

Players' Introduction

The Kingdom of Jerusalem in 1190 is in dire peril. For decades, the Christian principalities have lived in relative peace with the Islamic population. The fragile peace has been endangered by the likes of Reynald de Châtillon, a greedy and rapacious adventurer who has raided Islamic settlements and caravans with no thought to the political consequences. The Templar Order has backed Reynald in his actions, citing that these enemies of Christ are not worth the protection of the King's peace. Reynald was imprisoned for 16 years, but resumed his raids almost immediately upon his release. Finally the Islamic world could bear it no more and a hero rose from their midst. Saladin united the Islamic princes and launched a great jihad against the kingdoms of the Franks.

A massive force of Templars and Hospitallers crossed the burning sands to meet Saladin, only to be butchered at the Horns of Hattin. Without their support, the garrison of Jerusalem fell to Saladin's army. One city after another has surrendered to Saladin's army until the very presence of Christianity in the Holy Land lies in the balance.



PST Productions

In the easternmost provinces of the Christian kingdoms, the fortress of Li Vaux Moise has escaped the attention of the jihad until now. Saladin has now launched new initiatives against the Frankish states of Antioch and Tripoli, which have brought his forces to the doorstep of Li Vaux Moise. A powerful Muslim army under the command of one of Saladin's lieutenants has laid siege to the fortress, trapping the garrison and a few travelers caught within the walls when the army of Islam arrived at the gates.

It has been three months since the siege began. The defenders have tried to hold out for reinforcements (Richard of England is organizing another crusade), but the fortress is clearly about to fall. Abd-al-aziz Raheem, the Muslim commander, has scheduled a meeting under flag of truce in Li Vaux Moise to discuss terms of the garrison's surrender.

The game begins as Abd-al-aziz Raheem and his entourage approach the gates of Li Vaux Moise.

Keeper's Introduction

The garrison of Li Vaux Moise is light on soldiers but full of secrets.

A group of Templars arrived before the siege began. They are here to reinforce the garrison, but they bear with them a great relic of power: the Lance of Longinus. This enchanted lance head is believed to have pierced the side of Christ. It causes additional damage to beings of extra-terrestrial origins and can also attack extra-dimensional and incorporeal entities.



A group of merchants and their hired men-at-arms are also trapped at Li Vaux Moise. They harbor a great secret with them as well. They are members of the Priory of Sion, bearing the mystery of the secret bloodline of Christ. In their number is one who is a direct descendant of Christ, but it is a secret and a mystery that would seal their fates if discovered by certain agents of the Church.



PST Productions

In addition to the bloodline of Christ defended by the Priory of Sion, there is another secret regarding Christ that is known to Brother Marco, a Member of an obscure sect known as the Brotherhood of Sleep. The Brotherhood is virtually unknown except at the highest levels of Rome and for years has protected a secret known only to the members of the order itself. When the Templars excavated the lower levels of the Temple of Solomon, they found a set of documents revealing the true nature of Christ. A human-like being who came to earth from the stars, Christ came to warn mankind of the Great Old Ones, a terrible race of deathless beings who came from the depths of space and the regions between our spheres of existence. He was executed before he could assemble a political base of power against the Romans and to spread his knowledge among mankind. An enchanted lance was used to kill Christ ... and it can also be used to kill his progeny who bear the blood of the Elder Gods in their veins.



PST Productions

The other residents and visitors at the fortress carry no such world-shattering secrets, but harbor their own agendas as well.

Abd-al-aziz Raheem, the Muslim commander, certainly has his own hidden agenda. A week ago, he received a strange visitor to his tent: Faris Abd-al-Rahman, the Old Man of Damascus. The Old Man is curator of the Caliphs' great library, and he came bearing tales of half-forgotten horrors, the Mad Arab, and the invisible demons that howl in the desert night. He