

An American flag with stars and stripes, appearing slightly tattered and draped over a parchment-like background.

**COLONIAL
Gothic**

A large, stylized red cross with flared ends, centered on the page.

THE TEMPLARS

DAVIS

Colonial Gothic: The Templars

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Chicago & Virginia

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Introduction

(A Templar Knight) is truly a fearless knight, and secure on every side, for his soul is protected by the armor of faith just as his body is protected by the armor of steel. He is thus doubly-armed, and need fear neither demons nor men.

Bernard of Clairvaux

The Templars is the first in a series of **COLONIAL GOTHIC** sourcebooks covering secret societies and other organizations.

Within these pages you will find detailed and authoritative information on the activities of the Knights Templar in the world of **COLONIAL GOTHIC**, including their acknowledged and secret histories, their structure and organization, their goals in the Thirteen Colonies and around the world, and the implications of membership.

Although they do not show their hand openly, the Knights Templar remain a force in the world of **COLONIAL GOTHIC**. Their hand is seldom seen, but it pulls on many strings.

This book is divided into the following chapters:

Chapter 1: History covers the acknowledged history of the Order from its founding in 1119 to the execution of Grand Master Jacques de Molay in 1314. It also covers what is known about the fate of those Templars who survived the fall of the Order.

Chapter 2: Templar Legends summarizes the various legends and conspiracy theories that grew up around the Templars, both during their official existence and afterward.

Chapter 3: Templar Secrets presents the “official” history of the Order in the world of **COLONIAL GOTHIC**.



INTRODUCTION

Chapter 4: Encountering the Templars discusses the Order's agendas and activities in the world of **COLONIAL GOTHIC**, and the various capacities in which the Heroes might encounter Templar agents.

Chapter 5: Templar Characters covers rules for Templar characters in the game, including notes on the various ranks of membership, how Heroes may join the Order, and example NPC descriptions.



From *Parzival* through *Indiana Jones and the Last Crusade* to *The da Vinci Code*, the Knights Templar have had an enduring hold over the popular imagination. At dawn on Friday, October 13, 1307, they went from being one of the most powerful organizations in medieval Europe to prisoners and fugitives. They were questioned under torture and their leaders were executed for heresy. Officially disbanded in 1312, the Knights Templar ceased to exist.

The legend of the Templars has proved harder to destroy. Rumors persisted of hidden treasure, of a curse that blighted a dynasty, and of a secret so powerful that it threatened the very basis of the Church. New organizations such as the Freemasons looked back to the Templars, and became shrouded in myth and conspiracy theory themselves.

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