

# MATTERS OF FAITH

This update sheet takes a brief look at some of the core theology of the Third Reformation Church. It is not, in any sense of the phrase, a detailed overview of every aspect of the faith; that remains for each GM to interpret as he wishes.

There are some spoilers in this document (those paragraphs are marked [Spoiler]). Players are advised to let their GM censor those areas so as not to ruin any enjoyment of the game.

## GOOD AND EVIL

There is no Devil in *Necropolis*. Man is created with the capacity for good and evil. Which path he takes is one of personal choice.

The Third Reformation Church holds that evil acts are committed not by the intervention of an unholy entity, but through human moral corruption and weakness. Similarly, God does not force people to be good; he shows mankind the path to righteousness, but he does not force them to walk it.

So what is evil and where does it come from? In game terms, evil is not following the righteous path. Evil thus exists because it is an absence of God's grace.

Heroes in the game are sometimes presented with morally gray areas. This is deliberate and designed to encourage roleplaying beyond the "we're heroes, whatever we do must be right" mentality. However, they are never forced to side with the Rephaim to achieve their goals.

[Spoiler] For instance, in *The Broken Seal*, the Knights work with a demonically possessed Knight. The Knight is not a demon, and his decision to become a willing vessel was taken i) to keep the demon in check so it could not plague humanity, and ii) so information could be gained from the demon to use against the Rephaim. If anything, the Knight is a victim.

[Spoiler] Similarly, in that adventure the Knights can elect to become possessed to help weaken the demon. Yes, doing so is a short cut to victory, and there in lies the moral dilemma; is it ever right to work with evil to destroy evil?

And never forget, "the devil's best trick is to persuade you that he doesn't exist." (Baudelaire, *Le Houeur généreux*, 1864)

## SALVATION

The existence of the Soul Hunter and Shadow Cloak (from the *2351-55 Update*) states that a soul in good's grace can be forcibly converted into a Rephaim. Despite the ramifications, God has not forsaken his children.

The Third Reformation Church espouses that until the day of final judgment, no soul is granted eternal salvation. When the day of reckoning comes, God will judge each and every person according to his deeds in life.

"In life" is important, for those souls forcibly corrupted did not make a conscious choice to become evil and thus are not cut off from God's grace. They may suffer while serving the Rephaim, but they are still human souls, and salvation is not denied them. The fact that the innocent must suffer is all part of his unknowable plan.

## MIRACLES

Are miracles granted directly by God or through personal faith altering reality? While the Church may publicly state the former as the only truth, they don't have all the answers.

Which option is "truth" is a matter of player choice, not the game mechanics enforcing a single path. Neither option is wrong.