



1948



TEMPLAR KNIGHTS

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



JOINT STRATEGIC OPERATIONS COMMAND

Templar Knights Free Preview

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April 18, 1948

From: The Office of the Director
Building F
JSOC Headquarters
Murfreesboro, TN

Subject: Templar Knights

To: All ECO Force Agents

ACKNOWLEDGMENTS

Lojag Hern researched and compiled the information in this file, making a special effort to separate fact from fiction. Mongoose publishing and Joel Grahn produced the artwork associated with this file, using as much original source material as possible and improvising only where necessary. Chris Cant has edited and verified this information to the best of his ability.

Nevertheless, this information is almost certainly not complete. This file will likely be updated when more information about the secret Templar organization is obtained. Furthermore, the information within this file may not be entirely accurate since discerning the truth about the Templars is a nearly impossible task. Therefore, agents are advised to use caution when relying on this information.

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The Templar Knights have something to do with everything.

—Umberto Eco

INTRODUCTION

The Templar Knights are an ancient order of holy warriors dedicated to serving God and defending Christendom. They have endured severe punishments at the hands of corrupt church leaders, vindictive kings, and jealous knights competing for their glory and wealth, but they have always remained loyal to Christ. Although a few have fallen from grace, the Templars are renowned for their faith and their righteousness. They are also famous for their involvement with hundreds of murky, mysterious plots.

THE SYMBOL

The most common symbol of the Templar Knights is a simple red cross on a field of white. The white symbolizes the purity of their souls while the red cross symbolizes their allegiance with Christ.

Another Templar symbol is a depiction of two knights riding a single horse. However, this symbol is rarely used in modern times.



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TEMPLAR HISTORY

The history of the Templar Knights is woven intricately throughout Western Civilization and touches on almost every mystery to occur in the past 1,000 years. Originally organized in 1118, the Templars are an international order of holy warriors who serve the Pope as elite soldiers and special agents. They are the defenders of the Holy Land, guardians of the relics of Christianity, and protectors of Christian people. Like monks they take vows of poverty and celibacy, live in monasteries and practice spiritual enlightenment.

Major events of the Templars' history are discussed briefly below in rough chronological order.

CREATION

In 1118 nine French noble knights who were fighting in the Holy Land decided to organize themselves as an order dedicated to protecting pilgrims and the Holy Land from infidels. King Baldwin II, the Christian king of Jerusalem, allowed these "Poor Knights of Christ" to live in Solomon's temple and use it as their armory. In this way, they soon become known as the Knights of the Temple.

KING SOLOMON'S TREASURE

The first official mission the Templars undertook was to travel to the Temple Mount in Jerusalem and find the treasures of King Solomon. The Templars also excavated several other sites around Israel and found many ancient treasures, including the Arc of the Covenant, a piece of Christ's Cross (the Holy Rood) and the Holy Grail, among other artifacts. They also found scrolls of ancient wisdom and historical lore. The knights apparently knew exactly where to look to find these treasures. How they acquired this knowledge is unknown, though some accounts speak of them having mysterious scrolls or maps found in the Temple.

Many of the treasures they found were either taken to the Vatican in Rome or secreted away in the vaults of their various temples. Some significant portions of the treasures were eventually taken to Scotland and stored in the [Rosslyn Chapel](#).



IMPORTANT LOCATIONS

The following locations are known to have a high level of significance to Templars for the reasons detailed under each heading.

CHAPEL OF THE TEMPLARS

Originally built in the late 1200s, this gothic chapel in Poland was the regional headquarters for the Knights who controlled the area and protected Poland from invasion. It was handed over to the Knights of Malta when the Templars were disbanded and later became the Chapel of the Joanites. However, after the Templars were officially restored in 1808, the Pope quietly turned ownership of the Chapel (and some other property) back over to the Knights. This is where the Knights moved their headquarters after the Nazis gained power in Germany. They were overrun when Poland was invaded in 1939 and had to quickly evacuate. Many Knights died defending their stronghold while others worked desperately to hide their treasures in secret vaults below the castle.

Today, the Chapel is ransacked and deserted. Gestapo agents and Occultists have searched it carefully, but have not found the vaults. They have, however, inadvertently destroyed some of the clues

leading to the vaults, making them much more difficult for anyone to find.

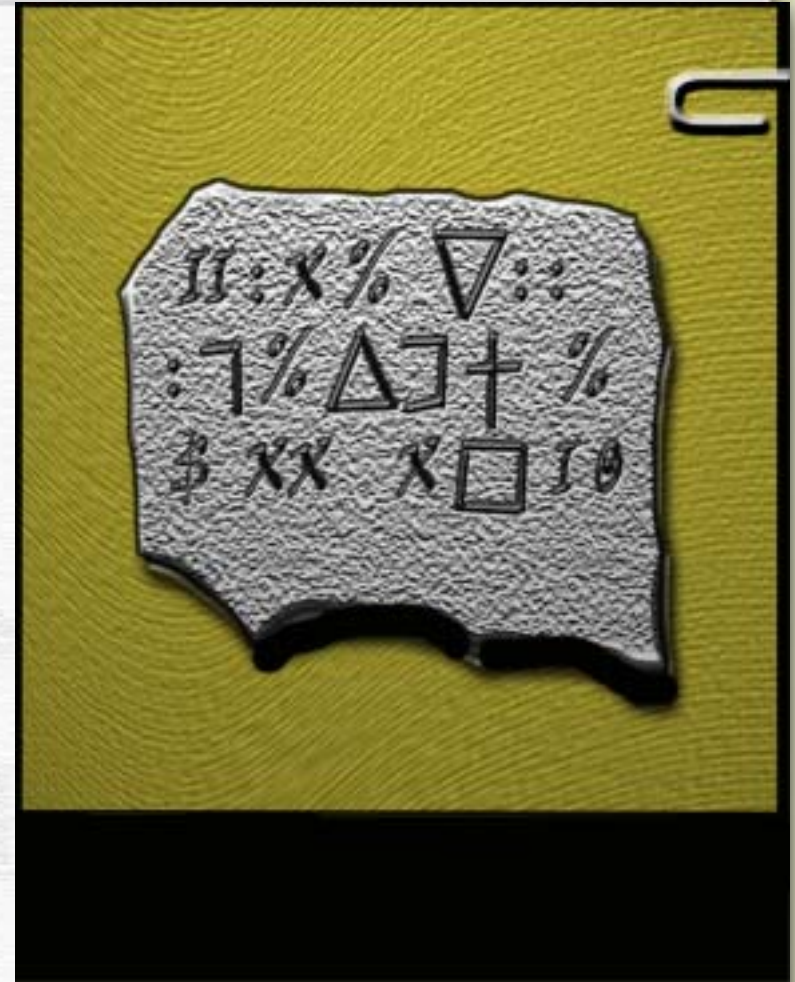
OAK ISLAND

Along the coast of Nova Scotia is a small wooded island known to have something valuable buried in it. In 1795 Daniel McGinnis first discovered a strange circular depression in a heavily wooded area on the island's eastern side. The remains of a pulley hung from a nearby tree. Since something appeared to be buried there, McGinnis and his friends began to dig. The hole they started became known as "the Money Pit." Over the past 150 years, the pit has offered up some interesting artifacts and tantalizing glimpses of the treasure that lies at the bottom. But no one, not even large corporations with industrial mining equipment, has been able to recover the treasure. Furthermore, several people have died trying to reach the bottom. In 1861, disaster befell the efforts on Oak Island as the bottom of the pit ruptured and the contents fell into a vast underground cavern below the island.

It is speculated that a group of Templars under *William St Clair* (1404-1482) buried some of their most valuable treasure here while exploring the Western Hemisphere before Columbus ever sailed west. The burial shaft is ingeniously designed with several

flood tunnels that keep diggers from getting to the bottom. These tunnels keep the shaft perpetually filled with seawater, making excavation nearly impossible. Attempts to recover the treasure have revealed an elaborate system of tunnels some 100 feet below the island's surface and which stretch out into Smith's Cove, bringing the seawater into the pit. There is also a second flood tunnel connecting to the South Shore Cove. It is assumed that whoever dug the tunnels did so by damming the coves, draining them, and tunneling under the island. After the project was finished, the dams were removed and the coves refilled with water.

Several interesting artifacts have been recovered from Oak Island, including a strange tablet covered in indecipherable runes, which McGinnis and his friends found when they first started digging in the Money Pit. The mysterious tablet has since disappeared. However, photos of it remain. Later excavations have hinted at the possibility of at least two large chests of treasure resting at the bottom of the pit. Fragments of gold jewelry and coins have been recovered from drill bits that were sunk into the pit in 1849. Drilling operations in the pit have also recovered shreds of a sheepskin parchment with writing on them. Unfortunately, these shredded fragments are too small to provide any useful information....



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TEMPLAR GEAR

Under certain circumstances, a Templar Knight may be granted temporary access to rare and powerful items from the Order's treasury. Some of the items that might be loaned out are listed below.

TEMPLAR SEAL

This is perhaps the most common item to be loaned from the treasury, as there are at least 12 of them in storage. Occasionally another one will be found in some recently uncovered treasure or private collection. Once, there were hundreds of these rings, but over the years many have been lost or destroyed along with the secret of their craftsmanship.

A Templar Seal is an official symbol of the Order that was originally used to press into the hot wax that sealed medieval scrolls.

The symbol created by the seal is actually a magical *glyph of warding*. When the seal is pressed into the wax, the knight mentally selects one or more individuals that the *glyph* will ignore.

Alternately, he can also



concentrate on a password that will cause the *glyph* to ignore anyone using it. Unlike the casting time of the spell, the Seal requires only 1 round to create a *glyph*. The seal may be used once per day.

Modern knights sometimes use the seal as a firing device for plastic explosives, as the seal is easily pressed into C4.

STONE OF DESTINY

The stone of the Scottish kings has its origins in biblical times. It was brought from the Middle East across North Africa and eventually ended up in Ireland where Saint Patrick blessed it. It was used as a coronation stone in Ireland for nearly 400 years until it was moved to Scotland under the expanding Irish kingdom of Kenneth I. In 1296 King Edward I of England took the stone to London—or so he thought...

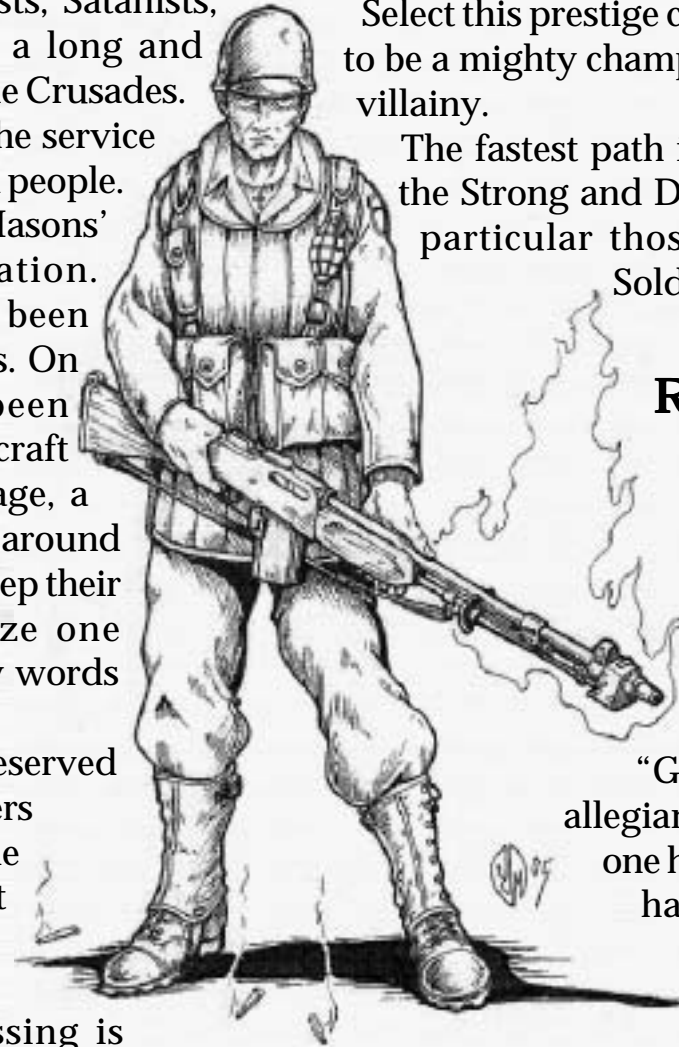
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TEMPLAR KNIGHT

The Templar Knights fight a desperate secret war against several groups of occultists, Satanists, demons, and aliens. They have a long and storied history that dates back to the Crusades.

Templar Knights are devoted to the service of God and the defense of Christian people. They are also involved with the Masons' plan to shape western civilization. Unfortunately, their name has been defiled many times over the years. On several occasions they have been accused of devil worship, witchcraft and more. Even in the modern age, a great deal of suspicion still lingers around them. Therefore, most Templars keep their affiliation secret, and recognize one another via subtle symbols or key words hidden in their conversation.

The Templar prestige class is reserved for those few exceptional members of the order. To be a member of the Knights of the Temple secret society is one thing, but to actually take levels in this prestige class and be graced with God's blessing is something wholly different. This prestige class is for



those members of the order who have attained superior standards of righteousness and live by the Word every day of their lives.

Select this prestige class if you want your character to be a mighty champion of either righteousness or villainy.

The fastest path into this prestige class is from the Strong and Dedicated hero basic classes, in particular those that proceed through the Soldier advanced classes.

REQUIREMENTS

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

Allegiance: At the time that the character receives his first level in the Templar Knight prestige class, he must have "Good" or "God" or "Jesus" as an allegiance. He must also decide upon one hated enemy allegiance. Typical hated allegiances include Evil, Merovingians, Priory of Sion, assassins, and Nazis.

Base Attack Bonus: +XX.

Skills: Knowledge (history) 4 ranks, Knowledge (tactics) 9 ranks, Knowledge (philosophy/theology) 9 ranks.

Feats: Weapon Focus, Anointed

CLASS INFORMATION

The following information pertains to the Templar Knight prestige class.

Hit Die: Templar Knights gain XX hit points per level. The character's Constitution modifier applies.

Action Points: Templar Knights gain a number of action points equal to XX plus one-half their character level, rounded down, every time they advance a level in this class.

CLASS SKILLS

The Templar Knight's class skills (and the key ability for each) are as follows.

Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, current events, history, popular culture, streetwise, tactics,

technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

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The Templar Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	XX	XX	XX	Divine grace, XX	+XX	+1
2nd	+2	XX	XX	XX	Aura of courage, divine spells	+XX	+1
3rd	+3	XX	XX	XX	XX	+1	+1
4th	+4	XX	XX	XX	XX	+1	+2
5th	+5	XX	XX	XX	XX	+XX	+2

CLASS FEATURES

The following features pertain to the Templar Knight prestige class.

Divine Spells: The Templar Knight casts divine spells. Unless noted below, the Templar Knight's ability functions identically to the Acolyte's spellcasting abilities. The Difficulty Class for a saving throw against the Templar Knight's spell is 10 + the spell's level + the Templar Knight's Wisdom modifier.

The Templar Knight does not acquire spells from books, scrolls, or files, nor does he prepare them through study. Instead, he meditates or prays for his spells, receiving them through his own strength of faith or as divine inspiration. The Templar Knight must spend one hour each day in quiet contemplation or supplication to regain his daily

allotment of spells. Time spent resting has no effect on the Templar Knight's spell preparation.

The Templar Knight receives no benefit to number of spells due to higher ability scores.

1948

1948 is a historical/sci-fi/fantasy adventure setting that focuses on an alternate WWII history. In 1948, no atomic bombs have been developed yet, though several nations are racing towards that end. Instead, dozens of other "wonder weapons" have been invented including huge super-tanks that weigh over 1,000 tons, ray guns, jet packs, flying platforms, and genetic mutations. There are also plenty of extra-dimensional aliens, demons, monsters, and much more. The 1948 setting also features a heavy dose of magic and mysticism. Voodoo mystics, occultists, holy knights, psychic spies, and arcane scholars are frequently encountered. Legends of huge underground cities, lost tomes of power and races of superior beings entice governments on both sides of the conflict to hunt down every possible advantage they can find.



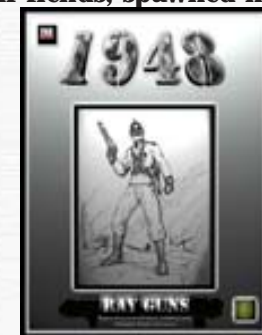
**ORGANIZATIONS, AGENCIES, AND
SECRET SOCIETIES**



THE NINJA

The Axis powers have used these new weapons to turn the tide of the war against the Allies. In response, the Allies have developed many of their own wonder weapons, causing the battle fronts in both Europe and Asia to shift back and forth several times. New Nazi jets have begun bombing American cities. Japanese bioengineers have created unthinkable monstrous horrors that terrorize whole navel fleets in the Pacific. An ancient race of Nagas from inside the Earth has taken an interest in the war as have disgusting aliens from Sirius Minor. In the center of it all is the long and sordid history of the Templar Knights and a race of diabolical half-fiends, spawned nearly 1,600 years ago.

Behind the scenes, dozens of secret societies pull the strings like puppeteers. The Illuminati, the Priori of Sion, the Freemasons, the Skull and Bones Society, the Black Dragon Society, the New Forest Witches, the Golden Dawn and many other organizations all pursue their own sinister goals as the world is ripped asunder!



RAY GUNS

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