



IV

XXI

HUNTER
INQUISITION

OWBN 2021



DARK PACK

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TABLE OF CONTENTS

| | |
|-----------------------------|----|
| Approvals/Disallowed: | 1 |
| Factions | 5 |
| Sects: | 6 |
| New Backgrounds: | 7 |
| New Merits and Flaws: | 10 |
| New Theurgy Paths: | 14 |
| Paths of Theurgy:..... | 17 |
| Humanity: | 18 |
| Hierarchy: | 18 |
| Florentine Heresy: | 19 |

APPROVALS/DISALLOWED:

Paths of Theurgy – The Inquisition p.g 60-64

- Supernaturals get to pick only 1 of the available 5 paths
- Supernaturals do not get conviction, blessings or endowments

Supernaturals joining Florentine Heresy: Coord Notify

PC / NPC on the Council of Faith: Coord Notify

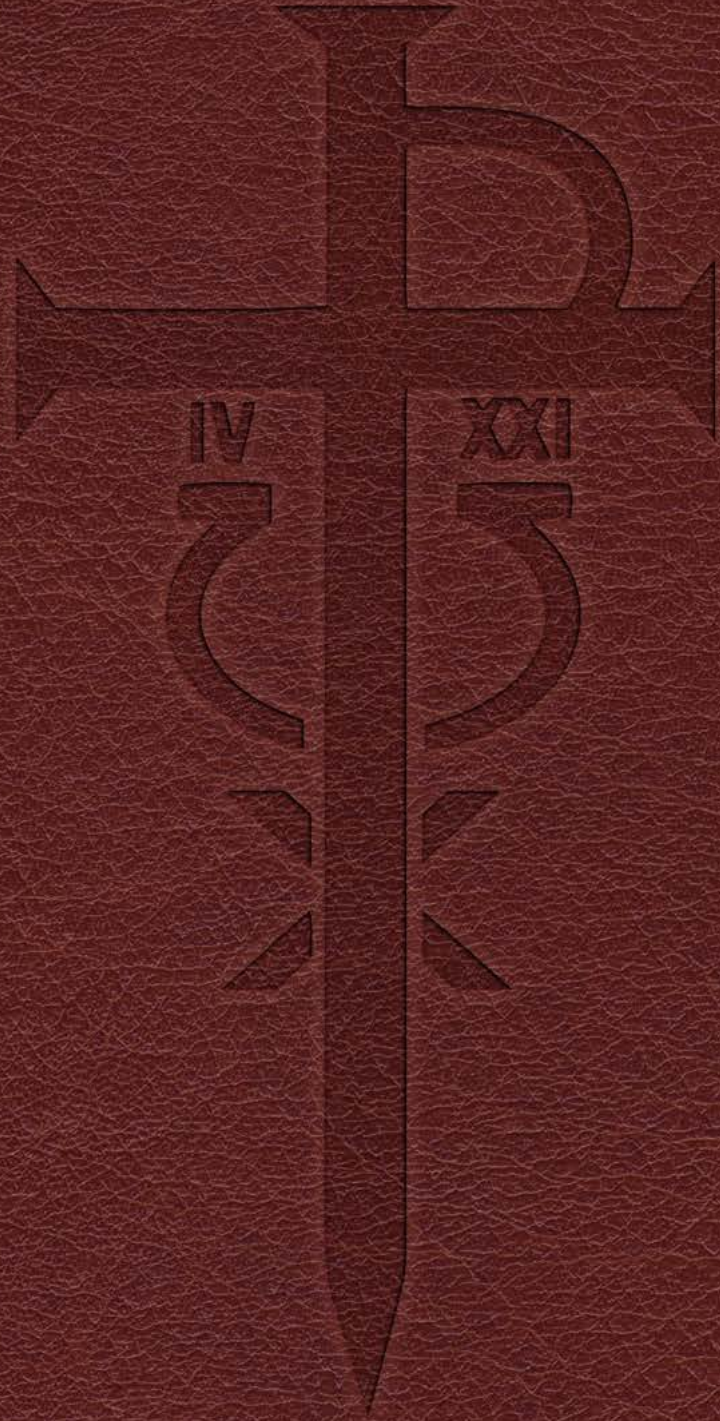
Background: Rank – 4+ (Provincial) Coord Approval

PC / NPC on the Supreme Council: Coord Approval

Supernatural NPC / PC joining the Society of Leopold: Coord Approval

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THE SOCIETY OF



LEOPOLD



An OWBN Supplemental Guide to The Inquisition 2021

The purpose of this packet is to provide support for storytellers making use of the Society of Leopold / Florentine Heresy in their chronicles, whether this be in the form of NPC antagonists or PCs struggling in the Crusade. Within is a handfull of conversions and references to the many printed source books for the Setting. This is in no way intended to replace them and reading through is highly recommended. It approaches the World of Darkness in a way that is not done in any other game line and can be immensely insightful.

For questions and assistance with the genre, please contact Team Reckoning at:
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“STRONGER STILL GROW THE CHILDREN OF THE DRAGON, AND THEY MULTIPLY, AND THEY ARE A WOUND UNTO THE EARTH. AND WE ARE THE BALM FOR THIS WOUND, WE MUST CLEANSE IT WITH FIRE, AND PURIFY IT, AND THEN THE EARTH SHALL BE READY FOR THE PAROUSIA, AND WE SHALL BE JUDGED WORTHY.” – LEOPOLD OF MURNAU





FACTIONS

The Condotierri

Founded in the 15th century, the Condotierri focuses on the safety of the Society rather than the actual mission. They are assigned to protect the larger and older enacula (group of Inquisitors).

Gladius Dei

They are the elite “Sword of God”, the most distinguished order within the Society. Its membership is by invitation only, and is similar to a knighthood. Members of Gladius Dei are hand selected by the Inquisitor-General herself and act under her direct authority.

Office of the Censor

They who judge the judges. The Inquisition within the Inquisition. Membership in the Office of the Censor is offered by the Inquisitor-General.

Order of Saint Joan

An autonomous Order that acts in concert with the Society of Leopold. The Order’s Convents do not welcome men, including Inquisitors, anywhere beyond specified guest areas.





SECTS:

The Brethren of Albertus —

Magic is evil, but one must learn it to best combat it, or so go the teachings of Albertus Magnus. The Albertines excel in the arts of Theurgy, and use it to great effect against the Supernatural. Most Inquisitors still believe that “good magic” is simply an illusion that opens the door to black magic.

The Children of Lazarus —

They ignore other supernaturals and focus only on missions that cleave the vampire scourge. Their concerns and ideology stretch directly back to Leopold of Murnau.

Fathers of the Good Death —

This small group, which only allows ordained priests, believes that vampires are unclean spirits from before the flood, immortal creatures possessing corpses. It is the duty of the Fathers of the Good Death to track down and destroy these spirits.



The Sanbenito —

Depending with whom you ask, this group either does not exist or is a poison in the heart of the Inquisition. The Sanbenito are those Inquisitors who follow the beliefs of Rafaele Renzi, the Florentine Heretic.

Sisterhood of Saint Claire —

Saint Claire’s sect is made up of those who take vows of extreme poverty in order to attract gifts of healing. They refuse all personal possessions and comforts, except what the Society equips them with.

The Order of Saint Michael —

They do not seek the Infernal “in other things” (vampires, werewolves, etc) but hunt the direct presence of other diabolic on earth.

The Sons of Tertullian —

These Inquisitors are deeply concerned with ghosts and demonic spirits. They believe anyone who speaks against the Word of God must be possessed.



NEW BACKGROUNDS:

Mob

The media and social networks of the information age offer a crafty Inquisitor new and innovative tools for organizing congregations into witch-hunting mobs. Zealotry surges through the new vectors of status updates. Fiery sermons sound from home to home via video chat. General Inquisitor Bauer personally instructs her subordinates in these techniques, and you have learned well. These folks are not as educated in the ways of the Enemy as you, and they do not command miracle-working faith or occult power. But they are angry. They are armed. And they are not going to take it anymore. You will find that a mob is much like weaponized fire: a destructive force that puts the fear of God in the hearts of monsters, but one that easily spreads out of control.

- You command a mob of two people.
- You command a mob of four people.
- You command a mob of seven people.
- You command a mob of fifteen people.
- You command a mob of twenty-five people.

Reliquary

You have been granted access to the reliquary of the Church. The vaults of the Vatican are ancient, dark, and deep, and many are the occulted secrets within – from holy relics to the terrible devices of witchery that the Church locks away to keep from blasphemous hands. This Background allows you to possess such a supernatural artifact and represents both a privilege and a responsibility, as you are the keeper of the relic. The loss or destruction of the item consumes any Background points spent, and the Society may think twice before opening the reliquary to you in the future. The Storyteller has the final say on a relic's value and powers. Some example relics can be found on pp. 157-158. Players may opt to pool Background points for a shared relic. See p.g. 118-119 of V20 for more information on pooled Backgrounds.

- You possess a minor relic.
- You possess a useful relic.
- You possess a relic of significant power.
- You possess a relic of incredible power.
- You possess a relic mentioned in many legends.





Status

You are an Inquisitor of status in the Society of Leopold. Such distinction might come from a reputation of dedicated work, the slaying of a particularly powerful servant of the Devil, the performing of a holy miracle, the gathering of esoteric knowledge, or even simple longevity, a rarity in witch-hunters. As with any institution, having friends in high places helps as well. Regardless of status, a Society member is always called an Inquisitor. An Inquisitor without a Status rating begins as a novice. When dealing with Inquisitors of lower Status, apply the difference in Status as bonus traits to any Social challenge.”

- Tertiary
- Councilor
- Abbé
- Censor
- Provincial

Flock

A flock will not actually work for the inquisitor in his cause by confronting the enemy or researching its ways, and neither would an inquisitor willingly expose them to such dangers. Instead, they are a group of people who act as a bulwark for his belief, reminding him of the reason for his inquisition and who can actually boost his Conviction through joint prayer (Inquisition Companion p.g. 160)

- You have a few friends you pray with occasionally.
- A small village looks to you for spiritual guidance.
- You are one of the most respected preachers in your region, and many people turn to you to listen to you teach.
- Word of your preaching has spread far and wide, and news of a visit by you excites the faithful and worries the sinful.
- Your preaching shapes the beliefs of a nation. Had you not been called to the Inquisition; you would be renowned as a bishop or founder of a monastic order.



Rank

Each of the orders has its own particular idea of rank, structure and appellations, but this Background represents an inquisitor's overall level of influence and power within the Inquisition as a whole. flock will not actually work for the inquisitor in his cause by confronting the enemy or researching its ways, and neither would an inquisitor willingly expose them to such dangers. Instead, they are a group of people who act as a bulwark for his belief, remind him of the reason for his inquisition.

- You have exposed a few creatures of Satan and are respected by new Inquisitors.
- You are well-known among local inquisitors, who look to you for advice and guidance.
- You serve on your local Council of Faith, helping direct the city's Inquisitors.
- You serve (or have served) on the Supreme Council, advising on the Inquisition across the nation.
- You answer to God and the Grand-Inquisitor, and no one else.





NEW MERITS AND FLAWS:

MENTAL

Isolated Upbringing (1pt. Flaw)

You were raised by the Society of Leopold, either born to an Inquisitor or adopted by the Society at an early age. The Inquisition is all you know. The sanctity of your holy work is honed by a purity of skill, unclouded by distraction. Unfortunately, you have a limited understanding of the outside world. When in a non-Society setting, you are down one trait in all Social challenges. When field work takes you beyond the Inquisition's walls, how will you react to all the new people, stimuli, and fellow hunters who are not so cloistered?

Religious Hysteria (3pt. Flaw)

Angels and demons are everywhere! You see them. You note the signs of the Divine plan in every nuance of life. The entire world's an omen! The Holy Ghost whispers in your ear constantly. Why do others not understand? Even your brothers and sisters in the faith shake their heads as you breathlessly elucidate your latest holy vision. The difference between this Flaw and the Ecstatic Merit (see below) is that people do not take you seriously. Your visions occur a bit too often, are a bit too untenable. You are down one trait in all Social challenges.

SOCIAL

Ecclesial Rank (1-3pt. Merit)

Though your status as an Inquisitor is a secret outside of the Society of Leopold, you are also an official member of the Roman Catholic Hierarchy. This Merit determines your standing, each point widening the scope of your service and influence. The one-point version grants you the rank of priest, presiding over one parish (and its deacons and laity). The two-point version grants you the rank of Bishop, presiding over one diocese, consisting of many parishes (and their priests). The three-point version grants you the rank of Archbishop, presiding over several dioceses (and their bishops).





Sanctioned Witch (2pt. Merit)

You are known as a “Judas Witch,” having received the Sanctuary of the *Disciplina Arcani* from the Inquisitor-General herself. You cannot be punished or detained for occult study or the use of *Numina* (though the sanction can be revoked for misconduct). A tattoo of the Seal of Solomon, on the palm of your left hand, marks your credentials. This does not mean everyone in the Society trusts your expertise, as many despise the magic arts.

Rebel (1-3pt. Flaw)

You have acquired some infamy in the Society of Leopold. At the one-point version of this Flaw, you might simply be scorned by your betters, who wait for you to slip up. At the two-point version, you are actively loathed and can expect little help. At the three-point version, there are Inquisitors who hate you as much as the supernatural. You should work with the Storyteller to come up with the specific reason for this ill repute. Bear in mind, your reputation is relative among the divisions within the Inquisition. Some sects may embrace you just to spite their rivals. For example, while you might earn the ire of the Society at large by studying the sorcerous arts too closely, you might find acceptance, and even encouragement, from the Brethren of Albertus.

SUPERNATURAL

Ecstatic (2pt. Merit)

You are prone to fits of religious ecstasy — stigmata, glossolalia (speaking in tongues), visions, and trances. This is a Merit of dubious benefit. While some may distrust you as a religious hysteric, you find high regard among others of the faith as one “touched by God.” Add one bonus trait to any Social challenges with the Society (and possibly others with similar spiritual beliefs).





Ecumenist (4pt. Merit)

The Holy Spirit “bloweth where it listeth.” You understand this. You see the fractal reflections of your God in other religions, and you remain humble in knowing how little of the divine you can know. Where others must brandish the holy symbols of their tradition when using True Faith, you see the supernal spark at the core of beliefs beyond your own, and you are able to use their religious icons and holy ground when confronting the supernatural. Likewise, in your presence, a group of individuals from different religions may pool their True Faith for greater effect. Such a communal pool requires only one person with this Merit. You can be the bridge that connects all faiths as brothers and sisters in the long, dark night of the soul.

Fist of God (7pt. Merit)

Some call you “Witch-Hammer,” for your naked hands do grievous hurt to the children of the elder night. All your Brawling damage is considered aggravated against supernaturals. Work with the Storyteller to create a good reason for this rare effect, and how it developed. Only mortals with Humanity of seven or higher may purchase (or keep) this Merit.

Holy Aura (2pt. Merit)

No matter the color, your aura burns as a brilliant beacon of religious devotion. Even mortals who cannot see auras are drawn to your presence. Subtract one from the difficulty of all Social Challenges. Some supernaturals will find this a positive aspect; others, particularly the Kindred, may likely be hostile toward you. Many will believe you possess great power (regardless of the truth).



Paradise Lost (2pt. Flaw)

You once had the True Faith that could light the night. It is now extinguished. This is not the simple loss of an advantage, but a gaping wound of the soul. You know what it was like to be seen in the light of the divine, but now stumble outside the sight of God and drown in the corpse-cold murk of doubts, an ever-flowing river with no end in sight. Whenever you are confronted with this loss (holding a holy symbol, asked to perform a miracle, entering a church, etc.), make a Willpower challenge (difficulty 7) or be down one trait on all actions for the scene, as sorrow seizes you. This Flaw can be earned mid-chronicle with a loss of True Faith, or it can be taken at character creation as part of a tragic backstory, possibly initiating a redemption tale of faith regained





NEW THEURGY PATHS:

VIA GENIORUM –

Via Geniorum is one of the Ways that is most distrusted by Theurgy's critics; Theurgists who practice this Via deal with the realm of spirits and the demonic. They argue that all creatures are ultimately under the call of heaven, including spirits and demons. These Theurgists believe that there is an entire spectrum of Spirits who allied neither with Heaven nor Hell, yet can be commanded by the power of Heaven. This Way grants the practitioner power over non-human spiritual entities (demons, elementals, etc.).

Knowledge of a spirit's true name grants one power over it. A true name is not the title that the spirit commonly goes by, but a more complex, primal invocation. The world warps and flutters when true names are spoken. They are jealously guarded secrets, requiring extended Mental Challenges retest Occult (difficulty 9), and a good occult library to decipher. Every success grants a "syllable" of the name. The simplest of spirits might have a single syllable true name, but more powerful demons will have many more (up to the discretion of the Storyteller). A Theurgist may try and trick a spirit into divulging its true name. True name syllables are often a form of currency amongst spirits and occultists, who tend to hoard them.

Cost: 1 WP

Modifiers: A free retest if the Theurgist knows the Spirit's true name.

Summoning Grades

- Calling: These Rituals are only for summoning spirit entities. You command a mob of two people.
- Spirit Summoning: Minor Spirits (e.g. Gaffling, minor elements, low level minions) can be contacted but not true demons. These Rituals require 5 or more successes on an extended Social challenge, retest Occult (difficulty 8).
- Minor Summoning: More powerful spirits (e.g. servitor-rank demons, more powerful Minions) may be contacted; Rituals require 10 or more successes (difficulty 9)
- Prime Summoning: Greater spirits and demons called "tempters" (the low-level ones) may be summoned. Such spirits can be dangerous to both the Theurgist's body and soul. Very few Theurgists ever truly attempt these summoning Rituals.
- Great Summoning: Greater level tempters, and other Preceptor Lords can be summoned.





Ritual of Revelation (Rank 1):

The Theurgist does not peer into the spirit world so much as command nearby supernal beings to reveal themselves. On a successful Social challenge retest Occult (difficulty 8), the Theurgist can see all spirits in the immediate area (including those possessing physical bodies).

Ritual of Protection (Rank 2):

On a successful Mental challenge retest Occult (difficulty 7), the Theurgist may draw protective sigils into handheld objects or in a small circle around her. Extended challenges can make larger circles or more completely protected locations, with 10 successes being enough to protect a small house. Spirits cannot harass or enter a person or location, thus protected, without succeeding in a Willpower challenge (difficulty 9). Protection lasts for one month or until the sigil is disturbed (a carved sigil is much harder to disrupt than one drawn in chalk).

Ritual of Dismissal (Rank 3):

The Theurgist can send a spirit back to its native realm. This Via requires a Social challenge retest Occult (difficulty 9). The number of successes needed, in an extended challenge, vary widely based on the power of the spirit (and left to the Storyteller's judgment).

Ritual of Summoning (Rank 4):

The Theurgist can now summon spirit entities. This Via requires an extended Social challenge retest Occult (difficulty 9). The number of success needed, in an extended ritual vary widely based on the power of the spirit (and left to the Storyteller's judgment). A summoned spirit must remain in the Theurgist's presence for a scene or until it has answered three questions (it cannot be made to reveal its true name in this manner). Further interaction relies on Social challenges, sacrifices, or other powers. A failed challenge, requires 2 simple challenges. If the player fails both failed challenges, the summons an enraged spirit who likely attacks the unlucky Theurgist.





Ritual of Binding (Rank 5):

The Theurgist can now force a spirit into servitude. This Via requires an extended Mental challenge retest Occult (Difficulty 9). The number of success needed, in an extended ritual, vary widely based on the power of the spirit (and left to the Storyteller's judgment). A bound spirit may be asked to do a specific action ("Attack that vampire!") or an ongoing action ("Watch over me.") lasting until the next sunrise or sunset.

VIA NECROMANTIAE —

The Via Necromantiae is Theurgy designed to contact or banish the dead. This Via resembles in parts those of the Via Geniorum, but it is, nonetheless, distinct.

Cost: 1 WP

Modifiers: -1 difficulty if the Theurgist has an object important to the ghost in life.

Ritual of Wakening (Rank 1):

The Theurgist may command a recently deceased cadaver to awaken. On a successful extended Social Challenge, retest Occult (difficulty 7). The corpse will sit up and answer the Theurgist's questions, to the best of its ability, for one minute per success. Every twenty-four hours the cadaver has been dead adds one to the difficulty. A cadaver more than three days dead cannot be wakened.

Ritual of Warding (Rank 2):

Theurgists may protect an area from ghostly intrusion. With a successful extended Mental challenge, retest Occult (difficulty 7). The Theurgist may block ghosts from entering a room-sized area. Each success indicates one week of successful warding.

Ritual of Communication (Rank 3):

Theurgists may contact the dead by making an extended Social challenge, retest Occult (difficulty 10). That difficulty drops, cumulatively, if any of the following criteria are met: Theurgist possesses an object important to the ghost in life (-1), a person important to the ghost is present (-1), the ritual is conducted in the ghost's former home (-1), the ritual is conducted in a place where the veil between the Underworld and the world of the living is thin (a free retest). Maintaining contact with the dead is difficult. Each success allows the Theurgist one minute of communication. The time period can be doubled for another point of Willpower.



Ritual of Summoning (Rank 4):

Theurgists may expel a haunting ghost. This requires an extended Social Challenge, retest Occult (difficulty of the ghost's Willpower + 3, maximum of 9); this is an extended challenge, requiring a number of successes equal to twice the ghost's Willpower. Simply initiating the banishing costs 1 Willpower, but no more Willpower is required for the remainder of the struggle.

Ritual of Vivification (Rank 5):

The Theurgist can now urge a cadaver to rise. This Via requires an extended Mental challenge, retest Occult (difficulty 8). Every success animates the corpse for one week, and that time can be doubled for another point of Willpower. Animated cadavers will not have much in the way of personality or intelligence, but can follow simple directions.

PATHS OF THEURGY:

Supernatural's that are a part of the Florentine Heresy are only able to learn a maximum of 1 path of Theurgy. PC's are not allowed to learn Psychic Hedge Magic. Supernatural's are not allowed to learn any of the 3 The Holy Art paths.

Via Geniorum (per The Inquisition p.g. 62)

Via Necromantiae (per The Inquisition p.g. 63)

Via Medicamenti (per The Inquisition p.g. 61)

Via Ignis (per The Inquisition p.g. 62)

Via Oraculi (per The Inquisition p.g. 63)

The Holy Art (per The Inquisitor p.g. 189)





HUMANITY:

Mortals can lose their Humanity in the same manner as vampires. Those with a high Humanity rating must be careful; they can lose Humanity through acts of arbitrary cruelty or wanton destruction, even in the name of God. Such mortals can find their Humanity slowly diminishing, until ultimately it dwindles to nothing: insanity, depravity, and derangements are all that awaits them.

However, humans can never truly lose their Humanity. If a mortal character's Humanity rating drops to zero, it reverts back to one. For Each "dip" into the ocean of the Beast, each time that a mortal's Humanity rating temporarily reaches zero, he gains a Permanent Derangement.

Humanity is vitally important for those mortals who would possess True Faith. A character with True Faith must have a minimum of Humanity 4; once their Humanity score drops below 4, then her Faith rating disappears.

Conviction / Blessings:

Supernatural creatures are not allowed to get conviction / blessings. These are for the mortal inquisition members and they function per the Inquisitor book on page 159.

HIERARCHY IN THE INQUISITION:

Tertiaries: Entry level members in the organization.

Councilors: Those promoted by the Provincial due to the respect they have earned.

Abbe: Responsible for the actions of the Cenaculum. Appointed by the Provincial or elected by a group of Councilors if the Cenaculum has a large group of Inquisitors.

Censor: Appointed by Provincial to make sure no member of the Inquisition has turned infernal.

Provincials: Successful Abbe promoted by the Inquisitor-General. They manage an entire region. They generally all have a yearly meeting to discuss yearly plans, which all of the Society is invited to join.

Inquisitor-General: Leader of the Entire Society, and has lifetime authority in the Society. Voted and chosen by the provincials.



FLORENTINE HERESY:

The Florentine Heresy is the name given by the Italian monk Rafaele Renzi. He believed supernaturals were able to overcome their inherent evil nature by honest remorse and decided to minister to them offering the Lord's salvation. For this, he and his associates were placed on trial and burned. However, that has not stopped the Heresy from spreading, no matter how much the Society of Leopold has tried to stop it. 1 year after Rafaele Renzi's death, the Society made the Florentine Decree.

FLORENTINE DECREE

In the name of the holy and undivided Trinity, Father, Son and Holy Ghost. This holy council of the Society of Leopold, lawfully assembled in the Holy Ghost, considering the great import of the matters to be considered, recognizes that its wrestling is not against flesh and blood, but against the spirits of wickedness in high places. Wherefore, that this pious solicitude of the Society may work according to the Grace of God, it ordains and decrees that the following canons of faith are in accord with the sacred charge of the Society.

Canon I - If any member of the Society forsakes his duties, either through negligence or intent, let him be anathema. While the Society allows for the provision of the general failure or error, it still sees the duties of Inquisitor as sacred and binding.

Canon II - If anyone disobeys the decisions of the Inquisitor-General, or his Provincial, or his Abbé, or any other member of the Society of just authority, let him be anathema.

Canon III - If anyone disbelieves the reality of the Prince of Darkness, or that his children walk the Earth to torment and harass the faithful, let him be anathema. Such apostasy is contrary to the truths of the Society.

Canon IV - If anyone believes that Salvation is open to the children of the Enemy, or that they are deserving of the mercies of the Church, or the Society, or is in any other way an adherent or sympathizer to the Florentine Heresy, let him be anathema. Such apostasy is contrary to the truths of the Society, and counteracts the good which the Society has done on Earth. He shall be branded traitor and will be deserving of the most severe punishments and penalties, without the hopes of penance or forgiveness other than by God.

Canon V - If anyone is disloyal to the Society of Leopold, or reveals its secrets to outsiders, or sides with the enemies of the Society, let him be anathema. Such apostasy is contrary to the truths of the Society, and counteracts the good which the Society has done on Earth. He shall be branded traitor and will be deserving of the most severe punishments and penalties, without the hopes of penance or forgiveness other than by God.





HOW TO JOIN?

Joining the Florentine Heresy requires several different steps. These steps are to show that the supernatural creature is truly able to overcome their inherent evil nature. The following below are the first steps to being able to join the Florentine Heresy:

- 1.) You must have Humanity at 3+, or be on a path dedicated to one of the Abrahamic religions.
- 2.) You must be invited to join the group. To do so, usually involves proving that you are repentant over your inherent evil nature by some action.

Structure / Roles:

The Florentine Heresy is structured in the same way as the Society of Leopold. In fact, some of its members hold the same position in both organizations. The only difference is that the Society is openly hostile / aggressive against the Heresy and that the Society is a lot larger.





ROLES IN THE INQUISITION:

Inquisitors –

The smallest unit. Where there is an inquisitor, there is an Inquisition. An Inquisitor is a combination of an apostolic judge, and medieval Police Officer. The inquisitor's mission, handed to them, is not hunting the fiends of the night and the heretics. It is to save souls and protect them from the Scourge of Evil. An inquisitor is never alone. He believes in the strength in numbers and works with others in cells to plan, watch, wait, and act.

Procurator Fiscalis –

The Procurator Fiscalis is a combination of public prosecutor, archivist and expert in the ways of the damned. A single Procurator Fiscalis serves a Council of Faith. Only those with especially keen minds, eyes for details and objective outlooks are promoted to the position.

Council of Faith-

Council members are chosen from the pool of inquisitors with backgrounds as lawyers, theologians, clergy and distinguished laity. They are entrusted by the Supreme Council to maintain the hierarchy and organization of the Shadow Inquisition. A Council of Faith comprises 5 venerable inquisitors.

Supreme Council-

The Supreme Council comprises 7 members. Two inquisitors of high standing, two secretaries, two lawyers or experts in theology and 1 Advocatus Fiscalis (financial advisor). The Supreme Council has 3 functions:

- 1.) Executive board that oversees the direction of the Inquisition.
- 2.) Act as the Council of Faith for Rome.
- 3.) The Supreme Council can vote to remove the Cardinal (head of the Secret Inquisition), the Cardinal does not know the Supreme Council has this ability.



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