

An Introductory Mission for Agents Level 1

The SHROUD

by B.D. Flory

Welcome, agents... We have suffered a breach in security. Twenty-four hours ago, unknown parties broke into one of the Guardians' facilities in Jerusalem. Two agents were killed. More importantly — and I do not lightly dismiss the loss of personnel — an important artifact was stolen.

The precise identity of the item is need to know, and you don't. For that matter, I don't. All I know is that the package is old — extremely old. It's a piece of cloth, dating back at least 2,000 years. The Guardians claim it has great power, but they aren't saying what.

With the Guardians recovering from the shock of the attack, it falls to us to recover the package. Should you fail, all mankind may suffer for our carelessness. We have monitored outgoing traffic from Jerusalem over the past twenty-four hours, and we're convinced the package has not yet left the city. You are to travel to Jerusalem and recover the relic, by whatever means necessary.

Good luck, agents, and God speed.



Requires the use of the Spycraft™ Espionage Handbook, published by Alderac Entertainment Group, Inc., and the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®



© 2002 Alderac Entertainment Group, Inc. All rights reserved.

An Introductory Mission for Agents Level 1

The SHROUD

by B.D. Flory



Requires the use of the Spycraft™ Espionage Handbook, published by Alderac Entertainment Group, Inc., and the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®



1000-02

HOW TO USE THIS PRODUCT

The Shroud is a fast-paced one-session interactive *Shadowforce Archer* serial for 4-6 agents of levels 1. It can be played as a standalone adventure or dropped into any ongoing season. Interactive options for this serial are located on page 12 – visit the SFA Interactive Threat Center at www.shadowforcearcher.com to respond to this pivotal mission.

Abbreviations

This adventure uses standard *Spycraft* NPC abbreviations, as follows:

Atk	Attack
Def	Defense
Fort	Fortitude
Init	Initiative
Ref	Reflex
Spd	Speed
SV	Save
v/wp	vitality / wound points
Will	Willpower

Ability scores are abbreviated as normal (see *the Spycraft rules*).

To prepare to run this serial, you should read it completely at least once. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the serial. After that, you're ready to begin. Good luck!

SPYCRAFT

This module requires the use of the DUNGEONS & DRAGONS® PLAYER'S HANDBOOK, THIRD EDITION, published by Wizards of the Coast,® and *Spycraft*™ Espionage Handbook, published by Alderac Entertainment Group, Inc. You won't be able to run this adventure without it.

Spycraft, *Shadowforce Archer* and all related marks are ™ and © 2002 Alderac Entertainment Group, Inc. All rights reserved.

THE SHROUD

Author: B.D. Flory
 Brand Manager: Patrick Kapera
 Editor: Patrick Kapera
 Creative Director: Mark Jelfo
 Graphic Design: Justin Lawler
 Cover Illustration: Richard Pollard
 Cartography: Cris Dornaus

SERIAL SYNOPSIS

On June 16, 1969, under the orders of Cardinal Michele Pellegrino, the Shroud of Turin was secretly taken out of its casket and its state of preservation was studied by a team of experts. These scholars photographed and discussed the shroud for three days, but performed no direct tests. During this period, the shroud was spirited away by operatives of the Hand of Glory and a convincing fake was left in its place.

For thirty years, the Hand of Glory used the Shroud's incredible mystic power to great advantage. But in 1998, a Foundation strike team, led by several Guardians of the Whispering Knife, infiltrated and destroyed the secret Egypt staging facility where the shroud was kept, and spirited the relic out of the Hand's reach.

Over the past four years, the Archer Foundation has performed tests of its own, which have yielded inconclusive results. The shroud *may* date back to Jesus' time, and the images on the shroud *may* have been caused by a great light and heat generated by whatever was wrapped within. The margin for error after 2,000 years, however, is simply too high to be certain.

Unable to confirm or discredit the Shroud's authenticity, the Foundation passed the relic back to the Guardians of the Whispering Knife, until such time as more accurate analysis can be performed. The Guardians have maintained this sacred duty ever since, during which time the Shroud – the *true* Shroud – has remained hidden from the scientific and religious communities, and the clutches of those who would pervert its power.

Twenty-four hours ago, that changed.

Twenty-four hours ago, an unidentified organization breached one of the Guardians secure facilities, killed two of their operatives, and stole the Shroud. Now, the agents are tasked with tracking down the culprits and recovering the mysterious artifact.

The serial begins in Jerusalem, as the agents gather clues to the Shroud's whereabouts. Their investigation leads them to Keflavik International Airport in Iceland, where they're assaulted by Hand of Glory operatives. These culprits board a long-range transport helicopter bound for the Arctic Circle. The agents track the chopper to a small heliport in the Arctic wastes and pursue the Hand of Glory agents in a high-speed snowmobile chase. Finally, the Shroud recovered, the agents are intercepted by a contingent from a previously reclusive organization, the Knights Templar, who request that the agents hand over the Shroud to them, as the Guardians have failed to protect it once before.

If the agents decline, they have a fight on their hands. If they acquiesce, they face the consequences of failing in their mission, but gain a powerful new ally in their fight against the Hand of Glory. Either way, they have the chance to make a permanent change to the *Shadowforce Archer* world setting (see *page 12*).

TROUBLESHOOTING

The largest stumbling block agents may face during this serial is following the investigative leads until the outset of Scene 3. Should the agents become stuck in Scenes 1 or 2, the GC may recommend they spend an action die for a favor check (DC 5–10, as needed to move the mission along) in order for Room 39's Broken Seal to piece the clues together and relay the information directly to the team in the field. Should this avenue be required, the GC is encouraged to begin the snow chase in Scene 3 at 18 lengths instead of 12 lengths and ignoring the investigative xp rewards in Scenes 1 and 2.

GEARING UP

The agents are free to select whatever gear they deem appropriate for this mission, within the bounds of their normal budget and gadget picks. Should the agents wish to default to Research & Development's judgment about the gadgets to take on the mission, the GC might suggest one or more of the following options:

- Attaché case with safe passage unit option (2 GP)
- Attaché case with "magic box" option (2 GP)
- Shoes with blade option (2 GP)
- Bug detector, external unit (1 GP each)
- Frame-job business cards (1 GP per 5 cards)
- Icon Prostar 7 (4 GP each)
- Omnid cards with duplication option (3 GP each)

SCENE 1: JERUSALEM, ISRAEL

GC DESCRIPTION

The meat of this scene is investigative in nature. The agents are taken to a small hotel opposite the Church of the Holy Sepulcher, where the thieves stayed while surveying the church. This building houses the underground Guardian stronghold, and clues unearthed here lead the team directly into Scene 2 at the Ben Gurion Airport, Israel.

Read the following aloud to your players as they arrive in this scene:

Colonel Avi Ben Haim, your guide and contact in Jerusalem, leads you to a two-story hotel, wedged between a pair of ancient, indistinct structures. "This is where the thieves made their nest, my friends," he declares grimly. "Shortly before you arrived in Jerusalem, we intercepted the culprits on their way out of the city." The Mossad specialist shakes his head in disappointment. "They were cunning, and disappeared into the desert before we could catch them. It is my fervent hope that something you find in this building may offer you a clue about where they went, because we have none."

"Good luck, my friends." Ben Haim clasps each of your hands in turn for a hearty shake. "I have a funeral to attend. I am not a Guardian, but I am a close ally, and I have been invited to say farewell to their fallen. It is not an invitation made lightly."

With that, Ben Haim takes his leave of the agents, and they are free to investigate the hotel. The interior is dimly lit and the front desk is tended by a grumpy, uncooperative old woman. She doesn't allow the agents into a room unless they rent it for the night (which costs the equivalent of \$20.00 in field expenses). The building features two rooms on the ground floor, with five more upstairs. All of the rooms are small — and some, those with an extra cot — are positively cramped. The Hand of Glory agents stayed in Room 22, and left recently enough that housekeeping — such as it is — has not yet been through for the day.

THREATS

Throughout this scene, the agents are under surveillance by Jean Marnier, a Knight Templar (*see page 13*). If noticed, Marnier tries to lose the team in a foot chase through the streets of Old Jerusalem.

The agents may also be threatened by an acerbic old woman (*see below*).

CLUES

After the theft, the Hand of Glory operatives fled in a hurry, fearing swift reprisal. Their room is quite a mess, and includes plenty of clues for the agents to find...

- One of the operatives left a watch behind. It has a dual display, with one chronometer set to Jerusalem time, the other set two hours behind (to Keflavik time). The watch is in a dresser drawer, and can be found with a successful Search check of the room (DC 15).
- The old woman (Esha) at the desk saw the four men leave, and overheard one of them shout something about "Ben Gurion." The old woman has lived her life in two places. The first was Poland — as a very young child, where she was interred at a Nazi death camp at age five. At the end of the war, Esha and her mother fled to Israel. Since, she hasn't traveled outside Jerusalem at all, and rarely leaves her own neighborhood. Therefore, she believes "Ben Gurion" to be a man. The agents know differently with a successful education check (DC 20). "Ben Gurion" is an airport roughly 30 miles (50 km) northwest of Jerusalem, and 12 miles (20 km) southeast of Tel Aviv. Esha can also tell the agents that the men drove 4x4s and spoke German, which she has a passing understanding of from her time in Nazi Europe.
- Since there were four Hand of Glory operatives, and only two places to sleep (the room's bed and an extra cot), then men slept in shifts. A search of the cot's linens (and a successful Search check, DC 20) reveals two things.

First, a photograph of an ancient piece of cloth roughly a man's length, twice a man's width, with the image of a man emblazoned on it, his front on one half and his back on the other. The image is stained at the man's head, hands, feet, and side. Though the color is indiscernible from the picture, the stain is a deep rust color. Second, the agents may find a torn piece of paper amongst the linens, featuring the notation "114". This is a private flight number, though the agents may not realize this without the airport clue above, or additional assistance from the home office.

REWARDS

Immediately reward your agents with experience if they accomplished the following tasks:

- Arriving in this scene: 25 XP
- Finding the watch: 25 XP
- Realizing what Ben Gurion is (the thieves' destination): 50 XP
- Discovering the photograph and flight number: 25 XP
- Realizing they're being watched: 50 XP
- Capturing the Knight Templar: 75 XP
- Successfully questioning the Knight Templar: 25 XP

DEVELOPMENT

Should the agents capture Marnier, who is watching them, he's extremely reluctant to talk. With a successful Intimidate or Diplomacy check (DC 30), however, he lets slip that he represents an interested agency, and claims that "Le Suaire *must* be recovered. It was not meant for men such as they!" He speaks with a light French accent. Any agent who speaks French recognizes the term "Le Suaire" to mean "The Shroud." If none of the agents already speak French, a Language check (DC 15) may be made to see if they have learned it in their superspy travels, per the rules on page 58 of the *Spycraft Espionage Handbook*. After this slip, the Templar silences, realizing that he's already said too much.

If the agents turn Marnier over to the local authorities, he escapes in short order, to reappear in Scene 3.

SCENE 2: BEN GURION AIRPORT, ISRAEL

GC DESCRIPTION

The Middle East's busiest airport, Ben Gurion poses three significant problems to the agents. First, they must find flight L114 (or, if unaware of the flight number, the agents of the Hand of Glory). Second, the crowds present a significant risk of civilian injury. Finally, security is incredibly tight.

Read the following aloud to your players as they arrive in this scene:

You cringe at the crowds milling about the Ben Gurion airport. A steady flow of travelers, both entering and leaving the building, almost totally obscures the front entrance. Not only will tracking your prey be difficult, but if you do find them, there is a very real risk of civilian casualties. The home office is sure to consider even one unacceptable.

The airport is equipped with nearly bulletproof security. Newly constructed automated inspection kiosks line the terminal entrance, providing those with an account easy access and egress with a minimum of fuss. Their presence allows airport security to concentrate on flyers without an account, who might be considered a security risk.

People like you.

The agents must gain entrance to the airport, preferably while retaining their arms. Aside from the inspection kiosks, security is tight, as is to be expected at the largest airport in Israel. It is also *incredibly* efficient, thanks to the automated kiosks thinning the numbers of those requiring inspection. Further, the employees are extremely professional. In short: airport security is a tough nut to crack. But crack it the agents must, as the Hand of Glory is fast escaping to a private jet bound for Reykjavik.

Once the agents gain entry, they need to find the Hand of Glory operatives. If they recovered the flight number from scene one, a quick glance at the arrival and departure board yields their quarry. Otherwise, they have to cross-reference the destination time zone differences with the watch they (hopefully) found in scene 1.

In either case, the agents arrive just in time to see a private jet departing for Reykjavik — and just in time to be ambushed by agents of the Hand of Glory in a busy airport terminal!

THREATS

Just as the agents discover the Hand of Glory operatives' destination, they are intercepted by six Hand of Glory minions (see page 13). The minions have slipped firearms through the metal detectors: gadget pistols constructed entirely of a space age polymer, thus invisible to the airport sensors!

SECURITY

Getting past airport security is dependent upon the gear the agents are carrying and how they approach the security stations. Unless the agents think ahead to acquire security passes (requiring one hour, a Forgery kit, and a Forgery skill check with a DC of 20 or a favor check with a DC of 15), they are automatically directed to the inspection zone at the airport front, where they must talk their way through a brief interview. This requires a Bluff or Diplomacy check, as appropriate, with a DC of 10, modified as follows...

- Agents attempt to force their way through security, and succeed with an Intimidation check (DC 15): +4.
- Agents attempt to force their way through security, and fail with an Intimidation check (DC 15): -4.
- Agents are carrying concealed restricted gear or weapons: -5.
- Agents are carrying concealed restricted gear or weapons: Automatic failure.

CLUES

The only clue of import in this scene is the destination of the private jet: Keflavik International Airport. This information can be garnered from any arrival/departure board or by interviewing airport employees. Neither of these actions requires a skill check.

REWARDS

If you are playing the full (published) version of Spycraft, reward your agents with experience if they accomplished the following tasks.

- Arriving in this scene: 25 xp per agent
- Tracking down Simon Noble: 25 xp per agent
- Tracking down Mary French: 25 xp per agent
- Capturing Mary French: 50 xp per agent (plus Development, below)

DEVELOPMENT

The ambush by the Hand of Glory should tell the agents that they're on the right track, and the private jet's destination leads them to Scene 3.

SCENE 3: THE ARCTIC CIRCLE

After following the Hand of Glory's trail through Keflavik International Airport, the agents pursue the Hand of Glory north into the Arctic Circle, and engage in a high-speed snowmobile pursuit across the Arctic wastes.

Read the following aloud to the agents:

You arrived at Keflavik International too late to bring your quarry to ground, but not too late to track their movements. Your prey were sighted boarding a northbound transport helicopter, clothed in heavy winter weather gear. One of the runway personnel noticed a group of snowmobiles parked in the transport.

A half hour later, a British naval vessel picked up the chopper on radar, heading north. After a quick analysis by Room 39, Control relayed this information to you, as well as Room 39's opinion that the chopper would continue in a straight line.

Gradually, a small heliport resolves itself on the Arctic horizon, barely visible against the snow glare. As you approach, you can see the transport chopper unloading its passengers and cargo. The thieves quickly board snowmobiles, and motor off to the north.

It's a simple matter for the agents to seize control of the heliport, as it consists only of two helicopter landing pads, a control room large enough for two people, and a living space large enough for another two. It's clearly not intended as a military outpost, merely a way station.

Employ the chase rules during this scene, starting the prey with a lead of 12 lengths. The prey consists of eight individuals on four two-man snowmobiles. Their chosen escape route leads them (and their pursuers) into an ice field riddled with concealed chasms, cliffs, ice caves, and solid blocks of ice jutting up from the surface. This is considered open terrain during rounds 1 and 2, and close terrain thereafter. A Survival roll (DC 10) informs the agents that gunfire in such surroundings might be extremely dangerous, as loud noises could easily set off shifts in the local geography — an avalanche, for example. The Hand of Glory operatives are aware of this, and don't fire on the agents. If the agents fire despite this, the terrain doesn't collapse, but you should make a few rolls anyway, just to make the agents sweat.

The Hand of Glory operatives have brought their own transportation — the snowmobiles carried aboard the transport helicopter (*see page 14*). If the agents neglect to bring their own snowmobiles, the GC should allow them to commandeer a snowmobile for each agent at the heliport.

If the prey escapes, they don't risk leading the agents to their headquarters, and instead setting up an ambush.

Once the agents recover the Shroud, read the following:

As you remove the cloth from the snowmobile case within which it rests, a peculiar warmth suffuses your fingers, slowly spreading to your hands and arms and the rest of your body. The linen is roughly a man's length, and about twice a man's width, with the image of a man emblazoned twice upon it, his front pictured on one half, his back on the other. Dull reddish-brown stains decorate the cloth, positioned at the image's head, hands, feet, and side. An almost palpable sense of awe overcomes you as you behold a relic of a bygone age...

THREATS

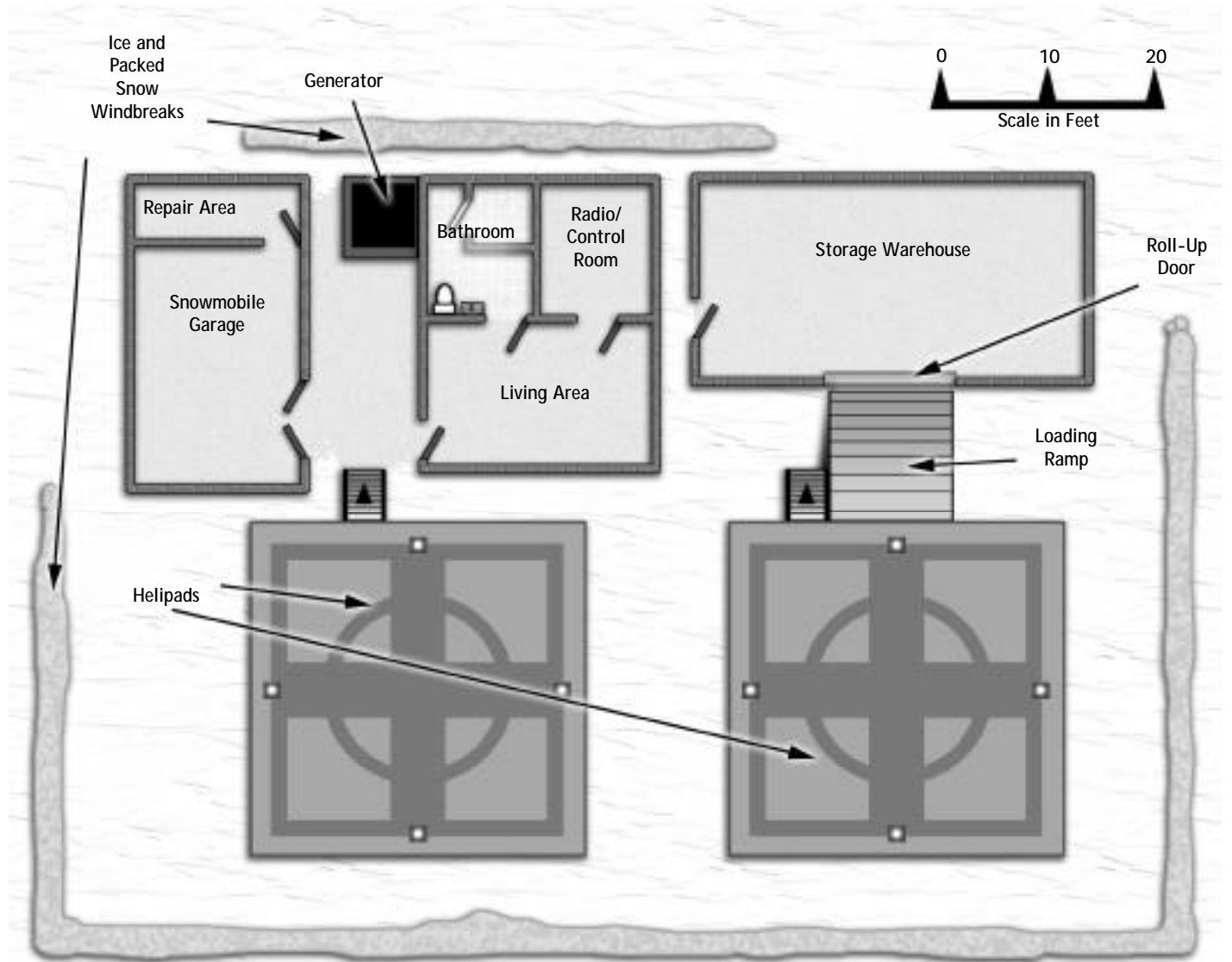
See page 12–13 for Hand of Glory henchman and minion statistics.

REWARDS

Immediately reward your agents with experience if they accomplished the following tasks:

- Arriving in this scene: 25 XP
- Killing Jens Jorgamund: 75 XP

HELIPORT



SERIES
ARCHER™

* Permission to photocopy pages 8-9 is granted for personal use only.

- Capturing Jens Jorgamund alive: 150 XP
- Capturing some of the Hand of Glory operatives: 25 XP
- Capturing all of the Hand of Glory operatives: 50 XP
- Recovering the Shroud: 100 XP

SCENE 4: A HOLY CAUSE

When the agents arrive at the Hand of Glory's heliport, they are greeted by Jean Marnier and four other Knights Templar. These men arrived in their own helicopter and immediately subdued the agents' pilot (if indeed an NPC was required to fly the agents' chopper).

The Knights do not stand out, as they wear standard civilian clothes.

Assuming the agents don't open fire immediately, Marnier steps forward to parlay with them. After a short greeting, he says the following:

"We request the burial shroud of our lord be turned over to our stewardship. We are the Knights Templar, and it is our responsibility, not yours."

Presumably, the agents object. If they don't immediately attack the Templars, Marnier makes his argument:

"Nearly a thousand years ago, the Knights Templar journeyed to the Holy Lands during the Crusades. We were a small order then, consisting of only a few knights. Our mission was to protect pilgrims on the road, and we were determined to protect the pilgrims that chose to travel to the Holy Land, by cleansing it of the unbelievers."

"We were wrong."

"While in the Holy Land, we were shown the error of our ways, and we were given a new mission: protect the artifacts and relics of history from those who would abuse them for money, power, or prestige. We were shown great secrets, and taught much of God's history. Finally, we were brought to the chambers of Solomon, where relics of great power were secreted away, the Shroud among them."

"In the following years, many Knights added their strong arms to our cause, and we enjoyed the support of the Catholic Church. This was not to last. We were accused of heresy, and our properties were to be turned over to the church. Fearful of what would be done with our charges, we went underground. We disguised ourselves as peasants, lords, mercenaries, and monks. But down through the ages, we kept our covenant: to protect the Lord's works on earth."

"The Shroud is our failure. It was seized with our properties, and fell into the hands of a Geoffrey de Charny, who began public showings. With the high visibility of the Shroud at this

time, we could not move against him. So we watched, and waited, content that while the Shroud was not in our possession, it was still safe.

"Then, in 1969, the Shroud was stolen. Very few realized it at the time — perhaps none other than the thieves and our own order. The thieves were the Hand of Glory — and you. They switched the Shroud for a convincing fake, and used it for their dark purposes for nearly thirty years, and then your Guardians swept in to liberate it from them. At first, we assumed your intentions were noble, but we have since discovered that operatives of your Foundation seek to demystify the Shroud's properties, something we cannot abide."

"You not only seek to remove the Shroud from public view but also to remove it from our view as well, you removed it from our eyes as well. But it is our responsibility — it and countless objects like it are ours to guard, and store for the day they are needed to protect the world. Our Holy Cause is bestowed upon us by a higher authority than Raymond Archer, and I am asking you now to restore our charge to us."

If the agents refuse to turn over the Shroud, they have a fight on their hands. Jean Marnier and his Knights are unwilling to let the Shroud disappear again, unless it is in their custody.

THREATS

Jean Marnier and his Knights are unwilling to allow the agents to leave with the Shroud. *See page 13 for their statistics.*

REWARDS

- Immediately reward your agents with experience if they accomplished the following tasks:
- Arriving in this scene: 25 XP
- Avoiding violence with Marnier and his Knights: 75 XP
- Turning the Shroud over to Marnier: 200 XP
- Returning the Shroud to the jurisdiction of the Archer Foundation: 200 XP

DEVELOPMENT

As evidenced by the experience awards above, there is no "right" answer in this scene. If the agents follow orders, and don't turn the Shroud over to the Knights, they make an enemy of the Knights. If they do turn the Shroud over, however, they take the first step in building an important bridge between the Knights Templar and the Archer Foundation, and lay the groundwork for possible alliances down the road (especially against the Hand of Glory). By taking this route, the agents invariably gain enemies within the Archer Foundation, both for ignoring their orders and for turning the Shroud over to an outside agency, but such is the price of diplomacy.

DEBRIEFING

At the close of this serial, the agents each receive 200 XP, plus another 100 if they somehow make both their superiors and Jean Marnier happy.

INTERACTIVE OPTIONS

After playing through this serial, visit www.shadowforcearcher.com and click on the Threat Center tab. Look for the Shroud link on the world map or among the options at the lower right and answer the following questions...

- 1) Who possesses the Shroud at the serial's conclusion?
- 2) If the Knights possess the Shroud, were the agents able to make amends with their superiors at the Foundation? If so, how?
- 3) Did the agents part with the Knights Templar amicably or did the groups fight? If the groups fought, was anyone killed on either side?
- 4) What happened at your table? Who, if anyone, was killed? What important events occurred? A section of the response sheet will be set aside for you to answer this question in your own words.

NEW HENCHMAN

JENS JORGAMUND

Jorgamund is a degenerate sycophant who's survived in the Hand of Glory by seemingly serving those in power. When Hand intelligence discovered the existence of the True Shroud and its location, Jorgamund seized upon his chance to capture the relic, and make a significant jump through the ranks in the process.

4th-level Soldier (CR 4)	Abilities: Str 13, Dex 16, Con 15, Int 10, Wis 15, Cha 14
Size: Medium	
Vitality/Wounds: 40/15	Skills: Balance +7, Demolitions +3, Driver +7, Intimidate +3/+3, Mechanics +2, Open Lock +5, Pilot +5, Spot +6, Surveillance +4, Survival +4, Swim +2
Initiative: +6 (+3 class, +3 Dex)	Feats: Far Shot, Point Blank Shot, Speed Demon
Speed: 30 ft.	Equipment: Weapons, cold weather survival gear (during scene 3), snowmobile (during scene 3)
Defense: 15 (+2 class, +3 Dex)	
Attack: H&K USP .45 ACP +7 (1d12), survival knife +5 (1d6+1)	
Face: 1 square	
Reach: 1 square	
Special Attacks: None	
Special Qualities: None	
Saves: Fort +6, Ref +5, Will +3	

Hand of Glory Retrieval Teams

The Hand of Glory trains these minions to retrieve anything — people, objects, or information — by any means necessary.

Retrieval Team, 1st-level minions (squads of 5). CR 1/2. SZ M; v/wp: 1d8+1 (9)/12; Init +4 (+1 class, +3 Dex); Spd 30 ft.; Def 13 (+3 Dex); Atk: German State Arsenal MP-40 9mmP +4 (1d10+1), survival knife +1 (1d6); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +3, Ref +4, Will +1; Str 11, Dex 17, Con 13, Int 11, Wis 12, Cha 11; Skills: Balance +5, Climb +1, Demolitions +2, Driver +5, First Aid +2, Intimidate +1/+1, Spot +5, Survival +2, Swim +1. Feats: Point Blank Shot, Speed Demon. Equipment: Weapons.

NEW SPECIAL NPC

JEAN MARNIER

Jean Marnier is a high ranking operative of the Knights Templar, recently tasked with recovering the Shroud of Turin, an object of great importance to the Templars' faith. While he does what he can not to antagonize the agents of the Archer Foundation, recovery of the Shroud is his highest priority.

3rd-level Pointman (CR 3)	Abilities: Str 12, Dex 14, Con 11, Int 13, Wis 17, Cha 17
Size: Medium	
Vitality/Wounds: 25/11	Skills: Bluff +7, Bureaucracy +6, Diplomacy +6, Driver +5, First Aid +4, Gather Information +5, Hide +4, Innuendo +6, Intimidate +3/+5, Knowledge (Theology) +6, Move Silently +5, Read Lips +2, Sense Motive +8, Surveillance +5
Initiative: +3 (+1 class, +2 Dex)	Feats: Field Operative, Persuasive, Stealthy
Speed: 30 ft.	Equipment: Weapons
Defense: 13 (+1 class, +2 Dex)	
Attack: FN P90 +4 (1d10+1), survival knife (1d6+1)	
Face: 1 square	
Reach: 1 square	
Special Attacks: None	
Special Qualities: None	
Saves: Fort +2, Ref +4, Will +6	

Knights Templar

The Knights Templar is a very old organization that has modernized with the world. They are devoutly dedicated to both their faith and their mission, which are intrinsically tied together.

Knights Templar, 2nd-level minions (squads of 2). CR 1. SZ M; v/wp: 2d8+2 (14)/13; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: FN P90 +3 (1d10+1), punch +3 (1d3+1); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +4, Ref +3, Will +2; Str 13, Dex 12, Con 13, Int 10, Wis 15, Cha 11; Skills: Balance +3, Climb +3, Demolitions +1, Driver +3, First Aid +2, Intimidate +3/+2, Jump +3, Spot +4, Survival +4, Swim +2, Tumble +2, Use Rope +2. Feats: Field Operative, Scholarly. Equipment: Weapons.

SNOWMOBILES

The snowmobiles used during scene 3 are detailed here. Parentheses denote differences between the two man model and the basic snowmobile described on page 147 of the *Spycraft Espionage Handbook*.

Snowmobile (2 man): GP 2; SZ M; Hnd +6 (+4); Spd 250 ft.; Def 16; WP 50; Hrd 2.

NEW RELIC

THE SHROUD OF TURIN

The Shroud of Turin is a powerful Judeo-Christian relic, invested both with true mystical power and the belief of millions of faithful. It is warm to the touch, and the discolored patches where Jesus' blood stained the cloth seem slightly damp at all times.

Mechanics: The Shroud possesses remarkable restorative powers. Once per session, it is used to bind an injury, the injured agent regains all lost wound points, and his vitality returns at twice the normal rate. Further, there is the chance that such measures can heal an otherwise fatal wound, even after the victim's death. If a character is wrapped in the Shroud within three days of his death, he may make one Fortitude save (DC 20 + 5 per day the character has been dead). With success, he returns to life at full wounds and vitality (though his Constitution score permanently drops by 2). Each person wrapped in the Shroud may only make one such Fortitude save — with failure, the character is forever dead unless other measures are taken to restore him (*such as a successful use of the Resurrection ritual — see the Shadowforce Archer Worldbook, page 228*). Each person wrapped in the Shroud may only be resurrected once — if he dies again and is wrapped in the Shroud, nothing happens.

THE OPEN GAME LICENSE

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.

- 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.
- 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.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 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.
- 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.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHTNOTICE 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 COPYRIGHTNOTICE of any original Open Game Content you Distribute.
- 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 in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such 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.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 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.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 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.
- 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.
- 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.
- 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.
- COPYRIGHTNOTICES
Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Star Wars roleplaying game, Copyright 2000, Wizards of the Coast and Lucasfilm Ltd.; Authors Andy Collins, Bill Slavicsek, JD Wiker. Spycraft Espionage Handbook, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson. Shadowforce Archer Worldbook, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.