

Name: The order of Saint Methodius

Source: Trench Crusade / OC (heavily inspired by the franchise, but with changes)

Tech level: Against the art I imagine this as steampunk. The guns and cannons are mostly in a Napoleonic style, while the Shrine Anchorites are powered by a mixture of divine magic and steam engines.

Difficulty: 20 points Blood and steel

Location: GM choice

Type of community: Fortress monastery

Stat Summary:

Might: 6

Every member of the monastery is a veteran of the century long war with hell and has fought and bled on the walls of Velehrad.

Territory: 3

The fortress monastery of Velehrad is less a monastery and more of an incredibly heavily fortified city whose only goal it is to produce the armaments of the crusade. It is surrounded by smaller settlements that produce the ores and food the monastery needs. While those are fortified and garrisoned, the population retreats into the monastery in times of crisis.

Champions: 4

Living legends who can single handedly turn the tides of war and history.

Treasure: 5

As a production hub the monastery has an incredible stockpile of raw materials, supplies and armaments, with the ability to produce more.

Influence: 2

Diplomacy with the hordes of hell was never possible, while the non-believers in the Sultanate were only tolerated for their efforts in combating hell. So, while politics and negotiation are not a wholly foreign concept, it surely is not the strong suit of the order.

History: During the First Crusade, the armies of the Church captured the Holy City. Under the most holy of temples, the Knights Templar discovered secret vaults and, within them, an ancient demonic artifact.

The Templars, blinded by greed and with weakness in their hearts, fell to their knees. They had found a new lord. Seeing the unholy wisdom of which the artifact spoke, they began trafficking with devils and committing all manner of unspeakable rites. This was the First Heresy.

The armies of the Church retreated and Jerusalem became a depraved pit where Hell and our mortal plane now bled into one. For eight centuries the Church has waged its crusade to

take back the Holy City. The landscape has been utterly devastated, criss-crossed with thousands of miles of mud, trenches and craters. The crusade is now waged with armies wielding terrifying weaponry, and both sides conjure up supernatural beings of such immense power they are nigh unstoppable. Even with such incalculable might, the armies are at a stalemate.

This is the Trench Crusade.

The order of Saint Methodius is situated closely behind the no man's land dividing the realms of man from the forces of hell. A dangerous position to be in, but one that is necessary if the brave crusaders are to be supplied with weapons and armor, for that is one of the holy duties of the order.

From their great fortress-monastery of Velehrad, weapons uncountable are poured into the front lines. From the humble guns carried by the faithful, to the steam powered Behemoths that are the Shrine Anchorite, it is here that the crusade is armed for battle.

Of course, this has made the Velehrad a prime target for the forces of hell, and with nearly every major assault the monastery finds itself under siege.

This has led to it being largely self sufficient, with large supply storages of any kind, making it possible for the monastery to survive year long sieges while continuing to produce it's famous weapons.

Gifts:

- Holy metals: While the advances of ranged weaponry in the last few centuries has been impressive, so has been the improvement in armor and close combat weapons. Holy metal can be used to forge armor that allows a soldier to wade through gunfire, or weapons that can pierce hell forged steel. The convoluted process of making this metal has led to it being used mainly in armor or close combat weapons, since the forges of humanity are unable to produce enough of it to waste it on unrecoverable ammunition.
- Divine Influence: The only reason humanity has stood strong against the hordes of hell is the help of the divine. While God's grace can take many forms, the most common are the holy scriptures and the voice of god. The voice of god can be heard by his chosen, whispering to them the secrets of the past, present and future (though the voice is hard to understand and interpret for humans.)
The holy scriptures meanwhile are the language of heaven, divine sigils that can be crafted onto walls, armor or the flesh of believers, to strengthen them with heavenly power.
- Fanaticism: Having seen living proof of their god, and of the fate that awaits those that fail him, the members of the crusade are willing to (and indeed used to) charge the uncountable abominations of hell on the command of their leader.

Goal: To find a way home and use the resources found in this new land to aid the crusade. Also to keep the forces of hell from claiming this world for themselves.

Attributes: (How many points the faction has in their five main attributes. Each one has six levels. At the start, Territory may not be raised above 3. The description of the value of each level are examples of the varying levels of power, so consider how they best translate for

you. Note, you can't start with zero in something. Some details about the ins and outs of what you have would be appreciated.)

Might: 6- Tough, experienced veterans, well organized and commanded, with plenty of magic backup.

Every member of the monastery is a veteran of the century long war with hell and has fought and bled on the walls of Velehrad.

Units:

Legionnaires

The standing army of the order and it's main fighting force. The humble Legionnaire comes equipped with a gun, a bayonet and their choice of another close combat weapon to face the forces of hell. It is them that man the monastery walls, shoot the cannons of the crusade and face the bulk of the armies of hell.



Observers

Observers wear a specially crafted Oculus Helmet enabling them to attune to the Voice of God. This remarkable connection grants them the capacity to simultaneously perceive the immediate past, present and future, to a degree. This allows them to perform martial feats unrivaled, but a living human is not meant to hear the Holy Words, so it comes at a cost. Since the Voice of God never decays, they must concentrate with superhuman focus to extricate the righteous guidance amidst the narrative spanning from creation's inception to the present moment. The resonance of the Divine Echo, ringing ceaselessly in their ears, renders sleep impossible. Therefore they must resort to potent sedatives and mind-altering drugs for them to endure the heavy burden of their battlefield role for any length of time



Pilgrims:

As the war rages against the minions of Hell, strange visions torment the faithful across the globe. Men and women touched by Heaven are granted visions, and Revelations are made by the messengers of God. Sisters of the Holy Orders are marked by Stigmata and take up sword and cross as instructed by the angels. Those who have transgressed seek to atone for their sins by taking as many followers of the Devil with them to the afterlife

The bulk of the Pilgrims are men and women with little military training, but when they don the Iron Capirote of a Trench Pilgrim, they can face even a demon from the deepest Bolgias of Hell unflinchingly. Nor is death necessarily an end to their mission: sometimes the Seventh Meta-Christ will deem a fallen Pilgrim worthy and bring them back as Martyr-Penitents, warriors halfway between Heaven and Earth, able to fight once more and feel no pain from bullet or bayonet thrust.





Stigmatic Nuns:

Holy Sisters who manifest wounds to match those of the Third Meta-Christ whom the nuns venerate. They excel in close quarters combat, for each bleeding wound that they suffer makes them stronger, not weaker, as their devotion to suffering as their Lord once did gives them strength and endurance not found on mere common mortals. Armed with swords and pistols, they cross the No Man's Land heedless of any danger, praying to sustain wounds for the Redeemer which in turn will transform them into the very Vengeance of the Lord.



Shrine Anchorites:

Shrine Anchorites are metal behemoths some twelve to fifteen feet tall, a living altar of war almost completely immune to any damage, with a steam engine belching smoke and trumpets echoing with prayers. The interior of the Anchorite is covered in spikes and barbed hooks so that the monk pilot is in a constant state of torment, rejoicing in their pain so they can suffer as their Lord once did. The exterior is festooned with icons, holy relics and devotional prayer scrolls, each according to the traditions of the Pilgrim sect that the Anchorite serves.

In battle each Anchorite carries a great adamantine Catherine Wheel as well as an immense Bonebreaker Mace to bring the wrath of God upon the sinners, heretics and apostates. In a show of piety and atonement, S Shrine Anchorite it is a common practice for Trench Pilgrims or Stigmatic Nuns volunteer to be broken on the wheel and serve in their final battle mounted upon this device of execution, as a sign of both their willingness to suffer for their sins, and for the spiritual protection their sacrifice is said to grant to the Anchorite. The Church frowns upon this custom, but Pilgrims flock to their Anchorites on the eve of any battle, hoping to be granted the honor of perishing upon the wheel.



Knights Hospitaller:

In the immediate aftermath of the Ultimate Heresy, the Princes of the Church faced a terrible dilemma. Never had the Faith needed its finest warriors as desperately as now when the armies of Hell threatened all Creation, and yet the traitors that brought this greatest of calamities came from the very ranks of the holy military orders sworn to protect the Church. How could the Faithful trust their knights ever again, as they had proven to be so susceptible to temptation?

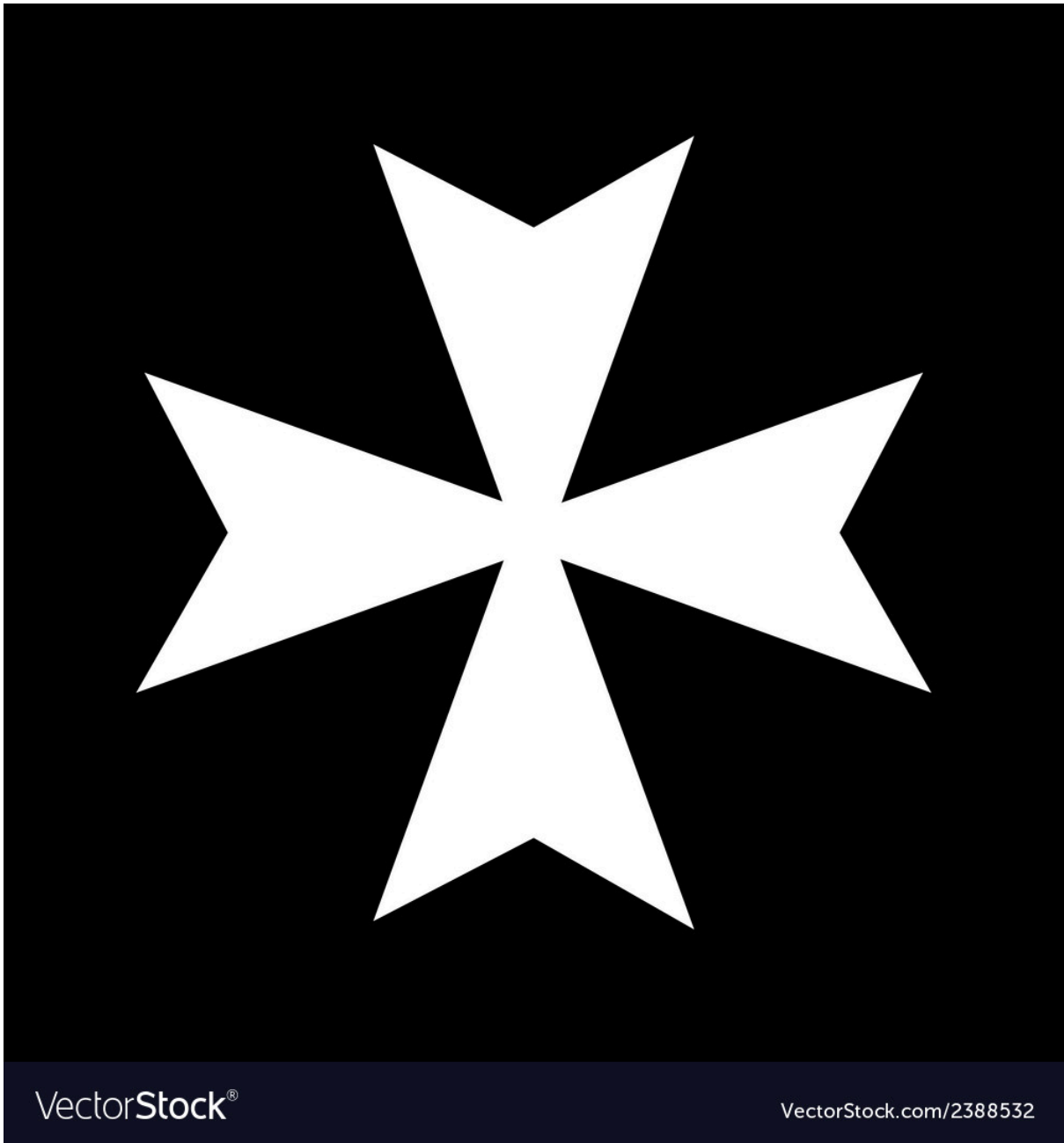
After much deliberation, the Council of Saints offered a solution. To demonstrate repentance for the great Heresy of the Templars, every single Crusader Knight was to swear an Oath of Penance. Whomever joins one of the military orders of their free will is condemned to damnation with but one path to Salvation: dying in glorious battle against the Infernal powers. Should they meet their end due to illness, accident or old age, they would be denied the Last Rites and buried in unmarked pits of the damned. Their vows are enforced by the Four Rites of Passage which not only enhance their bodies but also bind them to their Holy

Oath in this world and the next. This made any further Heresy impossible, albeit at the price of an initiate's soul.

The Knights Hospitaller, or the black knights as they are commonly known, are perhaps the oldest of the knight orders still left to the church. They survived the fall of Jerusalem and all that hell could throw against humanity. Today, they are the primary cavalry force of the crusade. Only a few people outside the order know exactly what the four rites of passage entail, but all know that an aspirant walks out of them a changed man. A hospitaller is taller, stronger, and more enduring than any normal crusader. Not only they, but also their horses are clad in the finest oricalcum steel, allowing them to deliver a charge of heavy cavalry through gunfire like if it was raindrops. The sound of thundering hooves and the sight of a black tide of steel and furry has brought salvation to many a doomed battle.







Territory: 3 The fortress monastery of Velehrad is less a monastery and more of an incredibly heavily fortified city whose only goal it is to produce the armaments of the crusade. It is surrounded by smaller settlements that produce the ores and food the monastery needs. While those are fortified and garrisoned, the population retreats into the monastery in times of crisis.

Champions: 4- Living legends who can single handedly turn the tides of war and history.

The Abbot

No one living knows the birthname of the leader of the order of Saint Methodius, nor his age. Some whisper he was there, during the first hearsay, some 800 years ago. Some even say he was part of the Templar order that led to the damnation of Jerusalem. A single soul that couldn't stop his brother's betrayal, but managed to escape the city as the hordes of hell

ravaged it. If you believe the whispers, his long life is his penance, holy scriptures he carved into his own bones, forcing him to never know the mercy of death, not until the rift to hell he couldn't stop has been closed.

In the end the whispers matter little. The Abbot has been leading believers against hell for years uncountable, and it is his skill in administration, engineering and combat that has let the order rise to the heights it has reached today.



Lyana, the untouched

Lyana, the untouched, has earned her name in many battles, suffering no wounds despite wearing no armor. She is a prophetess of the trench pilgrims, leading them into battle from the front, and returning alive from each of them (a rarity for the leader of the pilgrims, and indeed, the pilgrims themselves). She hears the voice of god clearer than most, a fact that has led her from victory to victory without being touched by a single sinner's blade or bullet.

General Gregory Black

General Gregory is the high commander of the Legionnaires. He has earned his position through decades of exemplary service in the crusade. He is a master in all aspects of war, from organizing supplies to leading his soldiers in the heat of battle.

Herman the Tormented

Herman was born a humble farmer in the land Prussia that was given to the church, for his family had too many mouths to feed. Little connections, but an unshakable faith has led to him being given command of one of the crusades, Shrine Anchorites. For nearly 2 decades now he has endured the agony of being enclosed in it's metal hull, the longest serving wielder of a Shrine Anchorite in living memory. His faith and his experience with his warmachine make him a terrifying force on the battlefield.

Nicolas Cotoner

Nicolas Cotoner is the Grandmaster of the knights Hospitaller. He is an incredible knight, and a master of cavalry warfare. In addition to his own knights, he leads the cavalry regiments of the order of Saint Methodius.

Treasure: 5- With deep reserves and a strong record of success, the community can take greater risks without the chance of being utterly wiped out.

As a production hub the monastery has an incredible stockpile of raw materials, supplies and armaments, with the ability to produce more.

Influence: 2- A group like this might stumble on a fact now and then, or through sheer luck change the mind of someone noteworthy.

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