

THE NOSTRADAMUS GAMBIT Q&A

WHO DO WE WORK FOR? You're affiliated with the Knights Templar, an ancient and secret order of knights that seeks to protect the innocent and persecute evil. One of the knights' goals is to remove dangerous magical artifacts from the hands of those who would do evil with them or create havoc accidentally with them. A book like *The Orphic Litany* is just the sort of item the knights would want hidden away from the world.

WHAT'S THE WORLD LIKE? To the uninitiated, the world seems mundane—just the ordinary world you see every day on the evening news. But the initiated know there is a secret world, a world of magical mysteries and gothic conspiracies, that has existed since the beginning of time. Magic and monsters are *real*—and though man has chosen to pretend they are not, they are always there, lurking in the background.

WHERE ARE OUR CHARACTERS BASED? At the beginning of the adventure the characters are in Oxford, England, working for the Knights Templar, an ancient secretive organization dedicated to protecting the world from evil magical forces and to keeping those magical forces a secret.

WHAT ARE WE LOOKING FOR? A book called *The Orphic Litany*.

WHAT THE HELL IS AN ORPHIC LITANY? *The Orphic Litany* is the work of a long-lost oracle, one said to have lived for nine generations. Unlike most oracles, who venerated Apollo, this oracle venerated Orpheus. The *Litany* is the most complete and accurate account of the oracle's visions ever compiled. Through unknown means, whatever force this oracle tapped into to predict the future has been tapped into by numerous prophets since, including Nostradamus, who was both an independent oracle and translator/interpreter of the *Litany*. It is said that after the oracle responsible for the *Litany* died, her voice "brought to the ears of men tidings of the future wrapped in dark riddles."

CREEL JOHNSON

An old army buddy of Malcolm's (see below), Creek is a highly trained sniper who was recruited into the group by Mal to help with the serious combat situations the group was experiencing. Although he is unwilling to mention it, Creek is seriously disturbed by some of the things the group has encountered and hasn't yet reconciled himself to the hidden world the group deals with.

Appearance: 6'4", 215 lbs, brown skin, bald

Quirk: Jittery and depressed for days after an encounter with a fiend or undead (which happens quite a lot lately).

Creel Johnson CR 7

Strong Hero 3/Soldier 4

Medium-size humanoid

Init +3 (+3 Dex); **Senses** Listen +1, Spot +5

Languages English

Allegiances Knights Templar

Defense 22, touch 17, flatfooted 19 (+3 Dex, +4 class, +5 equipment)

hp 50 (HD 3d8+6 plus 4d10+8); **Mas** 14

Fort +6, **Ref** +6, **Will** +3

Spd 25 ft

Melee *Consecrated* Longsword +7 (1d8+3/19-20)

Ranged Barrett Light 50 +10 (2d12+2)

FS 5 ft by 5 ft; **Reach** 5 ft;

Base Atk +6; **Grp** +7

Combat Gear *Consecrated* Ammo (+1 hit, +2 damage vs. fiends and undead)

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8

AP 3; **Rep** +0

Occupation: Military (Hide, Knowledge [Tactics])

Skills: Climb +0, Craft (structural) +3, Demolitions +4, Drive +7, Hide +6, Jump +0, Knowledge (Tactics) +4, Spot +5, Survival +5, Swim +0

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Dead Aim, Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Soldier): Weapon Focus, Weapon Specialization, Tactical Aid

Possessions: Light Duty Vest, *Consecrated* Longsword, Barrett Light 50, Cell Phone, Night Vision Goggles, 1 Clip Standard Ammo, 1 Clip *Consecrated* Ammo, Wealth +6.

KARIN REBEKKA EBERSBACHER

Karin was a German police investigator and computer crime consultant for Interpol. While Malcolm and Lumusi were hunting down the notorious “666.com” cult, they recruited her to help them. She proved so useful in tracking cult connections over messageboards and coded, ritual-embedded emails that they inducted her as an unofficial member of the knights. She currently serves as their technological consultant.

Karin tends to be a bit of a skeptic. Though she believes in demons and magic (she has seen too much not to), she thinks of demons more as a bizarre crypto-zoological phenomenon than something extradimensional. She also sees magic more as a science she doesn’t understand than something that violates the laws of nature.

Like Mason, Karin is not a member of the Templars. However, she has seen enough and been with Malcolm and Lumusi long enough that she has a firm grasp on the nature of the organization and the cause for which they fight.

Appearance: 5’2” 100 lbs, female, pale skin, red hair

Quirk: Hates to be called “Scully.”

Karin Rebekka Ebersbacher CR 7

Smart Hero 3/Field Scientist 4

Medium-size humanoid

Init +2 (+2 Dex); **Senses** Listen +1, Spot +1

Languages German (native), Coptic, Hindi, Farsi, Spanish, Latin, English

Allegiances Knights Templar

Defense 19, touch 16, flatfooted 15 (+2 Int, +2 Dex, +2 class, +3 equipment)

hp 43 (HD 3d6+6 plus 4d8+8); **Mas** 14

Fort +5, **Ref** +5, **Will** +4

Spd 30 ft

Melee Metal Baton +2 (1d6-1/19-20)

Ranged Glock 20 +6 ranged (2d6)

Base Atk +3; **Grp** +2

Atk Options Combat Expertise, Point Blank Shot

Combat Gear *Consecrated* Ammo (+1 hit, +2 damage vs. fiends and undead)

Abilities Str 8, Dex 14, Con 14, Int 15, Wis 12, Cha 10

AP 3; **Rep** +2

Occupation: Investigative (Gather Information, Sense Motive)

Skills: Computer Use +12, Craft (electronic) +15, Decipher Script +4, Demolitions +5, Drive +5, Gather Information +10, Investigate +6, Knowledge (Physical Sciences) +8, Knowledge (Technology) +8, Knowledge (Theology and Philosophy) +8, Navigate +8, Read/Write Language +6 (German (native), Coptic, Hindi, Farsi, Spanish, Latin, English), Repair +8, Research +10, Sense Motive +11, Speak Language +6 (German (native), Coptic, Hindi, Farsi, Spanish, Latin, English)

Feats: Armor Proficiency (light), Combat Expertise, Personal Firearms Proficiency, Point Blank Shot, Reactive Shooter, Simple Weapons Proficiency, Studious, Teamwork (Specific Group)

Talents (Smart Hero): Savant (Craft [electronic]), Linguist

Talents (Field Scientist): Smart Defense*, Scientific Improvisation, Skill Mastery

Possessions: Undercover Vest, Metal Baton, Glock 20; Cell Phone; Basic Electrical Kit; Zip-tie Handcuffs (25), 1 Clip Standard Ammo, 1 Clip *Consecrated* Ammo, Wealth +6.

LUMUSI GANSVORT

Lumusi was raised at a Catholic orphanage in South Africa after her parents were killed by a bizarre skin-eating demon. After graduating from medical school, she returned to Africa, working all over the continent with various aid organizations including the World Health Organization, Doctors without Borders and the Red Cross.

She has the miraculously ability to heal through the laying on of hands, something she kept a secret for years except from those closest to her. Although the nun she was closest to at the orphanage told her this gift came from the Catholic God, Lumusi suspects it might come from her African heritage, having heard stories that her mother was a tribal healer and seer. So far Lumusi has not demonstrated any ability to see the future, but her gift for healing through both conventional and magical means is impossible to argue.

She first discovered Malcolm lying by the side of the road, half dead from an encounter with one of the skin-eating fiends that killed her parents. After saving his life, she helped track down the fiends and destroy them. She has been working with him ever since, providing mystical knowledge, linguistic skills and a thorough knowledge of the mythology and politics of Africa.

She and Malcolm are the only two members of the group who are actual members of the Templars.

Appearance: 5'8" 140 lbs. female, brown skin, black hair

Quirk: Curses in German when she is upset.

Lumusi Gansvort CR 7

Dedicated Hero 3/Believer 4

Medium-size humanoid

Init +0; **Senses** Listen +3, Spot +3

Languages French, German, Afrikaans, English, Swahili, Zulu

Allegiances Higher Power, Knights Templar, Sang Real

Defense 14, touch 13, flatfooted 14 (+3 class, +1 equipment)

hp 32 (HD 3d6+3 plus 4d6+4); **Mas** 12

Fort +5, **Ref** +2, **Will** +9

Spd 30 ft

Melee Stun Gun +3 (1d3+special)

Base Atk +4; **Grp** +3

Special Atks Turn Undead, Castigation (1d6+5 vs. fiends and undead, ignores DR)

Combat Gear Encolpion (+2 Turning checks)

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 16, Cha 13

AP 3; **Rep** +2

Occupation: Religious (Decipher Script, Knowledge [Arcane Lore], Knowledge [Theology and Philosophy])

Skills: Craft (pharmaceutical) +12, Decipher Script +13, Diplomacy +5, Knowledge (Arcane Lore) +13, Knowledge (History) +8, Knowledge (Theology and Philosophy) +15, Read/Write Language +4 (French, German, Afrikaans, English), Research +6, Sense Motive +9, Speak Language +6 (French, German, Afrikaans, English, Swahili, Zulu), Treat Injury +15

Feats: Castigation, Consecrate Item, Conviction (Higher Power), Faith's Protection, Sacred Ritual, Simple Weapons Proficiency, Surgery

Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Believer): Turn Undead, Lay On Hands 1d8, Lay on Hands (Blindness and Disease)

Talents (Knights Templar Membership): Secret History, Know your Enemy

Possessions: Leather Jacket, Stun Gun, Cell Phone, Encolpion (+2 bonus on Turning checks), First Aid Kit (carried), Surgery Kit (usually nearby or in the trunk of the vehicle the group is riding in), Wealth +6.

MALCOLM GIDEON

Malcolm is the longest-serving member of the group; he was recruited by the Templars after protecting a mysterious Sang Real and bringing it safely to the Templars in England. This experience transformed him from a bitter, alcoholic gun-for-hire into a holy warrior. Whatever happened to spark this radical change, Malcolm will not talk about it. He is completely devoted to the Knights and their cause and is the highest-ranking member of the Knights in the group. Still, Malcolm is humble and considers himself part of a team of equals.

Appearance: 6'2" 180 lbs male, tan skin, blonde hair

Quirk: Malcolm never talks about his encounter with the Sang Real under any circumstances.

Although he understands why other members of the group (and other Templars) might be interested in the extremely rare experience he has had, he will politely refuse any request to speak on the subject.

Malcolm Gideon CR 7

Dedicated Hero 3/Monitor 4

Medium-size humanoid

Init +2 (+2 Dex); **Senses** Listen +13, Spot +13

Languages English

Allegiances Knights Templar, Higher Power, Sang Real

Defense 21, touch 16, flatfooted 19 (+0 size, +2 Dex, +4 class, +5 equipment)

hp 36 (HD 3d6+3 plus 4d8+4); **Mas** 13

Fort +5, **Ref** +5, **Will** +6

Spd 25 ft

Melee *Consecrated* Longsword +6 (1d8+1/19-20)

Ranged Beretta 93R +7 (2d6)

Base Atk +5; **Grp** +6

Special Atks Burst Fire, Monitors Wraith (+2 damage vs. fiends, undead, and grave robbers)

Combat Gear *Consecrated* Ammo (+1 hit, +2 damage vs. fiends and undead)

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 8

AP 3; **Rep** +1

Occupation: Military (Hide, Move Silently)

Skills: Hide +8, Knowledge (Arcane Lore) +4, Knowledge (Tactics) +4, Knowledge (Theology and Philosophy) +8, Listen +13, Move Silently +8, Spot +13, Survival +7

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Burst Fire, Conviction (Higher Power), Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Dedicated Hero): Skill Emphasis (Survival), Faith

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

Talents (Knights Templar Membership): Secret History, Know your Enemy, Expert Swordsman

Possessions: Light Duty Vest, Consecrated Longsword (consecrated by 8th level Believer), Beretta 93R; Cell Phone; Night Vision Goggles, 1 Clip Standard Ammo, 1 Clip *Consecrated* Ammo, Wealth +6.

MASON COURTLAND

Mason is the team's newest member, having joined two weeks before the beginning of *The Nostradamus Gambit* to assist them in defusing a bomb. When he first encountered the group, Mason was under the control of a Penny Pincher that was controlling him through greed and using him to steal valuable items on behalf of a mysterious cult. Once free of the creature's influence, Mason threw in with the group, determined to redeem himself for his crimes... and exact vengeance on creatures like the one that controlled him.

Mason is aware that he is working for a secret society, but knows very little about the true nature or scope of that organization as he has been recruited so recently.

Appearance: 5'6" 140 lbs. male, pale skin, brown hair

Quirk: Mason loves old Egyptian art, but hates to see it removed from Egypt (he is especially horrified of the recent purchase of two mummies by the Old Egypt casino in Las Vegas).

Mason Courtland CR 7

Smart Hero 3/Relic Seeker 4

Medium-size humanoid

Init +3 (+3 Dex); **Senses** Listen +1, Spot +1

Languages English

Allegiances Knights Templar

Defense 19, touch 17, flatfooted 16; uncanny dodge

hp 36 (HD 3d6+3 plus 4d8+4); **Mas** 13

Fort +3, **Ref** +8, **Will** +5; evasion

Spd 30 ft

Melee *Consecrated* Longsword +7 (1d8-1/19-20)

Ranged Browning BPS +7 (2d10)

Base Atk +4; **Grp** +3

Atk Options Exploit Weakness

Combat Gear *Consecrated* Ammo (+1 hit, +2 damage vs. fiends and undead)

Abilities Str 8, Dex 16, Con 13, Int 14, Wis 12, Cha 10

AP 3; **Rep** +2

Occupation: Criminal (Hide, Move Silently)

Skills: Balance +9, Climb +5, Computer Use +8, Decipher Script +4, Disable Device +15, Escape Artist +9, Forgery +8, Hide +14, Knowledge (Arcane Lore) +10, Knowledge (Art) +10, Knowledge (History) +8, Knowledge (Streetwise) +8, Move Silently +14, Research +10, Search +12, Tumble +5

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Educated (Knowledge [Arcane Lore], Knowledge [Art]), Personal Firearms Proficiency, Simple Weapons Proficiency, Studios, Weapon Finesse

Talents (Smart Hero): Savant (Disable Device), Exploit Weakness

Talents (Relic Seeker): Evasion, Improvised Tools, Uncanny Dodge 1, Improvised Weapons

Possessions: Light undercover shirt, Consecrated Longsword, Browning BPS, Cell Phone, Lockpick Set, 1 Clip Standard Ammo, 1 Clip *Consecrated* Ammo, Wealth +6.

SAM MADSEN

Sam Madsen is an old Army buddy of Malcolm Gideon and the group's vehicle expert. He can drive or fly just about anything—an ability the group finds essential as they adventure all over the world in a variety of hostile terrains.

Madsen is the least ideological member of the group. He has seen a lot of things he can't explain but, not being the most introspective person in the world, isn't bothered by that. He is an adrenaline junkie who loves danger; being with the group provides him that rush of dodging bullets while driving at 100 mph. This does not mean he is unconcerned with the group's activities, merely that he fights with them more out of loyalty to his friends (especially Malcolm) and a love of excitement than out of any sense of "larger purpose."

Appearance: 6'0" 178 lbs, tan skin, black hair

Quirk: Loves to tell old army stories about "the old days" with Malcolm, which drives Malcolm crazy (since Malcolm doesn't like to think or talk about the past).

Sam Madsen CR 7

Tough Hero 3/Daredevil 4

Medium-size humanoid

Init +2; **Senses** Listen +0, Spot +4

Languages English

Allegiances Knights Templar

Defense 20, touch 17, flatfooted 18

hp 56 (HD 3d10+6 plus 4d10+8 plus 3); **Mas** 15

Fort +8, **Ref** +4, **Will** +2

Spd 30 ft

Melee Metal Baton +5 (1d6+1/19-20)

Ranged Desert Eagle +6 (2d8)

Base Atk +4; **Grp** +5

Combat Gear *Consecrated* Ammo (+1 hit, +2 damage vs. fiends and undead)

Abilities Str 13, Dex 14, Con 15, Int 12, Wis 10, Cha 8

AP 3; **Rep** +2

Occupation: Military (Navigate, Pilot)

Skills: Concentration +8, Drive +14, Escape Artist +4, Navigate +11, Pilot +15, Spot +4, Tumble +4

Feats: Aircraft Operation (Helicopters), Armor Proficiency (light), Endurance, Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (Heavy wheeled), Surface Vehicle Operation (Powerboat), Vehicle Expert

Talents (Tough Hero): Robust, Second Wind

Talents (Daredevil): Fearless, Nip Up, Action Boost (Daredevil)

Possessions: Undercover Vest, Metal Baton, Desert Eagle, Cell Phone, one vehicle (varies depending on the party's current location and assignment), 1 Clip Standard Ammo, 1 Clip *Consecrated* Ammo; Wealth +6.