



**content manager:**  
**phil reed, chris davis**  
**layout:**

**RPG**  
OBJECTS

**chris davis**

**d20**  
system

**RONIN**  
ARTS

**ADAMANT**  
ENTERTAINMENT

**12 to Midnight, Inc.**  
tell yourself it's just a game

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

## Rosslyn Chapel

By James Maliszewski

Rosslyn Chapel, located in a suburb of Edinburgh, Scotland, has the distinction of being one of the most reputedly conspiratorial and occult sites in the world. Although constructed over a century after the official abolition, the Chapel is popularly connected with the Knights Templar, a connection that is not without rationale. Consequently, the Chapel makes an intriguing site for adventures and campaigns revolving around occult conspiracies in the modern world.

### History

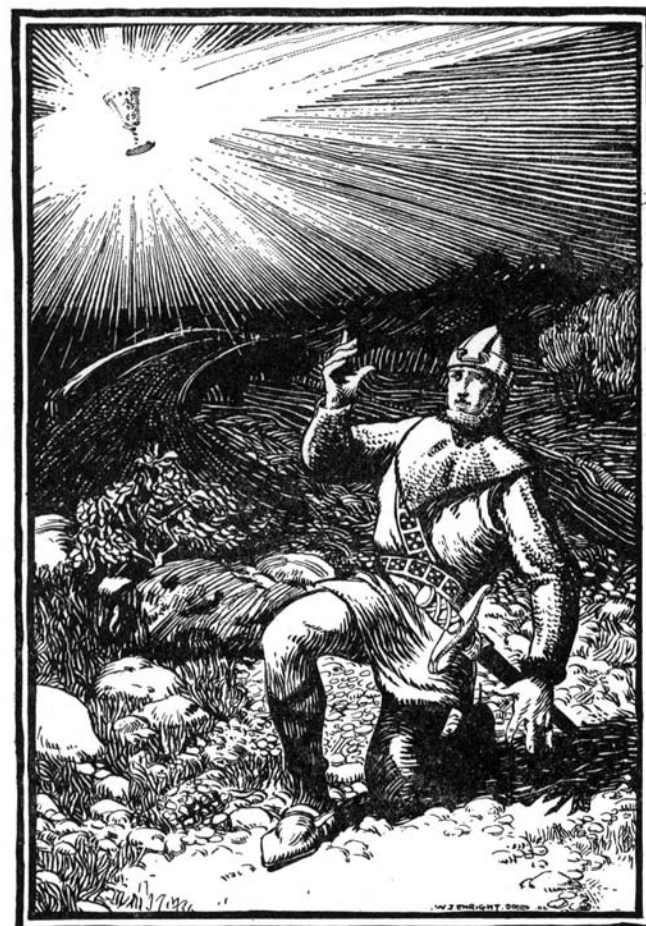
Although historical references are scant, Rosslyn Chapel seems to have been built for the Prince of Orkney, Sir William St Clair (or Sinclair) in 1446. The Chapel appears to have been intended as but one part of a larger cruciform church, but that church was never completed. The Prince of Orkney died in 1484 and was buried within the Chapel. Nevertheless, the Chapel itself is an impressive piece of architecture and workers were brought from far and wide to construct it. What became the village of Roslin was originally the camp used by the many stonemasons and other laborers brought in to build the Chapel and the associated church.

The Chapel never saw much use as a religious site, despite its impressive architecture. When the Reformation came to Britain, the Chapel suffered like every other church, cathedral, and chapel. Its altars were smashed in 1592 and some of its religious icons were stolen or destroyed. During the



### Open Game Content

All of the text in this PDF is designated as open game content. The graphics, artwork, and layout of the PDF are not open and this PDF may not be distributed without the permission of the author.



English Civil War, Oliver Cromwell's troops used the chapel as a stable while they were besieging nearby Roslin Castle in 1650. Eight years later, the chapel was attacked by an Edinburgh mob and some of the villagers from Roslin. The chapel was still seen as blatantly Catholic, and a target against idolatry, some of the interior carvings of the chapel were damaged during the rampage.

James St Clair, a descendant of Sir William, halted some of the damage to the chapel when in 1736 he reflagged the floor and fixed its roof. The most extensive repairs were started in 1861 when a major restoration of the Chapel was financed by James Alexander, the 3rd Earl of Roslin. Further restorations have been attempted in the years since, particularly in the 1950s, although some of the techniques used were rather poorly conceived and, rather than reversing the effects of time and disrepair, have in fact created new problems of their own. The Chapel is a historic site in Scotland today and is open to the public.

## **Legends of the Chapel**

There are many legends associated with Rosslyn Chapel. Some of the most interesting are described below.

### **The Murdered Apprentice**

The Chapel, even in its current state, contains some of the most unique and impressive architecture in all of Europe. One of the best examples of this boast can be seen in the so-called "Apprentic Pillar." This pillar is said to have been carved by an apprentice to the master mason in charge of the entire project. The master went to Rome to seek inspiration for additional carvings. When he returned, he found that his ambitious apprentice had completed the pillar and had made an exquisite masterpiece out of it. Enraged, the master mason is said to have struck him dead on the spot in a fit of jealousy. According to historical

sources, the Bishop of St Andrew (whose see had jurisdiction over the Chapel) asked to obtain the Pope's permission to delay the consecration of the building because a violent deed had taken place and, because of this, was not fit to be used as a place of worship.

### **The Templar Connection**

Legend states that the Prince of Orkney, Sir William St. Clair, was a member of the Knights Templar. As noted below, the Templars were disbanded in 1307 but survived in various forms in certain countries, most notably Scotland. Although there is no irrefutable evidence that St. Clair was indeed a Templar, there is much circumstantial evidence to suggest at least an affinity for the defunct order of knights. Chief among these is the possibility that the Chapel (and the large church structure of which it would have been a part) were modeled on Solomon's Temple in Jerusalem, which was the headquarters of the Knights Templar in the Holy Land.

The Chapel is also unique because it contains carvings of plants and animals not native to Europe, such as the cactus and sweetcorn, which are found only in North America. The Prince of Orkney was reputed to have financed expeditions to the New World well before Columbus and such stories also claim that he used Templar gold to do so. These legends also claim that the Prince created an "underground railroad" for Templars and their sympathizers, ferrying them to North America by means of a secret route that he had discovered. These Templars then founded colonies on the eastern seaboard, most notably in what would one day be New England and the Maritime Provinces of Canada. Oak Island in Nova Scotia (or New Scotland in Latin, which is itself an interesting connection) is considered by many to have been a treasure storehouse for the Templars, perhaps the resting place for the Holy Grail (see below).

## **Knights Templar**

**Origin:** The Poor Knights of Christ (as they were originally known) were founded in 1118, ostensibly by Hughes de Payens, a knight in the service of Godfroi de Bouillon during the First Crusade. Godfroi had already founded another group known as the Prieuré de Sion (or Priory of Zion) and the Poor Knights were intended to serve as its military arm. And so they did until 1188 when the Templar leadership decided to break away from the Prieuré and pursue their own goals. Their reasons for doing so were many, not least of which being that the Templars had acquired great wealth and influence independent of their erstwhile masters. In addition, the Templars did not wish to advance the agenda of the Prieuré, having adopted that of the demon Baphomet as their own (see below).

As the group became more powerful and closer to achieving its goals, its enemies multiplied, no doubt encouraged by the Prieuré, which had grown bitter and resentful over the Templars' ascent to greater power than themselves. This culminated in the public destruction of the Templars at the hands of Pope Clement V and Philip IV of France in 1307 on charges of heresy, blasphemy, and sorcery. Those Templars who escaped fled to Portugal and Scotland, among other places, where they resumed their activities, this time in secret. In time, they financed secret expeditions to the New World and established refuges there, from which they labored on the Great Work.

Since the 18<sup>th</sup> century, the Templars have been exceedingly influential in the Western hemisphere, particularly the United States and Canada. Many Templars believe their Great Work will be completed soon, perhaps in 2012, when the *Dresden Codex* says the current world will end and a new one will be born.

**Headquarters:** Edinburgh, Scotland

**Goals and Methods:** To create a new world out of the old, one in which humanity regains the powers lost to it after the expulsion from the Garden of Eden. The Templars see themselves as the leaders of this new world by virtue of their occult knowledge and powers. They undertake missions to acquire supernatural power of all sorts and are ruthless in achieving their goals. During their time in the Holy Land, the Templars have acquired a vast array of occult and supernatural artifacts and relics, including the Holy Grail (see below). Although they rarely use these mighty items except in cases of dire need, they will not hesitate to do so should they believe the Great Work threatened.

Templars are fanatics and will stop at nothing to achieve their goals, which they see as nothing less than the perfection of humanity under their tutelage. They are not blind, however, and will not act rashly, lest they be truly destroyed, as they almost were in the fourteenth century. The Templars before to work behind the scenes, using espionage, intrigue, and other subtle methods to place their agents in positions of power and influence throughout the world. Many seemingly innocent organizations, from Masonic temples to United Nations charitable organizations, are in fact fronts for the Knights Templar and advance the goals of the Great Work.

Unsurprisingly, the Templars have many enemies, not least of which being the Prieuré de Sion. The Prieuré is weak, however, and cannot attack its former footsoldiers openly. To that end, they too wage a secret war against the Templars, using intermediaries and dupes to achieve what they cannot. In addition, many religious groups, such as the Roman Catholic Church, oppose the Templars, although only a handful of prelates within it know the truth about the Templars and their Great Work.

## **Templar Game Master Characters**

The following represent typical agents of the Knights Templar. They are generic Game Master characters intended to be used whenever the GM needs to fill out the ranks of a Templar villain's minions and can be used in a variety of different circumstances. By and large, these agents are fanatically devoted to the Templar cause, even though many of them do not understand all the details of the Great Work to which their order is dedicated.

The Templars are an international order, with membership throughout the world. Although the agents presented below all Read/Write and Speak English, the GM can easily change this to suit the needs of his campaign.

### **Low-Level Templar (Tough Ordinary 1/Dedicated Ordinary 1):**

CR 1; Medium-size human; HD 1d10+2 plus 1d6+2; hp 13; Mas 15; Init -1; Spd 30 ft.; Defense 11, touch 11, flat-footed 11 (-1 Dex, +2 class); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d8 longsword, crit 19-20), or +0 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Templars; SV Fort +4, Ref -1, Will +3; AP 0; Rep +1; Str 13, Dex 8, Con 15, Int 10, Wis 14, Cha 12.

**Occupation:** Military (bonus class skills: Knowledge (tactics) and Move Silently)

**Skills:** Climb +2, Drive +1, Intimidate +2, Knowledge (arcane lore) +4, Knowledge (tactics) +3, Listen +4, Move Silently +1, Profession +4, Read/Write English, Sense Motive +2, Speak English, Spot +4

**Feats:** Archaic Weapons Proficiency, Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

### **Mid-Level Templar (Tough Ordinary 3/Dedicated Ordinary 3):**

CR 5; Medium-size human; HD 3d10+9 plus 3d6+9; hp 45; Mas 19; Init -1; Spd 30 ft.; Defense 13, touch 13, flat-footed 13 (-1 Dex, +4 class); BAB +4; Grap +5; Atk +5 melee (1d6+1 nonlethal, unarmed strike), or +5 melee (1d8+1 longsword, crit 19-20), or +4 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Templars; SV Fort +7, Ref +2, Will +5; AP 0; Rep +2; Str 13, Dex 8, Con 16, Int 10, Wis 14, Cha 12.

**Occupation:** Military (bonus class skills: Knowledge (tactics) and Move Silently)

**Skills:** Climb +3, Drive +4, Intimidate +3, Knowledge (arcane lore) +7, Knowledge (tactics) +5, Listen +4, Move Silently +2, Profession +4, Read/Write English, Sense Motive +3, Speak English, Spot +4

**Feats:** Archaic Weapons Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

### **High-Level Templar (Tough Ordinary 5/Dedicated Ordinary 5):**

CR 9; Medium-size human; HD 5d10+15 plus 5d6+15; hp 75; Mas 19; Init -1; Spd 30 ft.; Defense 15, touch 15, flat-footed 15 (-1 Dex, +6 class); BAB +6; Grap +8; Atk +10 melee (1d8+2 nonlethal, improved unarmed strike); Full Atk +10/+5 melee (1d8+2 nonlethal, improved unarmed strike), or +10 melee (1d8+2 longsword, crit 19=20), or Full Atk +10/+5 melee (1d8+2 longsword, crit 19-20), or +6/+1 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Templars; SV Fort +9, Ref -1, Will +6; AP 0; Rep +3; Str 14, Dex 8, Con 16, Int 10, Wis 14, Cha 12.

**Occupation:** Military (bonus class skills: Knowledge (tactics) and Move Silently)

**Skills:** Climb +3, Drive +5, Intimidate +5, Knowledge (arcane lore) +8, Knowledge (tactics) +4, Listen +4, Move Silently +2, Profession +4, Read/



Write English, Sense Motive +3, Speak English, Spot +5

**Feats:** Archaic Weapons Proficiency, Brawl, Improved Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

## Baphomet

**History:** Over time, the Templars became both extraordinarily influential and wealthy, which inflamed the jealousy of many in medieval Europe. These enemies spread rumors that the Templars consorted with Arabs (including the dreaded Assassins) and engaged in heretical practices, including black magic and devil-worship. King Philip IV of France, with the assistance of Pope Clement V, conspired to eliminate the Templars and, on Friday, October 13, 1307, all its members in France were arrested and many were executed. The public power of the Order was broken and many former Templars fled to preserve their lives.

Among the many claims laid against the Templars was that they worshipped—or at least served—a head of some kind called Baphomet. Some versions of the story claim the head was that of a goat-like being (hence the charges of diabolism), while others claim it was a human head. Still others suggest that it was a mechanical head made of metal (the so-called brazen head). All versions suggest Baphomet pronounced oracles and provided the Templars with valuable information with which to enrich and empower themselves—in exchange for doing the bidding of the head. Baphomet was never found, which led some to believe the artifact never existed, while others argue that the surviving Templars took it with them as they went into exile.

In truth, Baphomet was real—and it still exists to this day. Baphomet is the physical manifestation of a demon, who has taken perverse pleasure in perverting the Templars to serve his own goals. He

has appealed to the Templars' pride by claiming that he has knowledge of how to reverse the effects of the Fall of Adam and Eve and can help restore mankind to its original state, as intended by God at the beginning of time. In point of fact, Baphomet has no such knowledge and is using the Templars to advance Hell's own agenda.

Some within the Knights Templar do wonder how and why murder, conspiracy, and destruction could lead a better world. They are loath to question the wisdom of the order's Grand Master, but at the same time, they see the original goals of the Great Work are not commensurate with the means being used to achieve it. A full-fledged rebellion against Baphomet and his servants within the order has not yet happened, in part because the rebels are as yet too small in number and their suspicions about Baphomet are not confirmed. Should they be able to prove that Baphomet is not in fact a source of wisdom but of corruption, the Knights Templar might be rent asunder, within various factions forming, each one dedicated to its own interpretation of the Great Work.

**Physical Description:** Baphomet is a bronze head about the size of a normal human's head. Its face is extremely lifelike: bearded and with an evil grin that reveals its diabolic origins. The head itself has no magical powers, although the demon who speaks through it can pronounce prophecies and oracles that (usually) come to pass. Consequently, the GM can use Baphomet as a means of providing the Templars with an "edge" against their enemies. Of course, Baphomet is a demon in the employ of Hell, so his prophecies are almost always slanted in such a way as to encourage human beings to turn to evil.

## Holy Grail

**History:** Christian legendry says that the Holy Grail (or Sangreal or Sangraal) is the chalice used by Christ at the Last Supper on the night before his

crucifixion at the hands of Roman authorities. Some variants of these tales instead claim that the Grail was rather the dish used to hold the Paschal lamb at the same meal. Still other legends add the detail that the Grail was used to catch the water and blood that flowed from Christ's side after he was pierced by a spear while hanging on the cross. Whatever the truth of the matter (and that is, in all probability, lost of history), the Grail comes into the possession of Joseph of Arimathea, the righteous Jew who provided a tomb for Christ after his death. What Joseph did with the Grail is a matter of some controversy, with many stories, most especially those of King Arthur's knights, claiming that the holy relic was taken to Britain, where it came into the possession of Joseph's descendants (whether literal or figurative), who became known as the Grail Kings.

Finding the Grail was the culmination of a quest by Arthur's knights. Exactly why they sought the Grail and why it was so hard to find are details that also vary from tale to tale. To the extent that anything is clear, the Holy Grail possessed miraculous powers both to heal wounds, both physical and spiritual. In at least one version of the Grail Quest story, drinking from the Grail granted bodily assumption into Heaven, while another posits the gift of immortality. Unsurprisingly, this artifact has played an important role in the Christian imagination for centuries and many, devout or not, have desired to find and use its powers.

From the 13<sup>th</sup> century onward, the Templars have been associated with the Grail, particularly in legends deriving from the work of Wolfram von Eschenbach. That association came about for good reason and at least in part explains why the Grail was associated with Britain. While in the Holy Land, the Templars came into possession of the Grail, which they rightly recognized as a source of great power. Fearing that others might seek it for themselves, the Templars never revealed their possession of the relic and move

## Using Rosslyn Chapel and the Templars

Rosslyn Chapel itself is not a stronghold of the world-spanning Templar conspiracy, but a *D20 Modern Roleplaying Game* GM can easily use it as a starting point if he wishes to introduce this occult organization into his campaign. The Chapel could contain all manner of clues and pointers toward the continued existence of the Templars and the purpose of their Great Work. As written, the Templars are intended to be villains, albeit ones whose goals—like those of all good villains—are seemingly noble. The GM could portray the Templars as dupes, which of course they are, at least the rank and file who have no idea about the true nature of Baphomet and his evil schemes. For that matter, the Grand Master and the leaders of the various commanderies might also be in the dark about Baphomet, although this possibility is extremely unlikely. In this case, the GM could use rogue Templars as a means of bringing the heroes into the conspiracy, as they fight against Baphomet and attempt to save the order from his diabolical plans. Even if the Templars are wholly dedicated to their Great Work without any sense of its ultimate folly, they make an excellent addition to occult and conspiratorial games, as they have connections (both real and reputed) to many people, places, and events in the world, from the American Revolution to the pirates of the Caribbean. The Templars are, like Rosslyn Chapel itself, a treasure trove of weird ideas and inspirations. Inventive GMs should have no trouble working them into their campaigns.

it from place to place across Europe. It finally ended up in Britain and there it remains to the present day. Stories of the Grail's presence there had leaked out and found their way, in garbled form, into the growing corpus of Arthurian stories.

**Physical Description:** The Grail is a plain-looking chalice made from clay and lightly gilded.

**Current Whereabouts:** The Grail is currently held by the Templars near Edinburgh, Scotland, where it

has been since the Middle Ages.

**Game Mechanics:** Any liquid drunk from the Grail takes on amazing curative powers. One swallow cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It also neutralizes poisons in the drinker's system (so that no additional damage or effects are suffered) and cures mental disorders caused by spells or injury to the brain.

A second swallow in the same sitting removes negative levels and restores permanently drained levels and ability scores.

A third swallow grants the drinker a +5 bonus on saving throws, attack rolls, and skill checks for one day.

A fourth swallow causes the drinker to glow with a brilliant white light. One round later, as the light grows brighter, anyone looking at the person must succeed at a Fortitude save (DC 25) or be struck blind for 2d6 minutes. On the next round, the drinker's body is completely consumed as the light flares—anyone still watching must succeed at a Fortitude save (DC 35) or be struck permanently blind. The following round the light ceases, and the Holy Grail disappears along with any trace of the greedy drinker. No spell can divine where the Grail goes or when it will surface again.

A character may drink from the Grail on up to five different occasions. The sixth time, he immediately suffers consequences identical to drinking four times in a sitting.

Drinking from the cup is a move action that provokes attacks of opportunity.

*Type:* Artifact (magic); *Caster Level:* —; *Purchase DC:* None; *Weight:* 3 lb.

## OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except

as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000-2004, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

## SECTION 15

Occult Artifacts, Copyright 2004, James Maliszewski  
Thirteen Conspiracies, Copyright 2004, James Maliszewski  
Modern Dispatch #28 2005, Ronin Arts; Author Phil Reed