

# THE VANISHING

## A BLOOD & RELICS ADVENTURE KIT

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Blood and Relics is an occult modern d20 Campaign Model that brings gothic conspiracy in the modern world to life! 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. A war fought since the dawn of the time that continues unnoticed by the bulk of humanity. A war not only over lost artifacts of power, but over knowledge, and the soul itself.

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## THE VANISHING

Welcome to Vanishing, a short adventure kit for Blood and Relics: Modern Campaign Model. In the following you will find a brief adventure synopsis, 2 non-player characters, a new feat, a new magic item, and a few player aids to assist a game masters in running a Blood and Relics themed adventure. If you're a player, read no further, or you'll just ruin the fun!

## GIM'S INTRODUCTION

In Vanishing, the characters are called in to investigate the most normal of circumstances. A single mother with a pregnant teenage daughter, obviously distraught. However, all is not what it seems in the sleepy town of Hopewell, New Hampshire. A horrible spell has been wrought over the community by Cordelia Dossman, a local writer and spinster that lives in a small house on the edge of town. She is trying to bring something horrible into the world through the body of an innocent, Jenny Timons.

## PC HOOKS

### OLD FRIEND

The most obvious hook would be for a PC to be an old friend of Jenny's mother, Lisa Timons. Preferably, this PC will have a scientific or religious background. A medical doctor or a priest would be most preferable. Lisa believes her daughter is pregnant, and wants someone she trusts to either convince the girl to talk, or to prove that she is indeed pregnant and confront her with the evidence. Lisa then feels she will be able to help her daughter through her situation.

## NEW MAGIC ITEM

### BLACK TOME

(Minor Artifact)

Simon Freilich, a German Mystic who served a small group of powerful Caeder in the 12th century, created these tomes, in the wake of conflict with the newly formed Knights Templar. Freilich's cult had been smashed during a bloody purge led by the Knights, and the Caeder he served banished or imprisoned. In a desperate act, Freilich and his few remaining followers sacrificed themselves, soaking these tomes with their blood, their life essence rendering the tomes nearly indestructible. Of the twenty-four Black Tomes made during Freilich's grisly final act, the Knights Templar have destroyed sixteen. Senior members of the group are told of the Tome, and charged with seeking out and destroying the remaining eight.

Black Tomes are written in Abyssal, and bound in Fiend's Skin, granting a +7 bonus to any Profane Ritual read from the Tome. Each Black Tome will have the following Profane Rituals: Animal Sacrifice, Human Sacrifice, Death Harvest, Blood Altar, and Black Calling. Many of these tomes have rare or unique Profane Rituals in them as well.

In addition, each tome may be used to perform the Death Harvest ritual on animals sacrificed in conjunction with a Black Calling ritual once per year, at +10 to the caster's Knowledge (Ritual) skill. This ritual may be performed even if the individual does not have the Death Harvest feat, as long as the individual is able to perform the Black Calling.

## OLD LOVE

As above, except the PC and Lisa were lovers long ago. For extra fun, put their relationship far enough in the past for the PC to possibly be Jenny's father.

## HUNTING EVIL

Alternately, the PCs might have come into town for an entirely different reason: to deal with Cordelia Dossman. Cordelia is part of a larger cult of the Lord of Vanity. Encounters with other members of the cult, in previous adventures, might have led the PCs to Hopewell. In this scenario, much of the investigation discussed below will have already been done. In other words, the PCs may very well have learned about the Black Tome, Cordelia's connections, and the ritual she is performing before they arrive in town.

## HUNTING EVIL'S TOOLS

In a previous adventure exploring an ancient tomb, the PCs discover references to the "Black Tome", which contains a ritual that allows banished Caeder to return to the world of man. In the middle ages, the Knights Templar went to great lengths to destroy every copy of this book they could find, but at least one survived. In recent years, it was known to have passed into the hands of the Cookman Estate. Further investigation by the PCs will reveal that when Mr. Cookman died, his heirs auctioned off his estate, and a writer of young adult horror stories named Cordelia Dossman bought the Black Tome.



## THE INVESTIGATION

### “A GIRL NEEDS A GUN THESE DAYS”

If the PCs talk to the adults in Hopewell, they will learn little. Talking to the many young girls in the small town, however, will quickly point them in the direction of Cordelia. All the young girls know about her, and find the fact that she seems very interested in them disturbing. She seems to want to know little details about them, such as who was dating who, how many boyfriends and other odd personal details. Several of the girls, including Jenny Timons, had been about to tell their parents about the woman, when her queries stopped about nine months ago. Right about the time all the cats in Hopewell started disappearing.

## CONFRONTATIONS

Eventually, the PCs will make their way to the lonely manor of Cordelia Dossman, on the outskirts of Hopewell. What happens next will depend on how the PCs approach her. If they seem just to want to talk, Cordelia's first line of defense will be to offer them tea laced with Belladonna. If the PCs want to fight, Cordelia has a pack of Zombie Cats in the basement. She lured them to her with food, then poisoned them one at a time. Some she used for the blood sacrifice for her Black Calling Ritual, the rest she killed and animated with the Black Tome. There should be one cat for each PC. As a last resort Cordelia will use her pistol.

## NEW FEAT

### BLACK CALLING

#### (Profane Ritual)

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

**Prerequisites:** Allegiance (Dark Power), Profane Ritual, Animal Sacrifice, Human Sacrifice

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

## AFTERMATH

Depending on the PC's actions, there are several ways to wrap up the adventure.

### BAD SEED

Should the PCs fail to stop Cordelia, Jenny will have a child. The boy will be beautiful and charming. This child is Absolla, and he will play the part of the adorable little boy, under Cordelia's protection as well as his mother's, while his power grows. When the time is right, Absolla will strengthen himself by summoning a horde of HateMongers (with Cordelia's help), and use them to slaughter everyone in the town except Cordelia. He will then disappear, leaving the police to sort out the strange cult that caused the residents of Hopewell to “kill themselves”.

### STRANGE LITTLE GIRL

Should the PCs defeat Cordelia, Jenny will undergo violent cramps, and then (depending on how grisly the GM likes to make things), either have a miscarriage or recover with no apparent ill effects. Either way, she will then begin exhibiting strange powers, including the ability to see the future. Many of these visions will revolve around Absolla, whose attempts to enter the realm of man are far from over. The group will likely want to stay close and watch over the girl- especially if a player character believes Jenny might be his daughter.

### THE NEXUS

If the PCs decide to stay, the GM could certainly make life in Hopewell interesting for them. It seems there are a number of rituals in progress, all started by Cordelia. The PCs could use her manor as a base of operations, and spend quite a lot of time investigating and foiling her machinations in the small town. For GMs who enjoy dungeon crawls, Cordelia's house might have been built on the ruins of an ancient graveyard or tomb.





## ABSOLLA, THE LORD OF VANITY

Absolla has been worshipped as a god in both Babylonia and Sumeria because of his grace and beauty. Anyone who looks at him tends to fall under his sway and find him reasonable and charming. The horrors perpetrated in his name eventually catch up to him, however, and he slips away, to begin the cycle again. One of the most vile and wretched fiends, Absolla was one of the driving forces behind Sodom and Gomorrah, but managed to escape just in time. Finally, in the 12<sup>th</sup> century, Absolla was banished from the mortal realm by the Knights Templar. Now he desperately seeks to return through his new cult, led by Cordelia Dossman.

### Medium Fiend

**Hit Dice:** 10d8+20 (85 HP)

**Massive Damage:** 14

**Initiative:** +3

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

**Def:** 22 (22 Touch, 19 Flat-footed) (+3 Dexterity, +9 Natural)

**Attacks:** +12/+7

**Damage:** Slam 1d6+2

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

**Special Qualities:** Poison Immunity, Fire Resistance 20, Damage Reduction 5/+1, Fascinate

**Saves:** Fort +9, Ref +10, Will +8

**Abilities:** Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 20

**Skills:** Knowledge (Ritual) +13, Diplomacy +18, Gather Information +18, Bluff +18, Knowledge (Theology) +13, Knowledge (Arcane Lore) +13, Intimidate +7

**Feats:** Archaic Weapon Proficiency, Antithesis (Sang Real), Profane Ritual

**Challenge Rating:** 7

**Allegiances:** The Dark Lord, Evil

### Traits

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

**Immunity to Poison (Ex):** Absolla is completely unaffected by human medicines and poisons.

**Fire Resistance (Ex):** Absolla ignores the first twenty points of Fire and Cold damage inflicted on him each round.

**Damage Reduction 5/+1 (Ex):** This damage reduction does not protect against any weapon Consecrated by a Believer of 8<sup>th</sup> level or higher or from holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8<sup>th</sup> level or Higher.

**Fascinate (Su):** 3 times per day Absolla can force anyone who looks at him to make a Will Save (DC 15), or fall in love with him. This effect lasts for 10 days. Anyone who fails three such saving throws is permanently in love with Absolla and will do almost anything to please him.

## CORDELIA DOSSMAN (7<sup>TH</sup> LEVEL)

**Smart Hero 3/Cultist 4:** CR 7; HD 7d6+7; HP 34; Massive Damage 12; AP 8; Init +1 (+1 Dexterity); Spd 30 ft.; Defense 15, Touch 15, Flat-Footed 14 (+1 Dexterity +4 Class); BAB +3 (+3 melee, +4 ranged); AL Absolla (The Lord of Vanity), The Dark Lord, The Dark Powers; Occupation: Celebrity- Craft (Writing); Wealth +8; Rep +0; SV Fort +3, Ref +3, Will +5; Str 10, Dex 12, Con 12, Int 18, Wis 8, Cha 10.

**Skills:** Craft (Chemical) +12, Craft (Writing) +14, Decipher Script +14, Knowledge (Arcane Lore) +10, Knowledge (Theology) +14, Knowledge (Ritual) +16, Knowledge (Popular Culture) +10, Craft (Pharmaceutical) +12, Computer Use +8, Research +10, Gather Information +7, Profession (Horror Writer) +9, Knowledge (History) +12, Intimidate +4, Read/Write Latin, Read/Write Hebrew, Read/Write Abyssal, Read/Write Aramaic, Speak Latin, Speak Hebrew

**Talents and Feats:** Savant: Knowledge (Ritual), Plan, Simple Weapons, Educated: Knowledge (Ritual), and Knowledge (History), Conviction (Absolla), Personal Firearms Proficiency, Low Profile (from Cultist), Profane Ritual, Animal Sacrifice, Human Sacrifice, Black Calling

**Possessions:** Black Tome (see entry), Glock 20

**Background:** Cordelia (who writes under the name Charlotte Darrow) has always enjoyed scaring people. *Really* scaring them. As she got older, her work in young adult horror fiction earned her a comfortable income, allowing her to pursue her true passion: researching the occult. It was during this research that she first encountered an old tome, blackened from a medieval book burning, which contained the Black Calling, and a picture of Absolla. Cordelia immediately fell in obsessive love with the beautiful, angelic Caeder, researching more and more about him, until she realized the information in the tome would allow her to actually *serve* him. Since then, her every action has been directed to that end.

**Quote:** "I don't consider myself as much a writer as a weaver. A weaver of little girls' nightmares."



Dear Diary,

I talked to Cathy today, still no sign of Mr. Tibbs either. My mom still thinks they got picked up by animal control or something. Every cat in the neighborhood is gone now. And I'm getting sicker. Throwing up every morning. Weird cravings. My mom thinks I'm pregnant- and doesn't believe me when I tell her how impossible that would be. Please God, I'm only 15. I can't be dying. What's happening to me?

Jenny Timons Diary - May 10

**Lisa called again. She's really scared this time. She thinks Jenny is pregnant, and it certainly sounds like it. She must be desperate to call me. She never believed in my 'mumbo jumbo': hypnotism, age regression, parapsychology. Hopefully, it's just a scared little girl with a secret she can't tell to a single mother. Hopefully.**

**Electronic journal- Umber Grey- Data Entry 10 May 2003**

IT'S ALMOST TIME MASTER. THE LAST BITCH IS GONE, BLOOD DRAINED FOR YOUR EVENING MEAL. ALMOST TIME. THAT STUPID COW DOESN'T EVEN REALIZE WHAT AN HONOR IT IS. I WISH IT COULD BE MY BELLY TO CARRY YOU. SOON, I WILL BE ABLE TO SEE IN THE FLESH WHAT I HAVE SEEN IN MY FANTASIES FOR SO MANY YEARS. I LOVE YOU MASTER.

Found scrawled in blood near an altar in the basement of Dossman, Cordelia, following the events of May 10<sup>th</sup>. *Coroner's Report.*

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