to the character's Leadership score, though if the character's ability to pay diminishes, he will lose all the extra “followers” gained through his wealth. This allegiance grants a character +2 to his beginning Wealth Bonus.

DARK POWER

The character has an allegiance to an otherworldly entity associated with evil religions, the undead, human sacrifice, and so on. These powers are hinted at in the most ancient tomes, and characters with this allegiance seek to contact these powers directly for the dark powers they are rumored to grant to those who serve them well. Followers of different Dark Powers are likely to attempt to kill each other in search of more ancient lore and powerful artifacts of the past, so when characters choose this allegiance, they must specify which Dark Power holds their allegiance. Baal, Mammon, and the Dark Lord (sometimes confused with the Lucifer of the Bible) are all examples of this allegiance. This allegiance also grants the character Knowledge (Arcane Lore) as a class skill.

HIGHER POWER

The character has an allegiance to an otherworldly entity, most commonly 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 it might simply be a philosophical ideal. The character gains a +2 bonus to Charisma-based skills when dealing with other characters who share an allegiance to the same Higher Power and, with the GM's discretion, when dealing with organizations that work on that Power's behalf. For example, a character with an allegiance to Higher Power (Christianity), might also gain a +2 bonus to Charisma-based skills when dealing with a Catholic Bishop in the course of an adventure. This allegiance grants the character Knowledge (Theology) as a class skill.

NEW ADVANCED CLASSES

In addition to new Allegiances, Blood and Relics provides you with six new Advanced Classes for your gaming pleasure. The Believer is a mystic with ritual magic and the power of miracle which he believes come from a Higher Power. The Cultist is a follower of the Dark Powers, and also has ritual magic abilities. The Dark Warrior invites fiends of hatred into his body to gain great strength. The Grave Robber and the Relic Seeker both attempt to find the many lost relics and artifacts of the past, though for different reasons. Finally there is the Monitor, who tries to preserve the past, keep relics out of the hands of those who would abuse their powers, and protect the Sang Real.



BELIEVER

And these signs shall follow them that believe (Mark 16:17)

We had ditched the car and were running through the woods. I felt like I had 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 I wasn't, even though I was lying in a pool of blood, my blood. "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.

This character is a true believer in a Higher Power. There are as many different kinds of Believers as there are religions: Jewish Kabbalists, Cathari Monks, Catholic Contemplative, an Islamic Sufi, and even some followers of Dark Powers. However, whatever the source of their Belief system, all Believers have many things in common. Believers take their faith to the extreme, putting it ahead of any worldly considerations. The spirit likewise takes precedence over concerns of the body. Therefore, 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: Educated, Faith

Allegiances: Higher Power or Dark Power (the religion the character follows), Asceticism

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 class skills are as follows: Craft (Pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (Arcane Lore, History, Ritual, Theology) (Int), Read/Write Language, Research (Int), Sense Motive (Wis), and Treat Injury (Wis).

Skill Points at Each level: 6 + Int Modifier

Class Features

The following features pertain to the Believer advanced class.

Turn Undead: A Believer has the supernatural ability to turn undead a number of times per day equal to three plus the character's Charisma modifier.

Lay on Hands: *They shall lay hands on the sick, and they shall be healed.* (Mark 16:17)

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 levels (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).

Speak in Tongues: *They shall speak in new tongues* (Mark 16:17)

This ability allows the character to tap into deeper, hidden meanings of language. This allows the character to add a circumstance bonus to any Ritual the character is attempting equal to his Believer level. This ability may be used a certain number of times each day, as shown on the Believer class table.



TABLE 2-1: THE BELIEVER

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1 st	+0	+2	+0	+2	+1	+0	Turn Undead
2 nd	+1	+3	+0	+3	+2	+0	Lay on Hands 1d8
3 rd	+1	+3	+1	+3	+2	+1	Speak in Tongues 1/day
4 th	+2	+4	+1	+4	+3	+1	Lay on Hands Cure Blindness/Disease
5 th	+2	+4	+1	+4	+4	+1	Lay on Hands 2d8
6 th	+3	+5	+2	+5	+4	+2	Speak in Tongues 2/day
7 th	+3	+5	+2	+5	+5	+2	Immune to Poison/Cure Poison
8 th	+4	+6	+2	+6	+6	+2	Turn Fiends
9 th	+4	+6	+3	+6	+6	+3	Speak in Tongues 3/day
10 th	+5	+7	+3	+7	+7	+3	Lay on Hands 3d8

Immune to Poison: *If they drink any deadly thing, it shall not hurt them* (Mark 16:17)

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 will affect Fiends as well as Undead. If used successfully on a Fiendish Vessel, this ability will end the possession as if the person had been successfully exorcised. However, this ability may not be used in the Obsession or Manifestation stages of Possession, only in Possession itself (see Spiritual Afflictions and Possessions for more information).

CULTIST

We had ducked into a 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, 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.

The Cultist seeks after hidden mysteries, not in search of mere trinkets, but for the secrets of the ancient power of which the old tomes whisper, a power lost more completely than any artifact or ancient civilization. These twisted minds seek out the Dark Powers and will do anything they command in return for the aroma of power, the merest hint of ancient mystery.

Requirements

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

Skills: Knowledge (Theology) +6

Feats: Educated, Conviction (to a Dark Power)

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 class skills are as follows: Concentration (Con), Craft (Writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Arcane Lore, History, Ritual), Read/Write Language, Research (Int), and Scry (Int).

Skill Points per Level: 6 + Int Modifier

Class Features

The following features pertain to the Cultist advanced class.

Control Undead: At 1st level a Cultist may control, rebuke, and bolster undead as an evil cleric at a level equal to his Cultist level.

Bonus Feats: At the levels indicated, the Cultist gains a bonus feat from the following list (the character must meet all prerequisites for any feat so gained however): Animal Sacrifice, Black Bargain, Black Mass, Blood Altar, Bloodletting, Brainwashing, Death Harvest, Frightful Presence, Human Sacrifice, Pentagram, Perdition's Prayer, Profane Ritual

Low Profile: Cultists attempt to keep their deeds from exposure in the light. They gain this feat for free at 3rd level, effectively negating any Reputation increase from gaining levels in this class.



Darkness' Embrace: At 5th level, the Cultist gains Dark Vision to a range of 60 feet. However, the Cultist shuns the light and is -2 to hit and skill checks in daylight. Also at this level, Undead and Fiends recognize the character as a "kindred spirit" and will not attack him unless provoked.

Dark Familiar: At 7th level, the Cultist gains an Imp to act as a spy for him 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 him for the sacrifice of 6 HD of intelligent beings. See the Human Sacrifice and Profane Ritual feats for more information. This ritual can never fail as long as the sacrifice is sufficient. Cultists with the Scry skill may see through the eyes of their familiar.

Dark Longevity: At 9th level, the Cultist adds one-hundred years to his maximum age as a "gift" from his Dark Power. However, the Cultist still suffers the normal effects of aging. When the character exceeds his race's normal maximum age, he 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 character gains a special form of the Leadership feat, allowing him to command not only other cultists of the Dark Power he serves, but also undead (use the Follower Level in the Leadership table as the maximum HD of these undead).



TABLE 2-2: THE CULTIST

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1 st	+0	+0	+0	+2	+1	+0	Control Undead
2 nd	+1	+0	+0	+3	+2	+0	Bonus Feat
3 rd	+1	+1	+1	+3	+2	+1	Low Profile
4 th	+2	+1	+1	+4	+3	+1	Bonus Feat
5 th	+2	+1	+1	+4	+4	+1	Darkness' Embrace
6 th	+3	+2	+2	+5	+4	+2	Bonus Feat
7 th	+3	+2	+2	+5	+5	+2	Dark Familiar
8 th	+4	+2	+2	+6	+6	+2	Bonus Feat
9 th	+4	+3	+3	+6	+6	+3	Dark Longevity
10 th	+5	+3	+3	+7	+7	+3	Perdition's Legion

DARK WARRIOR

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)

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 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

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 toward the light.

Requirements

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

Base Attack Bonus: +3

Feats: Conviction (to a Dark Cult or Dark Power)

Allegiances: Dark Power, Avarice

Class Information

The following information pertains to the Dark Warrior advanced class.

Hit Die: 1d12

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

Class Skills: The Dark Warrior class skills are as follows: Climb (Str), Demolitions (Dex), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (streetwise, tactics) (Int), Survival (Wis), Swim (Str), and Treat Injury (Wis).

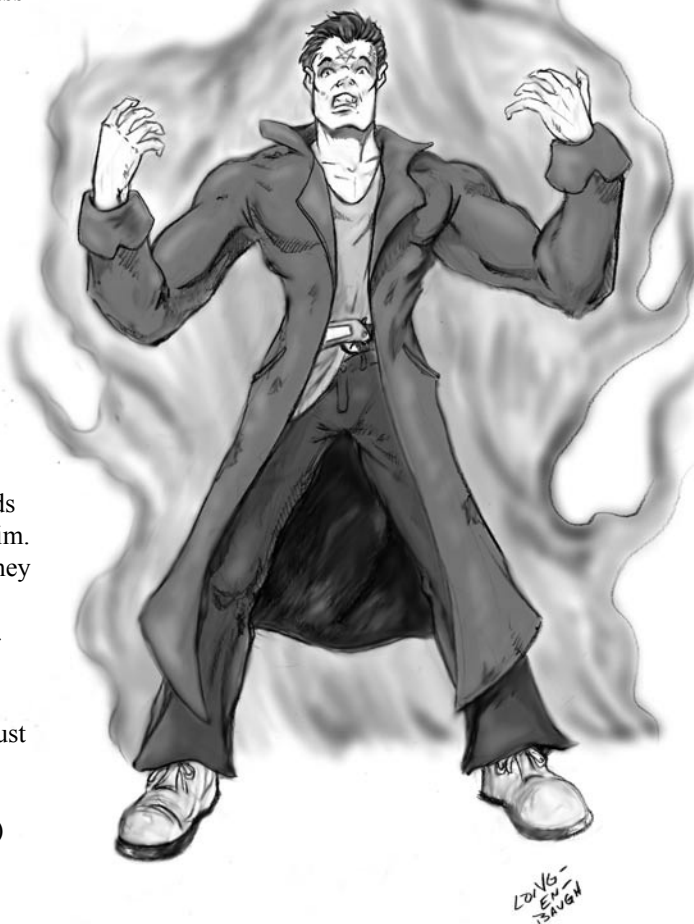
Skill Points per Level: 2 + Int. Modifier

Class Features

The following features pertain to the Dark Warrior advanced class.

Hatred: A certain number of times per day, a Dark Warrior of 2nd level or higher can release all his hatred in one mighty blow. The Dark Warrior adds his 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: Cleave, Combat Reflexes, Frightful Presence, Heroic 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 him to manifest themselves for a brief period of time. At 3rd level, the Fiends may cause the Dark Warrior's body to contort as if possessed (see Contortions under Possession) 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 one round per three Dark Warrior levels plus a number of rounds equal to the Dark Warrior's Charisma modifier.

Blood Bond: At 5th level, a Dark Warrior invites a Lesser Fiend of Hatred into his body. The warrior can channel that fiend, bringing him to the fore and adding +2d4 to his Strength for 1 hour 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. Another, 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 as well, allowing him an extra use of the Strength enhancement afforded



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CHARACTERS



TABLE 2-3: THE DARK WARRIOR

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1 st	+1	+2	+0	+0	+1	+0	Hatred 1/day
2 nd	+2	+3	+0	+0	+1	+0	Bonus Feat
3 rd	+3	+3	+1	+1	+2	+1	Willing Manifestation Contortions
4 th	+4	+4	+1	+1	+2	+1	Bonus Feat
5 th	+5	+4	+1	+1	+3	+1	Blood Bond
6 th	+6/+1	+5	+2	+2	+3	+2	Hatred 2/day
7 th	+7/+2	+5	+2	+2	+4	+2	Bonus Feat
8 th	+8/+3	+6	+2	+2	+4	+2	Blood Oath
9 th	+9/+4	+6	+3	+3	+5	+3	Willing Manifestation Poltergeist
10 th	+10/+5	+7	+3	+3	+5	+3	Legion

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 8:29–8:30)*

At 10th level, the dark warrior's body is used as the home for dozens of Lesser Fiends. The character's Constitution is permanently raised by +2. Also, the Fiends will heal the character of 2 hit points per Dark Warrior level once per day 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." We reached 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, raping and pillaging archeological digs, ancient tombs, museums, any place they might find rare items to bring them power and wealth. Frequently, these characters either attempt to use the items they find or sell them to private collectors at exorbitant prices. Higher level Grave

Robbers usually have the Leadership feat and a large number of servants to enforce their will, servants who want 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 when dealing 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

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 class skills are as follows: Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Business, Streetwise), Move Silently (Dex), Navigate (Int), and Search (Int).

Skill Points per Level: 6 + Int Modifier

Class Features

The following features pertain to the Grave Robber advanced class.

Ends Justify the Means: Grave Robbers are men willing to take great risks to satisfy their lust for power and wealth. The greater the treasure they are seeking, the greater the risk they are willing to take. A certain number of times per day, the Grave Robber may add a bonus to an attack or skill check equal to one-tenth the wealth value of the item he is seeking.



Contacts: As the grave Robber rises in level, he begins to develop a network of contacts: antiquities dealers, mercenaries, researchers, and anyone else who might help him get the items he hopes will bring him wealth and power. Low-level contacts a Grave Robber might cultivate would include workers on archeological digs, who would tell him about major discoveries in return for monetary compensation. Mid-level contacts include academicians, skilled mercenaries, pilots, and so on. A High-level contact might be a wealthy collector who would provide the Grave Robber with money to fund his expeditions in return for some of the objects “acquired” on his journeys.

Leadership: Grave Robbers are fond of huge expeditions and will always try 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 for his large vehicles. Remember that with the Avarice allegiance, Grave Robbers with financial backing (or with money of their own to spend) can temporarily gain a substantial bonus to their leadership score, allowing them to have a large number of followers for their expeditions.

Cannon Fodder: One of the reasons Grave Robbers like to have such large expeditions is the ability 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. 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, for by spending more money, the Grave Robber can overcome these penalties with the fools who would follow him.

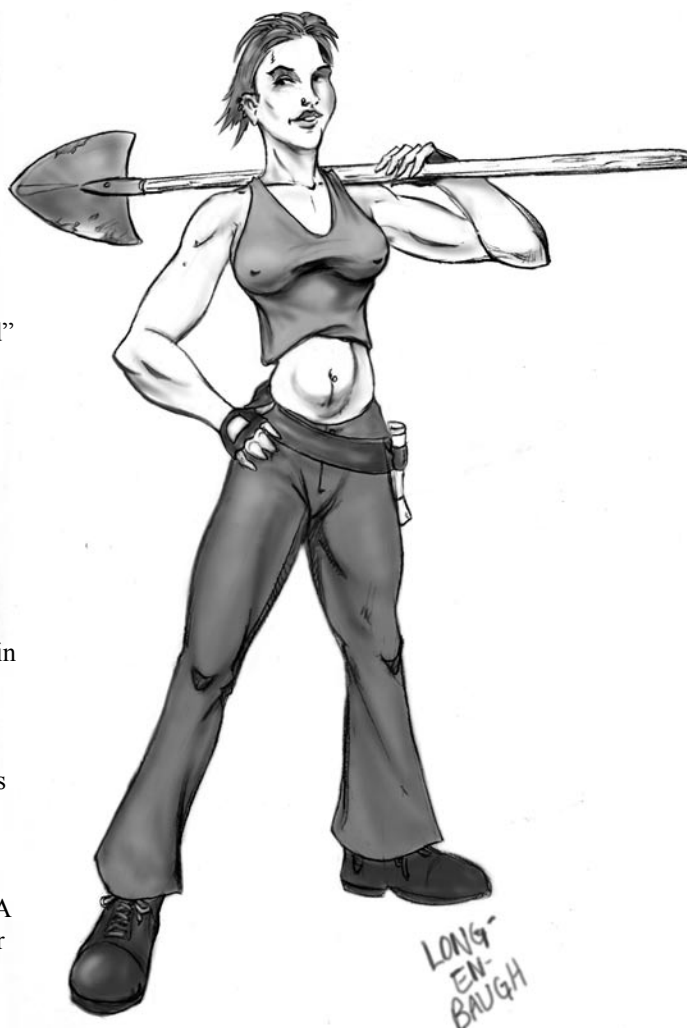


TABLE 2-4: THE GRAVE ROBBER

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1 st	+0	+2	+2	+0	+1	+0	Ends Justify the Means 1/day
2 nd	+1	+3	+3	+0	+2	+0	Low-level Contact
3 rd	+2	+3	+3	+1	+2	+1	Leadership
4 th	+3	+4	+4	+1	+3	+1	Cannon Fodder 1/day
5 th	+3	+4	+4	+1	+4	+1	Ends Justify the Means 2/day
6 th	+4	+5	+5	+2	+4	+2	Mid-level Contact
7 th	+5	+5	+5	+2	+5	+2	Cannon Fodder 2/day
8 th	+6	+6	+6	+2	+6	+2	High-level Contact
9 th	+6	+6	+6	+3	+6	+3	Ends Justify the Means 3/day
10 th	+7	+7	+7	+3	+7	+3	Cannon Fodder 3/day



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, 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. Only 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

Monitors are sacred guardians, entrusted with the secrets of the ancient world and the awesome responsibility of not allowing the power hidden in that world to fall into 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: +3

Skill: Knowledge (Arcane Lore) +3

Feats: Conviction, Archaic Weapon Proficiency

Allegiances: One group devoted to protecting the past (such as the Knights Templar); Good

Class Information

The following information pertains to the Monitor 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 Monitor class skills are as follows: Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (Arcane Lore, History, Archaeology, Theology) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points per Level: 4 + Int Modifier

Class Features

The following features pertain to the Monitor advanced class.

Low Profile: Monitors try to stay unnoticed in their duties. They receive this feat for free at 1st level, effectively negating the Reputation increase from gaining levels in this class.

Monitor's Wrath: Monitors bear a special enmity for those who would plunder the past for their own purposes, and for the creatures of darkness. They gain a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Undead, Fiends, Grave Robbers, or anyone who has stolen from a site of power or threatened the Sang Real. Likewise, he gets the same bonus to weapon damage rolls against creatures of these types. A Monitor also gets 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, at 3rd level and above.

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

Bonus Feats: At the levels indicated, the Monitor gets to choose a feat from the following list: 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.



TABLE 2-5: THE MONITOR

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1 st	+1	+2	+0	+0	+1	+0	Low Profile
2 nd	+2	+3	+0	+0	+2	+0	Monitor's Wrath +1
3 rd	+3	+3	+1	+1	+2	+1	Divine Health
4 th	+4	+4	+1	+1	+3	+1	Aura of Courage
5 th	+5	+4	+1	+1	+4	+1	Monitor's Wrath +2
6 th	+6	+5	+2	+2	+4	+2	Bonus Feat
7 th	+7	+5	+2	+2	+5	+2	Monitor's Wrath +3
8 th	+8	+6	+2	+2	+6	+2	Bonus Feat
9 th	+9	+6	+3	+3	+6	+3	Monitor's Wrath +4
10 th	+10	+7	+3	+3	+7	+3	Long Life

Long Life: At the highest levels, through long association with the rejuvenating effects of sites of power, Monitors receive the gift of extremely long life. The Monitor no longer suffers penalties due to age, and will live 100 years longer than his usual maximum age. Each group of Monitors has a Holy Site associated with this ability, and if the Monitor is separated from that site for more than a month, all aging effects will take place upon 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 its fountains, although it is rumored that the ancient Cave of Bethlehem could serve this purpose as well. Monitors of different Higher Powers would have their own locations, rumored to be hiding right under the noses of the unbelievers, such as Mecca, the Valley of Kings, the Wailing Wall, the Church of the Holy Sepulcher, Stonehenge, and many more obscure locations, lost to antiquity. No group of Monitors will have more than one or two sites that will serve for 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. Suddenly, a light at the end of the tunnel. At the entrance, 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 unknown ruins, seeking artifacts of the past in the quest for knowledge. Characters enter this advanced class for a variety of reasons, from the love of pure scientific discovery, to a 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. The 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, will either keep the artifact (if he can figure out how to use it) or sell it to a private collector (who is likely to keep it in a private vault).

Requirements

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

Base Attack Bonus: +1

Skills: Knowledge (Arcane Lore) +6

Feats: Personal Firearms Proficiency

Class Information

The following information pertains to the Cultist advanced class.

Hit Die: 1d8

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

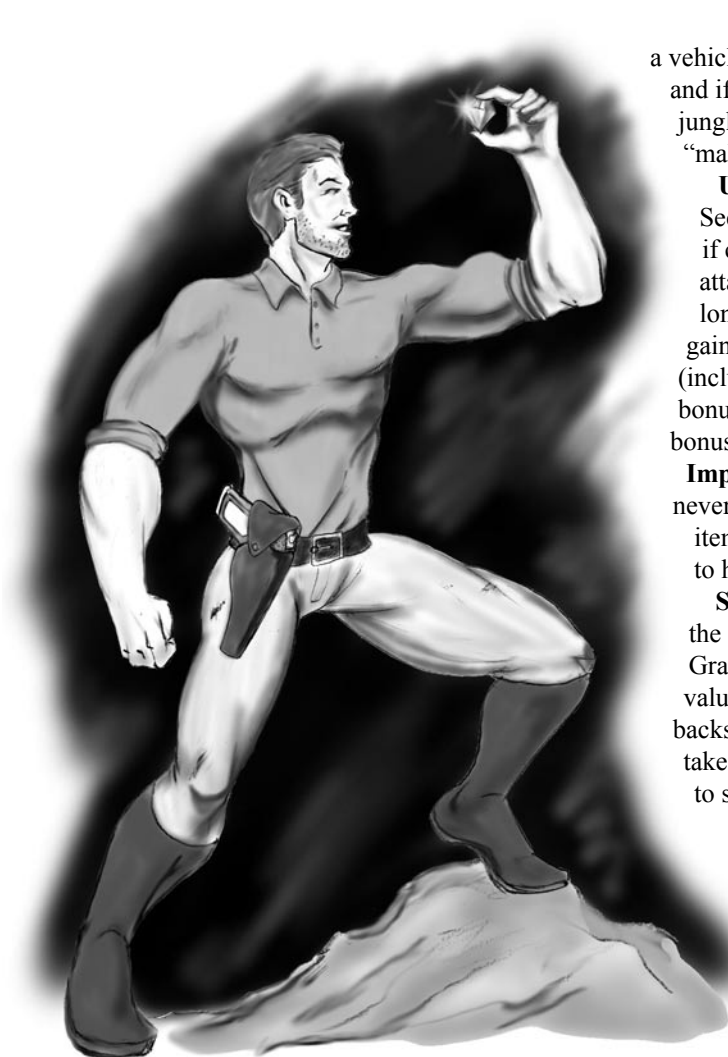
Class Skills: The Cultist class skills are as follows: Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Arcane Lore, History, Archaeology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Research (Int), Ride, Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points per Level: 6 + Int Modifier

Class Features

The following features pertain to the Cultist advanced class.

Evasion: If a Relic Seeker makes a successful Reflex saving throw 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 only takes half damage on a failed save.

Improvised Tools: At 2nd level and above, the Relic Seeker takes no penalties to her skill checks for being without tools or proper equipment. If the Relic Seeker needs to climb she can use vines; if she needs to repair

a vehicle she can use a Swiss army knife and duct tape; and if she needs to treat injury she will find some rare jungle herbs. In short, Relic Seekers are Masters at “making do.”

Uncanny Dodge: At 3rd level and above, a Relic Seeker retains her Dexterity bonus to AC (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 AC against attacks by traps. At 9th level, this bonus rises to +2.

Improvised Weapons: At 4th level, the Relic Seeker never wants for a weapon. The character may use any item not designed to be a weapon with no penalty to hit.

Sidekick: Although Relic Seekers do not favor the large groups of untrained cannon fodder that the Grave Robber tends to bring along, many do see the value in one, well-trained associate to watch their backs. Any time after 6th level, the Relic Seeker may take a Cohort. Often, Cohorts will find him, seeking to share his life of danger and excitement.

Miraculous Escape: Relic Seekers seem blessed (cursed?) with the ability to find their way out of the most ingenious traps and most deadly situations. This ability allows the Relic Seeker to escape what seems like certain death. If the character is in an airplane that’s about to crash, he will survive by jumping in a life raft; if the character is in a flooding chamber, he will ride

out on a coffin. This ability may only be used once per day and requires the Relic Seeker to spend one action point if the situation he’s in would be very harmful or two action points if the situation would result in certain death. In any event, the Relic Seeker always suffers minimum damage from the attack or situation (so a long fall would still inflict 20 points of damage).

TABLE 2-6: THE RELIC SEEKER

Level	BAB	Fort	Ref	Will	Def	Rep	Special
1 st	+0	+0	+2	+2	+1	+0	Evasion
2 nd	+1	+0	+3	+3	+2	+0	Improvised Tools
3 rd	+2	+1	+3	+3	+2	+1	Uncanny Dodge (Dex Bonus to AC)
4 th	+3	+1	+4	+4	+3	+1	Improvised Weapons
5 th	+3	+1	+4	+4	+4	+1	Uncanny Dodge (Can’t be Flanked)
6 th	+4	+2	+5	+5	+4	+2	Sidekick
7 th	+5	+2	+5	+5	+5	+2	Uncanny Dodge (+1 vs. Traps)
8 th	+6	+2	+6	+6	+6	+2	Uncanny Dodge (+2 vs. Traps)
9 th	+6	+3	+6	+6	+6	+3	Miraculous Escape
10 th	+7	+3	+7	+7	+7	+3	Improved Evasion



TABLE 2-7: CRAFT (BLACKSMITH)

Miscellaneous Items	Purchase DC	Craft DC	Time
Simple (Horseshoes)	1	8	2 hours
Moderate (Shield)	5	12	10 hours
Complex (Medium and Heavy Archaic Armor)	15	20	1 week
Type of Archaic Weapon	Purchase DC	Craft DC	Time
Simple Archaic Melee Weapon	5	15	24 hours
Martial Archaic Melee Weapon	8	20	48 hours
Exotic Archaic Melee Weapon (character must be proficient in a given Exotic Weapon to make one)	10	20	72 hours
Masterwork Weapon	x1.5	x1.5	x3

NEW SKILLS

CRAFT (BLACKSMITH)

Trained Only

This skill allows a character to fashion metal items that do not rise to the level of complexity covered by the Craft (Mechanical) skill, including the manufacture of Archaic Melee Weapons. For the purposes of this skill, weapons are broken down into their PHB categories.

a blood offering. Each 1d6 worth of blood offered to the Dark Power being appealed to will grant a +1 circumstance bonus to his Knowledge (Ritual) skill check.

- A character with the Educated Feat gets +2 on any two Knowledge skill checks.

Retry: The character does not get a retry until his skill in Knowledge (Ritual), Knowledge (Theology), or Knowledge (Arcane Lore) increase. A new rank in any one of these skills might give the character a new way to attack his problem.

KNOWLEDGE (RITUAL)

Trained Only

This skill is a more technical, narrow companion skill to Knowledge (Theology). A character with Knowledge (Theology) might know the most basic rituals of the major religions of the world, but concentrates most of his study on the broader issues of history and philosophy. A character may not have more ranks in Knowledge (Ritual) than he does in Knowledge (Theology). This skill is specifically the practice and knowledge of the rituals that form the day-to-day lifeblood of religious institutions. However, for those acquainted with the deeper mysteries, Rituals hold power.

- Each Powerful Ritual has a Feat associated with it. A character may perform that ritual without the attendant feat at -4.
- Sacred Rituals may be enhanced through Prayer and Fasting before the Ritual begins. For each 1d6 Subdual damage a character has taken from hunger, the character gains a +1 circumstance bonus to his Knowledge (Ritual) skill check.
- 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 feat for the ritual itself.
- Profane Rituals may be enhanced through

NEW FEATS

The feats presented below fall into three general categories: General, Profane Ritual, and Ritual. Many of the general feats listed below make a character's conviction toward an Allegiance stronger, granting her bonuses when working to further that Allegiance. Rituals allow the character who steepes himself in ancient lore the ability to perform rites of power.

ANIMAL SACRIFICE

The character may gain a small boon from his Dark Power through the sacrifice of animals, typically those with ritual significance, such as a black cat, a raven, a goat, and so forth.

Prerequisite: Profane Ritual; Knowledge (Ritual) +5

Effect: By sacrificing a small animal (typically 1 HD or less), the character and one Ally/level (who must have allegiance to the same Dark Power as the character performing the ritual) gain a +1 to attack and saving throws for 12 hours. Characters who possess the Faith feat to the Dark Power being venerated gain double these bonuses, for twice as long.

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



TABLE 2-8: KNOWLEDGE (RITUAL)

Ritual	Knowledge DC	Time to Perform
Simple (Marriage, Funeral)	10	1 Hour
Complex (Communion, Absolution)	15	1–6 Hours
Powerful		
Sacred		
Bless	15	Full Round
Consecrate Ground	10 +1/10 sq. feet	1 Hour
Consecrate Item	15	1 Hour
Exorcism	Varies	Varies
Prayer	15	Full Round
Prophecy	20	1 minute
Profane		
Animal Sacrifice	15	1 Hour
Black Bargain	15 + 2/HD	1 Hour/HD
Black Mass	15	1 Hour
Blood Altar	20	6 Hours
Bloodletting	10 + 2/Spell level	1 Hour/spell level
Death Harvest	10 + 5/Zombie	1 Hour/Zombie
Human Sacrifice	15 + 2/Spell level	1 Hour/spell level
Perdition's Prayer	15	Full Round

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

ANTITHESIS

The character's Conviction toward one cause has led him to see a rival allegiance as that cause's antithesis, something which must be wiped out at all costs.

Prerequisite: Conviction

Effect: When acting against that allegiance (which must be approved by the GM), the character gains +2 to all attack and skill checks. When forced to deal with the antithetical allegiance, the character receives a –2 penalty to all Charisma-based skills.

BLACK BARGAIN

The character sacrifices to his Dark Power in exchange for the services of a Servitor Fiend.

Prerequisites: Knowledge (Ritual) +10, Black Mass, Blood Altar, Bloodletting, Human Sacrifice, Profane Ritual

Effect: By sacrificing 3 HD of intelligent creatures per HD of the Servitor Fiend the character wishes to serve him, he gains the services of that creature for one

day. The bargain may be extended by one day for each additional 5 HD sacrificed to the Dark Lord.

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

BLACK MASS

By reinforcing his belief in the Dark Power that he serves, the character may gain a small boon.

Prerequisite: Knowledge (Ritual) +5, Profane Ritual, Bloodletting

Effect: This ritual is a perverse form of the Catholic Mass, with real flesh and real blood consumed as part of the "communion". The character performing the ritual, and all those who take part and possess the Faith feat to a Dark Power, gain +1d4 Strength (duration 1 minute per point of skill in Knowledge (Ritual) possessed by the character conducting the ceremony) and are healed 1 point of damage for each point of skill in Knowledge (Ritual) possessed by the character conducting the ceremony.

Normal: Characters without the Profane Ritual feat may not perform this Ritual. Characters without this



feat suffer -4 to their Knowledge (Ritual) skill when attempting this skill check.

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

BLESS

The character calls on his Higher Power for protection.

Prerequisite: Knowledge (Ritual) +3

Effect: The character's allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects. This effect lasts for 1 minute per skill rank in Knowledge (Ritual). Characters who receive this Blessing and who have the Faith feat to a Higher Power receive double these bonuses, and the effects last for twice as long.

Normal: Characters without this feat suffer -4 to their Knowledge (Ritual) skill when attempting this skill check.

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

BLOOD ALTAR

The character has learned the first step to appeasing the Dark Powers: erecting an altar to soak with blood for them.

Prerequisite: Profane Ritual; Knowledge (Ritual) +5

Effect: This ritual consecrates an altar to the Dark Powers, making it ready for sacrifice. Twenty hit points worth of blood (the character's or someone else's) must soak the altar while this ritual is being performed, or the skill check automatically fails. Any Knowledge (Ritual) 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 this feat suffer -4 to their Knowledge (Ritual) skill when attempting this skill check.

BLOODLETTING

By sacrificing a portion of the character's own lifeblood, he may attempt to curry favor with his Dark Masters.

Prerequisite: Profane Ritual; Knowledge (Ritual) +8

Effect: This Ritual allows the character to gain the ability to cast a single sorcerer spell once. The character announces how much blood he is going to let (in dice of damage), what spell he wishes to acquire, and makes his skill check. The maximum spell level a character can acquire is equal to half the amount of blood (in dice) the character sacrifices to the Dark Lord. If the skill check fails, then the character did not gain the attention of his Dark Power. Only one such Ritual may affect a character at any given time.

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

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

BRAINWASHING

The character is familiar with the "art" of coercion and is able to radically alter the personalities of those under his control.

Prerequisite: Knowledge (Psychology) +8, Psychotherapy

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

Special: If the allegiance was to a Higher Power, the victim loses any Faith feat associated with that allegiance. If the allegiance had a Conviction feat associated with it, that Conviction is now turned toward the protection of the new allegiance (most often a Dark Power or cult).

CONSECRATE GROUND

This Ritual allows a character to bless an area with the power of his faith.

Prerequisite: Consecrate Item; Knowledge (Ritual) +8

Effect: This Ritual requires a Knowledge (Ritual) skill check (DC 10 +1/10 square feet being consecrated) to perform successfully. A small area is consecrated, granting a +3 sacred bonus to all attempts to turn undead and to all Knowledge (Ritual) skill checks to perform Sacred Rituals made there. Undead in this area take a -1 penalty on attack, damage, and saving throws. This Ritual lasts 24 hours. Successive applications of this Ritual on the same ground have cumulative durations (2 days the second time, 3 days the third and so forth), so that through repeated worship and prayer the effect may become effectively permanent.

Materials must be provided for this ritual as well, requiring the character to make a Wealth check (DC 10 +1/10 square feet being Consecrated) each time this ritual is performed. These materials will vary depending on the Higher Power to which the site is being consecrated, but they might include such things as incense, holy water, valuable objects, and so forth.

Normal: Characters without this feat suffer -4 to their Knowledge (Ritual) skill when attempting this skill check.



CONSECRATE ITEM

This Ritual allows a character to specially prepare an item to fight evil.

Prerequisite: Knowledge (Ritual) +5

Effect: If used on a weapon, that weapon gains a +1 Enhancement bonus to hit. If the character wielding the weapon has the Faith feat, the weapon also does +2 damage vs. Fiends and Undead. These effects last one hour per point of skill in Knowledge (Ritual) possessed by the person who performed the consecration. This Ritual may also be used to create holy water. Each time this ritual is performed, it can make 1 Flask of Holy Water per 5 ranks in Ritual.

Normal: Characters without this feat suffer –4 to their Knowledge (Ritual) skill when attempting this skill check.

CONVICTION

The character's conviction (her allegiance) is so strong that she would do anything in support of it.

Prerequisite: One allegiance

Effect: When the character is acting in support of her allegiance, she gains a +2 to attack and skill checks.

DEATH HARVEST

The character is able to reap the death that he has sown.

Prerequisite: Profane Ritual, Human Sacrifice

Effect: To perform this Ritual, the character must first have successfully performed the Human Sacrifice ritual. Having sacrificed to his Dark Power, the character may "plant" the corpses, harvesting them the next night as Zombies. The base Knowledge (Ritual) DC for this skill is 10. For each Zombie beyond the first the character attempts to raise, the DC of the Ritual rises by 5. Any corpses not raised turn 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", and three turn to dust.

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

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

EXORCISM

Exorcism allows the character to assist in the removal of supernatural compulsions such as demonic possession and black magic.

Prerequisite: Knowledge (Ritual) +3, Knowledge (Theology) +3

Effect: This Ritual allows the character to remove supernatural compulsions and afflictions. See the section on Spiritual Afflictions and Possession for more information. This Ritual can also aid a character

in shrugging off more mundane magical compulsions; such as the Charm magic some demons are capable of using. A Knowledge (Ritual) skill check (DC 15) can grant a character under the effect of any Charm spell a new save at +2. Each five points by which the skill check exceeds the base DC increases the save bonus by +1. This ability allows someone under the effect of a charm or magical compulsion to reroll a failed saving throw once.

Normal: Characters without this feat suffer –4 to their Knowledge (Ritual) skill when attempting this skill check.

FAITH

The character's faith serves to protect him in time of need.

Prerequisite: One allegiance to a Higher Power (almost always a religious or philosophical ideal).

Effect: The character gains +1 to all Saving Throws. This Feat also serves to increase the power of Rituals on the character, and some FX Items are only usable (or have additional powers) for characters of Faith.

HUMAN SACRIFICE

The character offers blood to his Dark Power in return for power.

Prerequisite: Profane Ritual, Knowledge (Ritual) +10

Effect: If the skill check is successful, the character then gains the ability to cast Wizard spells with spell levels equal to ½ the HD sacrificed a number of times per day equal to the character's Charisma modifier +1 (only one such Ritual may be in effect at a time). The maximum spell level that the character may gain through this ritual is ½ his character level. This Ritual requires the character to spend Wealth equal to 10 + his character level for ritual offerings such as gold and incense to further appease the character's Dark Power.

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

Special: If this ritual is performed over a Blood Altar the character gains a +3 to his Knowledge (Ritual) skill check

INVESTMENT

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

Prerequisites: Allegiance to a Higher or Dark Power; Knowledge (Theology) +5; Knowledge (Ritual) +5

Effect: The character gains a +1 bonus to Charisma-based skills when dealing with those who have an allegiance to a Higher or Dark Power (depending on which allegiance the character has). The character gains a +2 bonus to Charisma-based skills when dealing with those who have the Faith feat to a Higher or Dark Power. These bonuses stack with the +2 bonus the

character normally receives. In addition, the character gains a +2 bonus on all Knowledge (Theology) and Knowledge (Ritual) skill checks.

PENTAGRAM

The character draws a protective symbol to cage a Fiend or other servant of darkness.

Prerequisite: Knowledge (Arcane Lore) +5

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 (requiring it to be held in some way, either physically or magically), the creature is trapped.

Normal: Characters without this feat suffer –4 to their Knowledge (Arcane Lore) skill when attempting this skill check.

PERDITION'S PRAYER

The character calls on his Dark Power for protection.

Prerequisite: Allegiance to a Dark Power

Effect: By calling on his Dark Power, the character and all allies (those with allegiance to the character's Dark Power) within 30 ft. gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks. Foes within 30 ft. suffer a –1 penalty on such rolls. This Ritual lasts 1 round per point of skill in Knowledge (Ritual). Characters with the Faith feat gain double these bonuses for twice as long.

Normal: Characters without this feat suffer –4 to their Knowledge (Ritual) skill when attempting this skill check.

PRAYER

The character calls on his Higher Power for protection.

Prerequisite: Allegiance to a Higher Power

Effect: By calling on his Higher Power, the character and all allies (those with allegiance to a Higher Power) within 30 ft. gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks. Foes within 30 ft. suffer a –1 penalty on such rolls. This Ritual lasts 1 round per point of skill in Knowledge (Ritual). Characters with the Faith feat gain double these bonuses for twice as long.

Normal: Characters without this feat suffer –4 to their Knowledge (Ritual) skill when attempting this skill check.

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

PROFANE RITUAL

The character has delved into the darker mysteries.

Prerequisite: Allegiance to a Dark Power

Effect: This feat allows the character to perform the following rituals at –4: Animal Sacrifice, Black Bargain, Black Mass, Blood Altar, Bloodletting, Death Harvest, Human Sacrifice, Perdition's Prayer.

Special: A character with this feat takes a –8 penalty on his Knowledge (Ritual) skill check to perform any Sacred Ritual.

PROPHECY (SACRED RITUAL)

The character receives visions of things to come from his Higher Power.

Prerequisite: Faith, Knowledge (Ritual) +10

Effect: The character may ask the GM one question per week. The chance of a correct answer is equal to 50% plus 1% per point of skill in Knowledge (Ritual). These answers will generally be cryptic, but a skill check in Knowledge (Theology) with a DC of 20 will always at least reveal the general meaning. A character with this feat may also receive visions at the GM's discretion, and these visions do not count against the once per week maximum this ritual normally carries.

Normal: Characters without this feat suffer –4 to their Knowledge (Ritual) skill when attempting this skill check.

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

PSYCHOTHERAPY (GENERAL)

The character is skilled in the treatment of mental illness.

Prerequisite: Knowledge (Psychology) 4 Ranks

Effect: The character can alleviate, and eventually remove, any conditions associated with mental illness, including, in some cases, those caused by Spiritual Afflictions.

Special: Characters without this feat suffer –4 to their Knowledge (Psychology) skill when attempting this skill check.



BLOOD
&
RELICS

CHARACTERS

CHAPTER 3: THE SPIRIT

NEW CONDITIONS

Conflict in Blood and Relics is waged on a spiritual, as well as a physical level. To represent this, several new Conditions, and their effects are presented below. Many of these conditions are the result of Spiritual Afflictions or Possession attempts, which are explained in greater detail below.

BRAINWASHED

The removal of this condition involves a process known as “deprogramming” and requires a Knowledge (Psychology) check with a DC of 30. Once the initial roll is made, the deprogramming character may continue the process if he has the Psychotherapy feat, adding +1 to his roll each day until the DC is reached. Characters without the Psychotherapy feat suffer a –4 penalty on this check and may not attempt it more than once. This process is likely to be resisted by the brainwashed individual and is considered by some as cruel as the initial brainwashing.

SPIRITUAL AFFLICTIONS AND POSSESSIONS

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 hearts and minds of the combatants. Winning and losing in the Blood War is not always about life or death. There are worse fates in store for those who would do battle with the Caeder and their minions, dire fates such as loss of self or 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 through them like a cancer. The most powerful of these beings can take over the bodies of the weak-minded, manipulating them like puppets and acting through them, all the while remaining cloaked in protective shadow.

Resisting Spiritual Afflictions: Spiritual Afflictions are resisted through Will Saves. The more powerful the Demon, the more difficult his compulsions are to resist. The Save DC against a Demon's afflictions is 10 + the Demon's HD. For example, the dreaded Marcus Adrastus, Lord of Deceit, forces a Will Save DC of 26 to resist his compulsions (10 + 16 for the number of HD).

Range of Spiritual Attacks: Spiritual attacks normally have a range of 10 feet per HD of the creature

making the attack. However, if the creature has a piece of his target, such as a hair, fingernail, or piece of skin, then a spiritual attack may be made at any range.

DESPAIR

Only the most powerful entities can cause this emotion directly. Usually, this affliction has an indirect cause such as untreated malaise. Whatever the cause, this is a serious affliction, for the character is so filled with doubt and self-loathing that he is in danger of harming himself. Some characters given over to despair will go so far as to abandon all hope and join forces with the Dark Lord.

A character suffering from despair, when he can be roused from brooding at all, acts as if *exhausted* (effective Strength and Dexterity –6). Indeed, characters suffering from this affliction are usually sleep-deprived, as their dreams are so troubling that they must be avoided at all costs.

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

Time is of the essence once a character succumbs to despair. If this condition is not removed within 4 weeks, the character must also save vs. Will each subsequent week to keep from committing suicide or joining forces with the Dark Lord (50% chance of each).

A Knowledge (Ritual) skill check of 20 (–4 if the character does not have the Exorcism feat) can remove the despair condition from a character. Despair can also be treated by application of the Psychotherapy Feat (characters without the feat may treat mental illness at a –4), with a Knowledge (Psychology) DC of 20. Successfully treating this affliction with Psychotherapy results in a character's condition reverting to malaise.

DOUBT

All Demons can inflict doubt upon those who combat them. Doubt is one of the most powerful tools of the Dark Lord, for the easiest foe to conquer is one who believes in nothing. If a character fails his Will save and succumbs to doubt, he is –2 on all Will saves, and loses any allegiance to a Higher Power (including any associated benefits, such as the Faith feat or Laying on Hands).

Furthermore, a character affected by doubt will slowly forget about the Blood War, convincing himself that it was all really just an illusion, that those creatures he saw were a trick of the light, that 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 save. So a character who has failed two Will saves to shake off doubt will be at a –4 on his next Will save to recover (–2 for the doubt condition, –2 for two previous failed saves).

If doubt lingers for more than 4 weeks, it can turn into malaise. After the character has failed four consecutive Will saves against doubt, he must also save each week (at –2) or gain the malaise condition.

Fortunately, doubt is the easiest Spiritual Affliction for the Faithful to dispel. A Knowledge (Ritual) skill check of 15 (–4 if the character does not have the Exorcism feat) can remove the doubt condition from a character.

HATE

Hate is a deadly weapon of the Dark Lord, for through it, he is able to make otherwise good men and women do his work for him by turning them against one another over small differences of religion or race. In both the Inquisition and the Holocaust, the Dark Lord's Hatemongers were there, in the background, fanning the flames of hate. If the character affected by hate has the Antithesis feat or has had an extremely bad experience with someone of a certain group, his hate will be directed at that group (this should be something established in the character's background or through prior play). If the character has no such axe to grind, the entity who instilled the hatred may choose its target.

A character afflicted with hate makes all Charisma-based skill checks at –4 when forced to deal with the group he hates. Every week, the character must succeed at a Will save, or engage in some act of aggression against that group (vandalism, hate speech, and so forth). If a natural 1 is rolled on this Will save, the character's actions are totally out of proportion to the character's ethos and past behavior, even possibly homicide.

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

If hate lingers for more than 4 weeks, it begins to spread like a cancer, and the character's associates must begin making unmodified Will saves (DC 10 plus the Charisma modifier of the afflicted character) or begin to suffer from hate themselves, aimed at the same group targeted by the original afflicted character.

A Knowledge (Ritual) skill check of 20 (–4 if the character does not have the Exorcism feat) can remove the hate condition from a character.

MALAISE

In the modern world, this Spiritual Affliction is often diagnosed as depression. The character is tired, depressed, and uninterested in the things that used to bring him joy.

A character suffering from malaise is *fatigued* (–2 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 new 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. A character who has failed two Will saves to shake off malaise will be at a –2 on his next Will save to recover. Characters suffering from doubt also suffer a –2 penalty to Saves to recover from malaise.

If malaise lingers for more than 4 weeks, it can turn into despair. After the character has failed four consecutive Will Saves against malaise, he must also save each week or gain the despair condition.

A Knowledge (Ritual) skill check of 20 (–4 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 Psychotherapy Feat (characters without the feat may treat mental illness at a –4), with a Knowledge (Psychology) DC of 20.

POSSESSION

From ancient times until the present day, the faithful have considered possession a fact. The Babylonian Talmud, for example, contains a formula for exorcism, and the powers of the exorcist were said to have been conferred on King Solomon directly by God. There are many tales in the New Testament of Christ curing the possessed, and he expressly passed this power on 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," which removes any evil spirit that may be troubling the individual and ritually cleanses and frees 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 will often be mistaken for a more common mental illness or Spiritual Affliction. However, as the influence of the Fiend grows, and obsession progresses to *manifestation*, the



signs become clearer. If left unchecked, the Fiend is able to gain bodily control of the victim, and the final stage, *possession* takes hold.

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

Obsession

This earliest stage involves a general torment of the spirit and the leading of the individual toward sin. This weakens the spirit and makes the body a better “home” for the Fiend who wishes to possess it. If the individual under assault has the Faith feat, this stage of possession will always first manifest itself as doubt, since Faith will protect him from manifestation and possession. Fiends prefer to inflict malaise and hate on victims who do not have the Faith feat, as these tend to isolate the victim and make it less likely he will receive help in time.

Obsession is resisted with 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, fingernails, and so forth: 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 he can begin to manifest himself.

Every week, a character suffering from obsession must make a Will save with a DC equal to the original save DC to resist Obsession (the method of entry still can make things easier for the Fiend if he has some personal effect of the character). Note that characters suffering from a Spiritual Affliction unrelated to a possession attempt do not need to make a saving throw against manifestation. It is only when an affliction is imposed on a character with the express purpose of leading to possession that this save need be made. Once a character fails this save, his condition begins to deteriorate as shown on the table below. A character enters the table below at a level equal to the Charisma modifier of the possessing Fiend or 1, whichever is higher. Thereafter, the character adds 1 to his Possession Clock each day, until it reaches 19. At that point, the character gains the Fiendish Vessel template, and is treated as an NPC (the Fiend controls every action of the character).

As a character moves up the Possession table, he still suffers the effects of the earlier stages. A character at stage 9 would be frothing at the mouth, blind, deaf, and

mute. Although many of these symptoms are an attempt by the victim’s body to deny control to its possessor, it often plays into the Fiend’s hands, cutting the character off from the outside world and hearing 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. This gives the character a –4 penalty on all Charisma-based skill checks. This condition also prevents the character from using the Knowledge (Ritual) skill.

Deaf: The character cannot hear and takes a –4 penalty on initiative checks. The character is also unable to make Listen checks.

Blind: The character cannot see at all and has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a –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 can’t make Spot checks or perform any other activity (such as reading) that requires vision.

Frothing at the Mouth: From this stage 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 and speaking in tongues. Anyone witnessing this display must make a Will saving throw (DC 10) or be shaken for 1–6 rounds, taking a –2 on all skill checks (including Exorcism checks).

Projectile Vomiting: The character will go into occasional fits of vomiting, as if he had recently eaten an enormous amount of food. This happens 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, taking a –2 on all skill checks (including Exorcism checks).

Seizures: The character will go into violent fits similar to those caused by epilepsy. Each hour, the character must make a Will save (DC 10 + 1 per 2 points up the Possession Clock) or suffer a fit, lasting 1–10 rounds. Each round, the character will suffer 1–2

points of subdual damage unless ministered to (by being held down, having something placed under the tongue, and so forth). Anyone witnessing this display must make a Will save (DC 18) or be shaken for 1–10 rounds, taking a –2 on all skill checks (including Exorcism checks).

Contortions: At this stage, the Fiend is literally torturing the body of his victim, causing it to move and bend and contort in unnatural, even impossible ways. Reports of a victim's head turning completely around are not unknown. Anyone witnessing this display must make a Will save (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 character. Anyone in the room when this manifestation occurs will suffer 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 ability is likely to be used on any potential exorcists, and flying debris has killed exorcists according to some accounts. Anyone witnessing this display must make a Will saving throw (DC 20) or be panicked for 1–8 minutes.

Direct Manifestation: This stage is similar to Poltergeist, except that the Fiend has limited conscious control of over his victim. A number of rounds per day equal to the fiend's Charisma modifier, the Fiend may exert direct control over the victim. Through the possessed character, the Fiend may use any ritual or spell-like abilities it has at its disposal. Each such manifestation inflicts 1d6 points of damage, plus the Fiend's Charisma modifier, on the victim, so repeated use of this ability may kill the victim, denying the Fiend its prize. However, for the exorcist, both the manifestation and the withering effect on the victim are of concern, as a victory over a Fiend by the death of the victim is a hollow one indeed.

Fiendish Vessel: At this stage, the Fiend has complete control over the victim's actions and may act freely. Usually, if no help has been called, or if that help seems naïve, the Fiend will feign a recovery, acting as if it has just come out of a serious illness. If such a ruse seems unlikely to be successful, the Fiend will simply depart, and will attack if restrained. The victim has the Fiendish Vessel template applied at this point.

Performing an Exorcism

Successfully performing an Exorcism requires a Knowledge (Ritual) skill check. This check is made at –4 if the character does not have the Exorcism feat. The DC of this check depends on how serious the victim's condition is. If the condition is recognized early on, the ritual will be relatively easy to perform. In the later stages, not only is this ritual more difficult, but dangerous as well, as the Fiend will use 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 these tools, he suffers a –4 on his Knowledge (Ritual) check.

Exorcising Obsession: At this stage, the Knowledge (Ritual) DC is 10. At this point, an Exorcism takes one hour to perform. Any material the Fiend has (such as hair or fingernails) is destroyed by the power of the Ritual, seriously harming 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. Add the character's position on the “Possession Clock” to 10 to determine the DC of any exorcism. A character under assault by a Fiend with an 18 Charisma (starting position 4 on Possession table), who has been under the fiend's influence for 6 days (current position 10), would require a Knowledge Ritual check of 20 to be freed from influence. An Exorcism takes one hour per DC to perform at this point. So, the victim from our previous example, the ritual would take 20 hours to perform. Any material the Fiend has (such as hair or fingernails) is destroyed by the power of the Ritual, seriously harming the Fiend's ability to possess the same target again.

Exorcising Possession: Once a character reaches Fiendish Vessel on the Possession table, the Exorcism DC becomes 30 and rises by 1 every day. Obviously, at some point the bond between host and master becomes effectively permanent, and the only way to free the tormented is by his death. 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 material the Fiend has (such as hair or fingernails) is destroyed by the power of the Ritual, seriously harming the Fiend's ability to possess the same target again.



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CHAPTER 4: HISTORY

A SECRET HISTORY OF THE WORLD

About this Timeline: This timeline contains two types of entries. Entries of the first type are in italics and deal with historical and Biblical events. The author makes no claim that these events are historically true or historically untrue. However, for the purposes of this timeline, these events are treated as historical events. Entries of the second type (not in italics) deal with the secret history of the world, known to only a few.

A character wishing to use information contained in the italicized entries must make a Knowledge (History) check with a DC of 15. Information not in italics may be revealed to a character who makes a Knowledge (Arcane Lore) check, DC 20.

IN THE BEGINNING

The following description is paraphrased from the "Lost Scroll." This scroll, one of the Dead Sea Scrolls of Qumran, has been in the possession of the Popes since it was unearthed at the site 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, were once counted as the champions of Light. These were defeated, after three days of War, by the Son of the Lord himself, in a chariot with a thousand wheels, and 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 pry free of their bonds, they found a new world between Light and Darkness.

And so, since their torments followed them even when released from their 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. Only this time, the battleground was Earth. And men and women were recruited by both sides, for man had been given the greatest gift of all: the gift of choice. A choice between Shadow and Light.

THE WAR TO END ALL WARS

There were Giants on the Earth in those days .(Genesis 6:4)

The Dark Lord and his followers begin to mate with humans, creating a race known since the Middle Ages as the Caeder, or the "Butchers". The Dark Horde also mates with animals, producing horrible creatures, thankfully sterile, which 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. (Genesis 6:4)

The Lords of Light had children with the men and women they were sent to protect. These children grew to be men and women of extraordinary powers. Originally called the Covenant Bearers, these new lords of light have, since the Middle Ages, been known as the Sang Real, the "Blood Royal." Scholars will note that, technically speaking, Sang Real only applies to the strain of the Covenant Bearers directly descended from Christ, who have much more power than the "standard" Covenant Bearers. Still, the term Sang Real is often used generally to describe this entire race.

This was a time of open conflict in the Blood War, conflict on a world-wide scale. It was a time of monsters, of Chimera, of Medusa and Giants. For centuries, the war continued, with the Lord of Light himself taking part, and yet the Shadow began 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 was swept clean by a tremendous flood. Only Noah and his family, and creatures chosen by the Lord of Light, were spared. Noah was the first of the Sang Real to bear a personal Covenant with God. And as the Flood brought a close to the most open, most widespread, most violent phase of the Blood War, the Lord of Light laid down his bow of war, and left it in the clouds after the rain as 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. Jerusalem chosen as Capitol city.

930 BCE: David's son Solomon constructs a Jewish temple in Jerusalem.

922 BCE: Solomon dies. Jewish kingdom splits into Israel to the north, and Judea to the south.

722 BCE: Assyria conquers Israel and forcefully relocates the Jews.

587 BCE: Babylonia conquers Judea and forcefully relocates 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, capitol 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 begin occupying 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, and 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.

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.

Herod is obsessed with a deep paranoia because of the assassination of his father. Marcus Adrastus, the most powerful of the Caeder, sends one of 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 the boy with gifts. Joseph then takes Mary and Jesus into Egypt.

Unknown to Mary and Joseph, the Magi are Monitors, who follow them into Egypt, watching over them, keeping danger at bay until Mad Herod's day is done, and it is safe for the boy to return to Judea.

6 BCE: Slaughter of the Innocents. Herod, hearing a prophesy that a new king of the Jews has been born, orders the execution of all boys less than two years of age. Herod's own sons are killed as part of this genocide as well.

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". In the waters of the River Jordan, John baptizes all who approach him and confess their sins. John baptizes Christ.

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,” there is no San Greal. What Christ entrusted to Joseph was the Sang Real, the Royal Blood, and in that one false division of words, San Greal from 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 manuscript of these gospels does not appear until over 50 years later. Paul is arrested and imprisoned in Rome, and writes many important Christian texts, including Ephesians, Philemon, Colossians, Timothy, and Titus, during his imprisonment.*

It is at this time that the Roman Empire becomes aware of the existence of Christ’s marriage, conducted in secret, and of his children. A concerted effort is made to find and destroy Christ’s heirs, now in their 30’s, and to destroy the fledgling Christian church by lopping off its head,

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 requires her sacrifices to be by fire.

Nero gained, through this dark sacrifice, the power to destroy Paul and James. The mad emperor believed that this 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 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 continues to crumble, despite his successful execution of many of his “enemies”, he falls into a 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 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 and 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 Christians.*

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, ending 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 and not God incarnate. Donatism also claims that communities should pick their own priests and bishops based on the worth and piety of the men.*

316 CE: *Donatism begins to spread throughout Africa.*

318 CE: *Arius founds the "Arian" movement in Alexandria, which also teaches that Christ was a man and not divine.*

320 CE: *Arius is expelled from Alexandria, and 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 the declaration that any denial of Christ's divinity is heresy.*

340 CE: *Goths converted to Christianity.*

350 CE: *Ninian founds the church at Candida Casa in Whithorn, 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 to the perfect Jewish life.*

376 CE: *Visigoths convert to Arian Christianity.*

379 CE: *Roman Empire bans Arianism.*

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, seeking the Sang Real, leading a horde of Saxons blinded by dark magic. More cunning than most of his kind, Hengest knew his target had fled England centuries before. He also knew that the child would not be able to abide the suffering of innocents on his behalf, so he cut a swathe of fire, rape, and torture across the land. The boy he sought, Arthur, was 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 were still a strong influence over the heirs to the Roman Empire, first influencing various barbarian leaders, manipulating them in their search to wipe out their enemies, and later the Popes of the Catholic Church, where Marcus Adrastus was especially successful 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 brave knights, Arthur crosses the English Channel and battles with 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 Aryanism and convert to Catholicism.*

612 CE: *Visigothic King of Spain orders all Jews to convert to Christianity.*



620 CE: *Visigothic persecution of Jews in Spain intensifies.*

636 CE: *Arabs capture Jerusalem and 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: *Visigothic 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 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: *“Catharist Heresy”, in Southern France, begins to gain momentum.*

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 8 Knights. Their mission is 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 was a Cathari, as were the eight knights who served him. They had an ulterior motive for swearing their allegiance to the Patriarch: the recovery of artifacts hidden in the city. The locations

of these artifacts were known to the Cathari, having been handed down from Mary Magdalene and Joseph of Arimathea. With all the conflict in and around the city, it was feared that these artifacts would fall into the wrong hands. Thus, while protecting pilgrims to and from the Holy Land, the Knights were also smuggling valuable artifacts out of the Holy Land.

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 it was not revealed for over 700 years, the Teutonic Knights were in league with the Dark Lord. These “Crusaders” helped bring about the fall of the Knights Templar in the Middle Ages, testifying before various Inquisition tribunals.

1205 CE: *Pope Innocent III forbids any legal aid be granted for 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 shall be 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 elicit confessions.*

1260 CE: *Although long held a sin for priests themselves 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 the torture chambers themselves.*

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: finding the Sang Real and their servants and wiping them out.

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, most sacred book of Kabbalist Jews, 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 groups, 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: *54 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 by 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. 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 is burning, 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 baptized Jew who, through any form of compulsion, 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 heretic by the Church. The Latin Vulgate remains the only authorized version of the Bible by the Catholic Church.*

1480 CE: *Spanish Inquisition attempts to force the conversion of 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. Inquisition at its height. Jews and Muslims expelled from Spain.*

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” against 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.

1626 CE: St. Peter’s Basilica inaugurated in Rome.

1648 CE: Cossacks led by Bogdan Chmielnicki slaughter 200,000 Polish Jews.

1736 CE: Israel Baal Shem Tov founds Hasidic Judaism.

1768 CE: Massacre of Jews by Cossacks in Poland.

1834 CE: Spanish Inquisition officially ends.

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.

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 (there are an estimated 11 million Jews world wide prior to World War II).

Although the public deeds of the Nazis have been well documented, there was also at this time a secret war, every bit as hard fought and important as the World War. Teutonic Knights, serving Hitler, fought with 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 first ever Pope from Poland.

Through a holy revelation, John Paul I 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, and 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, taught to wage war on the fiends hidden among humanity.

1981 CE: Pope John Paul II is nearly assassinated by a lone gunman.

CHAPTER 5: SECRET SOCIETIES



BLOOD
&
RELICS

SECRET SOCIETIES

Following are some of the secret societies engaged in the Blood War. The doomed Cathari, now mostly a memory, live on in the Knights Templar. Recently, the Catholic Church reentered the Blood War, and their “Holy Office” continues the work of the Inquisition, always mindful of how that work was corrupted in the past.

CATHARI

The word Cathar is derived from the Greek Katheroi (meaning pure). The Cathars (or the plural Cathari), were the descendants of Manicheanism, a philosophy which attempted to merge Judaism, Christianity, and Zoroastrianism into a single religion. Some aspects of this philosophy were accepted by the Christian Canon, such as the apocalyptic last book of the Bible, Revelation, whose climactic battle of good versus evil bears a strong Zoroastrian influence. Despite this, some proponents of Manicheanism were dealt with harshly. The movement’s founder, Mani, for example, was crucified for heresy in 276 CE.

The Cathari movement was born when Manicheanism was brought back to Southern France by knights from the Crusades. This philosophy merged with the Church of the Nazarene, the brand of Christianity handed down through the centuries by the followers of Mary Magdalene and Joseph of Arimathea, who had hidden from the Caeder in the South of France. 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 frightened the Church of Rome to its core.

The Cathari, through their founders, Mary Magdalene and Joseph of Arimathea, presented the Blood War as a clash of dualistic forces, good and evil, reality and subjective unreality. Matter, including the human body, was evil, a creation of Satan. The soul, created by God, was the essence of good, and was constantly struggling to escape the evil body it inhabited. Thus the Blood War was fought in each of us, between body and soul, as well as in the cosmos around us.

In order to free the soul from its bodily prison, a potential Cathari underwent a ritual known as the Consolamentum. First, there was 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 would take a vow of celibacy and poverty and agree to eat a strictly vegetarian diet, after which the candidate would be given the title “Perfect” and be allowed to practice religiously with the other Cathari (including reciting the Lord’s Prayer).

Although ostensibly Christian, the Cathari reinterpreted or rejected most of the Bible. The Cathari taught a simpler form of worship that took place deep in secluded forests and underground caves, where they could be closer to God and 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 vows. Worse, they saw the Catholic Church as a corrupt organization too tied to the possessions and trappings of the material world and more an offshoot of Imperial Rome than Christ’s teachings.

A fledgling movement in the mid-twelfth century, the Cathari developed strong ties with groups that shared their view of the world, such as Islamic Sufi and Jewish Kabbalists, and by the end of the twelfth 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, led by Simon de Montfort. The Cathari built an impregnable mountain fortress, Montsegur Castle. The Church, denied an easy victory, formed the Inquisition at the Council of Lateran in 1215. If the Cathari could not be found, the farmers and merchants who followed them could, as could the Sufi and Kabbalists they had befriended. And the most powerful of the Caeder, the Lord of Deceit, saw in the Inquisition a chance to finally rid himself of the Sang Real. Taking the role of the Chief Inquisitor, Marcus Adrastus unleashed a new, even more terrible dark age on Europe. His Inquisitors forced confessions from the accused, and even witnesses, by rending them to shreds, baking them one limb at a time, or stretching them on the rack.

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 its floors dug up, in a vain attempt to find the enormous treasure the Cathari supposedly possessed. What the Inquisition did not know was that the treasure, including the Shroud of Turin, the Cathari’s three most learned priests, and the Order’s greatest treasure, twin girls—the Sang Real—had made the impossible descent down the far side of the mountain to freedom.

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

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



THE 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, with seemingly no ties to the Cathari, that would draw recruits by the thousands 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 also 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 items 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 powerful. Rival movements, especially the Hospitallers and Teutonic Knights (the latter known to be in league with the Dark Lord), began spreading rumors of the abuses of the order, accusing them of the most terrible acts of heresy in their secret rites. In the end, the order was destroyed, its leaders burned at the stake. This caused a new direction in the Knights, one they maintain to this day. The Knights went underground. Still, despite its tragic end, the public phase of the Knights is regarded a success by its modern leadership. Dozens of Relics, too powerful 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 began to clash again with their old rivals, the Teutonic Knights, who had joined forces with Hitler and 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 of binding Servitor demons. Some of these, such as the Hatemongers, helped to fuel the fires of Nazi hate in the German people.

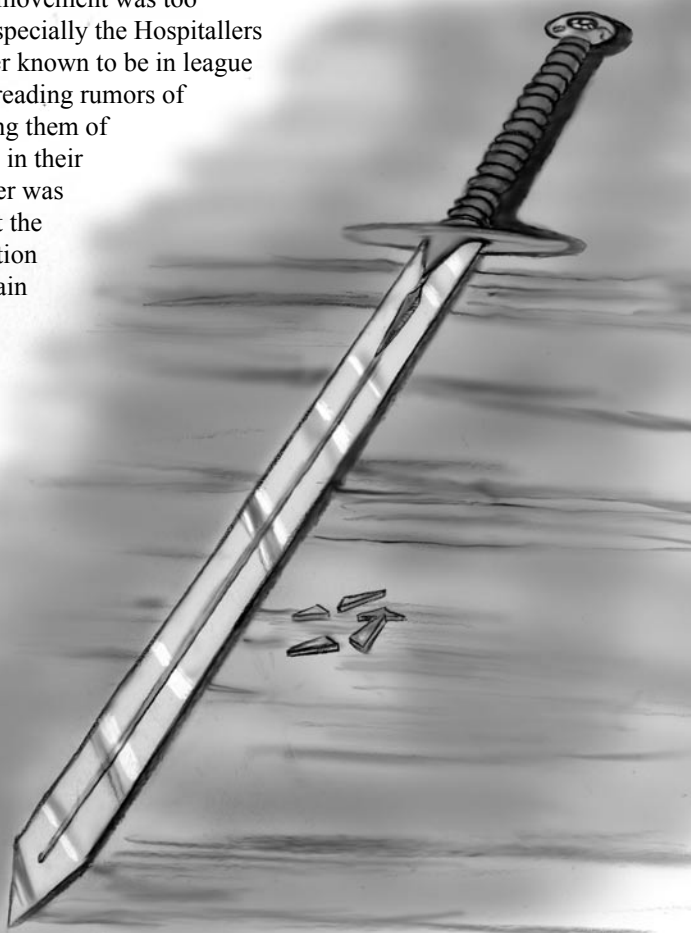
In the end, the Knights Templar and Teutonic Knights clashed many times, but when the Knights succeeded in imprisoning Celestan, the struggle between the two groups turned. In return for their failure, Celestan caused the Hatemongers and other Servitor Demons bound by the Teutonic Knights to turn against them. Without the Servitors, the Teutonic Knights could no longer deliver their promised occult influence to the Nazis, and 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: Red cross on a white background, symbolizing the blood of Christ.





Since 1823, the Knights Templar have been led by Lord Henry McNaughton, a Scottish nobleman born in 1790 in Edinburgh. 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, at the time when the Templars need him the most, they are being killed by unknown foes, making the movement, small at the best of times, understaffed for its prime missions of recovering lost items of power and protecting the Sang Real.

Requirements for Membership: Allegiance- Sang Real, Conviction (Sang Real), Knowledge (Arcane Lore) +5

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

Benefits of Membership: The Knights know the secret to making Brandea, Encolpion, and other minor treasures, and are willing to provide members with these for particularly dangerous assignments.

"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 at that time 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 it approved torture for the purposes of eliciting confessions. Hatemongers, summoned and controlled by Marcus Adrastus, now had the perfect vehicle from 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, setting up an index of banned books, including works by every Protestant scientist. Many great scientists of the seventeenth century were subject 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 burning at the stake.

1978: THE TWENTY-FIVE DAYS WAR

In 1978, John Paul I, newly elected Pope, received a vision that fiends walked the halls of the Vatican, posing as priests and cardinals. He further saw that agents of

these fiends, working at the Qumran archeological dig, were going to smuggle the Dead Sea Scrolls, those vessels of the ancient power and knowledge of the Qumran Essenes, out of Qumran and destroy them.

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

In the end, though, the battle was won, and the Caeder no longer roamed the Vatican halls. John Paul I lay dying in the arms of his best friend and eventual successor, who would be the first non-Italian Pope elected in centuries. Many in the Vatican felt that they needed a true break 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.

The Doctrine is an organization that 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.

After a possessed Bulgarian man almost succeeded in assassinating the Holy Father in 1981, the Doctrine has also seen to his protection. Many Cardinals see this as an act of self-preservation, as it is widely believed the "Holy Office" will not survive the first month of a new Pope's reign.

Also, the Knights Templar treat 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.

Requirements for Membership: Knowledge (Ritual) +5, Investment, Exorcism

Recruitment Methods: Applicants for the priesthood are carefully screened according to numerous profiles. Applicants are subjected to numerous physical and psychological trials, with only those actually chosen for the organization told of its existence.

Benefits of Membership: Each member of the Doctrine is provided with an Encolpion and a silver short sword consecrated by Pope John Paul II, a 10th level Believer (this is normally concealed under priestly robes). This sword is each member's identification as well as a weapon, the stylized crucifix handle instantly recognizable by members (and by those outside the organization on an Arcane Lore skill check DC 15).

CHAPTER 6: ITEMS OF LEGEND

Following are FX items specifically designed for the Blood and Relics model. Some are wondrous items which are still made today by Secret Societies and those steeped in ancient lore. Others are one of a kind, rare relics touched by the hand of God. These items are sought by those seeking riches and glory, and by both sides of the Blood War.

BRANDEA

Wondrous Item- Major

Branda 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 Branda must 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 which time the cloth becomes Sacred and is called Branda.

However, Branda is incredibly fragile, and if it is ever handled by someone without the Faith feat, it becomes useless. Branda is typically carried in a Consecrated Box of gold in order to prevent it from being spoiled before it is used. When Branda are laid over a wound, the injured person is healed. If the injured person does not have the Faith feat, he is healed 3d8 +10 points of damage, and all disease and poison is removed from the character's body. If the character has the Faith feat, the Branda will heal all damage, disease, poison, and spiritual afflictions. In either case, the Branda has been sullied, and is now normal cloth.

ENCOLPION

Wondrous Item- Medium/Major

An Encolpion is a Holy Symbol with a small Sacred Item placed inside during its construction. The Item is then consecrated by a Believer of 8th level or Higher. In medieval times, Encolpion were made around slivers of the Chains of St. Peter. Major Encolpion might even be made 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.

HILT OF EXCALIBUR

Major Artifact

This Artifact is the most powerful remnant of the sword Excalibur, shattered during the climactic battle between the Caeder Hengest and Arthur. It is believed that if all twelve shards could be gathered together with

the hilt, then the sword would magically remake itself.

If a blade is attached to the hilt, that weapon gains a +3 enhancement bonus, and the attacker may make one extra attack each round at his highest base attack bonus. Such a weapon is also +5 vs. Fiends and Undead and does +2d6 damage vs. Fiends and Undead. Creating this weapon is as difficult as creating a Masterwork Exotic Weapon (see the Craft (Blacksmith) skill for more information). 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. Some believe that this happened to a medieval warrior who possessed the hilt, and that this incident was the inspiration for Malory's account of Arthur's loss of the Sword in the Stone, which was replaced with Excalibur itself.

LANCE OF LONGINO

Major Artifact

*But one of the soldiers with a spear pierced his side...
(John 19:34)*

This weapon, wielded by a Roman soldier named Longino, which pierced the body of Christ while he was on the Cross (whether to desecrate his already dead corpse or to check for life is unclear), has been strengthened by millennia of Profane veneration into a horrible weapon. The current location of this spear is unknown, but both Templar and Caeder fervently seek it, the former to lock it away or destroy it (if such a thing is possible), the latter to use it for the destruction of their most hated foes.

This weapon is a Long Spear +3 and inflicts +2d6 damage against anyone with the Faith feat to a Higher Power. Against the Sang Real, the Lance is +5 and does +2d6 damage (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. Multiple wounds from the weapon result in cumulative bleeding (two wounds for 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, such as Laying on Hands, the application of a Branda, and so on.

LITURGICAL TÖMES

Wondrous Items- Minor/Medium/Major

In the beginning was the Word, and the Word was with God, and the Word was God (James 1:1)

These are ancient books or scrolls that describe the proper methods of performing Sacred Rituals (Profane Rituals have their own tomes described below). It is



possible for a Tome to contain more than one Ritual, and some tomes that contain lost Rituals are rumored to exist. If a character were to find one of these, he could, once he met the Ritual's prerequisites, take it as a Feat.

To gain a tome's bonus (if any), the following conditions must be met: The character must have the Feat for the ritual in question (no bonus is gained if the character is performing the ritual "untrained"). The character must possess the appropriate Read/Write language for the Tome in question. The character must succeed at a Decipher Script or Research skill check (DC shown on the table below) to discern the hidden symbolisms within the tome. The character must read from the tome while he is actually performing the Ritual.

In addition to the Rituals found in the Tome, the GM should determine the Power of the Tome and the Language of the Tome. Language in Holy texts is important. The earliest texts were written in Hebrew and Aramaic, then translated into Greek, and 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. As to why Hebrew, Aramaic, Greek, and Latin make better "platforms" for rituals of power than modern languages, there are two theories for every so-called "expert" in the field, ranging from older languages being closer to God to the fact that when Christ was crucified, those three languages proclaimed him "King of the Jews."

A Tome's Liturgical Power grants a modifier to the Knowledge (Ritual) check of any Ritual contained within the Tome. A Tome's Liturgical Power is further modified by the Language of the Tome. The character gaining the bonus must read from the Tome while performing the ritual.

LITURGICAL POWER

D20 Roll	Bonus to Knowledge (Ritual)	Decipher Script/ Research DC
1–5	+1	10
6–8	+2	12
9–10	+3	14
11–13	+4	16
14–15	+5	18
16–18	+6	20
19	+8	22
20	+10	25

Modifiers to Liturgical Power Table

Minor Tome: –2
Medium Tome: +0
Major Tome: +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 Twice, ignore results of 19–20, apply both results
20	Third Translation	Roll Three times, ignore results of 19–20, apply all results

Modifiers to Liturgical Language Table

Minor Tome: +2
Medium Tome: +0
Major Tome: –2

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, which used four nails, one for each hand and foot, the feet being placed side by side. In the middle ages, the image of Christ crucified with three nails, his feet one on top of the other, became the common symbol of Christian religions. Scholars familiar with methods of Roman execution at the time of Christ's death would therefore expect four nails. The Shroud of Turin, however, bears evidence that three nails were used.

Many legends surround these objects, imbued as they are with power through direct contact with the Blood of Christ. Roman Emperor Constantine supposedly had one of the nails incorporated into a bridle for his horse, 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; the waters immediately 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 will adjudicate the results, but the item will not grant more than +4 worth of bonuses (these may be divided among different uses for the item). For example, the Bridle of Constantine would grant +2 to Ride checks, and +2 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 of 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 (a Jewish Kabbalist's disbelief in Christ's divinity might matter to the Kabbalist himself, but it apparently does not matter to the Nails).

If a Nail is touched to a wound while a Believer is Laying on Hands, that Believer adds 10 to his Believer level. Thus, all Believers heal +10 points of damage, but a low level Believer could also be allowed to Cure Poison or Disease while Laying on Hands with the Nail, something he normally could not do.

PROFANE TOMES

Wondrous Items- Minor/Medium/Major

Profane Tomes are infused with the power of the Dark Lord, having been made with materials that facilitate access to the infernal realms. As such, they provide bonuses to Profane Rituals.

As with Liturgical Tomes, the language of the Profane Tome grants a circumstance bonus to characters reading the ritual from the Tome. This is further modified by any Profane Materials used in the construction of the tome.

PROFANE LANGUAGE

D20 Roll	Language	Modifier to Profane Power
1-5	Abyssal	+2
6-10	Akkadian	+0
11-20	Roll on Liturgical Language Chart	

Modifiers to Profane Language Table

Minor Tome: +5

Medium Tome: +0

Major Tome: -5



PROFANE MATERIALS

D20 Roll	Material	Modifier to Profane Power
1–2	Animal Bone/Leather	+0
3–4	Human Blood Ink	+1
5–6	Human Bone	+2
7–8	Human Skin	+3
9–10	Fiend Blood	+4
11–12	Fiend Skin	+5
13–14	Sang Real Blood	+6
15–16	Sang Real Skin	+8
17–18	Roll Twice Ignore results 17+	
19–20	Roll Thrice Ignore results 17+	

Modifiers to Profane Materials Table

Minor Tome: –2

Medium Tome: +0

Major Tome: +2

SHARDS OF EXCALIBUR

Minor Artifact

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 the heroic Sang Real knight and the Caeder. The killing stroke released such tremendous energy that the sword itself was shattered into a dozen shards. It is believed that if all the Shards could be gathered together, then Excalibur would magically remake itself.

Though Not nearly as important as the original sword, these broken metal shards still impart great power to any sword (or other edged weapon) that is forged around them, granting that weapon a +2 enhancement bonus. Against Fiends, such a weapon is +4 and inflicts +2d6 damage. Creating this weapon is as difficult as creating a Martial Exotic Weapon (see the Craft (Blacksmith) skill for more information).

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, which also gained a holy aura during the Resurrection. The Shroud then disappeared for more than a millennium, only resurfacing in 1349, when it appeared in the hands of a French knight during the Hundred Years' War.

Over the next one-hundred-fifty years, the Shroud passed through several owners and resided in many different locations, until it was given a permanent home in the Royal Chapel of Chambéry Castle. The Shroud was placed in an iron cage and locked with four locks, each opened with a different key. These keys were divided among three different people.

In 1532, an Inquisitor, under secret orders to determine the validity of the Shroud, attempted to burn the cloth, boil it in oil, and finally soak and wash it for several days to see if the image of Christ could be removed. None of these actions had any effect on the Shroud, which the Inquisitor then judged to be real. As the Inquisitor prepared to remove the Shroud, a battle ensued, and the church was consumed with flame. In the aftermath of the blaze, a shroud, damaged by fire, was recovered. Although the Inquisitor realized that this damaged shroud was clever forgery and the real Shroud had been stolen, he said nothing and, after charging the local nuns to repair the “relic,” the Inquisitor returned to Rome, never to return.

The Shroud of Turin is immune to all forms of attack and grants following benefits to any warrior wrapped in it: +10 Defense, 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 (a Jewish Kabbalist's disbelief in Christ's divinity might matter to the Kabbalist himself, but it apparently does not matter to the Shroud).

If a Believer wraps a wounded character in the Shroud, he can either heal the character of 1d8 HP +1 per Believer level without spending an action point or heal as much as he is able (through the Lay on Hands ability) +20 HP by spending an action point.

There may be other rituals that tap hidden powers of the Shroud, but these have been lost.

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. In particular, the Second Council of Nicaea, in 787, commanded that Relics be used to consecrate Holy Ground, and Slivers of the True Cross were most often used for this purpose.

These Relics add +4 to any Holy Ritual and +6 to any Ritual of Consecration. If touched to a wound by a Believer while Laying on Hands, the Believer adds +5 to his effective level (allowing him to heal more damage, or possibly cure Poison or Disease at a lower level).

CHAPTER 7: CREATURES OF LEGEND

Unfortunately, the Blood War is not only fought by men. From the beginning of time, the infernal creatures, cast out from Heaven, have waged a war against the creation they feel supplanted them. Some of these creatures, like the HateMongers, are responsible for great evils in the world, while their masters, the Caeder, watch, waiting for their time to openly destroy the things they hate most and subjugate mankind under the banner of their Dark Lord.

THE CAEDER

CELESTAN, LORD OF VERMIIN

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 of foul contact with the thousands of vermin who serve it. Rats crawl all over Celestan's body, as the creatures desire to be close to their Lord. In combat, Celestan will send waves of hundreds of the



creatures at his enemies, confusing them 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 the fifteenth century. The Cultists who hear the dark call of this foul creature work in equal measure to take revenge on the Sang Real who imprisoned their Lord and to find and free him from his prison.

Huge Fiend

Hit Dice: 12d8+60 (147 HP)

Massive Damage Threshold: 20

Initiative: -2 (-2 Dex)

Speed: 50 ft

Def: 20, Touch 4, Flat-Footed 20 (+14 natural, -2 Dex, -2 size)

Attacks: Melee +22/+17/+12

Damage: 2d6 +9 (Claws), 2d8 +9 and Disease (Bite)

Face/Reach: 10ftx10ft/15 ft

Special Qualities: Disease, Poison Immunity, Fire Resistance 10, Damage Reduction 10/+2, Vermin Swarm

Saves: Fort +13, Ref +6, Will +10

Abilities: 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: Archaic Weapon Proficiency, Frightful Presence, Power Attack, Conviction, Antithesis (Sang Real)

Challenge Rating: 12

Allegiances: The Dark Lord, Evil

Traits:

Telepathy (Su): Celestan can communicate telepathically with any creature within 100 feet that has a language.

Disease (Ex): Any creature bitten by Celestan must succeed in a 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 one character. These rats inflict 1d4 +4 points of damage on the target (per swarm) and makes concentration impossible. A target may spend his action fending off rats and only takes 1 point of damage per round. 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 from holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or Higher.

MARCUS ADRASTAS, LORD OF DECEIT

The most powerful of the Caeder, Marcus Adrastus is the most subtle, most intelligent, and most cunning as well. He operates in plain sight, using his abilities to change shape and influence others and using 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 like police searching for clues at a crime scene. Although he hasn't found the Sang Real yet, he has found, and has 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 escape, and will seek to avoid becoming known to the Templars at all.

Medium Fiend

Hit Dice: 16d8+32 (137 HP)

Massive Damage Threshold: 15

Initiative: +3 (+3 Dex)

Speed: 30 ft, 60 ft Flight (Good Maneuverability)

Def: 22, Touch 13, Flat-Footed 19 (+9 natural, +3 Dex)

Attacks: +9/+4 (Melee) +11/+6 (Ranged)

Damage: 6d6 Melee (Vampiric Touch); 2d6 Ranged (Beretta 93R)

Face/Reach: 5 ft x 5 ft/10 ft

Special Qualities: Poison Immunity; Ballistic Damage Immunity; Fire Resistance 20; Cold Resistance 20; Damage Reduction 15/+2; Alter Self

Saves: Fort +12, Ref +13, Will +14

Abilities: 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) +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: Archaic Weapon Proficiency, Conviction, Antithesis (Sang Real), Faith, Consecrate Item

Challenge Rating: 14

Allegiances: The Dark Lord, Evil

Traits:

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. The duration of these changes is indefinite. Marcus prefers to appear as nondescript human males in their late fifties, and he will only expose his wings if he is in dire circumstances.

Dominate Monster (Su): Marcus can influence the minds of those around him through magical means, as well as through his guile (which is considerable). 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 may, on a touch attack, inflict 6d6 points of damage. He is healed by the same amount. 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): A skill Marcus has perfected is 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) will allow anyone witnessing Marcus in combat to notice 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 from Holy Water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or Higher.

SERVITOR FIENDS

BLOAT FIEND

These lazy, disgusting Fiends are some of the least intelligent of the Servitor Fiends, and if not under the direction of a strong-willed master, they will be content to wallow in their own feces eating everything they can lay their hands on. However, they are still summoned by Cultists for their brute strength, as they are able to crush the life out of the enemies of the Dark Lord.

Medium Fiend

Hit Dice: 5d12+25 (58 HP)

Massive Damage: 20

Initiative: -2 (-2 Dex)

Speed: 10 ft.

Def: 17, Touch 8, Flat-footed 17 (+9 natural, -2 Dex)

Attacks: +10 Melee, +3 Ranged

Damage: 1d8 +5 Crush

Face/Reach: 5 ft x 5 ft/10 ft

Special Qualities: Immune to Cold; Damage Reduction 5/+1; Crush; Ingestion Saves: Fort +9, Ref -1, Will +0

Abilities: Str 20, Dex 6, Con 20, Int 12, Wis 8, Cha 8

Skills: Intimidate +7, Knowledge (History) +6, Knowledge (Theology) +8, Knowledge (Ritual) +8

Feats: Archaic Weapon Proficiency, Improved Grapple, Profane Ritual

Challenge Rating: 4

Allegiances: The Dark Lord, Evil

Advancement: 8–12 HD (Large)

Traits:

Telepathy (Su): Bloat Fiends can communicate telepathically with any creature within 100 feet that has a language.

Immune to Fire (Ex): Bloat Fiends are immune to fire of all kinds. In the past, many of these creatures enjoyed going to the stake and stepping out 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 from holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or Higher.

Crush (Ex): Any creature the Bloat Fiend hits with its Crush attack must immediately make an opposed grapple check to avoid being choked (see the rules on strangulation).

Ingestion (Ex): Gluttons have the disgusting ability to eat *anything*, and not only derive nourishment from it, but also heal damage by instantly ingesting the object. Consuming an inanimate object gives the Glutton HP equal to the hardness of the object. Ingestion is a full round action, but provokes no attacks of opportunity.

Bloat Fiend Tough Hero 3: CR 7; Medium Fiend; HD 5d12 +25, 3d10+15; hp 97; Mas 20; Init -2; Spd 10 ft.; Defense 17, touch 8, flat-footed 17 (-2 Dex, +9 Natural Armor); BAB+7; Melee Atk +12 (1d8+5 Crush); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Immune to Cold, Damage Reduction +5/+1, Crush, Ingestion; AL The Dark Lord, Evil; SV Fort +11, Ref +0, Will +1; AP 0; Rep +0; Str 20, Dex 6, Con 20, Int 12, Wis 8, Cha 8.

Skills: Intimidate +10, Knowledge (History) +6, Knowledge (Theology) +8, Knowledge (Ritual) +11

Feats: Archaic Weapon Proficiency, Improved Grapple, Profane Ritual, Simple Weapon Proficiency, Power Attack, Toughness x2

Possessions: None

HATEMONGER

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 they are tracked down and exposed, they will offer a vicious fight. Lesser versions of these Fiends can only gain entrance to our world by being invited into willing hosts, most commonly Dark Warriors.



Medium Fiend

Hit Dice: 5d8 +10 (40 HP)

Massive Damage: 14

Initiative: +0

Speed: 30, Fly 30 feet (Clumsy)

Def: 19, Touch 10, Flat-Footed 19 (+9 natural)

Attacks: +7 Melee, +5 Ranged

Damage: 1d6 +2 Slam (1d6+5 when Raging)

Face/Reach: 5ft x 5ft/10 ft

Special Qualities: Immune to Fire; Damage Reduction 5/+1; Rage; Instill Hatred; Alter Self

Saves: Fort +6, Ref +1, Will +1

Abilities: Str 16, Dex 10, Con 14, Int 16, Wis 10, Cha 14

Skills: Bluff +6, Diplomacy +10, Forgery +11, Gather Information +10, Intimidate +10, Knowledge (History) +6, Knowledge (Theology) +6, Knowledge (Ritual) +6, Sense Motive +8, Speak Ancient Hebrew, Speak Latin, Speak 2 Modern Languages, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages

Feats: Archaic Weapon Proficiency, Profane Ritual

Challenge Rating: 5

Allegiances: Dark Lord, Evil

Advancement: by character class (usually Cultist or Dark Warrior)

Traits:

Telepathy (Su): HateMongers can communicate telepathically with any creature within 100 feet that has a language.

Alter Self (Su): HateMongers can assume any humanoid shape, at will. The duration of these changes is indefinite. HateMongers will typically take the shape of any group in the majority.

Instill Hatred (Su): HateMongers can cause the Spiritual Affliction of Hatred. See Spiritual Afflictions and Possession for more information. The Save DC for this ability is 15.

Immune to Fire (Ex): HateMongers are immune to fire of all kinds. In the past, many of these creatures enjoyed going to the stake and stepping out 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 from Holy Water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or Higher.

Rage (Ex): 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 Constitution bonus increases the HateMonger’s hit points by 2 points per level, but these hit points go away at the end of the rage when 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 his skills, only Intimidate may be used while enraged. The HateMonger also may not use his Profane Ritual feat while Raging.

A fit of rage lasts for a number of rounds equal to 3 + the character’s (newly improved) Constitution modifier. The HateMonger may voluntarily end the rage before its time is up. At the end of the rage, the HateMonger is fatigued (–2 to Strength, –2 to Dexterity, and 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 it during his action.

Hatemonger Smart Hero 3: CR 8; Medium Fiend; HD 5d8+10, 3d6+6; hp 58; Mas 14; Init +0; Spd 30 ft. Fly 30 ft. (Clumsy); Defense 19, touch 10, flat-footed 19 (+9 Natural Armor); BAB +6; Melee Atk +8 (1d6+2 Slam; 1d6+5 when Raging); Ranged Atk +6 (by weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Immune to Fire, Damage Reduction 5/+1, Rage, Instill Hatred, Alter Self, Savant (Decipher Script), Linguist; AL Dark lord, Evil; SV Fort +7, Ref +2, Will +3; AP 0; Rep +0; Str 16, Dex 10, Con 14, Int 16, Wis 10, Cha 14.

Skills: Bluff +6, Diplomacy +10, Forgery +14, Gather Information +10, Intimidate +10, Knowledge (History) +14, Knowledge (Theology) +14, Knowledge (Ritual) +14, Sense Motive +8, Speak Ancient Hebrew, Speak Latin, Speak 2 Modern Languages, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages, Decipher Script +14, Knowledge (Arcane Lore) +14, Research +14, Computer Use +14

Feats: Archaic Weapon Proficiency, Profane Ritual, Conviction (Dark Lord), Antithesis (Sang Real), Human Sacrifice

Possessions: Profane Tome (Aramaic, Human Blood Ink, Human Sacrifice)

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 that are trapped, such as Celestan, as a way to influence the mortal world from 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”). It uses all the base creature’s statistics and special abilities, except as noted here.

Challenge Rating: As the base creature, +1 per 4 HD of the possessing Fiend.

Type: The creature’s type changes to Fiend.

Speed: Same as the base creature

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 all the special qualities and weaknesses (such as vulnerability to holy water) of the possessing Fiend.

Allegiances: As the possessing Fiend.

Saves: Same as the base creature.

Ability Scores: 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.

The London Devil (Dog/Fiendish Vessel): CR 2; Medium Animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 30 ft.; Defense 21, touch 20, flat-footed 19 (+2 Dex, +9 natural armor); BAB +1; Melee Atk +3(1d6+3); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Scent, Immune to Fire, Damage Reduction 5/+1, Rage, Instill Hatred, Alter Self; AL None; SV Fort +5, Ref +5, Will +1; AP 0; Rep +4; Str 17, Dex 17, Con 17, Int 16, Wis 10, Cha 14.

Skills: Bluff +6, Diplomacy +10, Forgery +11, Gather Information +10, Intimidate +10, Knowledge (History) +6, Knowledge (Theology) +6, Knowledge (Ritual) +6, Sense Motive +8, Speak Ancient Hebrew, Speak Latin, Speak 2 Modern Languages, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages

Feats: Archaic Weapon proficiency, Profane Ritual

Possessions: None

This Hatemonger disappointed Marcus Adrastus, and has been consigned to the body of a common street dog. Out of rage, the creature slinks out at night to kill. The London tabloids, seeing the dead and wounded, and hearing the accounts by terrified eyewitnesses, have dubbed this creature the "London Devil", but most readers dismiss the story as just another tabloid fantasy.



CHAPTER 8: GAMEMASTERING



BLOOD
&
RELICS

GAMEMASTERING

In this section, intended for the GM, advice on the feel and tone of *Blood and Relics* is offered. Depending on how the GM handles the game, a session can either be a dark, moody experience filled with horror, or an exciting romp through a modern day adventure that is reminiscent of your average d20 fantasy game.

THE FEEL OF THE GAME - A QUESTION OF TASTE

Game Masters intending to run *Blood and Relics* will notice many similarities to d20 Fantasy in the feel of the game. This is intentional. Part of the beauty of the *d20 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 strength of the *d20 Modern™* rules set. Characters will explore dungeons, search out lost magical artifacts, learn ancient rituals of power, and fight evil creatures in the name of the Light. However, there are as many differences between *Blood and Relics* and *d20 Fantasy* as there are similarities, and in many cases the differences are subtle. The Game Master can make *Blood and Relics* a unique gaming experience by making sure these differences are stressed to some degree in each game session.

MORALITY IS IMPORTANT

Questions of good and evil are always important in a fantasy setting, and although the subject is often treated simplistically, the question of good and evil often comes up. In *Blood and Relics*, this distinction is 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 core *d20 Modern™* rules set. Rather than saying a character is “lawful good,” *d20 Modern™* says that a character has an allegiance to the CIA. The CIA is an organization that, in the eyes of most Americans, is beneficial to the health and security of our country. However, the methods used by that organization are often repugnant, even to those who support the organization’s mission. Allegiances bring this blurry ethos of modern life into the game. To add further complexity, a character has more than one allegiance, and the *order* in which those allegiances are chosen determines 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, 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 cover up an indiscretion by a fellow agent to help the agency save face. In this way, the usual simplistic “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, and there is no spell to detect who’s on your side and who isn’t.

Allegiances are an optional rule in *d20 Modern™*, but they are central to *Blood and Relics*, and are *not* optional. A character’s worldview is front and center in *Blood and Relics*. The enemies in *Blood and Relics* 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 one of the enemy’s greatest weapons. The GM should take care that characters role-play not only their allegiances, but the order of those allegiances. What does a character with a first allegiance to the Sang Real do when, in the midst of his protection duties, his wife phones him to say she has gone into labor? These are the hard choices that happen in everyday life, but in *Blood and Relics*, you can never be sure that voice on the other side of the phone really is your wife’s.

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 character’s Strength and his to sling more magic. *Blood and Relics* uses ritual in the place of magic, and those rituals should be treated as risky and dangerous, something to be hidden from the eyes of the average man and woman on the street. Magic Items are hidden away and only used when absolutely necessary, because taking the Shroud soaked in the blood of Christ for granted is sheer folly.

Blood and Relics does not impose a bunch of new rules on the game to represent these conditions. Indeed, there is little *physical* reason why the Shroud of Turin could not be used all the time. The cloak of secrecy was adopted by the warriors of both Shadow and Light after tragedy upon tragedy taught these groups that open displays of power made them a target. Using the Shroud on a regular basis means that, sooner or later, someone is going to realize that you have it. This is the way to encourage characters to take their responsibilities seriously, not through an artificial game mechanic of imposing negative levels or alignment change.

To make this work, simply have the character begin to encounter increasing resistance based on his actions. You might send Grave Robbers, hired by distant museums, to steal the Shroud from him. After the character dispatches them, if he still



flaunts his possession, wearing it into every battle, significant or otherwise, then a Vampire might seek it out, thinking that the burial cloth would ease his tortured rest, or perhaps 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 begin seeking the object. 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

Perhaps the single most important element to the feel 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 devas provided to fight against the Caeder. The essential nature of the Sang Real is mystery. Mystery is a key component of all religions. 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*. You might go an entire campaign without seeing a single one, realistically. 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. The young are targets, hunted by all sides, those who wish to protect them, those who wish to pervert the power they possess for their own use, and the fiends who have pledged to eradicate them. Older Sang Real tend to be secretive in the extreme, having lived an entire life as the target of one conspiracy or another.

So, when a Sang Real is encountered, it should feel important. If young, 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 old, the characters will have to deal with an incredibly powerful, incredibly dangerous, possibly paranoid being, who, while knowing he or she has a mission to accomplish, would just as likely prefer to be left alone.

Either way, the abilities of a Sang Real must not be set in stone for a potential player to peruse. The ability of a Sang Real should be determined more by the dramatic moment in the story than a set of statistics. This does not mean every player character who dies protecting a Sang Real gets a free resurrection. However, the power is there. Abraham walked with God. What that means will vary from campaign to campaign. However, it is a question every *Blood and Relics* GM must answer. Only guidance can be provided, no answers set in stone.



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