

JUDGMENT DAY



CORE SETTING GUIDE

JUDGMENT DAY



INTERROGATION CHAMBER

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JUDGMENT DAY

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AN UNEXPECTED STOP

"Lord Inquisitor Steel, we are nearing the rendezvous point," said a voice over the radio in the inquisitor's Land Rover.

"Good; and Jason, keep an eye on that forest," Inquisitor Steel replied.

"Yes, my Lord." Jason Andreson stowed his radio microphone beneath the front dash of his Ford Mustang. The technology was old, but safer than using cell phones. Cultists may have gotten wise to tracking cell phone signals, but they didn't know how to pluck radio communications from the air. Sometimes old technology can be your best friend.

Inquisitor Steel waited patiently in the clearing of the forest. His team was moving into place with Andreson in the lead. Andreson was a trained operative, coming straight from the Marines into the waiting arms of the Inquisition. He passed his initial training course with flying colors and proved that his willpower was rock solid.

Inquisitor Steel wasted no time grabbing Andreson from the ranks of injunctives waiting to join a Lord Inquisitor's team. He never understood why Andreson didn't want to become an inquisitor. When asked, he simply stated that it "wasn't his place." Inquisitor Steel respected that and made Jason head of his team.

Jason arrived on the outskirts of the forest along with three other team members: David Wurth, Jenna Mason, and Simon Frazier. Wurth was a long-time FBI investigator with an impeccable track record. Also an injunctive, his investigation and forensics skills were key to the team. Mason was an Inquisitional scholar, currently studying demonology and shapeshifters. Inquisitor Steel looked forward to the day when he named her a hunter and then a purgator. Not only could she mentally disassemble the supernatural in a snap, but she was also charismatic and developing her leadership skills. Frazier was a fledgling telekinetic with limited psionic abilities. Inquisitor Steel found him in the backwoods of Northern Minnesota; making him a member of the team before he caused a forest fire, or worse. Unfortunately, psions cannot become inquisitors, but often end up as some of the most sought after injunctives in the world.

The four of them exited the Mustang and moved around to the trunk. Andreson opened it to reveal a carefully planned arsenal, ensuring each member was equipped with what they would need.

"The druids practice here," said Andreson. "Many of them are shapeshifters. You'll need silver weapons to be of any use."

The team grabbed their preferred weapons. Andreson grabbed his favorite platinum war hammer and an M16 with silver bullets. He slung the M16 behind his back and carried the war hammer on his shoulder. Wurth grabbed a pair of Glock pistols with silver bullets, immediately holstering them both. Mason grabbed a single Glock pistol and a pair of binoculars. She was serving as the eyes of the team for this mission. Frazier grabbed two silver knives, sheathing both of them.

Andreson nodded to the team and closed the trunk. They walked off into the forest, toward Inquisitor Steel's position. "Are you there yet?" asked Inquisitor Steel over the radio.

"Almost," replied Andreson.

"Switch to radio silence."

Andreson killed the radio line between him and the inquisitor. Radio silence meant sensitive information could be exchanged that no one else was privy to. Andreson indicated the radio line had been severed and Mason confirmed.

They continued on to their assigned position 150ft from the clearing. The team knelt down behind a fallen tree and Mason took her position. She focused her binoc-

ulars on Inquisitor Steel's position, and indicated to Andreson that she had him in her sights. She then scanned the area around the inquisitor; no one else had joined him.

Off to the inquisitor's left was his Land Rover. He had exited the SUV and was waiting patiently in the clearing for his contact to arrive.

Ten minutes went by and Mason saw a man walk into the clearing. He was moving quite slowly, as if approaching an inquisitor meant nothing to him. She scanned the area and noted other bodies moving through the forest between their position and Inquisitor Steel's. She nudged Andreson and indicated eight targets had been sighted. The man in the clearing continued his stroll up to Inquisitor Steel.

"Inquisitor Steel I presume?" the man asked as he neared the inquisitor.

"Yes," replied the inquisitor. The calm in his voice is almost soothing. "Why is it you confront me with the sound of your minions nearby?"

"Protection, inquisitor; merely protection. We have been hunted by the Inquisition for centuries and now one of them wishes to speak with us."

"So you admit to being a heretic."

"I admit to nothing. Your petty judgments mean nothing to me or my clan. You call us cultists, but we are nothing of the sort. Cultists are revelers in folklore; we are a druidic bloodline."

"You are a created bloodline. The Burning Crow has no bloodline past the Revolutionary War."

"Ah, my little inquisitor, of that you are wrong. Although we may tie our moon-driven blessing to that time, our druidic bloodline dates back before The Fall."

"You admit to being born a heretic then. What's stopping me from shooting you right where you stand?"

"Because I am come to you as a man in need, Inquisitor Steel. One of my brethren has shamed us and gone rogue. He has left the confines of the northern highlands. We believe he journeyed either to the Iron Range or maybe into Canada."

"You wish me to capture and bring him back for you? Do I look like a bounty hunter?"

"No, inquisitor, we wish you to hunt him down and purge him, as you would say. We cannot have our brethren threatening our way of life. We are protectors of nature, not vicious animals."

"I have a thousand arguments for that," replied Inquisitor Steel, "but none of them matter. Because I have a duty to protect human life, I will gladly hunt down one of your kin and slay him where he stands. I will even deliver his body to you as proof. But tell me this, beast; why have you come to me and why shouldn't I cut you and your entire clan down right now?"

A deep-throated laugh came from the man. "Why, Inquisitor Steel, you surely understand the radical aura that you carry."

"I am not a radical."

"Then why haven't you killed me?"

"We're done here." Inquisitor Steel turned away from the man and got into his Land Rover. He signaled to his team to regroup at their meeting place.

The inquisitor's team pulled their equipment together and got back into the Mustang. They were a couple minutes behind Inquisitor Steel and reached the meeting place in Wausau, Wisconsin after a two-hour drive.

The meeting place was a coffee shop. Not ideal for clandestine meetings, but sometimes it's easier to hide in plain sight. Wurth and Mason ordered coffee while the others grabbed a group of chairs near a fireplace.

Inquisitor Steel waited for them to sit down before speaking. "We're leaving in two hours and driving to the Iron Range. We have a safe house in Lutsen, not far from Lake

Superior. It's over 300 miles, so we'll be driving through the night. Jenna, you'll ride with me; we have a lot of things to discuss. Jason, you, David, and Simon should stay about a mile behind me, watching for signs of trouble. David, check us out of the hotel while we pack up."

"What are we lookin' for?" asked Frazier.

"We're going beast hunting," replied the inquisitor.

Two hours later the Land Rover and Mustang were heading north on US-51. Inquisitor Steel and Jenna Mason discussed the Burning Crow shapeshifters, sensitive information that the injunctives and psion couldn't hear. He explained that one of their own left the clan and fled to the Iron Range. The head of the clan didn't mention what he was, but the inquisitor knew he'd be easy to find.

As US-51 drew near the Michigan border, a crackle came over the radio. "Come again Jason?" Inquisitor Steel replied.

"I said, you have a tail," Jason said clearly this time.

"I don't see anyone on the road behind me."

"Your tail is in the sky."

Mason looked up at the sunroof and the sky behind them. "I see him."

"What is it?" asked the inquisitor.

"Looks like a giant bat; must be a demon."

The demon flew ahead of the Land Rover and landed in the middle of the highway. Inquisitor Steel slammed on the breaks and the SUV skidded to a halt. Andreson arrived in his Mustang only seconds later, stopping behind the SUV.

Inquisitor Steel stepped out of the Land Rover and onto the pavement. "You are blocking my passage," he told the beast.

The beast let out a guttural scream that shook the SUV.

The demon was quite large. Both Inquisitor Steel and Andreson were slightly over six-feet tall, and this demon was at least two-feet taller than them. Inquisitor Steel grabbed his platinum scimitars, sheathing them immediately. Andreson, Wurth, and Mason exchanged their clips for platinum bullets. Frazier grabbed a pair of platinum knives.

The five of them stepped in front of the Land Rover, forming a line between it and the demon.

"Prepare to be my dinner humans!" the demon yelled out.

"I'm not a human," replied Inquisitor Steel. "I'm an inquisitor. And you, demon, have just made a big mistake."

The demon let out a loud roaring laugh as a flaming whip was drawn from seemingly nowhere on its body. Its hand cracked faster than the team could fathom and the tip of the weapon came hurtling toward them. Each one of them darted to the side, barely dodging the small explosion that cracked from the end of the whip.

Frazier quickly recovered and unsheathed his knives, tossing them both into the air. Using his telekinetic abilities, he willed them to rocket through the body of the demon. Each one struck an arm and the beast roared out, watching the platinum knives burst through. Black ichor oozed from the wounds, stunning the creature.

The demon narrowed its eyes and a second flaming whip was pulled from nowhere. It cracked both of its arms quickly, sending flames shooting toward Frazier and Andreson. Wurth jumped and knocked Frazier to the ground as the flames singed his hair. Andreson dropped prone and let his war hammer skitter to the ground. He pulled his assault rifle free and let loose a staccato of shots into the demon's leg.

The demon roared out again and both whips disappeared. Its hands began to glow with a chaotic black as an orb formed and opened up a small gate to the chaos realm. Four small imps emerged and leapt out to engage the group. Inquisitor Steel pulled out his nickel-plated Desert Eagles and put platinum bullets into two of the imps,

dropping them quickly to the ground. Wurth got on his knees and dropped the other two with a shot from each of his Glocks.

The demon reeled back for a mere second, showing the shock on its face. Inquisitor Steel holstered his Desert Eagles and pulled his scimitars free. He squared off against the demon and charged forward. The demon stood and laughed as it brought down a meaty fist. The inquisitor rolled beneath the powerful punch and stabbed a scimitar into the demon's arm.

Andreson dropped his assault rifle and started to charge, grabbing his war hammer on the way. He lifted the war hammer above him and crashed it down on the knee of the demon, opposite from the arm cut by Inquisitor Steel's scimitar.

Wurth looked over at Mason and shook his head. "We can't shoot at the demon or we might hit Steel or Andreson." She confirmed his statement with a nod of the head and holstered her weapon. The two of them started preparing the vehicles to move out.

Frazier felt out with his telekinesis to find his knives. In mere seconds, he found them both and recalled them to his side, letting them hover just above his head. His timing would have to be perfect, so he waited for an opening.

The demon reeled in pain as its knee was crushed by the war hammer. Inquisitor Steel leapt to the side of the creature and sliced both scimitars into its side in an X pattern. Black ichor sprayed the ground as the creature began a back swing with its right arm to send the inquisitor flying backward. Andreson used the opening to swing hard into the belly of the demon, causing it to stumble and sending its arm over the inquisitor's head.

Frazier saw his opening and sent both knives flying through the air and into the demon's chest. The ground shook as he watched the demon fall on its back.

Black ichor was oozing all over the road and demon's chest was rising and falling quickly. It began clawing at its chest, as if attempting to staunch the flow. Inquisitor Steel and Andreson approach the demon, one on each side.

The inquisitor bent down and looked the demon in its eyes. "I warned you." He stood back up and nodded to Andreson.

Jason Andreson lifted his war hammer into the air and brought it down, crushing the demon's chest. As the demon screamed in agony, Inquisitor Steel removed its head with one two-handed swing from his scimitar.

The demon stopped moving, and soon began to disappear. Wurth looked on in puzzlement. "What's happening?"

Inquisitor Steel looked back at the injunctive, "It's returning to the chaos realm."

"But you just cut its head off!"

"Only an immortal being can slay an immortal being. When we kill one of these beasts, it is sent back to the chaos realm. I'm sure it will find a way to return someday." Inquisitor Steel walked over to David Wurth's side. "I forgot that you haven't seen a demon die."

Inquisitor Steel took his phone from Jenna Mason. He tapped into a secure line, reaching a man in Chicago.

"Steel?" the voice said.

"We need damage control on my current position."

"Affirmative," was all the voice said before disconnecting the line.

Mason looked over at Inquisitor Steel. "Now what?"

"We have a beast to catch in the Iron Range. The Inquisition will clean this up," he said as he got into the Land Rover.

Wurth, Frazier, and Andreson returned to the Mustang. With their weapons packed away, the two vehicles continued their journey to Lutsen, Minnesota.

Judgment Day presents a multi-era, supernatural hunting setting for the **Savage Worlds**. It is prominently set in three eras: Middle Ages during the Crusades, Victorian era, and the modern age. All eras from the Crusades to the modern age are possible, but further guidance may be found in future supplements.

WELCOME TO JUDGMENT DAY

We bring you the secrets kept from the public for an entire millennium. *Judgment Day* is part of the multi-era, fantasy horror alternate history known as **Shadowed Earth**. It begins around the time of the Crusades and continues on into the current day.

But what is Shadowed Earth? Shadowed Earth takes history's folklore and mythology and makes it real, mixing it with elements of horror and fantasy. It begins from the first days of Earth's existence and doesn't end until Earth's last days. It is all encompassing, but doesn't change the world that we know. Humanity has still reached where we are in the modern age, but there are many machinations going on in the shadows that make everyday living dangerous.

The only thing that protects humanity from the dangers that have lived on Earth for thousands of years is the Inquisition – an organization born from the need to fight heresy during the times of the Crusades. But this Inquisition is not the heretic purgation as told in the history books; this Inquisition fights the supernatural. They are the men and women whose willpower is strong enough to face the fear that drives people insane. They are the hunters that run into the storm of vile beings. They are the purgators that ensure we are all safe. They are the scholars that document Earth's true history, ensuring that good will always triumph over evil.

Judgment Day puts you in the role of saving humanity from the supernatural and the forces that support them. As a player character, you take on the role of an inquisitor or a member of an inquisitor's retinue, quashing threats as deemed necessary by the Inquisition. These threats may be alien, bestial, draconic, chaotic, ethereal, or necrotic in nature. And in Shadowed Earth, these threats are very real.

WHAT IS JUDGMENT DAY?

Judgment Day is a historical fantasy horror tabletop roleplaying game setting for *Savage Worlds*. The book you are reading is the Second Edition of *Judgment Day*; a significant expansion to the First Edition, *Savage Worlds* book. This new edition breaks away from the original mini-setting and places *Judgment Day* in the Shadowed Earth timeline.

Judgment Day centers on the secret supernatural hunting organization known as the Inquisition. Because the Inquisition had its highest level of influence and importance in three separate eras within the Shadowed Earth canon, *Judgment Day* offers three different eras to play in: the Middle Ages around the time of the Crusades, the Victorian Era, and the Modern Age after the 1920s. The Inquisition plays a major role within each of these eras according to the Shadowed Earth canon.

CRUSADES

The Inquisition was formed during the time of the Crusades. After the first crusade freed humanity from the enslavement of the Armies of Chaos, Christian forces knew they must do something to discover why The Fall happened in the first place. (For more about The Fall, see the *Shadowed Earth* core setting guide or peruse the Encyclopedia Chaotica on Shadowed Earth Online.)

Christian leaders launched a second crusade to gather what information they could, subsequently using that to research the cause of The Fall. After discovering the occult's ability to harness magic was a key contributor, the Inquisition was formed.

The Inquisition was originally formed to root out heresy that had built across the land, which is believed to cause the build-up of the occult. Although publicly the Inquisition existed to purge non-believers, secretly a sect of the Inquisition was broken off to combat the true supernatural threats.

Under the guise of the Crusades, the supernatural-hunting Inquisition purged the land of many supernatural threats and their magic-wielding supporters. This period, during the Middle Ages, is represented within *Judgment Day*.

VICTORIAN ERA

In Judgment Day, the Victorian era refers to the same the era as British history, the second half of the 19th century. During this time, the occult had a massive resurgence, fighting humanity around all corners of the Earth. Using dangerous clockwork technology, the occult was a formidable force that the Inquisition struggled to overcome. This was only made the more difficult by the droves of artifact hunters scouring the globe searching for ancient, dangerous relics from Earth's past that could potentially fall into the hands of the occult and be used against all of humanity.

During this time, the Inquisition was stretched thin due to the expansion to the Americas and elsewhere; causing frequent supernatural encounters, and the ease of traveling long distances; allowing the occult to expand rapidly. The Inquisition was very poorly organized and had to rely on forced alliances with other secret organizations, and what remained of then-defunct secret organizations, to avoid another Fall.

This fight during the Victorian era, sometimes referred to as the second Coming of the Occult, is represented within *Judgment Day*.

MODERN AGE

After learning from their mistakes during the 19th century, the Inquisition is well-organized and has become a large, global organization determined to keep humanity safe from the supernatural and its supporters. The final loose ends were tied during the 1920s to create a network of inquisitors, scholars, and injunctives that could be called upon to protect humanity within their region.

This Modern Age setting within *Judgment Day* brings the setting all the way to the beginning of the New Age, which starts in 2015 according to the Shadowed Earth canon. What happens in the New Age? You'll have to wait and find out!

THE GREATER SHADOWED EARTH CANON

Judgment Day is an integral part of the greater Shadowed Earth canon. This canon starts in prehistoric times and leads to the near future. The Inquisition has been a part of this timeline since the time of the Crusades, allowing *Judgment Day* to straddle multiple eras (although this book presents the base three).

The entire canon of Shadowed Earth is presented in the *Shadowed Earth* core setting guide. This bible contains a full explanation about the various realms, what happened during the first years of Earth, prehistory, the Bronze, Iron, and Dark Ages, and a deeper look at the events surrounding The Fall and all years afterward.

Much of this is highlighted in the **Shadowed Earth Online** section of our website:

<http://mysticalthrone-ent.com/category/shadowed-earth-online/>

Navigate over to the **Encyclopedia Chaotica** where much of the Shadowed Earth terminology is highlighted and the eras are summarized.

<http://mysticalthrone-ent.com/encyclopedia-chaotica/>

Additionally, free adventures and supplemental material will be posted on the website along with inspirational material and alternate history discussions. You can either follow on the website or follow us through social media at:

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INQUISITION

Many have heard of the Inquisition; the ecclesiastic tribunal originated by the Catholic Church in medieval times to combat heresy. Few know of the secret society that was formed from those roots to combat the supernatural; even fewer have ever seen an inquisitor.

The traditional Inquisition was created to hunt down and purge those committing acts of heresy in the eyes of the Church. The first inquisitors were trained to purge the growing threat of spellcasters, colloquially referred to as witches. The Church frowns upon those who manipulate the arcane or were granted powers by worshipping a non-Christian deity; use of these powers led to The Fall. However, standard Inquisitional forces were not prepared to face these witches and thus a need for elite hunters arose, giving birth to the first witch hunters.

Marcus of Modena was born and raised within the Holy Roman Empire and spent much of his time within the Papal States. He grew extremely close to the Pope and other Catholic leaders, along with becoming a highly-trained war priest. Marcus's prowess in combat and otherworldly knowledge, as recognized by the Church, made him the ideal candidate to direct the Inquisition's sect of elite hunters combating the supernatural and its supporters.

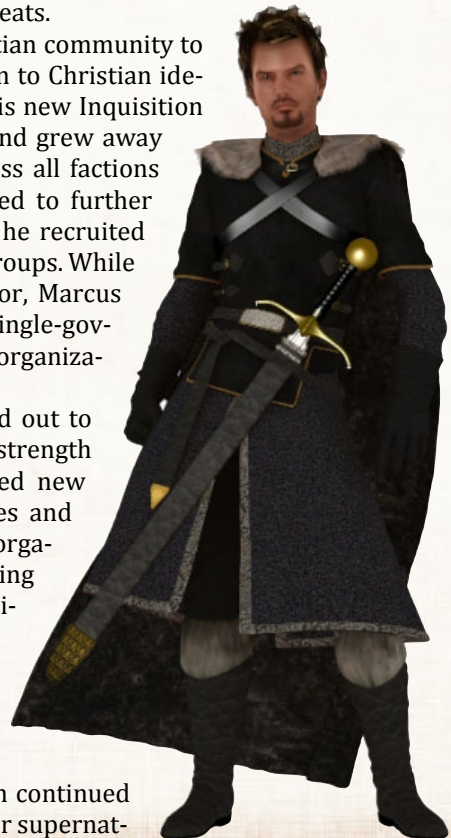
Marcus trained the original inquisitors and eventually came to lead them as their grand inquisitor. Seeing the potential for accusations of corruption from outside sources, the Catholic Church publicly disavowed the witch hunting Inquisition. Secretly, the Catholic Church broke off the sect as its own secret organization to continue combating the threats to Christianity and humanity.

Throughout their travails, the inquisitors found themselves losing ground to the witches and their cultic followers. Upon returning to Marcus, it was agreed that each inquisitor should form a retinue consisting of scholars and hunters to assist in purging the land of these threats.

Marcus used his ties to the greater Christian community to recruit non-Catholics who showed devotion to Christian ideals and a general intolerance of heretics. His new Inquisition became a cohesive threat against heresy and grew away from its simple Catholic roots to encompass all factions within the Christian religion. Seeing a need to further manage the growing group of inquisitors, he recruited inquisitional judges to command regional groups. While maintaining his position as grand inquisitor, Marcus moved from a teacher and general to the single-governing individual of the entire inquisitional organization.

With old age setting in, Marcus ventured out to find financial supporters to maintain the strength and growth of the Inquisition. He assigned new grand inquisitors from the group of judges and appointed new judges to replace those. His organization had grown to a continent-spanning entity with three grand inquisitors and inquisitional judges whose duties were split across twelve smaller territories. With at least two inquisitors to each territory, the secret organization had grown to fully support the battle against heresy.

Throughout the centuries, the Inquisition continued their purge of witches and found many other supernat-



ural beings lurking in the shadows alongside them. Scholars were required to research the various creatures encountered, find ways to combat them, and train the inquisitors in skills essential to their success. The result is an array of hunters to combat all the world's supernatural beings including the alien, bestial, demonic, draconic, ethereal, and necrotic and the magic-wielders that consort with them.

BEING AN INQUISITOR

Being an inquisitor means multiple things. First, it means being a warrior of the Inquisition, always answering to a superior body. Second, it means being a protector of humanity. Third, it means being a leader of those chosen to work as subordinates. Fourth, it means having the willpower to stand in the face of evil without flinching.

Not everyone that works for the Inquisition is considered an inquisitor. In fact, most members of the Inquisition don't carry the title inquisitor as only those with the proper education and training can achieve the title. The Inquisition is mostly comprised of inquisitional scholars, injunctives, and mercenaries who form the backbone of most inquisitors' retinues. Of these three groups, only the inquisitional scholar can become an inquisitor, as they are beginning their training to become an inquisitor.

All inquisitors begin their career as a scholar, except for those recruited during the Crusades. They research one or two types of threats and become masters within these areas. They are then chosen by a lord inquisitor to become part of his or her retinue and train to be a warrior.

Once the inquisitional scholars have succeeded in passing all the tests the Inquisition can throw at them and their lord inquisitor has deemed them worthy, they are presented with the title of inquisitor and referred to as such by all members of the Inquisition. They are set along the path of leadership, but remain part of a lord inquisitor's retinue and begin applying their scholarly knowledge in the field. They may be tasked with performing missions on their own or they may be tasked with serving as a liaison between the lord inquisitor and the rest of his retinue while in the field. Additionally, they are referred to as inquisitor by all members of the Inquisition.

After successfully fulfilling the duties laid forth by their lord inquisitor, the inquisitor is promoted to the rank of hunter. The hunter is bestowed the title of master inquisitor and is referred to as such by all members of the Inquisition. They must still answer to their lord inquisitor, but are given duties akin to a field officer. In the absence of their lord inquisitor, the hunter is granted the right to lead the retinue throughout the course of the mission. They have the authority to make decisions regarding the mission and are a voice of their lord inquisitor in times of need. However, this comes at the price of responsibility; hunters are required to perform damage control. At the end of a mission, or an encounter, the hunter must remove all signs of the struggle that occurred and ensure blissful ignorance is maintained throughout humanity.

After proving themselves to the Inquisition, hunters are promoted to the rank of purgator. They are bestowed the title of lord inquisitor and referred to as such by all members of the Inquisition. They are then assigned a territory to support and allowed to form their own retinue. (Sometimes retinues are so connected to their master inquisitor that he instead assumes leadership of the retinue and their former lord inquisitor is given the right to recruit new members to form a new retinue.) They now answer only to their inquisitional judge and are handed many additional responsibilities. Lord inquisitors are not only required to lead every single mission they are assigned, or delegate that leadership to a master inquisitor, they must also procure all resources necessary to succeed at that mission. Lord inquisitors must also care for the members of their retinue by ensuring they are receiving the pay and benefits according to their duties within the Inquisition.

Being an inquisitor means multiple things. First, it means being a warrior of the Inquisition, always answer to a superior body. Second, it means being a protector of humanity. Third, it means being a leader of those chosen to work as subordinates. Fourth, it means having the willpower to stand in the face of evil without flinching.

Every Inquisitional force reports in to a lord inquisitor. Once a PC gains the purgator rank, becoming a lord inquisitor, she is granted a region to protect and a retinue to lead. This retinue most likely includes the remaining player characters and their former lord inquisitor is allowed to recruit new members for his retinue.

When an inquisitional judge dies, or is promoted to grand inquisitor, a purgator is promoted to the rank of inquisitional judge. He is bestowed the title of judge and is referred to as such by all members of the Inquisition. He is then assigned to the now-available region and is responsible for the actions of every lord inquisitor within that region. However, he is also allowed to join a lord inquisitor in the field, choose to lead a retinue during the absence of a lord inquisitor, continue to maintain a retinue of his own, or serve within his grand inquisitor's retinue. The biggest responsibility of an inquisitional judge is being a commander of a region: ensuring all missions are given the proper direction and their success is all-but guaranteed. When a lord inquisitor receives an order for a mission, it typically comes from his inquisitional judge.

When a grand inquisitor dies or becomes incapacitated (because they really can't retire), an inquisitional judge is promoted to the rank of grand inquisitor. She is bestowed the title of grand inquisitor and is referred to as such by all members of the Inquisition. She is then assigned to the now-available region and is responsible for the duties of her subordinate inquisitional judge. However, she is also allowed to join a lord inquisitor and inquisitional judge in the field, choose to lead a retinue during the absence of a lord inquisitor, or continue to maintain a retinue of her own. The biggest responsibility of a grand inquisitor is being a commander-in-chief of a region: ensuring all laws are being followed by all members of the Inquisition in that region, securing funding for all Inquisitional activities within that region (including everyone's pay and benefits), answering to those "in the know" outside of the Inquisition, recruiting new injunctives, scholars, and mercenaries, dealing with Inquisitional threats on a global scale (kind of like a United Nations of grand inquisitors), and staring down the nastiest beings the universe can throw at him.

GRAND INQUISITOR

Grand inquisitors are the ultimate authority of every Inquisitional force. They have spent countless hours researching, tracking, hunting, and purging the vile creatures that plague the land. They have risen through the ranks and have taken arms against and defeated every type of evil. Now, they lead large forces of their own.

Inquisitional judge and grand inquisitor are not merely desk jobs. Inquisitors in these positions are warriors who breathe the very essence that the Inquisition was built upon: protecting humanity from the unknown. They participate in the most hazardous hunts and purge the most dangerous threats.

The grand inquisitor often works in tandem with her inquisitional judge, for they form the command of every great Inquisitional force. They lead from the front and charge in with their retinue hard on their heels. They make their presence known and crush all those who get in their way. They are the most feared and respected of all inquisitors.

Few ever make it to this rank.

INQUISITOR'S RETINUE

Inquisitors are only as strong as those that support them. The most common supporter of an inquisitor is his retinue. Technically, the Inquisition only recognizes three retinue ranks: injunctive, scholar, and mercenary. However, many inquisitors go beyond the seemingly loose restraints of the Inquisition and recruit from two other groups: specials and heretics. Inquisitors that eschew the use of a permanent retinue are called a lone wolf and allowed to operate alone or employ the use of temporary help (such as hired mercenaries).

INJUNCTIVE

Injunctives form the backbone of the Inquisition. They are essentially the rank-and-file soldiers of the organization and provide much of the firepower an inquisitor needs to fight the supernatural. They support an inquisitor while part of a team or can serve as field operatives performing simple investigations. If an injunctive is in the field without an inquisitor, he may only observe and report his findings; he is never allowed to engage. If an injunctive is in the field with an inquisitor, they are allowed to perform whatever duties the inquisitor requires.

Besides being a part of an inquisitor's retinue, injunctives are often requested by inquisitorial judges and grand inquisitors to perform field investigations. In this sense, the injunctive is something of a disposable asset, although they are expected to return and report back their findings.

Injunctives come from many different walks of life. This includes military outfits such as the Army or Marines; federal agencies, such as the FBI or CIA; municipal agencies, such as police departments; or other secret organizations, such as the Illuminati or Freemasons. Although it is a rare occurrence, even occult apostates have been allowed into the Inquisition as injunctives.

SCHOLAR

After the time of the Crusades, all inquisitors start out as scholars. Not all scholars make it to the rank of inquisitor, but no one can become an inquisitor without first serving as a scholar. Scholars are the voice of knowledge in an inquisitor's retinue when it comes to hunting and identifying the supernatural beings they study. They support inquisitors while in the field and are only allowed combat duty when supported by an inquisitor. Scholars are meant to study, observe, and learn about the supernatural along with interacting with those already familiar with these beings. By requiring an inquisitor to serve in this rank first, the Inquisition is able to mold inquisitors to be more capable as they will have a knowledgeable background instead of running in blind.

MERCENARY

Mercenaries are not a very common sight within the Inquisition, but are available when an inquisitor needs additional firepower. They are considered inquisitorial soldiers and meant to support an inquisitor only when necessary. They are hired for specific missions, or a specific series of missions, and then allowed to go back into the inquisitions pool of mercenaries that any inquisitor can call upon. However, due to this flexibility of moving between retinues, the Inquisition watches their mercenaries very closely to ensure they don't step out of line. If one ever does, all inquisitors are given permission to eliminate the mercenary as a possible threat to humanity.

SPECIAL

Specials are those with extraordinary abilities deemed lawful in the eyes of the Inquisition. During the time of the Crusades this comprises all Christian priests able to wield Yahweh's divine energy. During the Victorian era, specials are the engineers that have mastered clockwork technology. During the Modern Age this comprises those with psionic abilities.

HERETIC

Any inquisitor that recruits a heretic to their retinue is considered a radical. Purgators are allowed to bring charges against a radical inquisitor before an inquisitorial judge. More often than not, the radical inquisitor is considered a heretic for employing powers that go against humanity and locked away in an Inquisitorial dungeon. However, this is only if the radical inquisitor is caught and the charges are proven.



Heretics are individuals that wield powers considered unlawful in the eyes of the Inquisition. This is essentially anyone not considered a special within the given era. Most inquisitors do not directly recruit heretics, but will use them as allies. Druids and shamans are common allies as they often support humanity instead of threatening it. However, the Inquisition rarely allows for this gray area between lawful and unlawful, and states plainly that those wielding unlawful powers are considered heretics and are punishable by the Inquisition.

THREATS

Threats to mankind come in many shapes, sizes, and forms. Due to the sheer number of beings considered a threat, a method of categorization was created by the Inquisition so that scholars may focus their research to only certain types of threats. This allows an inquisitor to become a master against those threat types, furthering his ability to overcome them and keep humanity safe.

ALIEN

Beings that come from a mortal realm other than Earth are considered to be alien. Before The Fall, many of these beings travelled across the various Cosmic Bridges between their planet and Earth. They established new roots on Earth and some even became friends and allies of humans. During the Dark Ages, many of these beings were recruited into the Armies of Chaos and served as soldiers fighting against humanity. Additionally, many of these beings were followers of the occult from across the universe, and brought wanton destruction to our planet. During the Crusades, the last of the alien beings that travelled across the Cosmic Bridges and settled in Europe, Asia, and Africa were purged. Only those in the Americas remained.

During the Victorian era, the occult learned how to create portals, often powered by clockwork technology, to summon alien beings from their home mortal realm to Earth. These beings were much more dangerous than those from before The Fall, and were alternatively wor-

shipped as masters or treated as slaves to the occult. After the clockwork technology was fully eradicated, the occult turned to group rituals to open portals for summoning these alien beings.

The study of aliens is called xenology.

BESTIAL

Beings that are able to shapeshift between animal, humanoid, and human are considered to be bestial. This applies to both those who can shapeshift willingly and unwillingly, such as those cursed with lycanthropy. Although many shapeshifters are actually beings from another mortal realm, their shapeshifting ability places them in a different category to better identify them when in the wilderness.

During the Crusades, many shapeshifting creatures were eliminated. After the Crusades, many druidic circles learned how to imbue the bodies of their members with the essence of an animal (taken from the spiritual realm), thus creating a new type of shapeshifter. These therianthropic humans are capable of morphing into humanoid creatures and animals. In addition to the spread of the lycanthropic curse, these druidic shapeshifters have ensured these beasts thrive into the Modern Age.

The study of shapeshifters is called therianology.

DEMONIC

All beings hailing from, or tethered to, the chaos realm are considered demonic. Whether the being chose to live in the chaos realm, such as a black angel, or was created there, the being is still considered to be demonic.

Demons have existed in many different forms since well before the dawn of Earth. They are hunted by dragons and considered to be a blight by many of those from the cosmic realm. They tempt those from the mortal realm in the hopes of enslaving them, and would like to see all of humanity driven beneath the whips of the demon lords.

Along with their occult supporters, beings from the chaos realm were the cause of The Fall and comprised most of the strength of the Armies of Chaos. Fortunately, demonic beings cannot travel between the realms and have to, instead, be summoned into the mortal realm, keeping them from arriving in droves.

The study of demonic beings is called demonology.

DIVINE

Divine beings are not truly considered a threat by the Inquisition, but are monitored lest they cause problems on Earth. All beings tethered to the cosmic realm are considered divine. This includes devils as they are part of divine pantheons and are not actually demonic beings. This also includes the angels that serve as messengers between the mortal realm and a pantheon.

Inquisitors are not allowed to hunt the divine. Some grand inquisitors recruit divine scholars to better understand the pantheons and their angel messengers. The study of divine beings is called divinology.

DRACONIC

Dragons, large reptilian beings, and large serpentine beings are referred to as draconic threats. Dragons are born within the cosmic realm, but are not tethered to it. Unfortunately, when many of them reproduce within the confines of a mortal realm, their offspring evolve or devolve into various reptilian and serpentine beings (such as dinosaurs or sea serpents). These offspring are extremely powerful and dangerous, but they often lack the intelligence of their dragon-lineage.

Few draconic beings exist, but those that do are extremely difficult to eliminate. Most inquisitors that deal with draconic beings spend much of their time learning about the beast before attempting to attack it. This is partially because few inquisitors are successful in killing a draconic beast and partially because many of them are many centuries old and can provide an incredible body of knowledge to those willing to listen.

The study of draconic beings is called dracology.

ETHEREAL

All beings hailing from, or tethered to, the spiritual realm are considered to be ethereal. While traversing the spiritual realm, these beings can only be seen by realm walkers and those with a sixth sense (because they are immaterial). If the beings are capable of moving into the mortal realm, they become visible to all, although their bodies are translucent.

The spiritual realm is mostly filled with spirits awaiting reincarnation. They spend their afterlife within the spiritual realm and, when the time is right, they are birthed back into the mortal realm. As long as these beings do not attempt to cause harm to anyone within the mortal realm, they are ignored. If they move into the mortal realm and cause no harm, the Inquisition generally ignores them, although they may be tracked down and forcefully returned to the spiritual realm.

Malevolent beings from the spiritual realm are the ones regularly hunted by the Inquisition. Some of these beings are not spirits, as there are creatures that live in the spirit realm with no ties to the mortal realm. There also exists the more dangerous energy that exists in the spirit realm that can create malevolent beings from the anger or manipulations of mankind. An example of these beings is the doppleganger.

The study of ethereal beings is called spectrology.

NECROTIC

All beings animated after death or exhibiting qualities of being undead are considered to be necrotic. Necrotic energy, also called necromantic energy, was brought to Earth by aliens crossing the cosmic bridges during the Bronze Age. These beings were powerful members within the universe-spanning occult and taught humans occult magic. Throughout the eras, the ability to wield and manipulate this necrotic energy spread globally, leading to many different forms of undead and animated dead beings.

Although the beginnings of necrotic energy allowed for subservient beings controlled by a necromancer, the energy corrupted many of its wielders, creating lichs, and morphed to create sentient beings, leading to the birth of vampires.

Necrotic beings in the Modern Age are quite numerous, with some of their type being around since the first signs of the occult. They are often employed in undead armies, including the Armies of Chaos. They are a continued thorn in the side of the Inquisition due to their ability to animate and reanimate, and the fact that many necrotic beings are near-immortal.

The study of necrotic beings is called thanatology.

WITCH

From its inception, the Inquisition has always considered humans who wield magic to be witches. The term has stuck and, even though witchcraft is different than shamanism and chaos magic, wielders of all three are given the same label. No matter what type of magic user the human is, they are colloquially referred to as a witch.

Witch hunting was the purpose of the original Inquisition. The threat presented by those wielding magic is believed to have led to The Fall and is a continued concern when it comes to the strength of the occult. The occult would be powerless if it weren't for the ability to wield magic.

Above all other threats, witches are the primary focus of the Inquisition as they are the major reason all other threats exist. They bring demons from the chaos realm into

the mortal realm. They transport vile beings across the cosmos from their native mortal realms to Earth. They continue to wield necrotic energy, creating more and more necrotic beings. They pull ethereal beings from the spiritual realm to be used against mankind. They imbue the willing with the essence of an animal to grant them shapeshifting abilities. They even harness residual divine energy from the cosmic realm for malevolent purposes.

Witches are, and always have been, the greatest threat to mankind.

The study of witches is called arcanology.

BLISSFUL IGNORANCE

The supernatural and otherworldly creatures hunted by the Inquisition are terrifying and unknown to the public. In the eyes of the populace, this Inquisition doesn't exist and the creatures they hunt are written off as natural occurrences or urban legends (such as a seeing sasquatch as a hunter in a fur coat). Most of humanity is kept in blissful ignorance as a way of protecting them from what lurks within the shadows. Should anyone learn of these vile beings, it may drive them insane or into the arms of the occult.

The Inquisition aims to prevent this from occurring by remaining a secret organization. Although some of their funding may come from their nation's government, they establish no direct ties to their government to remain an unseen entity protecting humanity. During the time of the Crusades the Inquisition was tied to the Christian leaders; these ties have been severed on paper, but many of the Christian leaders still know of the activities of the Inquisition and funnel money to it.

Due to this need for secrecy, all existence of the Inquisition and its inquisitors, and their retinues, are continually expunged from records. Those who become injunctives are essentially erased from history so that their past life cannot be tied to their new career within the Inquisition (this is for the injunctive's safety and the secrecy of the Inquisition). Traces of their life are removed through various means and ties are severed almost completely. This may require the injunctive to change his name. Scholars are usually recruited before they set out on a career path and mercenaries are paid, and monitored, to keep quiet.

Because of this ability to hide in plain sight, many inquisitors, and those that travel in their retinue, are dark, often sadistic characters. They feed upon the violence within the world and yearn for the thrill of hunting down a terrifying beast so they can tear it apart. These inquisitors and their retinue are antiheroes; many of them are corrupt or oppressive and use the Inquisition to feed their yearning for the chase. Some have been known to go insane from a lifelong career with the Inquisition and turn on their allies.

These antiheroes hunt down all matter of supernatural and otherworldly along with those who would dare support them. They do not turn a blind eye to the activities of a cultist or recidivist simply because they're human or are a boon to their community. The inquisitor will hunt and kill them all, until the world is rid of the filth that plagues mankind. They do not fight for justice, and those that get in the way are expendable bystanders. While they may attempt to rescue the innocent, it is often only done when convenient.

These types of inquisitors are considered vigilantes and border on being radicals. If they step too far past the Inquisition's boundaries, they are fully labeled as radicals and handed over to any lord inquisitor that wishes to hunt them down. These radicals risk exposing the Inquisition to the public; a feat that would be most detrimental to all of humanity.

Above all, there is only one Inquisitional principle that matters: mankind must never learn the truth.

Blissful ignorance is one of the most important things to the Inquisition. By keeping the general population in the dark about what really goes in under the cover of night, they allow inquisitors to do their job by not getting in the way, avoiding panic, and preventing many beings from feeding off the fear that comes from encountering the supernatural.



MEDIEVAL INQUISITORS

MEDIEVAL INQUISITORS

The Inquisition was founded in the wake of the Second Crusade. During the course of subsequent crusades, both sects of the Inquisition scoured the landscape searching for those they deemed dangerous to mankind. In regards to *Judgment Day*, this sect of the Inquisition spent its time purging the land of witches and supernatural beings they felt could lead to another Fall.

CHARACTER CONCEPTS

During the Crusades, there are only four classifications of characters: inquisitor, injunctive, special, and heretic. Scholars did not come about until after the Crusades and mercenaries were not utilized until well into the Modern Age.

When creating a character concept, each one fits into one of those four classifications. If a character wishes to be classified as an inquisitor, he must take the Inquisitor Edge during character creation. Characters wielding divine magic are considered special and allowed into the Inquisition. Characters wielding any other type of magic are considered heretics and their lord inquisitor would be considered a radical. Allowing heretics into the group is at the GM's discretion. All other characters fall under the classification injunctive.

Here are some example archetypes that can be used to create unique character concepts:

Farmer: Farmers form the backbone of many towns and villages during the Middle Ages. They are skilled in growing food and know how to properly work the land so that all within the village can survive. They join the Inquisition to keep their friends and family safe. **Suggested Skills:** Notice, Riding, Streetwise, Survival

Knight: Knights are the elite and noble warriors of the era. They are trained to fight and are even called upon to serve as diplomats for their lords and kings. They join the Inquisition to be a warrior against the supernatural forces. **Suggested Skills:** Fighting, Intimidation, Knowledge (Heraldry), Notice, Persuasion, Riding

Lord/Lady: There are many nobles during the Middle Ages. They employ farmers that work their land and pay fealty to the king and queen to ensure protection of their people. They join the Inquisition with the hopes of becoming a leader in the fight against the supernatural. **Suggested Skills:** Intimidation, Knowledge, Persuasion, Taunt

Missionary: Missionaries spread the word of God around the land, attempting to convert entire villages and towns to Christianity. Additionally, they help those in need by teaching them to read and write. They join the Inquisition due to a sense of duty to the Church leaders. **Suggested Skills:** Knowledge, Notice, Persuasion

Monk: Monks are scholars from the Church. They translate biblical writings along with other scholarly texts, serve as teachers and cooks, and some even tend to the sick. They join the Inquisition to protect their fellow believers. **Suggested Skills:** Healing, Investigation, Knowledge, Persuasion

Priest: Priests are the leaders of the Church. They stand before their congregations, preaching the word of their Lord to all followers. They are so dedicated to their Church that their deities bless them with cosmic energy that can be used to smite their foes (i.e. powers). They join the Inquisition to fight

Medieval inquisitors are applicable from the end of the Second Crusade, in 1149, up to the Early Modern Age, around 1450, when matchlock firearms began to appear.

the forces of evil. **Suggested Skills:** Intimidation, Knowledge, Notice, Persuasion, Thaumaturgy

Scholar: Scholars are researchers, philosophers, and theorists. They have a desire to learn everything they can in regards to the subjects they enjoy the most and sometimes dabble in esoteric knowledge. They join the Inquisition to learn the truth. **Suggested Skills:** Gambling, Investigation, Knowledge, Notice, Repair, Streetwise

Soldier: Soldiers are the rank and file of any army. They may have other duties outside of fighting for their nation or are just career soldiers. And although they aren't knights, they are still war-

riors. They join the Inquisition to protect the people of their nation. **Suggested Skills:** Boating, Fighting, Notice, Shooting, Stealth, Survival, Tracking



CHARACTER CREATION

Judgment Day is powered by *Savage Worlds*. Characters are built using the standard procedure, comprising a collection of game statistics that allow the characters to perform actions within the context of the game's mechanics. These statistics are as follows for Medieval inquisitors:

Races: All characters are human, gaining the free Edge. However, each one should choose a Homeland that defines where they come from within the Inquisition's area of influence, providing a list of religions and languages they've been exposed to.

Skills: Medieval inquisitors utilize the base skill choices with only a handful of changes. Additionally, era-appropriate focuses are presented.

Edges: Besides new and existing Edges, there are Inquisitional Edges. Inquisitional Edges are required to be taken should a character wish to be called an inquisitor and reach the rank of grand inquisitor.

Literacy: Literacy is not very common in the Middle Ages. Outside of monks, scholars, and the educated wealthy, few could read or write. As such, it's assumed that all characters are illiterate unless acquiring the Literate Edge. In terms of Knowledge (Language), they can only read and write the language if it's combined with the Literate Edge. Otherwise it's a measurement of how fluent they are in speaking and understanding the spoken language.

HOMELAND

Shortly after its inception, the Inquisition had placed three grand inquisitors throughout Europe to battle the supernatural. Each grand inquisitor was supported by an inquisitional judge and a collection of inquisitors. The three original regions were headquartered in England, France, and the Holy Roman Empire. After the Christians reclaimed the Iberian Peninsula in the 13th century, a fourth grand inquisitor and inquisitional judge were seated in León (in modern day Spain).

Each grand inquisitor is in charge of recruiting within his assigned territory. Each territory has an assortment of kingdoms and nations that can be translated into character Homelands. Although this doesn't provide any mechanical benefits, it does define what language, culture, and religion the character was exposed to.

ENGLAND

The grand inquisitor in England is tasked with overseeing all nations and kingdoms that form the British Isles.

Ireland (Gaelic): Characters from Ireland are fluent in the Middle Gaelic language up to the 13th century and Classical Gaelic afterward, and have been exposed to Celtic Christianity. They consider Christian Folklore, Christian Mythology, and Irish Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kingdom of England: Characters from the Kingdom of England are fluent in the Old English language up to 1154 and Middle English afterward. They have been exposed to Celtic Christianity and Roman Catholic Christianity depending on their location. They consider Christian Folklore, Christian Mythology, and Anglo-Saxon Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Scotland (Gaelic): Characters from Scotland are fluent in the Middle Gaelic language up to the 13th century and Classical Gaelic afterward, and have been exposed to Celtic Christianity. They consider Christian Folklore, Christian Mythology, and Scottish Mythology to be Common Knowledge. They also gain Knowledge (French) d6 and Knowledge (Latin) d6.

Wales: Characters from Wales are typically Britons. They are fluent in Old Welsh up to the 13th century and Middle Welsh afterward and have been exposed to Celtic Christianity. They consider Christian Folklore, Christian Mythology, and Welsh Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Welsh Marches: Characters from the Welsh Marches are typically Normans. They are fluent in the Norman language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6 and Knowledge (Old Norse) d4.

FRANCE

The grand inquisitor in France is tasked with overseeing all kingdoms within the northern reaches of the Holy Roman Empire (Kingdom of Bohemia and the northern half of the Kingdom of Germany), the Kingdom of France, and all kingdoms in the northern reaches of Europe.

Kingdom of Bohemia: Characters from the Kingdom of Bohemia are fluent in the Old Czech language and have been exposed to Orthodox Christianity and Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8.

Kingdom of Denmark: Characters from the Kingdom of Denmark are fluent in the Old Norse language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kingdom of France: Characters from the Kingdom of France are fluent in the Old French and Latin languages and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Occitan) d4.

The Inquisition of the Middle Ages uses Latin as its official language due to its roots in the Holy Roman Empire and its ties to the Church. All members of the Inquisition must learn to speak Latin; this is reflected in each Homeland.

Kingdom of Germany: Characters from the Kingdom of Germany are fluent in the Middle High German language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Germanic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8.

Kingdom of Norway: Characters from the Kingdom of Norway are fluent in the Old Norse language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kingdom of Poland: Characters from the Kingdom of Poland are fluent in the Old Polish language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kingdom of Sweden: Characters from the Kingdom of Sweden are fluent in the Old Norse language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

ITALY

The grand inquisitor in Italy is tasked with overseeing all kingdoms within the southern reaches of the Holy Roman Empire (Papal States, Kingdom of Burgundy, Kingdom of Italy, and the southern half of the Kingdom of Germany) and all kingdoms and nations in the eastern and southern reaches of Europe.

Bulgarian Empire: Characters from the Bulgarian Empire are fluent in the Middle Bulgarian language and have been exposed to Orthodox Christianity, Roman Catholic Christianity, and Judaism. They consider Christian Folklore, Christian Mythology, and Tengriism to be Common Knowledge. They also gain Knowledge (Latin) d6.

Byzantine Empire: Characters from the Byzantine Empire are fluent in the Greek language and have been exposed to Orthodox Christianity and Judaism. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kievan Rus: Characters from Kievan Rus, or one of its successor states, are fluent in the Old East Slavic language and have been exposed to Orthodox Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kingdom of Burgundy: Characters from the Kingdom of Burgundy are fluent in the Latin language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge.

Kingdom of Croatia: Characters from the Kingdom of Croatia are fluent in the Croatian language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8.

Kingdom of Germany: Characters from the Kingdom of Germany are fluent in the Middle High German language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Germanic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8.

Kingdom of Hungary: Characters from the Kingdom of Hungary are fluent in the Latin language and have been exposed to Roman Catholic Christianity and Judaism. They consider Christian Folklore, Christian Mythology, and Shamanism to be Common Knowledge.

Kingdom of Serbia: Characters from the Kingdom of Serbia, or the Principality before it, are fluent in the Old Serbian language and have been exposed to Orthodox Christianity and Judaism. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6.

Kingdom of Italy: Characters from the Kingdom of Italy are fluent in the Latin language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge.

Papal States: Characters from the Papal States are fluent in the Latin language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge.

LEÓN

Once the grand inquisitor in León was assigned, the grand inquisitors in France and Italy had their territory divided. The grand inquisitor in León is tasked with overseeing all kingdoms south of the Kingdom of France and the Holy Roman Empire. This includes monitoring activity across the Mediterranean Sea.

Kingdom of Aragon: Characters from the Kingdom of Aragon are fluent in the Aragonese language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8 and Knowledge (Castilian) d4.

Kingdom of Castile: Characters from the Kingdom of Castile are fluent in the Castilian language and have been exposed to Roman Catholic Christianity, Islam, and Judaism. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6, Knowledge (Basque) d4, and Knowledge (Mozarabic) d4.

Kingdom of Galicia: Characters from the Kingdom of Galicia are fluent in the Old Portuguese language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8 and Knowledge (Castilian) d4.

Kingdom of León: Characters from the Kingdom of León are fluent in the Leonese language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6, Knowledge (Castilian) d4, and Knowledge (Mozarabic) d4.

Kingdom of Naples: Characters from the Kingdom of Naples are fluent in the Latin language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge.

Kingdom of Navarre: Characters from the Kingdom of Navarre are fluent in the Basque language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d6 and Knowledge (Occitan) d4.

During the Middle Ages, the Inquisition worked very hard to define the supernatural threats abroad and establish various methods of studying them. These areas of study were then presented to inquisitors for specialization. As inquisitors became more specialized in how to deal with a specific threat type, they became more efficient in eliminating that threat. Since that time, inquisitorial judges continually enforce the need to study the target before engaging it.

Kingdom of Portugal: Characters from the Kingdom of Portugal are fluent in the Old Portuguese language and have been exposed to Roman Catholic Christianity and Judaism. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Knowledge (Latin) d8.

Kingdom of Sicily: Characters from the Kingdom of Sicily are fluent in the Latin language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge.

SKILLS

A handful of skill changes are noted below. Additionally, era-appropriate specializations are presented, but they are not the only possible ones. They are simply provided as examples for characters to choose from.

DRIVING

The Driving skill is not used in medieval settings.

KNOWLEDGE

The following Knowledge focuses are those recognized by the Inquisition.

ARCANOLOGY

Arcanology is the study of all things related to magic, other than divine magic (which is also known as thaumaturgy). Arcanology is the first scholarly subject the Inquisition studied for the purpose of hunting those they branded as witches. However, this study is not focused solely on witches as it encompasses all types of magic deemed unlawful in the eyes of the Inquisition.

DEMONOLOGY

Demonology is the study of demons and demonic beings. During the Middle Ages, this was narrowly focused on beings called demons as the Inquisition didn't fully understand what other beings from the chaos realm abound.

DIVINOLOGY

Divinology is the study of divine magic and miracles (also called thaumaturgy). During the Middle Ages, this is the only acceptable form of acquiring supernatural powers as it's associated with reverence of the Christian and Jewish religions.

DRACOLOGY

Dracology is the study of dragons. During the Middle Ages, dracology is in its infancy and only encompasses dragons as noted in mythology. The association with all reptilian and serpentine beings has not been defined.

OCCULT

Knowledge of the occult is the general understanding and research into the many different occult-oriented esoteric organizations. Although this may include things like rituals and demon masters, it's a generalization of the organizations and not the powerful humans that control them.

SPECTROLOGY

Spectrology is the study of ethereal beings. During the Middle Ages, the Inquisition knows very little about ethereal beings or how to combat them. Most encounters with ethereal beings are ignored as they rarely result in harm to mankind. As such, this knowledge base is also in its infancy.

THANATOLOGY

Thanatology is the study of necrotic beings. During the Middle Ages, the Inquisition is very aware of vampires, their undead minions, and the threat they pose to mankind. Along with arcanology, it's one of the most studied knowledge bases within the Inquisition due to the Armies of Chaos being comprised of millions of undead soldiers.

THERIANOLOGY

Therianology is the study of shape-shifting beings, also known as beastmen during the Middle Ages. The Inquisition has had very little interactions with shapeshifters and most of them end up being labeled as aliens. This improper categorization is due to the Inquisition rarely seeing a humanoid creature shape-shifting to another form. This knowledge base too is in its infancy.

XENOLOGY

Xenology is the study of alien beings. During the Middle Ages, this is essentially everything that doesn't fall underneath one of the other knowledge bases or has yet to be properly studied and categorized. If a being is not a human and doesn't exhibit other discernable characteristics to categorize it otherwise, it ends up falling under xenology.

Purging alien beings was a major undertaking during the Crusades. Many crusades were launched for this purpose and many of those beings were fully eliminated from Earth, never to return.

LANGUAGE

Many languages exist within the Middle Ages. For the purpose of Medieval inquisitors in *Judgment Day*, the characters will have the most exposure to languages in Europe (see the Homelands above). Languages outside of Europe would have to be learned through means other than choosing a Homeland. However, only those in existence between the 12th and 15th centuries should be allowed.

PILOTING

The Piloting skill is not used in medieval settings.

HINDRANCES

FORBIDDEN HINDRANCES

Characters may not acquire the Illiterate Hindrance.

NEW HINDRANCES

APOSTATE (MINOR/MAJOR)

The character is a former member of the occult. However, the occult doesn't really care for those who learn of their secrets and then leave the organization. Due to this past membership, he may know inside secrets, where the occult prefers to perform their rituals, or is part of an underground group that attempts to free defectors from the shackles of the occult. As a Minor Hindrance, the character is often followed by his former brethren, from a distance, who may attempt to sabotage his plans. They would never go so far as hurting him, but they do like making his life difficult.

As a Major Hindrance, the character is hunted by his former brethren who often sabotage his plans. They don't care if this puts him in harm's way and wish to see him suffer for his insolence.

BLASPHEMY (MINOR/MAJOR)

The character does not take lightly to the actions, statements, and beliefs of a particular religion or religious sect. As a Minor Hindrance, she lashes out verbally against those who are part of that group, never hiding her hatred or worrying about what others think of it.

As a Major Hindrance, she lashes out violently against those who are part of that group, going so far as causing injury without thinking about the consequences.

CONVERT (MINOR)

The character has converted from his original pagan roots to Christianity. Although most of Europe had converted before The Fall, pockets of traditional beliefs remained or those beliefs were passed along from parent to child, allowing them to thrive. However, the character has now abandoned those traditional beliefs and wholly prescribes to the rites of Christianity. Those who still follow the traditional beliefs are averse to dealing with those who've converted.

He incurs a -2 penalty to Charisma against those who still prescribe to pagan

beliefs when they know about him converting to Christianity.

FLAGELLANT (MAJOR)

The character is a member of the Roman Catholic group known as the Flagellants. He takes the discipline to the extreme by practicing self-flagellation, using a cattail whip with knotted cords to whip his back during private prayer. Unfortunately, the Flagellants have been excommunicated (in the 14th century) due to their practice of self-flagellation.

Every morning after he has performed an act considered sinful to the Christian faith, he whips himself for about five minutes. He incurs one level of Fatigue, due to the new open sores, that recovers after 8 hours.

GENEROUS (MINOR)

The character always takes time to help those in need. She provides coins, food, and shelter to the needy and always donates a part of her regular compensation.

MERCIFUL (MINOR)

The character knows that weapons are not the only way to resolve an issue. She exercises restraint as often as possible and strives to build a sense of peace and community. Mercy is considered one of the knightly virtues within the code of chivalry.

VASSAL (MINOR)

The character is considered a vassal to a feudal lord or lady. He works his allotted land in exchange for military service when requested. Although he has many freedoms and probably has more wealth than others of his social caste, he still has to bend to the whims of his feudal lord.

EDGES

FORBIDDEN EDGES

Medieval characters may not acquire the following Edges: Arcane Background (Magic), Arcane Background (Miracles), Arcane Background (Psionics), Arcane Background (Super Powers), Arcane Background (Weird Science), Arcane Re-

sistance, Gadgeteer, Mentalist, Mr. Fix It, Rock and Roll!, Soul Drain, Wizard

MODIFIED EDGES

Because Arcane Background (Miracles) is forbidden, the Adept, Champion, and Holy/Unholy Warrior Edges use Arcane Background (Divine) and replace Faith with Thaumaturgy in their requirements.

NEW EDGES

CLAIRVOYANT

Type: Weird

Requirements: Novice, Spirit d8+

The character is able to see beings native or tethered to the spiritual realm. She can see beings classified as Ethereal, regardless if they desire to be seen or not. These beings appear immaterial (albeit somewhat see-through) and she still cannot harm them with physical attacks. However, she can see them and target them with magical attacks.

FAITHFUL

Type: Background

Requirements: Novice, Spirit d8+

The character is unwavering in her religious beliefs. She cannot be easily convinced to go against those beliefs and trusts her religious leaders to always show her the right path to follow.

HONORABLE

Type: Background

Requirements: Novice

The character has done something in his past to become worthy of being treated with the utmost respect or he is characterized as being a man with incredible principles. He always makes sure to act in a respectable manner.

LITERATE

Type: Background

Requirements: Novice, Smarts d8+

Due to being well educated, the character knows how to read and write. He could be a monk or the student or prodigy of a monk. This ability to read and write can be quite valuable, especially when transmitting secret instructions between organizations.

INQUISITIONAL EDGES

Inquisitional Edges are required if the character wishes to be considered an inquisitor. By acquiring this Edge, the character is pledging his allegiance to all cardinal rules of the Inquisition and may carry the title inquisitor (possibly living long enough to become a grand inquisitor). Characters that don't acquire an Inquisitional Edge are not considered inquisitors and can instead serve as injunctives or specials (or heretics for the radical games). If that character ever wishes to become an inquisitor, he must then acquire an Inquisitional Edge.

To represent the importance of holding a rank within the Inquisition, use of Inquisitional Edges is much more rigid than standard Edges. The first three ranks listed below are simple terms of rank; they are not actual Inquisitional titles. Inquisitor, Hunter, and Purgator are the rank while the actual title bestowed includes the field the character specializes in such as Alien Inquisitor, Bestial Hunter, and Demonic Purgator.

To assume one of these titles, by acquiring the Edge, one of the following fields of study must be chosen: Alien, Bestial, Demonic, Draconic, Ethereal, Necrotic, or Witch. To meet the requirements, the character must also acquire the appropriate Knowledge focus that corresponds with the chosen field of study (respectively to the above fields of study): Xenology, Therianology, Demonology, Dracology, Spectrology, Thanatology, or Arcanology. When increasing a rank, such as moving from Inquisitor to Hunter, the chosen field must remain (i.e. Demonic Inquisitor to Demonic Hunter). However, new Edges can be purchased within different fields. **Example:** A character could be a Demonic Inquisitor and a Necrotic Inquisitor, signifying he has training in both fields.

Only the title Inquisitor should be simply purchased as an Inquisitional Edge. Higher ranks should be obtained through gameplay alongside the purchase of the new Edge. With each increase to rank (e.g. moving from Witch Hunter to Witch Purgator), character should demonstrate prowess in the field, earning them the right to that rank increase.

The Inquisitor Edge, along with its chosen field, can be taken during character creation, just like any other Edge. Additionally, more than one can be taken, using a different field of study for each one.

Example: After reaching Veteran, a character could have Demonic Inquisitor, Demonic Hunter, Demonic Purgator, and Necrotic Inquisitor. He's able to use all four Edges, but his title reflects him being a Demonic Purgator, also known as a lord inquisitor.

The following Inquisitional Edges are in order of rank with Inquisitor being the lowest rank. Characters must acquire these ranks in order when improving their stature within the Inquisition. Additionally, Inquisitor, Hunter, and Purgator must be accompanied by a field of study as noted above. Inquisitional Judge and Grand Inquisitor do not have a required field of study as they are leadership positions to command all subordinate inquisitors.

To be considered a member of the Inquisition and gain access to its resources, the character must acquire the Inquisitor Edge. Characters defined as in-junctives are those who have the Inquisitor Edge but never increase their rank. They become the rank-and-file investigators of the Inquisition and do much of the field work. Characters defined as actual inquisitors are those who have the Inquisitor Edge and strive to increase their rank throughout their career. Heretics cannot acquire Inquisitional Edges as they are heretics and only employable by radical inquisitors and Specials don't need the Inquisitor Edge, but are allowed to take it.

INQUISITOR

Requirements: Novice, Spirit d8+, Knowledge (choose focus that corresponds to the chosen field of study) d8+

The character has been trained to stand against the supernatural beings hunted by the Inquisition. He has an understanding of what they are, steeling his mind against the horrific threats. He gains a +2 bonus to Fear checks made against creatures that fall within his chosen field of study.

Example: Demonic Inquisitor means the character gains a +2 bonus to Spirit for Fear checks made against all beings classified as Demonic.

HUNTER

Requirements: Seasoned, Inquisitor (same field of study), Fighting d8+ or Shooting d8+ or Throwing d8+

The character has proven to the Inquisition that he's capable of handling himself in the field and can be trusted in the fight against the supernatural. He's promoted to hunter, although with additional responsibilities. Hunters are responsible for damage control, requiring him to erase all signs of the struggle that occurred between his team and the supernatural being.

Due to his continued knowledge in his chosen field of study, he gains a +1 bonus to all Fighting, Shooting, and Throwing rolls made against creatures that fall within his chosen field of study. **Example:** Bestial Hunter means the character gains a +1 bonus to all attacks made against beings classified as Bestial.

PURGATOR

Requirements: Veteran, Hunter (same field of study), Fighting d10+ or Shooting d10+ or Throwing d10+

The character has impressed the Inquisition with his leadership abilities and has been gifted with the rank of purgator, with additional responsibilities. Purgators are required to fill all leadership roles when hunting supernatural beings.

Due to his mastering of his chosen field of study, he knows how to exploit his target's weaknesses. All successful Fighting, Shooting, and Throwing rolls made

against creatures that fall within his chosen field of study gain AP +2 to damage. **Example:** Draconic Purgators gain AP +2 to weapon damage against all beings classified as Draconic.

INQUISITIONAL JUDGE

Requirements: Heroic, Spirit d10+, Purgator (any field of study), Intimidation d10+

The character has risen through the ranks and has become a true leader of the Inquisition. He's now responsible for ensuring all duties within a region are fulfilled. This rank comes with great responsibility, much like a king or a general, requiring him to perform duties that may interrupt his current mission. However, these additional duties are not limited to any chosen field and encompass all types of inquisitors.

Inquisitional judges stand quite stoically in the face of horror. They gain Fearless (immune to Fear and Intimidation) and receive a +2 bonus to all Intimidation rolls.

GRAND INQUISITOR

Requirements: Legendary, Command, Inquisitional Judge

The character is truly a leader in the fight against the supernatural and has dedicated his life to saving mankind. He's viewed with the utmost respect and serves as an incredible role model for those fighting with him.

Grand inquisitors have passed all tests the supernatural world has thrown at them. They receive a +1 bonus to all bonuses received from Inquisitional Edges. Additionally, all inquisitors under his command receive a +1 bonus to all bonuses received from Inquisitional Edges. This bonus is not cumulative if there are multiple characters with the Grand Inquisitor Edge.

SOCIAL EDGES

The following Connections Edge organizations are appropriate for the Middle Ages and may provide a benefit to those within the Inquisition.

CONNECTIONS (BYZANTINE MISSIONARIES)

Byzantine missionaries are members of the Orthodox Church following the Byzantine rite of Christianity, as established in the Byzantine Empire, performing ministry services abroad including conversion, preaching, educating, and providing health care.

CONNECTIONS (CELTIC MISSIONARIES)

Celtic missionaries are members of the Celtic Church following the Celtic-version of the Latin rite of Christianity, as established in Ireland, performing ministry services abroad including conversion, preaching, educating, and providing health care.

CONNECTIONS (HASHSHASHIN)

The hashshashins, also known as the assassins, are a Nizari Ismailis order from Persia. They formed just before the First Crusade and are mostly known for the ordered, and fulfilled, assassinations of politicians and generals.

CONNECTIONS (KNIGHTS HOSPITALER)

Also known as the Knights of Saint John, the Knights Hospitaller is a group dedicated to St. John the Baptist that arose in Jerusalem. They are chartered by the Papacy and provide care for the sick or injured pilgrims in the Holy Land. They are considered to be both a religious and military order and were involved in the First Crusade and many military encounters in the Holy Land.

CONNECTIONS (KNIGHTS TEMPLAR)

Also known as the Poor FellowSoldiers of Christ and of the Temple of Solomon, the Knights Templar is a group endorsed by the Roman Catholic Church. They arose from the need to protect pilgrims making the voyage to the Holy Land, targeting bandits and highway marauders that preyed on these pilgrims. They have also created the first banking system and have many secrets attached to their organization.

CONNECTIONS (PAPACY)

The papacy is the overall office of the Roman Catholic Pope. It's considered an important institution and has existed for many centuries. The papacy's power

waxes and wanes frequently as the Roman Catholic influence or domination over Europe fluctuates.

CONNECTIONS (ROMAN MISSIONARIES)

Roman missionaries are members of the Roman Catholic Church following the Latin rite of Christianity, as established by the Holy Roman Empire, performing ministry services abroad including conversion, preaching, educating, and providing health care.

CONNECTIONS (TEUTONIC KNIGHTS)

Also known as the Order of Brothers of the German House of Saint Mary in Jerusalem, the Teutonic Knights are a military order governed by the Holy Roman Empire. It was established to provide aid to pilgrims on their way to the Holy Land and to establish hospitals throughout the Holy Roman Empire. However, they have also played an important role in the crusades throughout northern Europe.



GEAR

The Middle Ages era of Judgment Day is nominally set during the time of the Crusades, starting after the Second Crusade. This places the timeline from the 12th through 15th centuries. Equipment available during this time was somewhat limited with new types of weapons not appearing until later in the 15th century.

MELEE WEAPONS

Type	Damage	Weight	Cost	Notes
Blades				
Dagger	Str+d4	1	25	
Long Sword	Str+d8	8	300	
Short Sword	Str+d6	4	200	
Axes & Clubs				
Battle Axe	Str+d8	10	300	
Broad Axe	Str+d10	15	500	Parry -1
Club	Str+2	6	5	
Flanged Mace	Str+d4	3	150	AP 1
Mace	Str+d4	2	50	
War Hammer	Str+d6	8	250	AP 1 vs. rigid armor (plate mail)
Pole Arms				
Pike	Str+d4	12	125	Parry -2, Reach 2, 2 hands
Spear	Str+d6	8	25	Parry +1, Reach 1, 2 hands
Staff	Str+d4	6	50	Parry +1, Reach 1, 2 hands



RANGED WEAPONS

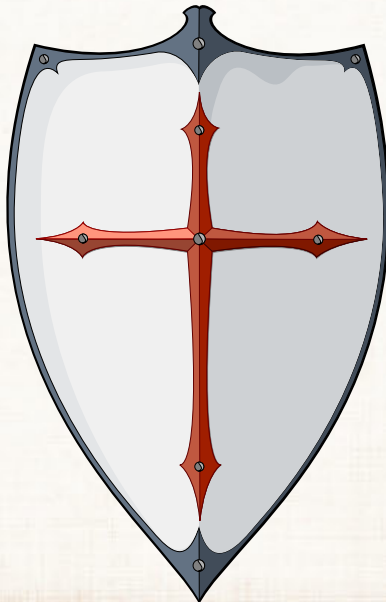
Type	Range	DMG	RoF	Cost	WT	Shots	Min. Str.	Notes
Bow	12/24/48	2d6	1	150	3	-	d6	
Crossbow	15/30/60	2d6	1	300	8	-	d6	AP 2, 1 action to reload
Dagger	3/6/12	Str+d4	1	25	1	-	-	
Javelin	7/14/28	Str+d4	1	25	3	-	d6	
Longbow	15/30/60	2d6	1	200	5	-	d8	
Sling	8/16/32	Str+d4	1	5	1	-	-	

ARMOR

Type	Armor	Weight*	Cost	Notes
Personal				
Chain Mail	+3	25	300	Covers torso, arms, legs
Lamellar Armor	+1	15	100	Covers torso, arms, legs
Laminar Armor	+1	15	100	Covers torso, arms, legs
Leather Armor	+1	10	100	Covers torso, arms, legs
Plate Mail	+4	30	1200	Covers torso, arms, legs
Pot Helm	+3	6	100	50% vs. head shot
Scale Armor	+2	20	200	Covers torso, arms, legs
Steel Helmet	+4	8	150	Covers head
Shields**				
Buckler	-	8	25	+1 Parry
Heater Shield	-	12	50	+1 Parry, +2 Armor versus ranged shots
Kite Shield	-	20	150	+2 Parry, +2 Armor versus ranged shots

**This is effective weight when worn. Most armor weights quite a bit more when carried rather than worn.*

***Shields do not protect against attacks from the rear.*



Although all magic users were considered heretics, the Christian Church allowed wielders of Yahweh's divine energy to continue their practices. This lasted until the end of the Crusades when opposing priests appeared much more frequently, using that same divine energy against the Inquisition. With the onset of the Early Modern Age, even wielding Yahweh's cosmic power was considered heresy and no longer allowed according to Church and Inquisitional law.

MUNDANE EQUIPMENT

Item	WT	Cost	Item	WT	Cost
Adventuring Gear			Ammunition		
Backpack	2	25	Arrow	-	1/2
Bedroll	4	25	Crossbow Bolt	-	2
Blanket	3	10	Sling Bullets	-	1/25
Candle (6 hour, MBT)	1	1	Clothing		
Color Dye	-	1	Boots, Climbing	-	150
Fishing Net	5	25	Boots, Hiking	-	100
Flint and Steel	1	5	Boots, Winter	-	100
Glass Bottle	1	1	Clothing, Average	-	25
Grappling Hook	2	100	Clothing, Formal	-	150
Hammer	1	10	Gear, Winter	3	150
Lantern	2	25	Food & Lodging		
Lantern Oil	-	1	Meal, Simple	-	5
Lock Picks	-	100	Meal, Average	-	15
Mining Pick	8	40	Meal, Hardy	-	25
Quiver	2	25	Trail Rations (5 days)	1	10
Rope	8	10	Lodging, Simple	-	35
Tent, 4 person	10	100	Lodging, Average	-	75
Tool Kit	12	100	Lodging, Luxury	-	150
Torch (LBT)	1	5	Riding Beasts		
Waterskin	-	5	Camel	-	300
			Donkey	-	150
			Horse	-	300
			Saddle	10	25
			War Horse	-	750

ARCANE BACKGROUND

During the Middle Ages the Inquisition considers thaumaturgy, or divine magic, to be the only lawful method of obtaining and utilizing supernatural abilities. It is deemed an extension of Christianity and can therefore be used as a tool against the forces of the occult. Christian leaders call those who wield divine magic priests or warrior monks, but within the Inquisition they are called Specialists. This is how the Inquisition separates the thaumaturgist from witches.

ARCANE BACKGROUND (DIVINE)

- Arcane Skill: Thaumaturgy (Spirit)
- Starting Power Points: 10
- Starting Powers: 3
- Forbidden Powers: *elemental manipulation, puppet, zombie*

Thaumaturgy is divine magic that is to be used only for good. Yahweh and the Angelic Choir do not grant supernatural abilities that are strictly associated with the occult. Additionally, Yahweh and the Angelic Choir are unable to grant supernatural abilities associated with the elements as they have no control over Earth's elements.

Characters wishing to become a thaumaturgist (by acquiring Arcane Background (Divine)) must be a follower of one of Yahweh's religions: Christianity, Judaism, or Islam. For Christianity, the character also needs to choose a rite: Byzantine, Celtic, or Roman. These religion options are presented in **Homeland** (see page xx).

Additionally, the thaumaturgist cannot acquire any powers through heretical means (such as by becoming a necromancer). If he does, he's considered to be sinning

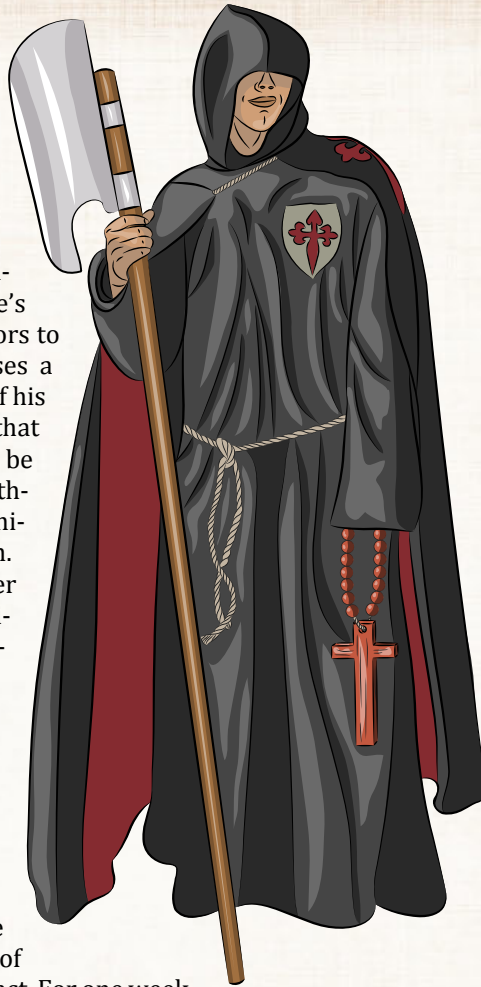
and permanently suffers the consequences listed in **Seven Deadly Sins** until righting his wrongdoings.

Immortal Power: Thaumaturgy is divine magic that sources from the cosmic realm. Because it contains a sliver of an immortal's essence, it's capable of killing those considered immortal.

Know thy Enemy: Thaumaturgy can only be wielded against the enemies of one's religion, including those considered traitors to their religion. After the character chooses a religion (regardless of sect or rite) none of his powers can be used against a human that adheres to that same religion. They can be used against a human that adheres to another one of Yahweh's religions (e.g. Christianity versus Islam), but not the same religion.

If the character attempts to use a power against a human adhering to the same religion, it automatically fails. The GM is allowed to hide a human's religious affiliation, possibly resulting in the failure of the divine magic.

Seven Deadly Sins: Thaumaturgists must be fully dedicated to the cardinal virtues of their religion. Anything considered a sin by that religion is considered a violation of those cardinal virtues by those granting the character his divine magic. If the thaumaturgist violates one of his cardinal virtues, he's punished for the act. For one week, or until he absolves his sin, he incurs a -2 penalty to all Thaumaturgy rolls and all failed rolls are considered to be Critical Failures.



In order to wield Yahweh's cosmic energy, Arcane Characters must wholly dedicate themselves to one of Yahweh's religions. Only then will they be deemed worthy enough to be granted access to that divine power.

ORGANIZATION

During the time of the Crusades, the Inquisition is in its infancy. Its influence extends to the edges of Europe, but little beyond that. Although there are numerous threats looming in Asia and across the Mediterranean Sea, this Inquisition simply cannot handle them as there are too many supernatural occurrences being addressed throughout Europe.

The Inquisition is organized into four regions after the appointment of the grand inquisitor in León. A grand inquisitor is seated within each of these regions: Kingdom of England, Kingdom of France, Kingdom of León, and the Papal States. Each grand inquisitor is supported by an inquisitional judge and twelve smaller regions where lord inquisitors are assigned. According to Inquisitional by-laws, there needs to be at least one lord inquisitor within each of the twelve regions, but there can be more should the level of supernatural activity warrant it.

GRAND INQUISITOR OF ENGLAND

The grand inquisitor of England is seated in the city of Westminster. Upon the Inquisition's inception, the grand inquisitor called St. Edward the Confessor's royal palace his home. Now, the royal palace is used to conduct meetings between the grand inquisitor, inquisitional judge, and Church leaders, who fund most of the activity across the British Isles.

The grand inquisitor of England watches over all occurrences across the British Isles and assists with those in Scandinavia and nations along the Baltic Sea, such as the Livonian Crusade. However, he's only allowed to recruit from the British Isles and can make a case for any recruits that adhere to the Celtic rite of Christianity (due to the influence the Celtic rite has in the British Isles).

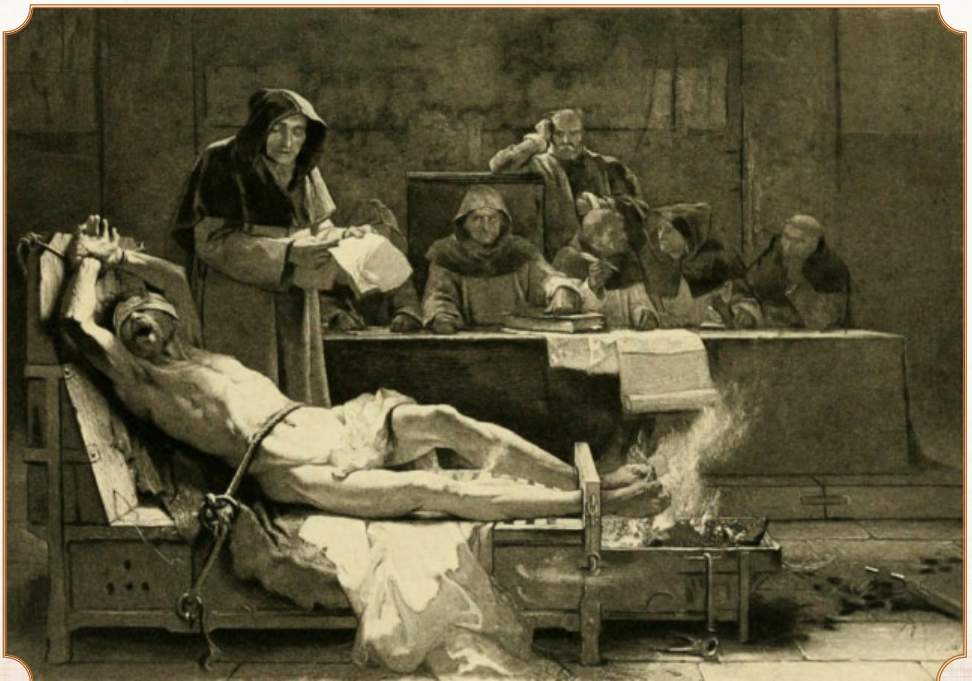
The grand inquisitor of England and his subordinates have been tasked with researching, and addressing, the druidic past of the Celtic polytheistic religion alongside the Anglo-Saxon forms of Germanic polytheism.

GRAND INQUISITOR OF FRANCE

The grand inquisitor of France is seated in the city of Saint-Denis. Meetings conducted between the grand inquisitor, inquisitional judge, and Church leaders occur at the Basilica of Saint Denis. Most of the grand inquisitor's funding come from these Church leaders.

The grand inquisitor of France watches over all occurrences across the Kingdom of France, Scandinavia, and nations along the Baltic Sea. Additionally, he's one of three grand inquisitors tasked with protecting the Holy Roman Empire. However, when recruiting from the Holy Roman Empire, he's limited to its northern reaches.

The grand inquisitor of France and his subordinates have been tasked with eliminating what remains of the supernatural beings and supporters that arose during the times of Germanic polytheism. This includes purging beings from Scandinavia, which is proving to be a quite daunting task.



GRAND INQUISITOR OF LEÓN

The grand inquisitor of León is seated in the city of León. A bit of an afterthought due to the lack of Christian influence over the Iberian Peninsula at the time, he's been tasked with covering regions that previously were neglected to the thin coverage of the Inquisition. This includes all regions across the Iberian Peninsula and incursions that happen throughout the Mediterranean Sea area. Meetings between the grand inquisitor, inquisitional judge, and Church leaders occur at the Saint Mary of León Cathedral. Although Church officials provide a lot of funding for the Inquisition, the grand inquisitor is actually able to cipher wealth away from previous Caliphate sources in exchange for protection.

The grand inquisitor of León watches over all occurrences throughout the Mediterranean Sea area, including those throughout the Iberian Peninsula. Additionally, he's one of three grand inquisitors tasked with protecting the Holy Roman Empire. However, he's not allowed to recruit from the Holy Roman Empire.

The grand inquisitor of León and his subordinates have been tasked with eliminating what remains of the supernatural beings that trace their roots to Ancient Egypt, Ancient Greece, and Ancient Rome.

GRAND INQUISITOR OF THE PAPAL STATES

The grand inquisitor of the Papal States is seated in Vatican City, very near to the Pope. Meetings between the grand inquisitor, inquisitional judge, and Church leaders occur in the Constantinian Basilica of St. Peter. Due to their ties with Christianity, this division of the Inquisition receives all of its funding from the Church and through its activities (such as the Crusades). However, it's also considered the main seat of the Inquisition and thus must offer financial support to the other regions when necessary.



Many citizens who came under accusations of heresy by the publicly known Inquisition ceded to the arm of the Church's law. They abandoned their traditional beliefs and converted to Christianity. However, this couldn't erase what they knew to be true. As such, those who previously had exposure to the supernatural world were recruited by the supernatural hunting Inquisition, entering as apostates or converts.

The grand inquisitor of the Papal States watches over all occurrences throughout the nations and kingdoms east and southeast of the Holy Roman Empire, up to the borders of the Byzantine Empire. Additionally, he's one of three grand inquisitors tasked with protecting the Holy Roman Empire. However, when recruiting from the Holy Roman Empire, he's limited to its southern reaches.

The grand inquisitor of the Papal States is tasked with finding ways to root out all adherents of the occult. Unfortunately, he's finding that this task is all-but impossible as the occult is considerably vast and is incredibly adept at hiding throughout the Holy Roman Empire.





VICTORIAN INQUISITORS

Victorian inquisitors are applicable throughout most of the 19th century, although it's ideally set after the Industrial Revolution. If placed in earlier decades of the 19th century, adjustments may need to be made regarding the availability of certain weapons and the control of settlements outside of Europe.

VICTORIAN INQUISITORS

During the Victorian era, the Inquisition faced a serious problem. The occult was becoming extremely powerful and the lack of proper organization of the Inquisition across the continents meant they were stretched too thin to quash this rise. The grand inquisitors across the globe felt it imperative to call upon the enemies of their enemies to become their allies. The result was a world-spanning war waged between the secret organizations of the world and the occult without the rest of mankind knowing what was going on. All members of the Inquisition were tested to their limits while being forced to fight alongside those they refused to ally with before.

CHARACTER CONCEPTS

The Victorian era adds a fifth character classification: scholar. Scholars are considered members of the Inquisition, working to become fully-fledged inquisitors. However, after the Crusades, the Inquisition saw the need to start inquisitors at a researching rank before allowing them to confront the supernatural.

When creating a character concept, each one fits into one of the five classifications: scholar, inquisitor, injunctive, special, and heretic. If a character wishes to be classified as an inquisitor, she must take the Scholar Edge during character creation or later during character advancement, now becoming a Requirement for the Inquisitor Edge. Characters using clockwork science are considered special and considered an asset to the Inquisition. Characters wielding magic of any type are considered heretics and their lord inquisitor is considered a radical. Allowing heretics into the group is at the GM's discretion. All other characters fall under the injunctive classification.

Here are some example archetypes that can be used to create unique character concepts:

Barrister: Barristers are a type of lawyer often performing legal work on behalf of a client, but without direct access to clients. Their knowledge of the law and the ability to understand criminals can be imperative when investigating members of the occult. They join the Inquisition to enforce the laws of mankind, using them against the adherents of the occult. **Suggested Skills:** Investigation, Persuasion, Streetwise, Taunt

Clergy: With not only the ever-expanding number of religious groups, but also the expansion of roles within the various Churches, there are more roles in the various Churches than ever. These new roles fall under the term clergy, who hold some type of leadership role within the Church. They join the Inquisition to punish those who dare sin against all of mankind. **Suggested Skills:** Intimidation, Knowledge, Persuasion

Criminal: Not all inquisitors start on the right side of the law. If a criminal stumbles across part of the underground world, they may go searching for answers. If this search brings them to the Inquisition, recruitment, forced or voluntary, may occur, allowing the criminal to fight for his neighbors instead of robbing them. **Suggested Skills:** Fighting, Notice, Streetwise, Taunt

Engineer: With the widespread use of clockwork technology by the Inquisition, engineers have become incredibly valuable. They're typically recruited by a grand inquisitor due to their mechanical prowess, and with the hope that they will design the next gadget that can be used against the supernatural world. **Suggested Skills:** Investigation, Knowledge, Repair

Miner: Miners are important during the Victorian era due to the large number of industrial facilities being built at an alarming rate fed by the world's desire for technology. However, sometimes those miners step into areas where supernatural beings live. If they survive an encounter, the Inquisition steps in to ensure they never talk to anyone outside the organization about what they've seen by forcibly recruiting them. Of course, some miners voluntarily choose the Inquisition over a lifetime in the mines. **Suggested Skills:** Fighting, Notice

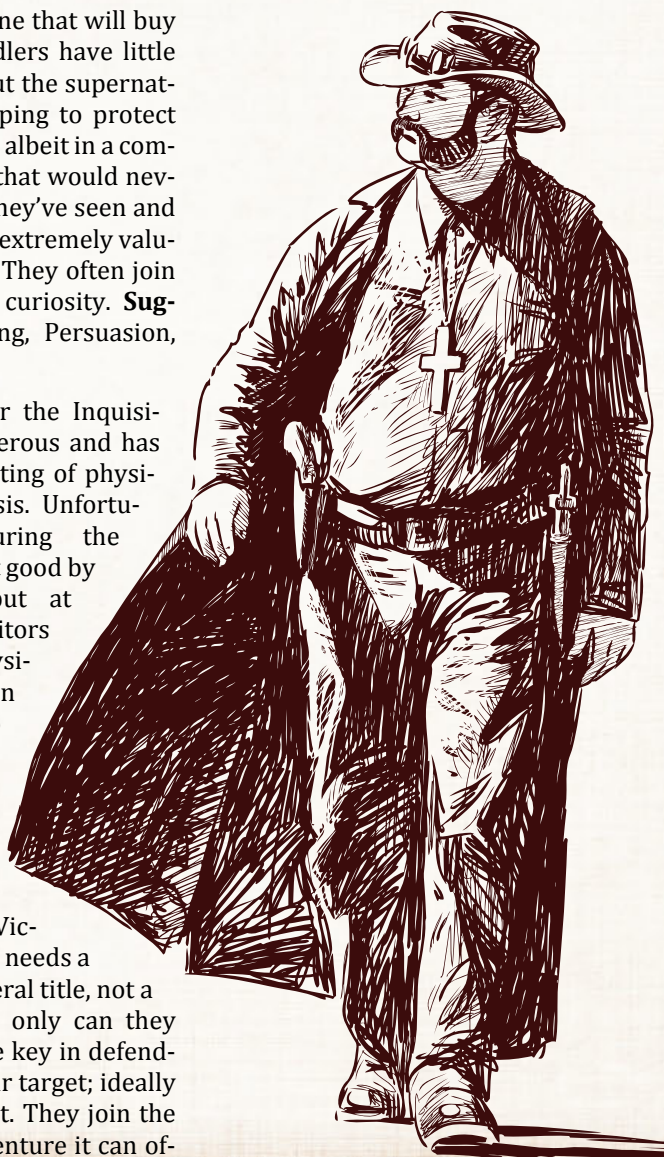
Peddler: Peddlers travel the land hawking their goods to anyone that will buy them. Oftentimes, peddlers have little secrets they know about the supernatural world and are hoping to protect their customers from it, albeit in a completely ridiculous way that would never save anyone. What they've seen and what they may know is extremely valuable to the Inquisition. They often join the Inquisition out of curiosity. **Suggested Skills:** Gambling, Persuasion, Streetwise, Survival

Physician: Fieldwork for the Inquisition is extremely dangerous and has necessitated the recruiting of physicians on a regular basis. Unfortunately, medicine during the Victorian era is not that good by modern standards, but at least it gives the inquisitors a chance to survive. Physicians join the Inquisition as a sense of duty to their profession. **Suggested Skills:** Healing, Investigation, Knowledge, Notice

Seaman: Navies are in abundance during the Victorian era and each one needs a lot of seamen (as a general title, not a rank) to function. Not only can they operate a ship, they are key in defending it and attacking their target; ideally where it hurts the most. They join the Inquisition for the adventure it can of-

fer. **Suggested Skills:** Boating, Climbing, Fighting, Shooting, Survival, Tracking

Servant: Household servants come in many forms, performing their daily duties as a career for their masters. However, when those masters are secretly something more (such as hierophants, vampires, or shapeshifters), these servants may be exposed to a world they cannot fathom. After eliminating the servant's master, the Inquisition recruits the servant to better understand his master. **Suggested Skills:** Knowledge, Notice



Child labor was a very prominent feature throughout the 19th century. Many children began working at an early age, some as early as age 4 or 5, and generally did not live past 25. It wasn't until the 1830s that regulations were beginning to be put in place to reduce certain aspects of child labor. When considering a character concept, think about if the character was forced into child labor or was able to remain in school until reaching a more appropriate working age.

Teacher: Teachers are quickly becoming the lifeline to a productive future. Those who wish to avoid an impoverished life need to follow through with their education or risk being a lowly worker until the day they die. Due to this ability to teach the public, teachers are highly sought after to help educate

inquisitors. The more one knows about the beings they encounter, the better their chances of survival are. The Inquisition regularly recruits teachers to join their growing stock of scholars.

Suggested Skills: Investigation, Knowledge, Persuasion

CHARACTER CREATION

Victorian inquisitors are built similarly to medieval inquisitors. Subtle differences are apparent, especially the move to make thaumaturgy unlawful and the acceptance of clockwork science. Victorian inquisitor statistics are as follows:

Races: All characters are human, gaining the free Edge. However, each one should choose a Homeland that defines where they come from or where they've lived the longest, providing a list of religions and languages they've been exposed to.

Skills: Victorian inquisitors also utilize the base skill choices with era-appropriate focuses being presented.

Edges: Besides new and existing Edges, a new Inquisitional Edge is introduced. The Scholar Edge is required to be taken should a character wish to be called an inquisitor and reach the rank of grand inquisitor. It also becomes a Requirement to take the Inquisitor Edge along with the matching Knowledge focus.

Literacy: Literacy is more common in the Victorian era compared to the Middle Ages, although in some countries it may not be as common. The Literate Edge is no longer necessary and Knowledge (Language) means the character can read and write if he has d6 or higher.

HOMELAND

Throughout the Early Modern Age, the Inquisition expanded to become a global organization. It did not yet match the coverage that had existed in Europe during the Middle Ages, but new grand inquisitors were assigned to watch over the other continents. This worked for and against the Inquisition as the Victorian era began.

With increasing supernatural incursions around the world, the Inquisition was very busy on to each continent. Some coverage existed, but it was less than ideal. Major incursions could be dealt with, but small ones were often neglected. The occult was able to exploit this lack of coverage by increasing their hold over their fellow humans, growing their organizations rapidly. Combined with clockwork technology, this produced the Second Coming of the Occult, and the threat of apocalypse.

Although the level of organization was not ideal, the Inquisition had grand inquisitors assigned throughout the world by the dawn of the Victorian era. By the end of the Victorian era, there were four grand inquisitors assigned to each continent to address the lack of proper organization that had led to the occult almost overpowering mankind once again. The four grand inquisitors in Europe remained while six more were assigned to watch over the other major areas of concern: Australia, Brazil, China, Egypt, Ottoman Empire, and the United States of America.

As in the Middle Ages, each grand inquisitor is in charge of recruiting within his assigned territory. Each territory has an assortment of nations that can be translated into character backgrounds. However, with the ease of global travel, characters

should not be limited in their choice of culture as many cultures have migrated far from their previous homeland.

Due to education being so widespread, a character's Common Knowledge should be based on their upbringing and character concept rather than just their homeland. Additionally, due to the cleansing of religious and historical texts, few remember the myths and folklore that once surrounded their culture.

When choosing languages, the character should be given a fluent language related to their culture, a Knowledge (Language) skill related to where they live (if their family migrated), and Knowledge (English) d6 due its status as the language of the Inquisition.

AUSTRALIA

The grand inquisitor in Australia is tasked with overseeing all nations in the Australian continent and the islands that surround it, up to Malaysia.

Australia: Australia is part of the British Empire. The official language is English and the dominant religions are Roman Catholic and Anglican (Church of England).

Netherlands East Indies: Netherlands East Indies occupies modern-day Indonesia. The citizens are exposed to the Indonesian and Dutch languages and the dominant religions are Islam and Roman Catholic.

New Guinea: New Guinea, in 1884, is divided in half with German New Guinea in the north and British New Guinea in the south. Most citizens speak their indigenous language, plus an additional language from the influence from England and German settlers, respectively. The same can be said about religion.

New Zealand: New Zealand recently gained independence from the British Empire. The official language is English and the dominant religions are Anglican and Roman Catholic.

Singapore: Singapore is part of the British Empire, although it was established as a trading post on behalf of the British East India Company. Most citizens speak Malay, plus a bit of English. The dominant religion is Buddhism, although there are religious influences from England as well.

Solomon Islands: The Solomon Islands are a protectorate of the British Empire and a missionary outpost. Most citizens speak their indigenous language and practice their traditional religions.

Tasmania: Tasmania is a British colony. Full-blooded Aboriginal Tasmanians no longer exist and their indigenous languages are gone. Most citizens speak English and are influenced by English religions.

BRAZIL

The grand inquisitor in Brazil is tasked with overseeing all nations in Central and South America plus Antarctica, Easter Island, Falkland Islands, and the islands around Easter Island.

Argentina: Argentina used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Bolivia: Bolivia used to be part of the Spanish Empire. The official language is Spanish, although many indigenous languages remain, and the dominant religion is Roman Catholic.

Brazil: Brazil used to be part of the Portuguese Empire. The official language is Portuguese and the dominant religion is Roman Catholic.

British Guiana: British Guiana (modern-day Guyana) is a British colony. The official language is English and the dominant religion is Roman Catholic.

The Inquisition of the Victorian era uses English as its official language due to the influence England had during the Early Modern Age and influence that continues into the Victorian era. All members of the Inquisition must learn to speak English; this is reflected in each Background.

If date is a concern within a Judgment Day adventure or campaign, ensure the homeland information contained herein applies to that date. Power may have changed hands given a different decade, especially throughout Africa and South America.

British Honduras: British Honduras (modern-day Belize) is a British colony. The official language is English, although Spanish and Mayan languages are quite common, and the dominant religion is Roman Catholic.

Chile: Chile used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Costa Rica: Costa Rica used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Colombia: Colombia (includes both modern-day Panama and modern day Colombia) used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Dutch Guiana: Dutch Guiana (modern-day Suriname) is a colony of the Kingdom of the Netherlands. The official language is Dutch and the dominant religion is Protestant (Reformed).

Ecuador: Ecuador used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

El Salvador: El Salvador used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

French Guiana: French Guiana is a French colony. The official language is French, although many indigenous languages remain, and the dominant religion is Roman Catholic.

Guatemala: Guatemala used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Honduras: Honduras used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Nicaragua: Nicaragua used to be part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Paraguay: Paraguay used to be part of the Spanish Empire. The official languages are Spanish and Guaraní and the dominant religion is Roman Catholic.

Peru: Peru used to be part of the Spanish Empire. The official languages are Spanish and Quechuan and the dominant religion is Roman Catholic.

Uruguay: Uruguay used to be part of the Brazilian Empire. The official language is Spanish and the dominant religion is Roman Catholic.

Venezuela: Venezuela used to be a part of the Spanish Empire. The official language is Spanish and the dominant religion is Roman Catholic.

CHINA

The grand inquisitor in China is tasked with overseeing all nations in Asia except for the Middle East.

Empire of Japan: The Tokugawa shogunate transitioned to become the Empire of Japan in 1868. The official language is Japanese and the dominant religions are Buddhism and Shinto.

French Indochina: French Indochina occupies modern-day Cambodia, Laos, and Vietnam, and is part of the French Empire. The citizens speak their traditional languages; Khmer, Lao, and Vietnamese, and are exposed to French. The dominant religions are Buddhism, Confucianism, and Taoism, but the citizens have also been exposed to Roman Catholicism.

India: India is part of the British Empire. The official languages are Hindi and English and the dominant religions are Buddhism, Hinduism, Jainism, and Sikhism, but the citizens have also been exposed to Roman Catholic, Judaism, and Islam.

Kingdom of Joseon: The Kingdom of Joseon occupies modern-day Korea. The official language is Korean and the dominant religions are Buddhism and Confucianism.

Malaysia: Malaysia is part of the British Empire. The official languages are Malay and English and the dominant religions are Buddhism and Islam, but the citizens have also been exposed to Roman Catholicism.

Qing Empire: The Qing Empire occupies modern-day China and Mongolia. The official languages are Mandarin, Manchu, Mongolian, and Tibetan and the dominant religions are Buddhism, Confucianism, Shamanism, and Taoism.

Russian Empire: The Russian Empire occupies modern-day Russia, Belarus, Estonia, Georgia, Kazakhstan, Latvia, Moldova, and parts of Ukraine. The official language is Russian and the dominant religion is Russian Orthodox Christianity, but the citizens have also been exposed to Islam, Judaism, and Roman Catholicism.

Siam: Siam (also known as the Rattanakosin Kingdom) occupies modern-day Thailand and parts of Cambodia and Laos. The official language is Thai and the dominant religion is Buddhism.

EGYPT

The grand inquisitor of Egypt is tasked with overseeing all nations in Africa.

Congo Free State: The Congo Free State is privately controlled by Belgium. Indigenous languages and religions still exist alongside French and Roman Catholic influences.

Egypt: Egypt (modern-day Egypt and Sudan) is currently battling, financially and politically, with the French and British. The official language is Arabic and the dominant religion is Islam.

French Algeria: Algeria is currently under French occupation. The official language is Arabic and the dominant religion is Islam, but there are French and Roman Catholic influences around.

French West Africa: French West Africa occupies several modern-day countries in the northwest extents of Africa, and is under African occupation. Indigenous languages still exist alongside French influences and the dominant religions are Islam and Roman Catholic.

German East Africa: German East Africa occupies modern-day Burundi, Rwanda, and Tanzania, having being chartered away from native chieftains in 1885, and is part of the German Empire. Indigenous languages and religions exist, as does Swahili, alongside German, Islam, and Roman Catholic influences.

Kenya: Kenya became a British protectorate in 1888. The official language is Swahili and the dominant religions are Islam and Roman Catholic.

Libya: Libya is influenced by the Ottoman Empire with its coastal regions being controlled by the Ottoman Empire. The official languages are Arabic and Berber and the dominant religion is Islam.

Morocco: Morocco became a Spanish protectorate in 1884. The official languages are Arabic and Berber and the dominant religion is Islam.

Niger: Niger is currently under French occupation. Indigenous languages still exist and the dominant religion is Islam, but there are French influences around.

Nigeria: Nigeria is a British protectorate and part of the British Empire, although the people are currently at war with the British. Indigenous languages still exist and the dominant religion is Islam, but there are English and Roman Catholic influences around.

Portuguese East Africa: Portuguese East Africa occupies modern-day Mozambique and is a Portuguese colony and missionary location. The official language is Portuguese and the dominant religion is Roman Catholic.

Portuguese West Africa: Portuguese West Africa occupies modern-day Angola and is a Portuguese colony, primarily used for the slave trade. The official language is Portuguese and the dominant religion is Roman Catholic.

South Africa: South Africa is a mash-up of cultures and influences including the British, Dutch, German, and nearby Zulu. Many languages are spoken and the dominant religions are Islam and Roman Catholic.

Tunisia: Tunisia is a French protectorate and is in the process of being colonized by the French. The official language is Arabic and the dominant religion is Islam, but there are French and Roman Catholic influences around.

ENGLAND

The grand inquisitor in England is tasked with overseeing all nations that form the United Kingdom and the Danish islands northwest of it.

England: England is part of the United Kingdom. The official language is English and the dominant religions are Anglican and Roman Catholic.

Greenland: Greenland is part of the Kingdom of Denmark. The official language is Danish and the dominant religion is Lutheran.

Iceland: Iceland is part of the Kingdom of Denmark. The official language is Icelandic and the dominant religion is Lutheran.

Ireland: Ireland is part of the United Kingdom. The official languages are English and Irish and the dominant religion is Roman Catholic.

Scotland: Scotland is part of the United Kingdom. The official languages are English and Scottish Gaelic and the dominant religions are Calvinist and Roman Catholic.

Wales: Wales is part of the United Kingdom. The official languages are English and Welsh and the dominant religions are Anglican and Roman Catholic.

GERMANY

The grand inquisitor in France was moved to Germany and is tasked with overseeing all nations within the northern and northeastern reaches of Europe, except Russia.

Belgium: Belgium is now an independent country. The dominant languages are Dutch, French, and German and the dominant religion is Roman Catholic.

Denmark: The official language in Denmark is Danish and the dominant religion is Lutheran.

Finland: Finland is part of the Russian Empire. The official language is Finnish and the dominant religion is Lutheran.

Germany: Now fully unified, the official language of Germany (proclaimed the German Empire in 1871) is German and the dominant religion is Roman Catholic.

Lithuania: Lithuania is part of the Russian Empire. The official language is Lithuanian and the dominant religion is Roman Catholic.

Luxembourg: Luxembourg is now an independent country. The dominant languages are French and German and the dominant religion is Roman Catholic.

Netherlands: The official language of the Kingdom of the Netherlands is Dutch and the dominant religion is Roman Catholic.

Norway: The official languages in the Kingdom of Norway are Norwegian and Sami and the dominant religion is Lutheran.

Poland: Modern day Poland has been partitioned and is part of the Russian Empire and, in 1871, a separate partition became part of the German Empire. The official language is Polish and the dominant religions are Calvinism, Hussitism, Judaism, and Roman Catholicism.

Sweden: The official language in the Kingdom of Sweden is Swedish and the dominant religions are Lutheranism, Judaism, and Roman Catholicism.

ITALY

The grand inquisitor in Italy is tasked with overseeing all nations within the southern and southeastern reaches of Europe.

Albania: Albania is part of the Ottoman Empire. The official language is Albanian and the dominant religion is Islam.

Bosnia: Bosnia is part of the Ottoman Empire and later the Austro-Hungarian Empire in 1878. The dominant languages are Bosnian, Croatian, and Serbian and the dominant religion is Islam.

Bulgaria: Bulgaria was part of the Ottoman Empire until its independence in 1878. The official language is Bulgarian and the dominant religions are Islam and Roman Catholic.

Croatia: Croatia is part of the Austrian Empire and later the Austro-Hungarian Empire in 1867. The official language is Croatian and the dominant religion is Roman Catholic.

Greece: Greece was once part of the Ottoman Empire. The official language is Greek and the dominant religion is Orthodox Christianity.

Italy: Italy is now unified. The official language is Italian and the dominant religion is Roman Catholic.

Romania: Romania is part of the Ottoman Empire until its independence in 1878. The official language is Romanian and the dominant religion is Orthodox Christianity.

Ukraine: Ukraine progressed from the history of Kievan Rus. The dominant languages are Russian alongside regional languages. The Ukrainian language exists but its use is banned. The dominant religion is Orthodox Christianity.

OTTOMAN EMPIRE

The grand inquisitor in the Ottoman Empire is tasked with overseeing all nations within the Middle East, except Egypt.

Cyprus: Cyprus is part of the Ottoman Empire until 1878 when it became part of the British Empire. The official language is Greek and the dominant religion is Orthodox Christianity.

Oman: Oman is ruled by various tribes. The dominant language is Arabic and the dominant religion is Islam.

Ottoman Empire: The Ottoman Empire occupies modern-day Iraq, Israel, Jordan, Lebanon, Palestine, Qatar, Saudi Arabia, Syria, Turkey, the United Arab Emirates, and Yemen. The official language is Ottoman Turkish and the dominant religion is Islam, although sects of Orthodox Christianity and Judaism remain.

Persia: Persia occupies modern-day Iran. The official language is Persian and the dominant religion is Islam.

SPAIN

The grand inquisitor in Spain is tasked with overseeing all nations within the western reaches and central areas of Europe.

Austria: The Austrian Empire, and the Austro-Hungarian Empire after 1867, includes modern-day Austria, Czech Republic, and Slovakia. The dominant languages are German, Czech, and Slovak, while the dominant religion is Roman Catholic.

France: The official language of the French Republic is French and the dominant religion is Roman Catholic.

Hungary: Hungary became part of the Austro-Hungarian Empire in 1867. The official language is Hungarian and the dominant religions are Roman Catholic and Calvinist.

Portugal: The official language of Portugal is Portuguese and the dominant religion is Roman Catholic.

Spain: The official language of Spain is Spanish and the dominant religion is Roman Catholic.

Switzerland: Switzerland has become a federal state. The dominant languages are German and French and the dominant religions are Roman Catholic and Protestant (Reformed).

UNITED STATES OF AMERICA

The grand inquisitor in the United States of America is tasked with overseeing all nations within North America, excluding Central America.

Canada: The official languages in Canada are English and French (in Quebec) and the dominant religions are Anglican, Methodist, and Roman Catholic.

Mexico: The official language in Mexico is English and the dominant religion is Roman Catholic.

United States of America: The official language of the United States of America is English and the dominant religions are Anglican, Baptist, Congregationalist, Judaism, Lutheran, and Roman Catholic.

SKILLS

DRIVING

Driving is a viable skill, but the modern car wasn't built until 1885 and then wasn't promoted until 1886 (in extremely limited quantities). Regular production didn't really begin until 1890. The first motorcycle wasn't built until 1888 and then didn't really hit regular production until 1894.



KNOWLEDGE

All Knowledge fields from the Middle Ages are still in use by the Inquisition during the Victorian era.

LANGUAGE

Many languages have survived and been altered into the Victorian era. Since the Inquisition is a global organization, the possible languages are immense and many can even be learned in major learning institutions. Due to the global influence of England and the use of English in the United States, the Inquisition has chosen English to be its preferred language for internal use. As a result all members are required to understand English so that they can fulfill the duties required by the Inquisition.

Literacy was much more common during the Victorian era than the Middle Ages. When a character is fluent in a language, they are capable of speaking, understanding, writing, and reading it. Acquiring the Knowledge (Language) skill is a measurement of fluency in the chosen language such that as the die type increases, the character is able to better understand and communicate with that language.

HINDRANCES

The Illiterate Hindrance is no longer forbidden for Victorian inquisitors.

NEW HINDRANCES

ADDICT (MINOR/MAJOR)

Drugs were not viewed the same during the Victorian era as they are in the modern day. Many drugs are used for medicinal purposes, such as opium and cocaine, and have addictive qualities. As a Minor Hindrance, the character is slightly addicted to a medicinal form of a drug and struggles to stay away from it. Whenever in the presence of the drug, he must make a Spirit roll to avoid doing everything he can to acquire it.

As a Major Hindrance, the character is a full addict and requires the drug to get by from day to day. He suffers a -1 penal-

ty to Charisma due to the addiction and must make a Spirit roll, with a -2 penalty, to avoid doing everything he can to acquire it. If he goes 24 hours without the drug, he experiences a splitting headache that causes him to gain one level of Fatigue. This Fatigue recovers after 72 hours or if the he acquires the drug he so yearns.

FRATERNITY (MINOR)

The character is a member of a fraternity, although not one that is considered a secret society. He supports all his fraternal brethren and donates part of his pay to that fraternity. If one of his fraternal brothers calls upon him at any time, he will do what he can to offer support. Additionally, he always sends 5% of his pay to the fraternity.

IMPOVERISHED (MINOR)

There are many impoverished people living on the streets. The character happens to be one of them, and was forced into work at the age of 8. He is poorly educated and cannot begin his career (at character creation) with any Knowledge skill greater than d4.

MASCULINITY (MAJOR) (MALE ONLY)

The character subscribes to the cardinal rules of masculinity that, during the Victorian era, drew a very rigid line regarding what women "should be allowed to do." Much like bigotry, the character is not viewed highly by women and those who seek equality. He suffers a -4 penalty to Charisma when interfacing with women.

EDGES

FORBIDDEN EDGES

For Victorian characters, the Gadgeteer and Mr. Fix It Edges are allowed, although they are tied to Arcane Background (Clockwork) and Gearsmithing instead of Weird Science. All other Edges that were forbidden for Medieval characters are still forbidden for Victorian characters.

Organizations listed as Connections Edges offer an unmentioned gaming opportunity: the Inquisition isn't the only with knowledge of the supernatural world. Not all of these organizations have this knowledge, especially the government funded ones, but many do. If the players do not wish to play as inquisitors, the basic aspects of Judgment Day can be placed within one of these other organizations, allowing the players and the GM to fill in the gaps. Inquisitional Edges can be changed to ranks within a different organization and views regarding the use of magic could change drastically.

NEW EDGES

ENTERTAINER

Type: Background

Requirements: Novice

Entertainment is quite common; including circuses, magicians, and theater to name a few. The character made a bit of a living being an entertainer before joining the Inquisition. Acrobats are often sought after by the Inquisition. He gains a +2 bonus to Agility when making any type of roll for an acrobatic maneuver.

PLAGUE SURVIVOR

Type: Background

Requirements: Novice

The character ancestors were survivors of one of the plagues that swept across Europe. Due to some mutation in their DNA, they were immune to the effects of the plague. The character is now quite capable of surviving diseases that she becomes afflicted with. She gains a +2 bonus to Vigor rolls made to resist the effects of diseases and plagues.

INQUISITIONAL EDGES

As the Crusades gave way to the Renaissance, the Inquisition adopted a new rank for budding inquisitors: the scholar. The rank was created to better understand the supernatural foes the Inquisition faced on a daily basis. Not only did this make the Inquisition more capable of defeating these foes, it made the inquisitor better prepared for what lay ahead.

Only the title Scholar can be purchased at character creation as an Inquisitional Edge within the Victorian era setting. However, much like other Inquisitional Edges, the Scholar Edge must be taken with a field of study, such as Demonic Scholar. The Scholar Edge now becomes a requirement for the Inquisitor Edge.

SCHOLAR

Requirements: Novice, Knowledge (choose focus that corresponds to the chosen field of study) d6+

The character has dedicated himself to the Inquisition's cause, vowing to protect humanity from the supernatural its sup-

porters. He gains a +2 bonus while performing non-combat field duties involving any being that carries the classification associated with the chosen field of study. These duties include, but are not limited to, research, tracking, investigating, interrogating, observing, dictating orders, analysis, translating, and many other duties that occur outside of combat.

The Scholar Edge does not apply to any combat skill, such as Fighting. It is only used for field work skills, such as Investigation, Knowledge, Notice, and Tracking. **Example:** Demonic Scholar means the Edge applies to all applicable activities involving beings classified as Demons.

SOCIAL EDGES

The following Connections Edge organizations are appropriate for the Victorian era and may provide a benefit to those within the Inquisition.

CONNECTIONS (CAMBRIDGE APOSTLES)

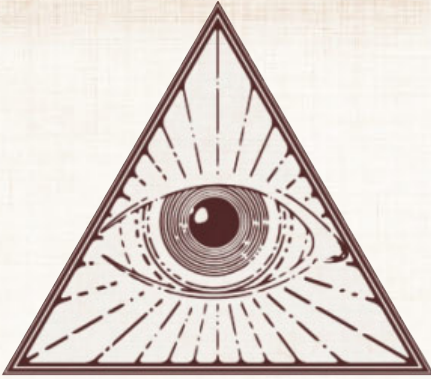
The Cambridge Apostles is an intellectual secret society founded in 1820 at the University of Cambridge in Cambridge, England. They get together frequently to discuss popular topics and are known to quietly discuss supernatural sightings and rumors. They also operate a clandestine spy ring.

CONNECTIONS (FREEMASONS)

The Freemasons are a fraternal organization that is believed to have come about through the demise of the Knights Templar. They are located across Europe and North America and are believed to retain many secrets from Earth's past, including occult secrets recovered by the Knights Templar. They have eyes and ears in many parts of the world and are continuously on the lookout for esoteric information. One of their main goals is the furthering of mankind and they regularly offer charity, shelter, and friendship to those in need.

CONNECTIONS (ILLUMINATI)

The Illuminati is a secret society that was officially disbanded in 1785, but continues to operate. Their main focus is spreading enlightenment by exposing



conspiracies found around the world. They are well-versed in the knowledge of the occult and the Inquisition and serve as a stark opponent to the Inquisition's desire to keep mankind in blissful ignorance.

CONNECTIONS (ODDFELLOWS)

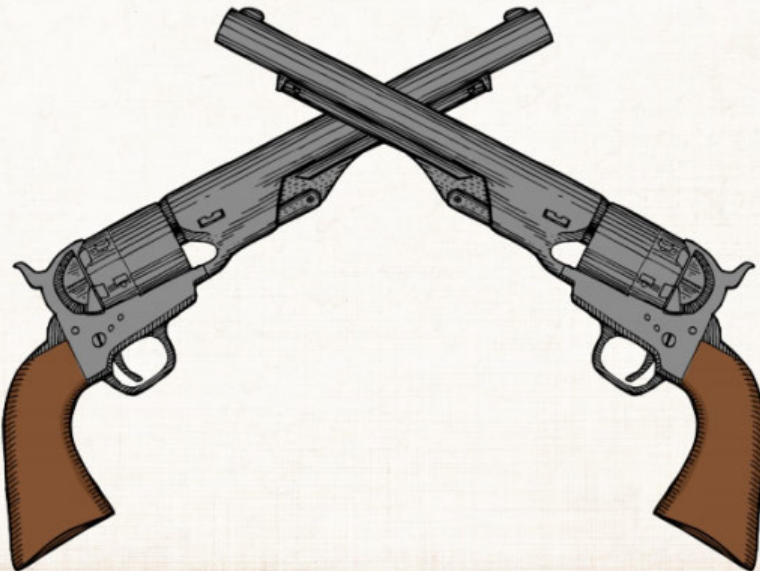
Oddfellows is a colloquial term for a number of secret societies and fraternal organizations throughout the United Kingdom. They are much smaller than the better-known groups and serve as charitable organizations. They can often be found providing assistance in the wake of a disaster, supernatural or otherwise. Although they don't know nearly as much about the supernatural world, they are an important ally when it comes to damage control.

CONNECTIONS (ROSICRUCIANS)

The Rosicrucian Order is a secret society that is believed to also have been founded in the wake of the Knights Templar's demise. They are located across Europe and North America, and are in stark contrast to their Freemason brethren. While the Freemasons know about the secret world and wish to continue protecting mankind from it, the Rosicrucians continue their investigation of Earth's esoteric past, often practicing occult magic and fraternizing with cultists. They are only affiliated with the occult, rather than serving it, and continue to function with their own set of goals. One of their primary goals is to uncover the truth about the physical universe and the spiritual realm.

CONNECTIONS (SPIRITUALISTS)

Spiritualism is a movement during the Victorian era that resulted in many people investigating the spiritual realm and its ties to the mortal realm. Many attempted to communicate with the spiritual realm, although only the clairvoyant were truly successful. The overall acceptance of mediums grew from this movement as did the idea of holding séances to communicate with the spirits of our ancestors.



GEAR

The Victorian era adds new weapon options to the Inquisition. This is in addition to those from the Middle Ages, although some of them may be considered to be obsolete. All mundane equipment from the Middle Ages is still available.

MELEE WEAPONS TABLE

Type	Damage	Weight	Cost	Notes
Blades				
Artillery Sword	Str+d6	3	250	Parry +1
Infantry Sword	Str+d8	6	350	Parry +1
Mameluke Sword	Str+d8	7	400	Parry +2
Sabre	Str+d6	4	300	Parry +2
Axes & Clubs				
Flail	Str+d6	8	200	Ignores Shield Parry and Cover bonus
Morning Star	Str+d6	6	200	
Pole Arms				
Bardiche	Str+d8	15	300	Reach 1, 2 hands
Glaive	Str+d6	11	200	Reach 1, 2 hands
Halberd	Str+d6	12	200	Reach 1, 2 hands

RANGED WEAPONS TABLE

Type	Range	DMG	RoF	Cost	WT	Shots	Min. Str.	Notes
Revolvers								
Beaumont-Adams	15/30/60	2d6	1	350	4	5	-	1 action to reload
Colt 1851 Navy	15/30/60	2d6-1	1	300	5	6	-	1 action to reload
Colt 1860 Army	15/30/60	2d6	1	400	5	6	-	1 action to reload
Colt Dragoon	20/40/80	2d6	1	450	5	6	-	1 action to reload
Enfield	10/20/40	2d6	1	300	4	6	-	1 action to reload
Kerr's Patent	12/24/48	2d6	1	325	4	5	-	1 action to reload
Lancaster Pistol	15/30/60	2d6	1	400	5	4	-	
Remington 1858	20/40/48	2d6-1	1	350	5	6	-	1 action to reload
Smith & Wesson	10/20/40	2d4	1	200	4	7	-	1 action to reload
Sarr	16/32/64	2d6	1	425	5	6	-	1 action to reload
Webley	15/30/60	2d6	1	450	6	6	-	
Rifles								
Burnside Carbine	30/60/120	2d6+1	1	600	8	1	-	
Enfield 1853	45/90/180	2d6	1	600	10	1	-	1 action to reload
Lorenz	25/50/100	2d6	1	400	9	1	-	1 action to reload
Spencer Repeating	40/80/160	2d6+1	1	1200	12	7	d8	1 action to reload
Springfield 1861	20/40/80	2d6+1	1	400	8	1	-	1 action to reload
Whitworth	50/100/200	2d6	1	650	10	1	-	1 action to reload

ARCANE BACKGROUND

During the Renaissance era, the people of Europe were accosted by the forces of the occult as a result of the Inquisition's ranks thinning as the organization moved to become a global organization. To help fight back, scientists developed clockwork machines that could be used to protect towns and villages that were too small to maintain a regular militia. Seeing the advantage this technology provided mankind during the fight against evil, the Inquisition also adopted the use of clockwork devices and set about recruiting some of the best clockwork engineers around.

ARCANE BACKGROUND (CLOCKWORK)

Arcane Skill: Gearsmithing (Smarts)

Starting Power Points: 10

Starting Powers: 1

Forbidden Powers: *banish, detect/conceal arcana, dispel, divination, drain power points, fear, greater healing, growth/shrink, healing, intangibility, invisibility, mind reading, puppet, shape change, speak language, telekinesis, teleport, zombie*

Technology has developed significantly since the Medieval era into a revolutionary time where super science exists in the form of clockwork technology. Clockwork is a technology-based, mechanical science with no magical components. Scientists, engineers, and their kin are those designing and utilizing the technology, using the knowledge they have. Because clockwork has no magical ability, it cannot be used to create or manipulate anything that isn't tangible.

Clockwork is based on Arcane Background (Weird Science) in that each new power is a new clockwork-powered device. That device has a number of Power Points equal to the engineer's Power Points, representing how much winding it has. The player must write down what the design is and how it's transported when gaining the new power. Gearsmithing is the skill the engineer uses when activating most devices. If the invention should use a different skill, such as Driving or Shooting, the engineer uses that skill instead. However, powers that require an opposed roll still use the Gearsmithing skill.

Malfunction: Clockwork is a stable technology that relies on mechanical parts rather than mysterious energy. When the engineer rolls a 1 on the skill die used to activate the device, it has malfunctioned in some way. This could be a spring or gear coming loose, the device's windings getting tangled, or just poor construction. The engineer must succeed on a Repair roll before the device can be used again. If the roll is a Critical Failure (a 1 on both the skill and Wild dice), the design is actually flawed and the device must be completely overhauled, requiring $d6+1$ days to do so and a successful Repair roll.

New Powers: Each time an engineer takes the New Power Edge, he has designed a new clockwork-powered device. Choose a power and decide what kind of device represents that power. The engineer can choose a new power or one he already has to create a second device.

Maintaining Powers: Because engineers use mechanical inventions instead of magic, they don't suffer any penalties for maintaining powers, but their devices still have to pay the maintenance cost in Power Points as normal.

Rewinding: Clockwork devices must be rewound in order to work. Instead of regaining Weird Points automatically, through rewinding, the Weird Character must spend one Combat Action to wind the device and regain one Weird Point. Outside of combat, rewinding can either be hand waved away or the character could attach the device to a rewinding machine. It takes two seconds to rewind a device enough to regain one Weird Point.

Sharing Devices: Engineers can share their clockwork devices and have them operate as normal. The only requirement is that the user of the device has the appropriate skill to use it. If the Gearsmithing skill is required, the user suffers the normal penalties for not having the skill.

Increasing Power Points: When an engineer increases his Power Points, he upgrades all his clockwork devices by extending the winding within them. This means *all* of his devices gain the additional Power Points as does the engineer himself.

Losing Devices: If an engineer's clockwork invention is taken away, lost, or destroyed, he can make another in $d6+6$ hours as long as he has access to his tools and the supplies necessary to recreate the invention. This requires a standard Gearsmithing roll, but a raise halves the time required. If the original is found or returned, it no longer functions, preventing the engineer from getting a free duplicate device.



CLOCKWORK INVENTIONS

Not all clockwork devices need to be Power-based. Engineers are allowed to design devices with nearly any purpose that can also be utilized by their allies. Creating these devices requires time, parts, fabrication, and a successful Gearsmithing roll during the testing process. If the roll fails, the device doesn't work and the character must spend $d6+4$ days fixing the design. After that time, the roll is repeated with the same consequences on failure.

These new clockwork devices can be used for utility purposes outside of combat or as new weapons during combat. However, each one should have a full description that describes how it's used and what it does. Additionally, the time and cost required to build the device should be determined by its relative complexity. Clockwork inventions are described as follows:

Type: What type of device it is.

Use: The skill required for using the device (not designing it).

Effect: What the device does.

Duration: The first entry is how long the device lasts before needing to be rewound. The second entry is how long it takes to rewind the device.

Notes: Any special rules or effects, in addition to those already listed, pertaining to the clockwork device.

AERIAL SCREW

Type: Flying machine

Use: Piloting

Effect: Allows the pilot to fly, much like a helicopter, vertically and horizontally.

Duration: 30 minutes / 12 seconds

Notes: The aerial screw is controlled by wing-like devices that allow it to move in any direction.

AUTOHORSE

Type: Land traversing machine

Use: Driving

Effect: Allows the rider to travel across the land atop a mechanical horse.

Duration: 60 minutes / 30 seconds

Notes: Can run for 60 minutes at nominal speed of 3 mph. Each mph above that, to a maximum of 9 mph, reduces the time by 5 minutes. The autohorse is controlled by a throttle to speed up or slow down.

GEARCYCLE

Type: Land traversing machine

Use: Driving

Effect: Allows the rider to travel across the land atop a clockwork-powered cycle.

Duration: 60 minutes / 42 seconds

Notes: Can travel for 60 minutes at nominal speed of 20 mph. Each mph above that, to a maximum of 40 mph, reduces the time by 5 minutes. The gearcycle is controlled by a throttle to speed up or slow down.



Hauling large clockwork devices about can be cumbersome, especially if they need to be continuously rewound to cover the required distance. During the Victorian era, thousands of miles of railway crisscrossed the continents, providing transportation to everyone. They make ideal methods of transporting large clockwork devices across the country should the mission warrant it. The device could be stored at an Inquisition headquarters, be loaded onto a train using false documents, and arrive in the nearest city to where the mission is taking place.

RUNNING BOOTS

Type: Land traversing machine

Use: Gearsmithing

Effect: Allows the wearer to run across the land without becoming fatigued.

Duration: 60 minutes / 12 seconds

Notes: Travels at 5 mph without additional settings for speed. A switch on the boots allows the wearer to slow down to a gradual stop if necessary.

VORTEX ENGINE

Type: Summoning device

Use: Knowledge (Occult)

Effect: Cuts the fabric to allow a summoning through the spiritual realm.

Duration: 120 minutes / 24 seconds

ORGANIZATION

By the dawning years of the Victorian era, the Inquisition is a global organization, albeit a struggling one. Its influence stretches to almost every corner of the continents and new threats are being encountered almost daily. However, due to the rapid expansion of mankind and the relatively slow rate of growth of the Inquisition, grand inquisitors are having a difficult time keeping up resulting in many inquisitors becoming overwhelmed.

To assist the inquisitors in the field as much as possible, the Inquisition has assigned a grand inquisitor to each continent. These new territories lack the four-region support of Europe, but there is at least a presence; a presence that is slowly growing. Unfortunately, this lack of expeditious growth has led to the Second Coming of the Occult.

GRAND INQUISITOR OF AUSTRALIA

The appointment of a grand inquisitor for Australia is the most recent of its kind. There was originally no seat for this position and the grand inquisitor spent his time floating between colonies. The appointment was mostly prompted by the need to fund the Inquisition's activities in Australia, but it became a necessity for addressing threats abroad. As time went on, the colonies grew larger in areas farther from where the most pressing matters were.

In 1875, the grand inquisitor made his last trek from the Queensland colony to Palmerston in the Northern Territory (modern-day Darwin). Thanks to a gold rush taking place there, the Inquisition found a way to properly bankroll their activities in Australia and remain close to where the bulk of the supernatural activity was: the islands north of Australia.

Because Palmerston has a very small population, the Inquisition is finding it quite easy to hide their true intentions from the people while serving to protect them. This is largely because there is little to no supernatural activity in the immediate area, not to mention the fact that much of the town's population is providing some type of service to the Inquisition (including a large number of injunctives). The gold miners there are quite hardy and more than capable of protecting mankind.

Notes: This is the device the occult used during the 19th century to summon great beings from across the universe.

WAR MACHINE

Type: Warfare device

Use: Driving

Effect: Lumbers across the land to allow those inside protection from those outside.

Duration: 30 minutes / 42 seconds

Notes: The war machine only travels at 3 mph, but is made of thick sheets of metal to protect those within (armor = all 6). It has multiple, small openings for those within to fire upon those outside.

The grand inquisitor of Australia is currently tasked with unraveling the folklore of the Aboriginal Australian people and the continuing growth of supernatural sightings on the islands north of Australia.

GRAND INQUISITOR OF BRAZIL

The grand inquisitor of Brazil is seated in the city of São Paulo where the first inquisitors arrived on the heels of the bandeirantes that became commonplace during the 17th century. Able to hide amongst the throngs of travelers and explorers, the Inquisition was quickly able to launch scholarly investigations of the territories, learning many of the secrets they held. Along with the aid of the Inquisition in the English colonies of North America, the organization was able to launch a campaign into Mesoamerica, where they learned of the horrors that occurred centuries before.

Inquisitors in South America face tumultuous challenges. Travel inland is extremely difficult and dangerous as the thick Amazon rainforest forces investigators to deal with massive obstructions. When a supernatural sighting occurs, investigation often takes months and the success rate of those investigations is extremely low. This causes information to be leaked to the greater populace, which brought an influx of relic hunters to South America. Although these relic hunters seek prizes that can be placed in museums or personal collections, these relics could be disastrous should they fall into the hands of the occult.

The grand inquisitor of Brazil is currently tasked with investigation the supernatural horrors that thrive throughout the Amazon and work with the Grand Inquisitor of the USA to investigate the history of Mesoamerica.

GRAND INQUISITOR OF CHINA

The grand inquisitor of China is seated in the city of Shanghai due to its access to international trade. From early on, China was seen as an important center of supernatural activity to the grand inquisitors. After the expansion of the Inquisition to Egypt, the organization set its sights on the busy streets of Shanghai and the importance it played in the Qing Empire. The Yangtze River allowed for quick travel inland and immediate access to the ocean meant more efficient travel to Japan.

The inquisitors across the Qing Empire quickly realized that aiding the inquisitors of Egypt to support the Middle East from their position was difficult. This led to the request for a grand inquisitor in the Ottoman Empire, although there were many hurdles to overcome before that was possible. Before granting a new grand inquisitor, the field inquisitors were stretched horribly thin from Shanghai to Persia, up through Russia, and out to Japan. Many lost their lives in this period, requiring other organizations to step forth and assist, such as the samurai warriors in Japan. With the appointment of the grand inquisitors of the Ottoman Empire and Australia, the inquisitors in the Qing Empire were able to relax and primarily focus their efforts on China, Japan, and India. Much of Russia was ignored, leading to the growth of new organizations there, such as the Little Russian Secret Society and the Union of Salvation.





The grand inquisitor of China is currently tasked with unmasking the Magyar, Mongolic, Slavic, and Turkic folklore across the Steppes, especially those involving Tengriism.

GRAND INQUISITOR OF EGYPT

The grand inquisitor of Egypt is seated in the city of Cairo. He was the first grand inquisitor appointed outside of Europe and was appointed due to the necrotic threat that still proved problematic across Egypt. As the first threats were addressed, campaigns were launched deeper into Africa and east into the Middle East. A significant mixture of beliefs was encountered throughout Africa, leading to many examinations of the indigenous religions. However, most of this went on hold after entering the area surrounding the Congo River. Here, many vicious otherworldly threats were encountered leading to the diversion of attention away from the Middle East and other areas of Africa.

Inquisitors in Africa face incredible dangers from the many horrific beings throughout the continent that have existed for centuries. Humanoid species were found thriving in remote areas and near-immortal beings were a regular sighting. The continent had been ignored for so many centuries that the incursion of otherworldly beings was overwhelming. Much like the difficulties in South America drew relic hunters to that continent, the rumors of great beasts in Africa brought thrill seeking hunters to this continent, looking to mount trophies of otherworldly creatures in their den.

The grand inquisitor of Egypt is currently tasked with investigating the supernatural horrors that thrive around the Congo River and the African Great Lakes regions.

GRAND INQUISITOR OF ENGLAND

The grand inquisitor of England has moved his seat to the city of London. His responsibilities have changed little since the Middle Ages, although he no longer has a singly defined task as all of the British Isles have been thoroughly investigated and documented. However, supernatural incursions are still found, leading the Inquisition to believe the United Kingdom is still a hotbed of occult activity.

GRAND INQUISITOR OF GERMANY

The grand inquisitor of France has been moved to Germany and is seated in the city of Berlin. His responsibilities have shifted to different territories, but little else has changed.

GRAND INQUISITOR OF ITALY

The grand inquisitor of the Papal States has become the grand inquisitor of Italy and has moved his seat to the city of Rome. This allowed the Inquisition to further distance itself from the Catholic Church in the hopes of being a self-governed organization. By remaining in Italy, the Inquisition was able to maintain friendly ties to the Catholic Church in the hopes of being its militant arm when necessary. His responsibilities have changed little outside of shifting territories.

GRAND INQUISITOR OF THE OTTOMAN EMPIRE

The grand inquisitor of the Ottoman Empire is seated in the city of Constantinople (also known as Kostantiniyye and Istanbul). His appointment grew out of the inadequate coverage of the Middle East by the grand inquisitors of Egypt and China. The other two were simply too busy and thus a new grand inquisitor was necessary. This appointment took longer than expected due to the expansion of the Ottoman Empire, but eventually a grand inquisitor established a headquarters in Constantinople.

Inquisitors throughout the Middle East have the difficult task of monitoring the Holy Lands for reported chaotic incursions. There is a history of ethermancers in the area who have plagued that land for centuries by bringing demons through the fabric. These vile beings have become a staple of Persian and Turkish folklore, as well as

being a part of previous civilizations' folklore. The high amount of demonic activity has resulted in the most capable Demon Hunters and Demon Purgators residing within the Ottoman Empire (which changes often). The belief is that the demons are either naturally drawn to the desert or the historical significance of the region serves as a beacon to the underworld.

The grand inquisitor of the Ottoman Empire is currently tasked with monitoring all demonic activity to ensure it doesn't bleed into neighboring regions.

GRAND INQUISITOR OF SPAIN

The grand inquisitor of León has become the grand inquisitor of Spain. He is still seated in the city of León and his responsibilities have changed little outside of shifting of local territories.

GRAND INQUISITOR OF THE UNITED STATES OF AMERICA

The grand inquisitor of the United States of America is seated in the city of Boston. Although the Inquisition had a presence in the New World from early on, a grand inquisitor wasn't appointed until colonization was in full swing (during the 17th century). Upon arriving, it became quite obvious that the New World was teeming with supernatural activity and the Inquisition would probably never fully purge it from the land. Part of this was due to the ancient beings that resided there, and part of it was the number of refugee cultists that were flocking to the New World. The occult diaspora from Europe to the New World occurred sometime in the 18th century.

Inquisitors in the United States of America are capable of moving about freely and found it easy to provide ample coverage to the country prior to the Industrial Revolution. This often came at the price of neglecting Canada, Mexico, and the Caribbean where many sightings occurred, leading to an influx of occurrences as the Victorian era ushers in. The grand inquisitor has recently petitioned for a second grand inquisitor for the continent, but the Inquisition as a whole is busy fighting the uprising of the occult globally. Threats from outside the United States are moving into the country and the inquisitors are quickly becoming overwhelmed. This factor is a major contributor to the second Coming of the Occult.

The grand inquisitor of the United States is currently tasked with investigating the Native American folklore that still threatens the country and uprooting organizations that arrived during the occult's diaspora from Europe.



MODERN INQUISITORS

Modern inquisitors are applicable from the end of the Victorian era until technology drastically changes, although it's ideally set after World War I. There is a blending of technology between the Victorian era options and modern options before World War I with some of that technology being further developed during World War I.

MODERN INQUISITORS

Modern inquisitors are those that belong to the Inquisition after it fully reorganized in response to the second Coming of the Occult during the waning years of the Victorian era. This era leads up to the *Shadowed Earth* New Age when cybernetics becomes available. The horrors they face are not much different than before, but the environment that surrounds them changes rapidly.

Due to this rapidly changing environment, which includes developing technology, drastic growth of population, fashion trends, transportation revolution, new freedoms, and war, GMs should match their setting with what's available during that time period. This includes being conscience of when certain technologies became available or obsolete. The mechanics presented here do little to communicate that aspect of technology, instead presenting an array of options that span the time leading up to the New Age.

CHARACTER CONCEPTS

The modern age adds a sixth character classification: mercenary. Mercenaries are hired hands with specific abilities that inquisitors require. They are not a permanent fixture within an inquisitor's retinue and are instead a temporary addition. They float around from inquisitor to inquisitor, going wherever they're needed and to whoever will pay them. Their assignment could be days, weeks, months, or even years. If an inquisitor wishes to make a mercenary a permanent part of his retinue, the mercenary must agree to become an injunctive.

When creating a character concept, each one fits into one of the six classifications: mercenary, scholar, inquisitor, injunctive, special, and heretic. If a character wishes to be classified as an inquisitor, she must take the Scholar Edge during character creation or later during character advancement. Characters functioning as psions are considered special and watched very closely by the Inquisition. Clockwork engineers and the like are still allowed, but the technology may not be as viable as it was during the Victorian era. Characters wielding magic of any type are considered heretics and their lord inquisitor is considered a radical. However, during the modern age, this was much more common than ever before as inquisitors are finding new ways to combat the supernatural. Allowing heretics into the group is at the GM's discretion. Characters that are permanent members of an inquisitor's retinue are classified as injunctives and those hired on a temporary basis (even if it's an extended temporary basis) are classified as mercenaries.

Here are some example archetypes that can be used to create unique character concepts:

Agent: There are many different government-run agencies across the globe and their field personnel are colloquially called agents. They have an excellent skillset for understanding the machinations of the world around them and can call upon greater contacts when in dire need. They join the inquisition for the thrill of hunting that which they couldn't explain. **Suggest-**

ed Skills: Investigation, Persuasion, Shooting, Stealth, Streetwise

Apostate: Although the Inquisition hunts and captures cultists, they are not averse to taking in a good quality occult traitor. Those who join and subsequently flee the occult are called apostates and are privy to many deep, dark secrets that could be very important. They join the Inquisition to fight the organizations they once supported, but

now fear or seek revenge upon. **Suggested Skills:** Fighting, Knowledge, Notice, Stealth, Streetwise

Detective: The keen eye of a good detective is crucial to lengthy Inquisitional investigations. Much of their time is spent running down leads, chasing sightings, and seeking out informants. Detectives have spent much of their career beating these paths and their work for the Inquisition is essentially the same work for a new purpose. They join the Inquisition as a way of advancing their career into greater, more dangerous areas. **Suggested Skills:** Investigation, Notice, Repair, Shooting, Streetwise

Gangster: There are many occasions where gangsters have come across the wrong alley at the wrong time, spying something they were never meant to see. If this doesn't completely break their sanity, they may seek out answers. They quickly realize there are very dangerous things out there and fight the good fight. They join the Inquisition almost out of fear. **Suggested Skills:** Fighting, Intimidation, Streetwise, Taunt

Hacker: During the waning years of the 20th century, computers and the internet became a big part of everyday life. Those who could tiptoe across the two with ease could easily uncover incriminating evidence for any number of sins. Even the members of the occult use technology, and hackers can break the walls protecting them. They join the Inquisition for the thrill of hacking

computers as a career. **Suggested Skills:** Gambling, Investigation, Knowledge, Repair, Tracking

Homesteader: Not everyone chooses to live on the grid. There are many remote locations and many people who simply wish to live the rugged life; they are called homesteaders. Homesteaders often live in areas near or within territories teeming with supernatural life. They may encounter one or more in their life and even find a way to fight them. The Inquisition usually recruits these individuals for their skills developed from this hardy lifestyle. **Suggested Skills:** Shooting, Stealth, Survival, Tracking

Marine: Marines are known for taking the fight into the heart of the enemy. They are highly trained soldiers capable of performing specialized missions to support larger forces. They are highly sought after by the Inquisition and known to make the greatest mercenaries. **Suggested Skills:** Climbing, Fighting, Notice, Shooting, Survival, Swimming, Tracking

Spy: Masters of deception and subterfuge, spies are the field personnel that no one speaks about. They operate behind enemy lines and are often called upon for basic intelligence activities. Sometimes they infiltrate particularly dangerous organizations, discovering things man was not meant to see. They are conscripted by the Inquisition in an effort to keep mankind in blissful ignorance. **Suggested Skills:** Climbing, Investigation, Notice, Shooting, Taunt

Because mercenaries are considered to be "injunctives for hire," they must acquire the Scholar Edge, and the subsequent Inquisitor Edge. They do not need to increase their Inquisitional rank afterward, but they are considered a part of the Inquisition.

CHARACTER CREATION

Modern inquisitors are built similarly to medieval and Victorian inquisitors. Subtle differences are apparent, including the continued disallowing of thaumaturgy, clockwork technology becoming obsolete, and the discovery of psionics. Modern inquisitor statistics are as follows:

Races: All characters are human, gaining the free Edge. However, each one should choose a Homeland that defines where they come from or where they've lived the longest, providing a list of religions and languages they've been exposed to.

Skills: Modern inquisitors also utilize the base skill choices with era-appropriate focuses being presented.

HOMELAND

Homelands take on a much different nature for modern inquisitors. Although religion and language is still very much a real thing and influences various sectors of the world, both are accessible from a global standpoint. Religion is rarely sequestered to a single region and people are learning second, third, or even fourth languages on a regular basis.

In addition to the ease of accessibility to religion and language, nations are changing at a fairly steady pace. Due to the span of this setting group, it would be difficult to nail down the specifics of every nation in every instance they existed since the dawning of the 20th century.

Instead of providing actual backgrounds, players and GMs are encouraged to create their own backgrounds given the period of time the setting coincides with, the location of the setting, the ease of transportation to that setting, and the overall desires of the group as a whole. Do a little research and pick out the very basics: What nation does the character hail from? What language is native to the character? Religion isn't nearly as important as it used to be as most cultures are accepting of all religions, allowing religious freedom to all. Instead of choosing religion as another defining factor for a character, consider things like political, corporate, or organizational affiliations, moral beliefs, and familial beliefs. These aspects may become useful (to the players or the GM) during social conflicts.

As for folklore and mythology, they have all become scholarly subjects and are available for consideration as Knowledge focuses.

SKILLS

KNOWLEDGE

All Knowledge fields from the Middle Ages are still in use by the Inquisition during the modern age.

LANGUAGE

Hundreds of languages exist in the modern age and hundreds more from history are available to study. The character's chosen language should correspond to her background. If this isn't English, she also gains Knowledge (English) d6 for free. Otherwise, she can take any other language desired defining them as one acquired from scholarly studies or regular schooling.

HINDRANCES

NEW HINDRANCES

JADED (MINOR)

The character has become numb to the world around her. She's either seen too

many unexplained things or has been a part of too many overwhelming situations; either way nothing fazes her anymore. She often looks worn out or wearied, and her mind turns otherworldly occurrences into the humdrum life that mankind lives. She incurs a -1 penalty to Charisma and lacks the ability to sympathize with victims.

REFORMED (MINOR)

The character has found a new path to follow. Be it religious, philosophical, or just self-awareness, he's turned a new leaf and has forgotten his old ways of crime or debauchery. Not only has he gained a new perspective on life, he's managed to maintain a vast network of accomplices from his days of old.

Not everyone enjoys the character's new views, and he incurs a -2 penalty to Charisma when dealing with those who view his new life as disconcerting. Additionally, those who know his true past may attempt to hold it against him, possibly using it as blackmail.



EDGES

FORBIDDEN EDGES

For modern characters, the Rock and Roll! and Mentalist Edges are no longer forbidden. All other Edges that were forbidden for Medieval characters are still forbidden for modern characters.

NEW EDGES

ADVISOR

Type: Background

Requirements: Novice, Knowledge (Any) d8+

Many levels and branches of politics have advisors that assist in the day-to-day decisions of the political leaders. The character is well learned in the art of diplomacy, has studied the laws of the

land, and often serves as a voice for those unable to voice their opinion. Allies gain a +2 bonus to Knowledge rolls that have the same focus as one of the character's Knowledge skills.

CULTURED

Type: Background

Requirements: Novice, Charisma 0+

With the advent of the Internet, it's easy for people to learn about and virtually experience distant lands. As they get older, they find the time to visit the most interesting places, gaining a better understanding of the world around them. They have a knack for understanding the needs and desires of different ethnicities and possibly understand many languages, although not fluently. He gains a +2 bonus to all Common Knowledge rolls.

Although individual agents within government agencies may have knowledge of the supernatural, the agencies as a whole rarely do. Large government agencies can prove problematic to the Inquisition, serving as a roadblock or interference to supernatural hunts. Additionally, the Inquisition cannot allow the government to step-in and attempt to quarantine an area subject to a supernatural infestation; that draws too much attention from the public.

TECH JUNKIE

Type: Background

Requirements: Novice, Smarts d8+, Investigation d6+, Repair d6+

Technology is all but ingrained in the character's psyche. She stands in line to get the latest version of the newest handheld device and has an amazing grasp on new technology. She may have a knack for creating new programs for those devices or can take one apart and put it back together again without so much as looking at a manual. She ignores any penalties for utilizing or repairing foreign technology and gains a +2 bonus to Investigation and Repair when utilizing technology common to her homeland.

SOCIAL EDGES

The following Connections Edge organizations are appropriate for the modern age and may provide a benefit to those within the Inquisition.

CONNECTIONS (ATF)

The Bureau of Alcohol, Tobacco, Firearms, and Explosives (ATF or sometimes BATFE) is a federal organization within the United States of America that enforces laws pertaining to the control of firearms and explosives and the illegal trafficking of alcohol and tobacco products. It was organized in 1972 as the Bureau of Alcohol, Tobacco, and Firearms.

CONNECTIONS (CIA)

The Central Intelligence Agency (CIA) is a federal organization within the United States of America that focuses on gathering and protecting intelligence. It was organized in September 1947.

It was organized in September 1947.

CONNECTIONS (DEA)

The Drug Enforcement Administration (DEA) is a federal organization within the United States of America that combats drug smuggling throughout the US. It was organized in July 1973.

CONNECTIONS (FBI)

The Federal Bureau of Investigation (FBI) is a federal organization within the United States of America that serves as a federal criminal investigative body and counterintelligence agency. It was organized in 1908 as the Bureau of Investigation.

CONNECTIONS (HERMETIC ORDER OF THE GOLDEN DAWN)

The Hermetic Order of the Golden Dawn is a secret society dedicated to the study of metaphysics and paranormal activities along with practicing occult ways. Active primarily in Great Britain, it focused on theurgy and spiritual development, acting as a precursor to Wicca and Thelema. It was founded in 1888 and its last temple closed in 1978.

CONNECTIONS (INTERPOL)

The International Criminal Police Organization (INTERPOL) is a non-governmental organization that facilitates police cooperation on a global scale. It was organized in 1923 as the International Criminal Police Commission.

CONNECTIONS (KGB)

The Komitet Gosudarstvennoy Bezopasnosti (KGB) is a security agency within the Soviet Union, functioning as a military service. It was organized in 1954 and dissolved in 1991, splitting into the Federal Security Service and the Foreign Intelligence Service.

CONNECTIONS (MI6)

Military Intelligence, Section 6 (MI6) is a federal organization within Great Britain that focuses on gathering and protecting intelligence. It was organized in 1909 as the Secret Service Bureau.



CONNECTIONS (ORDO TEMPLI ORIENTIS)

The Ordo Templi Orientis is an international fraternal and religious organization. It was originally modelled after the Freemasons, but was reorganized by occultist Aleister Crowley to conform to the Law of Thelema (a religion based on the Thelema philosophical law). It was founded around 1900.

CONNECTIONS (SKULL AND BONES)

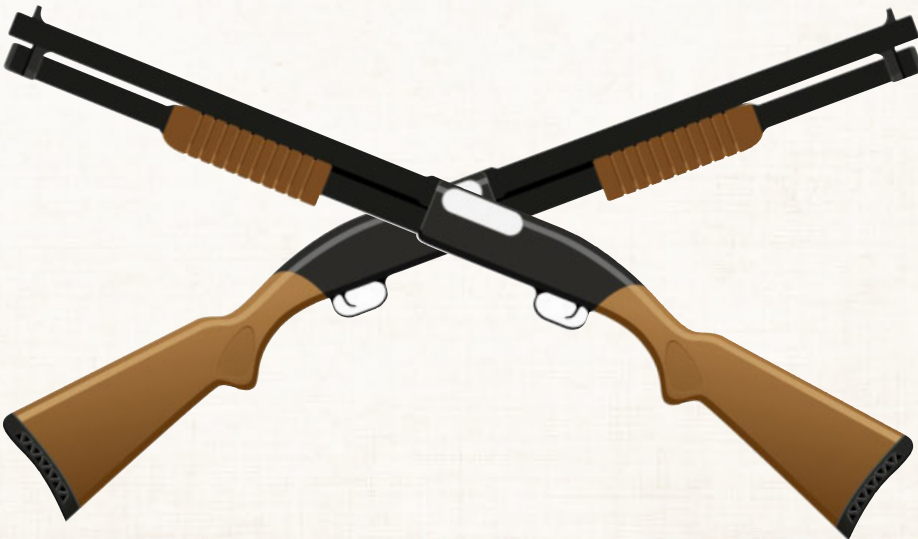
Skull and Bones is an undergraduate senior secret society located at Yale University (in New Haven, Connecticut). The society has reported affiliations with various national and global conspiracies, although no true connections have been proven. Some speculate it's a branch of the Illuminati while others believe it may have strong ties to many political campaigns. It was formed in 1832.

GEAR

Modern inquisitors have access to a wide array of equipment in addition to the modern versions of old designs from the Middle Ages and Victorian era, although some are more for show than practical use. All mundane equipment from the *Savage Worlds* core rulebook is available.

MELEE WEAPONS TABLE

Type	Damage	Weight	Cost	Notes
Blades				
Hunting Knife	Str+d4	2	50	
Survival Knife	Str+1	1	25	+1 to Survival
Switchblade	Str+d4	1	25	-2 to Notice to spot it if hidden
Clubs				
Truncheon	Str+d4	2	25	Nonlethal
Special				
Brass Knuckles	Str+d4	1	25	Attacker considered unarmed
Bullwhip	Str+2	1	25	Reach 2
Electroshock	Str+1	2	50	Successful attack inflicts one level of Fatigue



RANGED WEAPONS TABLE

Type	Range	DMG	RoF	Cost	WT	Shots	Min. Str.	Notes
Pistols								
Beretta M9	15/30/60	2d6-1	1	300	4	15	-	Semi-Auto
Glock 22	15/30/60	2d6	1	500	4	17	-	Semi-Auto
SIG Sauer P229	15/30/60	2d6-1	1	350	5	13	-	AP 1, Semi-Auto
Shotguns								
Mossberg 500	15/30/60	1-3d6	1	300	10	6	-	Shotgun*
Browning A-5	15/30/60	1-3d6	1	350	9	4	-	Semi-Auto, Shotgun*
Rifles								
Barrett M82	50/100/200	2d10	1	1200	25	10	d8	AP 4, Snapfire, HW, Semi-Auto
MK14 Battle	24/48/96	2d8	1	600	12	20	d8	AP 2, Semi-Auto
M39 Marksman	30/60/120	2d8	1	700	15	20	d8	AP 2, Semi-Auto
Assault Rifles								
FN SCAR	24/48/96	2d8	3	600	10	30	d6	AP 2, Auto, Semi-Auto
M16	24/48/96	2d8-1	3	500	9	30	d6	AP 2, Auto, Semi-Auto
M4 Carbine	20/40/80	2d8-1	3	450	8	30	-	AP 2, Auto, Semi-Auto
Submachine Guns								
H&K MP5	12/24/48	2d6	3	350	10	30	-	AP 1, Auto, Semi-Auto
Grenades								
Fragmentation	5/10/20	2d6	-	300	2	-	-	MBT
Concussion	5/10/20	3d6	-	300	2	-	-	SBT
Stun	5/10/20	2d6	-	150	2	-	-	MBT, Nonlethal

*See the Savage Worlds core rulebook.



ARMOR TABLE

Type	Armor	Weight*	Cost	Notes
Personal				
Combat Helmet	+4	5	125	60% chance vs. head shot
Flak Jacket	+2/+4	12	250	Covers torso
Interceptor	+2/+4	20	600	Covers torso, arms, legs, negates 4 AP
Kevlar Vest	+2/+4	8	200	Covers torso, negates 4 AP
Light Helmet	+4	2	100	50% chance vs. head shot
Tactical Jacket	+3/+6	15	350	Covers torso, +2 to Stealth when jacket matches surrounding environment
Shields**				
Riot Shield	-	10	50	+1 Parry, +2 Armor vs. ranged attacks

**This is effective weight when worn. Most armor weights quite a bit more when carried rather than worn.*

***Shields do not protect against attacks from the rear.*



ARCANE BACKGROUND

The manifestation of psionic abilities has become a more regular occurrence during the modern age. Although few exhibit this extraordinary power, it's one the Inquisition has embraced as a lawful due to its source of power being the evolutionary advancement of the human mind.

ARCANE BACKGROUND (PSIONICS)

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: i 3

Forbidden Powers: None

Some members of mankind have evolved, gaining the ability to manipulate the world around them using only their mind; this is called psionics. Psionics is a raw form of psionic abilities. The character has developed an amazing power over the world around him due to an advanced development of his brain.

Psionics could easily encompass all given powers, but some are more appropriate to a single Trapping style than others. GMs should encourage players to tie their chosen powers to the way their character manifests them. For example, a character with pyrokinesis can manipulate fire and heat with powers such as *blast*, *bolt*, *havoc* and *light*, but they may have a harder time describing powers such as *divination*, *farsight*, *healing*, and *mind reading*.

Psychic Feedback: When a character with psionics fails to control their powers, by rolling a 1 on their Psionics die regardless of their Wild Die, they succumb to what is known as psychic feedback; the brain is rejecting their supernatural manipulation and causing the power to be fed back to the wielder. The character gains one level of Fatigue due to this psychic phenomenon.

Psychic Scream: Sometimes, the reverberations from psychic feedback are so bad that it explodes out and affects all those around the psion. When rolling a Critical Failure, the character not only gains one level of Fatigue, he also lets out a psychic scream that affects the minds of everyone nearby. This does 1d6+4 damage, ignoring armor, to everyone within a Medium Burst Template centered on the psion.

ORGANIZATION

After watching the occult become a well-oiled machine through proper organization, global influence, and the sharing of resources during the Victorian era, the Inquisition decided to overhaul its organization in the waning years of the second Coming of the Occult. Moving from a primarily Europe-based organization to a full global organization was not a trivial task and took many years to complete. By the dawn of World War I, the new global Inquisition was running smoothly, or at least as smooth as it possibly could, and full coverage across the continents (except Antarctica) was in-place.

Each continent was assigned four grand inquisitors, each with their own inquisitorial judge. Each grand inquisitor was assigned an area of coverage where they could assign lord inquisitors. Lord inquisitors were then expected to provide ample coverage through their own efforts and through the efforts of their subordinates to ensure that every incursion was addressed as quickly as possible. This prevents a widespread occult epidemic like the occurrence during the Victorian era. Of course,

The Inquisition believes that psions utilize a higher percentage of their brain compared to the typical human. This could explain their extraordinary abilities, but it cannot explain how these abilities first came about. Some Inquisitional scholars believe it to be the next step in human evolution while others believe it to be a phenomenon much like albinism. Some of those scholars even speculate that if a gene mutation can be linked to psionic abilities, it can be used to either create an army of psions or erase psions from mankind's future.



this ultimately doesn't prevent the growth of dangerous cults, but it does a good job of dealing with conflicts when they occur.

The hopefulness of this global organization is contingent on the occult not gaining dominance over the Inquisition's stealthy influence and the supernatural world being mostly held at bay. But as most grand inquisitors know, this is much easier said than done.

AFRICA

The grand inquisitors of Africa are assigned to various regions within the African continent and are required to keep watch on Antarctica.

ABIDJAN, IVORY COAST

Abidjan is located in the country of Ivory Coast in Western Africa. The grand inquisitor is tasked with overseeing all operations within Western Africa, the western half of Northern Africa, and the northern half of Central Africa.

CAIRO, EGYPT

Cairo is located in the country of Egypt in Northern Africa. The grand inquisitor is tasked with overseeing all operations within the eastern half of Northern Africa and the northern half of Eastern Africa.

JOHANNESBURG, SOUTH AFRICA

Johannesburg is located in the country of South Africa in Southern Africa. The grand inquisitor is tasked with overseeing all operations within Southern Africa, Madagascar, and parts of Antarctica.

KINSHASA, DEMOCRATIC REPUBLIC OF THE CONGO

Kinshasa is located in the country of the Democratic Republic of the Congo in Central Africa. The grand inquisitor is tasked with overseeing all operations within the southern half of Central Africa and the southern half of Eastern Africa.

ASIA

The grand inquisitors in Asia are assigned to various regions within the Asian continent, minus Indonesia, and European Russia and are required to keep watch on activities in the frozen arctic.

ISTANBUL, TURKEY

Istanbul is located in the country of Turkey in Western Asia. The grand inquisitor is tasked with overseeing all operations within Western Asia and Southern Asia.

SAINT PETERSBURG, RUSSIA

Saint Petersburg is located in the country of Russia within European Russia. The grand inquisitor is tasked with over-

seeing all operations within all of Russia and keeping an eye on the frozen arctic.

SHANGHAI, CHINA

Shanghai is located in the country of China within Eastern Asia. The grand inquisitor is tasked with overseeing all operations within Central Asia and Eastern Asia, minus Japan.

TOKYO, JAPAN

Tokyo is located in the country of Japan within Eastern Asia. The grand inquisitor is tasked with overseeing all operations within Japan and the rest of Southeastern Asia, minus Indonesia.

AUSTRALIA

The grand inquisitors in Australia are assigned to various areas within the Oceania region and Indonesia.

APIA, SAMOA

Apia is located in the island country of Samoa within Polynesia. The grand inquisitor is tasked with overseeing all operations throughout Polynesia.

DARWIN, NORTHERN TERRITORY

Darwin is located in the state of Northern Territory in Australia. The grand inquisitor is tasked with overseeing all operations throughout the states of Western Australia, Northern Territory, and Queensland.

JAKARTA, INDONESIA

Jakarta is located in the country of Indonesia. The grand inquisitor is tasked with overseeing all operations throughout Indonesia, Melanesia (which includes New Guinea), and Micronesia.

SYDNEY, NEW SOUTH WALES

Sydney is located in the state of New South Wales in Australia. The grand inquisitor is tasked with overseeing all operations throughout the states of South Australia, New South Wales, Australian Capital Territory, Victoria, and Tasmania.

EUROPE

The grand inquisitors in Europe are assigned to all the countries in Europe, except for European Russia, and are re-

quired to keep watch on activities in the frozen arctic.

AMSTERDAM, NETHERLANDS

Amsterdam is located in the country of Netherlands within Western Europe. In the waning years of World War I, the grand inquisitor of Germany moved to Amsterdam and is now tasked with overseeing all operations in Eastern Europe, except for European Russia.

LEÓN, SPAIN

León is located in the country of Spain in Southern Europe. The grand inquisitor is tasked with overseeing all operations throughout Portugal, Spain, and Western Europe.

LONDON, ENGLAND

London is located in the country of England in Northern Europe. The grand inquisitor is tasked with overseeing all operations throughout Northern Europe and Greenland.

ROME, ITALY

Rome is located in the country of Italy in Southern Europe. The grand inquisitor is tasked with overseeing all operations throughout Southern Europe except for Portugal and Spain.

NORTH AMERICA

The grand inquisitors in North America are assigned to Canada, the United States of America, Mexico, all countries within the Caribbean Sea, and all nations and territories off the Atlantic coast of North America.

CHICAGO, ILLINOIS

Chicago is located in the state of Illinois in the Midwest region of the United States of America. The grand inquisitor is tasked with overseeing all operations throughout the United States Midwest, Central Canada, and shared duties throughout Northern and Western Canada.

HOUSTON, TEXAS

Houston is located in the state of Texas in the South region of the United States of America. The grand inquisitor is tasked with overseeing all operations through-

out the United States South, Mexico, and all countries in the Caribbean Sea.

PHILADELPHIA, PENNSYLVANIA

Philadelphia is located in the state of Pennsylvania in the Northeast region of the United States of America. The grand inquisitor is tasked with overseeing all operations throughout the United States Northeast, Atlantic Canada, and all nations and territories off the Atlantic coast of North America.

SEATTLE, WASHINGTON

Seattle is located in the state of Washington in the West region of the United States of America. The grand inquisitor is tasked with overseeing all operations throughout the United States West and shared duties throughout Northern and Western Canada.

SOUTH AMERICA

The grand inquisitors in South America are assigned to all countries in Central and South America.

BUENOS AIRES, ARGENTINA

Buenos Aires is located in the country of Argentina in the Southern Cone of South America. The grand inquisitor is tasked with overseeing all operations throughout the Southern Cone except areas of Brazil.

LIMA, PERU

Lima is located in the country of Peru in the Andean States. The grand inquisitor is tasked with overseeing all operations throughout the Andean States.

PANAMA CITY, PANAMA

Panama City is located in the country of Panama in Central America. The grand inquisitor is tasked with overseeing all operations throughout Central America.

SÃO PAULO, BRAZIL

São Paulo is located in the country of Brazil in the northern reaches of the Southern Cone of South America. The grand inquisitor is tasked with overseeing all operations throughout Brazil and the Guianan States.

Sometimes the most difficult job a lord inquisitor has is creating and maintaining a cover for her retinue. The more pressing this becomes, the less likely she is to be involved in the actual field duties, allowing her inquisitors, injunctions, and scholars to handle it. The protection of all mankind is never taken lightly by the Inquisition and if that requires the lord inquisitor to work every day to maintain her retinue's cover, then that's what she's expected to do.

LORD INQUISITORS

Generally, grand inquisitors have twelve lord inquisitors beneath them. Each lord inquisitor is assigned to a generalized territory in which they serve as a first line of defense. Lord inquisitors are not relegated to staying only within their territory, but when a conflict arises, they are sought after first before others are called in. However, there are several reasons why a lord inquisitor may have to stray from his assigned territory or work with a lord inquisitor from another territory.

Calling in Favors: When a case becomes too much to handle, a lord inquisitor can quickly call in a few favors from other lord inquisitors. The requested lord inquisitor can respond to the request for assistance personally, pull together a force led by a master inquisitor, or offer the services of a member of her retinue. Communications such as these are handled between lord inquisitors and don't require intervention from the inquisitional judge. However, the responding lord inquisitor is required to inform her inquisitional judge if she is to provide that assistance herself or with a member of her retinue.

Cross-Border Organizations: Some of the Inquisition's largest enemies are global organizations. When an investigation is being performed, it may be pertinent for other regions to get involved to address the organization as a whole instead of only resolving small encounters. Grand inquisitors are required to contact grand inquisitors of other regions where the global organization has a presence should the investigation require a team effort. Both grand inquisitors then work together to assign resources as necessary to quash the entire conflict in addition to handling small encounters that often occur. When teams are coordinated globally, lord inquisitors and their team often have to travel about to address all the little nuances that make-up the targeted global organization.

Expertise Brought In: All members of the Inquisition specialize in particular areas of the supernatural. It's rare that an inquisitor has more than two specialties, and all but unheard of to have more than three. However, the supernatural world doesn't conform to the specific abilities of any single inquisitor. When a lord inquisitor encounters a being they are not trained to handle, they are required to call for an expert (i.e. another inquisitor) in that field to assist. When an expert needs to be located, grand inquisitors are responsible for finding one.

Expertise Sent Out: Some inquisitors become so good at what they do in regards to a given supernatural type that they're considered experts. When another lord inquisitor has need for that expertise, the expert lord inquisitor is sent to the field outside of his territory to assist in the encounter. Requests for an expert to be sent out are always handled by the grand inquisitor.

Key Contacts: The Inquisition is not only a global organization; it's a giant network of contacts, scholars, and expert hunters. It's quite common for a lord inquisitor to befriend another, bringing access to a whole new key source of rumors, knowledge, or expertise. Without going as far as offering onsite assistance, the allied inquisitor is called upon to aid the investigation due to their understanding of the situation or the ability to tap into a network of contacts to run down additional leads. These types of communications always occur between lord inquisitors and their contacts without needing any other resource to get involved.

Major Incursions: When a conflict becomes so dire that it engulfs more than one territory, it's considered to be a major incursion. While cross-border organizations require the Inquisition to deal with different sects of an organization individually, major incursions require multiple lord inquisitors to work in tandem to rid the Earth of whatever destructive force is plaguing it. This could span an entire state,

province, country, or continent. Inquisitional judges are required to assign the necessary lord inquisitors when a major incursion occurs.

Preoccupied: Each lord inquisitor covers a fairly large territory. Each is assigned a given territory and serves as that territory's first line of defense. When they're already involved in a conflict, other conflicts may occur within that same territory. The lord inquisitor cannot be expected to stop what he's doing to address another conflict as he is required to see his active mission to the end until it's fully resolved. Instead, a lord inquisitor from a neighboring territory, one that is considered in expert with that type of conflict, or just one that isn't busy is called in to deal with the conflict. Inquisitional judges are required to ensure the each new conflict is being addressed by whatever lord inquisitor is available.

Tracking Down: Lord inquisitors are required to see their missions to the very end until they are fully resolved. They are not allowed to stray from that mission until it's completed, nor can they stop to take a break. As a result, many missions draw the lord inquisitor out of their territory and into other territories. They are allowed to move about the world as required if a mission forces them to. When this happens, the lord inquisitor contacts his inquisitional judge, if the lord inquisitor is moving throughout that judge's region, or reports it to the grand inquisitor of the continent in question, if the lord inquisitor is traveling to another region. This is all done in the background while the lord inquisitor performs his mission; he may then reach out to any contacts he has in or near his new destination.



GAMEMASTERING



GAMEMASTERING JUDGMENT DAY

Up to this point, it may seem as though characters in *Judgment Day* are little more than run of the mill monster hunters. Although they do hunt monsters, they are much more than that. Adventures and campaigns within *Judgment Day* center on a conflict that may involve dozens, hundreds, or even thousands of individuals that possibly span the entire globe. Supernatural beings (i.e. monsters) are only a part of this conflict; possibly only a small part. *Shadowed Earth* is an all-encompassing alternate history that includes many different aspects of historical fantasy; the supernatural is only a part of that.

Gamemastering *Judgment Day* requires making the unbelievable become real. The setting takes mythology, folklore, legends, gothic horror, esoteric organizations, and a bit of fantasy and makes them all real. These factors come into play when creating that conflict. Do not feel limited to a single theme, for they can all affect the atmosphere surrounding each game session. Additionally, do not feel constrained to “hunting monsters” as an avenue for investigating the machinations of these various factors can be just as important, and memorable, to the adventure or campaign.

This chapter addresses these factors to make your adventures and campaigns more intuitive in the hopes of creating more memorable gaming sessions. However, there is one important thing to consider as a GM: make it your game. Everything within *Judgment Day* is developed so that layers can be added or removed. You can even go as far as completely removing the *Shadowed Earth* backdrop and place the entire setting within a fantasy horror world filled with fantasy races. Or maybe you want to remove some of the stigma related to wielding supernatural powers; allowing your inquisitors to be sorcerers, shaman, witches, and more. You could even throw the entire setting far into the future, providing your inquisitors with new weapons and armor to choose from.

Regardless of how you do it, make it your game!

SHADOWED EARTH

As stated earlier, *Judgment Day* resides within the canon of *Shadowed Earth*. At its roots, *Shadowed Earth* is a fantasy horror alternate of Earth’s history with *Judgment Day* providing a group of hunters (the Inquisition) determined to eradicate the sources of the occult and horror from Earth. The supernatural and otherworldly creatures hunted by the Inquisition are horrific in many ways, but they are unknown to the general populace. To most people, the supernatural hunting Inquisition doesn’t exist and the creatures they hunt are figments of one’s imagination, written off as natural occurrences – like a sasquatch being called a hunter in a fur coat.

Since the decades after the First Crusade, the Inquisition has been an integral part of the *Shadowed Earth* canon. They continuously fight the occult, supernatural beings from other realms, and secret organizations that plot against the Inquisition. However, *Shadowed Earth* is a flexible alternate history where only key elements are rigidly defined. Thus, when placing the Inquisition within the setting, there is a large amount of room for alteration, regardless of how slight it is.

The Inquisition within *Shadowed Earth* is filled with dark, often sadistic people. They feed on the violence of the world and yearn for the thrill of hunting down horrific beasts. Inquisitors and their retinue are antiheroes; many of them are corrupt or oppressive and use the Inquisition to feed dark desires. After all, what upright human would want to stalk the globe searching for aliens, demons, and the undead? Many go insane from a lifelong career with the Inquisition, possibly going so far as

turning on their allies and the very organization that made that career possible. It is dangerous to be an inquisitor; a career that should never be approached lightly.

Many of these antiheroes have few qualms about hunting down the human allies of these supernatural and otherworldly horrors. They rarely turn a blind eye to the activities of cultists and recidivists, ignoring the fact that they are human or may otherwise be a benefit to their community. To them the world must be purged of the filth that plagues mankind, no matter what form it takes. They do not fight for justice and instead fight for the sanity of all mankind. The innocent should always remain so; physically, mentally, and spiritually. Crossing that line of innocence invites the shadowed world into one's life, which inevitably can corrupt them, risking exposure of this hidden world to the general populace.

Because of the secrets they must keep, inquisitors are forced to operate like vigilantes. They must continually watch their backs to ensure they avoid local authority, keep a vigilant eye out for conspiracy theorists, and make sure the curious don't become the exposed.

The Inquisition fights to keep mankind from truly understanding what comprises the *Shadowed Earth* setting, ensuring the blissful ignorance for all. However, they are not alone.

Shadowed Earth consists of many organizations with an understanding of what lurks in the dark. Alongside the Inquisition, and alongside *Judgment Day*, are those who fight for or against the evil that plagues the world. The Fallen, near-immortal, supernatural beings who fight for mankind, are everywhere. Although few in number, they fight for the same cause as the Inquisition, although the Inquisition views them as another blight to be dealt with. The Illuminati possesses much of the same knowledge as the Inquisition, although they see humanity's destiny in the knowledge and understanding of the evil beings, not blissful ignorance. By illuminating the naïve, the evil can be placated and the occult can be torn apart; in theory at least. However, they too fight for mankind.

Judgment Day resides along the same timeline as every other *Shadowed Earth* product that takes place after the First Crusade. Products placed within the same era, whether a *Judgment Day* adventure or campaign or some other product, are just as valid to the *Shadowed Earth* canon as the Inquisition is. This allows GMs maximum flexibility to mix and match products, thus making it your game.

CHOOSING AN ERA

Judgment Day is set within three major eras of the Inquisition: the time of the Crusades, the Victorian era, and the modern age (the 20th century and the first decades of the 21st century). However, within the *Shadowed Earth* canon, the Inquisition has been around since the end of the Second Crusade. Other eras besides those presented in this core setting guide are possible, such as Colonial America, the Industrial Revolution, the English Civil War, the Italian Renaissance, the American Civil War, World War II, Ancient Rome, Ancient Egypt, or anything you can come up with (although the Inquisition may have to be replaced with another supernatural hunting group). Much of the technology from these various eras matches the technology presented in the three major eras as defined by this core setting guide. Adjustments may be necessary, but much of what's provided is usable.

The three major eras of the Inquisition are defined by the two major conflicts between the Inquisition and the occult, along with providing material to play in a modern setting. During the Crusades, the Inquisition hunted down members of the occult and every supernatural and otherworldly being they could find. The hope was that by eradicating these threats to mankind, the world would avoid another possible

apocalypse. Instead, they found this underground world was much larger than they realized and a lifelong campaign against these beings was necessary.

During the Victorian era, the occult gained a major foothold in that same underground world by becoming a more fluid global organization before the Inquisition could respond. In doing so, they began to beat down the Inquisition, forcing the Inquisition to call on enemies to become their allies to fight against a common enemy. This period was known as the second Coming of the Occult and nearly led to a second apocalypse.

During the modern age, the occult has returned to many of the traditional ways of performing rituals to call upon vile beings from other realms. As a result, supernatural and otherworldly threats are increasing, but the proper reorganization of the Inquisition is able to address this threat (or at least as well as they can). The result is a constant struggle between the Inquisition and the underground world that they've fought for almost a millennium.

When creating adventures and campaigns, it's crucial to choose the era and inform the players of that decision. The chosen era can drastically affect or limit a character's Homeland, Character Concept, available Skill focuses, available equipment, and possibly Edges. The chosen era can then be tied into the *Shadowed Earth* canon to further flesh out the details of the setting.

When choosing an era outside of those presented in this core setting guide, you can consult the *Shadowed Earth* core setting guide (a system-agnostic guide) for information about the *Shadowed Earth* canon during that chosen era.

RELIGION

Prior to the latter half of the 20th century, religion played a large part of people's lives. The Backgrounds provided for Medieval and Victorian Inquisitors note plausible religious ties for characters from each particular nation due to the influence religion had during those times. If choosing a different era, keep in mind how much religion had an effect during those times (such as the high influence of religion during the English Civil War or across Colonial America).

Although religion shouldn't have an effect during combat, it may have significant importance in social situations and when one's actions are questioned. If the charac-

Homelands in *Judgment Day* are not a requirement. Those provided for Medieval and Victorian inquisitors simply provide direction for defining where a character comes from and what influences they've been exposed to. They are not meant to be a limitation to what beliefs the PCs have, nor are they meant to rigidly define what language they speak. The free language skills for Medieval inquisitors are simply due to the languages commonly spoken within that particular region.



ter's religious affiliation clashes directly with a NPC's religious affiliation, this may create tension between the two, resulting in a social interaction that is far from friendly. This can alter the difficulty modifiers of that interaction or even go so far as one character attempting to coerce the other into believing in something contrary to their actual beliefs.

Religion can also be a deciding factor when considering one's moral beliefs or how the community around that character views his actions due to their moral beliefs. These actions shouldn't be related to their job with the Inquisition, as those actions are to be kept secret and away from the prying eyes of the general populace. Instead, it is the characters' actions in their home life that may be called into question and possibly lead to social conflicts.

Investigation and tracking can be a large part of an inquisitor's job. These actions may bring them into contact with any number of NPCs whose beliefs oppose the inquisitor, possibly leading to dead ends. If the two have parallel beliefs or ones that don't warrant conflict, it may lead to additional boons for the inquisitor's network of contacts and allies. If this additional layer of social interaction is not desired, then religious affiliations can simply be ignored for your adventures or campaigns.

LANGUAGE

Since *Judgment Day* takes place on Earth, throughout all of history, many languages are present during any course of an inquisitor's career. In modern times, English is such a common second language that many across the world speak it, but prior to the 21st century, there are those who didn't have exposure to English and thus may not be able to communicate with a character without the use of a translator. Like religion, this can create social conflict.

Possibly a better way to represent language barriers is the frustration that occurs between PCs and NPCs when they don't speak the same language. How does an inquisitor respond to a cultist that speaks a foreign language? Does he use gestures to get his point across or does he move straight to violence? What about when tracking down clues in foreign territory? How does the inquisitor track their quarry when he can't even get proper directions from the local bartender?

Language can serve as another layer of social conflict for a character while investigating and tracking down a target. This can become increasingly important in earlier eras, or it can be increasingly easier to overcome in eras where many cultures are mashed together in harmony (or something resembling harmony) such as Colonial American times when immigrants were showing up from a number of different countries.

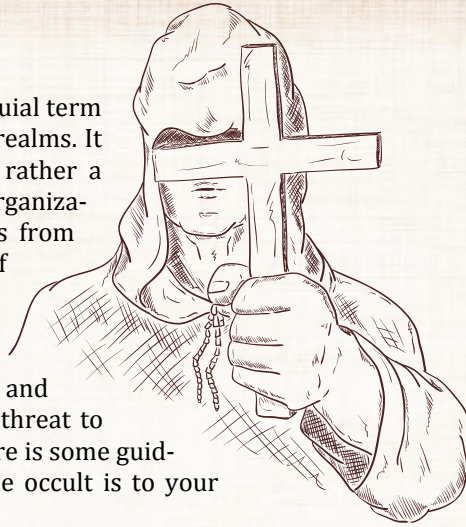
Besides social conflicts, language is also a consideration for media research. The Inquisition has encountered a number of books, scrolls, and wall-writings in many different languages. If a particular book of note is written in a language the PCs don't understand, how does the inquisitor overcome that barrier?

If choosing the 21st century for your *Judgment Day* adventures or campaign, language can present itself as another opportunity: the thrill of deciphering foreign languages using technology. There are many handheld devices with special applications to overcome language barriers, and inquisitors have the same access as everyday people. This could allow those esoteric tomes to be translated on the spot when a passage of particular note applies to the investigation.

THE OCCULT

The term 'occult' is used here as a colloquial term for all those that exploit the power of the realms. It isn't a single, global organization, but is rather a global amalgamation of many esoteric organizations, cult leaders, magic wielders, beings from other mortal realms, and the adherents of the chaos realm. To the Inquisition, they are the largest threat to mankind.

The occult can have a varying amount of prominence within your adventures and campaigns. Although they are the largest threat to mankind, they're far from the only one. Here is some guidance when considering how important the occult is to your adventures and campaigns.



In Judgment Day, the occult is the prominent antagonist. This is because most humans that work against mankind using some type of supernatural means are categorized as being followers of the occult whether or not they actually are. However, there needs to be some type of supernatural link in order for this categorization to work. Otherwise the game is something other than supernatural hunting, fantasy horror. For example, the Inquisition would never get involved in a fight against terrorism. If those terrorists consisted of a force of sorcerers searching for occult relics, the Inquisition would be knocking on their doors.

Ally to the Enemy: The occult has its tendrils firmly embedded in every region of the globe. They can serve as a network of insiders, rumormongers, scholars, and servants to whoever is the true focus of the conflict. They're not an actual part of the conflict but are providing some type of service to the Inquisition's target. Inquisitors may be able to shake down a cultist who is part of this extended ring or in servitude to it, but ultimately they'll fail at causing any damage to the actual target as the cultist is just a red-herring.

Background Noise: In some instances, the occult can play devil's advocate or serve as a nuisance to the real investigation at hand. They provide regular roadblocks to impede the momentum of the investigation, allowing the target to get away. This could be either purposefully or accidentally due to the incidental crossings of paths. They may not actually be helping the target; they're just going about their business and happen to get in the way. Optionally, whatever machinations the occult has going could serve to distract the inquisitors.

Co-conspirator: The occult could be directly involved as a second subject of the overall conflict. Not only are they providing services, they are the second half of the entire scheme looking to bring about some type of mayhem. They are then working hand-in-hand with another organization or supernatural being to further each other's plans.

No Presence: The occult isn't the only threat working against the Inquisition. Many other esoteric or underground organizations exist that could instead be the source of the overall conflict. There are also many supernatural beings that have no dealings with the occult and instead prefer to work on their own or utilize their own devious resources.

Source of the Conflict: Shining the spotlight on the occult allows for a world of opportunities to open up. With global influence and a countless number of adherents, the occult could probably crush the Inquisition when their resources are properly organized and working fluidly, such as during the Victorian era.

Stuck in the Middle: Like many organizations, the occult could end up as an innocent by-stander stuck between a conflict involving the Inquisition and some other party or being. None of their actions have an effect on the conflict, but they continue to be investigated by the Inquisition, leading to nothing more than dead ends. Be cautious with this one as it could derail a campaign if the characters spend too much time chasing dead ends.

OCCULT MACHINATIONS

The occult is often using a number of different schemes against their enemies, sometimes allies, and all of mankind in general. These can be incorporated in a variety of ways as described above. While the list of possible conspiracies is limitless, here are some examples that can be incorporated directly into your adventures and campaigns, used as guidance, or used as a foundation for something bigger.

Ascending to a Higher Being: Like many rulers and cultic leaders in history, there are those who believe they can ascend to godhood or divinity by practicing the correct rituals, invoking the correct gods, and performing enough sacrifices. The occult is filled with hierophants attempting to ascend into this godlike state, although they wish to harness the power of the cosmos in a non-divine form (not quite chaos, but close to it). These hierophants spend countless years searching for the ritual that will turn them into something so much more than just another human.

Assassination: People who get in the way of the occult become targets for assassination. This includes members of the Inquisition, the Illuminati, and those who speak out against the occult, or their interests, in a political fashion. For those who stray too far past the boundaries imposed by the occult (i.e. those dabbling in the dark arts without being members of the occult) can also become targets. The occult cannot have individuals bringing too much attention to the supernatural world without the occult being involved; that just might mess up their plans.

Bringing About the Apocalypse: The oldest and always the most prominent machination of the occult is the apocalypse. In the eyes of the occult, the apocalypse is when the forces of evil and chaos become the rulers of the Earth, opening up the possibility of enslaving the entire universe. Adherents of the occult would become co-conspirators to the new chaotic rulers and be handed unfathomable power. Most of this is speculation, but the occult thrives on “what if” instead of considering how they too could become the slaves of the chaos realm. Due to the power they yield as a collective whole, the occult can easily bring a single demon lord to its knees, forcing it to heed the occult’s desires, and granting the occult the power it desires.

Civil War: Many cults are not driven by supernatural or otherworldly desires, instead they are driven by disruption, madness, and attempts to reclaim freedoms they feel have been taken from them by the rest of humanity. If the cult is capable of arming themselves to the teeth with all manner of weapons, explosives, armor, and who-knows-what-else, a civil war could erupt. If that cult is big enough, said civil war could drag on for weeks before that country’s army, with the secret assistance of the Inquisition, can bring the cult to its knees. The key here is that this little cult of overzealous humans is being watched by the Inquisition, or someone else, and can be stopped before erupting into anarchy.

Cover-ups: Everything is a conspiracy and every great conspiracy requires a good cover-up. When a member of the occult is involved, he may go to extreme lengths to hide his affiliation with the occult to ensure his actions never get back to those

he serves. Characters may have to spend a number of weeks unraveling the steps taken by the individual before rooting out that he is a member of the occult and how his cultic brethren are also involved. Another option is for the occult to aid an ally in covering up their tracks in order to impede the Inquisition's investigation, making them think the occult is involved when actually they aren't; instead simply serving as a roadblock.

Dark Arts: Ever since the dark arts were introduced to mankind (whether it be chaos magic, necrotic magic, or witchcraft), cultists have sought to harness it. This is easier said than done though, as it requires either the acquisition of ancient texts or a willing teacher. However, most cults don't seek out the dark arts; instead, individuals who dabble in the occult are the typical culprit of dark art thrill seekers. These individuals are also much more dangerous than a dark art-wielding cult as the cult typically attempts to do things outside the prying eyes of the Inquisition while the individual is clueless to the Inquisition's existence. Their careless nature results in devastation due to their lack of understanding and the fight that ensues when the Inquisition discovers them.

Havoc: Turning order into chaos is a mainstay of the occult. In its purest form, the occult tries to take the everyday lives of those around them and create disorder. This could be the unleashing of a vile demon, the summoning of a mind-controlling alien, the harnessing of bestial powers, or the proliferation of the undead. In any sense, the occult is creating havoc in some form without going so far as attempting



The occult can also be used to warp history, regardless if it's an event from yesterday or 1,000 years ago. Many events occur from day to day that have peculiar circumstances that turn out to be the desires of a socio-path. Instead, take those same circumstances and attach them to followers of the occult and present the event with a supernatural twist.

a coup or some mega-plot to take over the world. They simply wish to jar everyone's daily lives, possibly for revenge or some other convoluted plot.

Immortality: Eschewing full godhood, many hierophants pursue immortality. They wish to continue their malicious deeds for all of eternity, knowing that someday their largest plan will finally hatch and the world will have to deal with hundreds of years of preparation. Of course, there's also the occasional dabbler in the occult who wishes for immortality for more nonthreatening reasons such as greed, lust, and the endless fountain of youth.

Kidnapping: When assassination is unnecessary, the occult resorts to kidnapping instead. Maybe the person has information the occult seeks or maybe they've witnessed something the occult needs to learn about. Regardless, the target either has or knows something the occult needs to acquire, or the target is being used as bait to lure a much bigger fish to the water.

Lifestyle Choice: Not everyone is plotting or scheming; there are those who simply choose knowledge and affiliation with the occult as a lifestyle. They could do this for scholarly purposes or for the simple desire to know more than conventional history is letting on. This type of person must tread very cautiously as they are continuously walking along the border between being a person of interest and being a target of purgation, even if they know nothing of the Inquisition. What might be more common is that the person becomes an informant for the Inquisition, whereas the mission becomes locating the person before someone else does.

Political Maneuvers: Some cults are large affairs led by an overzealous hierophant hell-bent on something particularly devious. Other followers of the occult are single individuals with selfish motivations that involve politics, government agencies, or social organizations. These individuals are extremely charismatic and seat themselves in powerful positions where they can influence large groups of people through legal means, moving society closer and closer to their devilish desires.

Power Siphoning: Energy from the cosmos is everywhere, as long as someone knows how to find it. Those trained in the dark arts are learned in tracking down and tapping into that energy, but most cultists have no idea where to look. A particularly intelligent hierophant could launch a campaign to search for a long-lost source of power or an ancient tome that describes how to siphon the power that already surrounds him.

Relic Hunting: Ancient relics can provide a wealth of information in the right, or wrong, hands. They can tell true stories of Earth's past, replay a historical event through pictures, provide information on where to locate other items of value, provide the words to a particular ritual that opens a gate to a distant mortal realm, or any other number of possibilities. There are many cults and cultists dedicated to hunting down these relics. During the Victorian era, relic hunters became a familiar sight as many of Earth's past secrets were revealed.

Subtle Influences: Overt changes are not always necessary; sometimes subtly influencing others allows for further machinations to come to fruition. The occult doesn't always plot and scheme on a grand scale as there are many smaller issues that crop up from time to time. When this happens, they may attempt to remain as hidden as possible to avoid arousing the suspicion of the Inquisition. Examples of this are assassinating a political figure versus sacrificing a runaway to their dark masters.

Summoning: The most common cults are those who seek to summon (or enslave) a supernatural or otherworldly being. Whether it's to seek the power of the cosmos

CULT NAMES

When using the occult in your games, don't forget to give the actual cultic organization a name! Cults might carry names to signify their purpose, create suspicion amongst the general public, or provide them a name to gather beneath. Choose, or randomly roll an appropriate die, at least two entries from the following lists (usually only one entry per list) to create the cult's name. Combine them in different ways as desired and slightly alter them as needed (such as flaming to flame).

<u>Animal</u>	<u>Celestial Body</u>	<u>Color</u>	<u>Miscellaneous</u>
1. Bear	1. Asteroid	1. Black	1. Axe
2. Coyote	2. Comet	2. Blue	2. Blade
3. Crocodile	3. Galaxy	3. Brass	3. Blood
4. Crow	4. Meteor	4. Gold(en)	4. Burning
5. Dragon	5. Moon	5. Green	5. Chaos
6. Eagle	6. Nebulae	6. Orange	6. Crystal
7. Falcon	7. Planet	7. Red	7. Dagger
8. Hyena	8. Star	8. Silver	8. Dark
9. Leopard	9. Sun	9. White	9. Dawn
10. Lion	10. Void	10. Yellow	10. Dead
11. Lynx			11. Drowning
12. Piranha			12. Dusk
13. Rat			13. Eye
14. Raven			14. Flaming
15. Scorpion			15. Howling
16. Snake			16. Light
17. Spider			17. Raider
18. Tiger			18. Scythe
19. Wolf			19. Shadow
20. Wolverine			20. Sickle

or the destruction of a neighbor, cults spend many months plotting and scheming until the stars are aligned just right for the ritual to begin. Some rituals take years of planning before they begin, requiring many other plots to succeed before their dark master can be awakened.

Theft: Most cults have little to no money for purchasing the items they require. Individual followers of the occult may have the financial power to do so, but organizations rarely do. As such, they resort to theft to get what they need. This often proves to be dangerous for the cult as unskilled cultic thieves get caught quite frequently.

World Domination: On one hand there's the bringing of the apocalypse where the chaos realm rules alongside the occult, while on the other hand is simply world domination where only the occult rules. This is not very likely as the occult alone, without the aid of their supernatural masters, is powerless against the might of mankind when considering armies, navies, inquisitors, The Fallen, and many other organizations that stand against the occult. Of course, crazier things have happened and the occult's strongest power may just be exposing the supernatural world to the general populace, causing pandemonium in its wake. Amongst the chaos, the power mongering cultists could rise up to become leaders.



DARK ARTS

After the Inquisition concluded its investigation into why they believe The Fall happened, it was discovered that magic was often at the root cause. All forms of magic, except divine magic from Yahweh's pantheon for the first few centuries, were deemed unlawful to practice and inherently evil, earning them the label "dark arts."

Instead of allowing the ways of the ancients to die, the occult latched on to magic in every form possible, harnessing what little energy remained. Although most of the cosmic energy has dissipated, residual energy provides enough power to the occult to recreate the magic of old; albeit on a much smaller scale. Additionally, the occult never forgot the ways of occult magic and continue to harness it as before; possibly even more effectively than before.

For GMs who wish to create adversaries wielding the dark arts or for players allowed to create radical PCs, the mechanics governing various forms of the dark arts are presented here.

ARCANE BACKGROUND (CEREMONIAL)

Arcane Skill: Occult (Spirit)

Starting Power Points: 15

Starting Powers: 2

Forbidden Powers: *beast friend (it can only be used to summon deadly animals), divination (it can only be used on otherworldly beings or those from the chaos realm), greater healing, healing*

Called hierophants, there are two types of ceremonial magic users: those who perform blood magic and those who perform ritual magic. Each one is siphoning energy from the essence of humans in a similar fashion. Blood magic is the siphoning of energy when a human spirit passes between the mortal and spiritual realms. Ritual magic is the siphoning of energy from human spirits while they're alive and mesmerized during a coordinated ceremony (typically while chanting).

Blood magic is extremely powerful, but difficult to acquire as it has to be done at the exact moment when that soul passes between realms. Ritual magic is extremely weak, but easy to acquire; resulting in a need for many participants to be effective.

No Good Deeds: The power hierophants yield can only be used for foul purposes. If the hierophant performs a good deed while possessing any number of Power Points, his power is completely stripped away, leaving him with no Power Points remaining. This includes using the power to save a fellow cultist.

Replenish: Hierophants do not regain Power Points normally. The power they wield is acquired through ceremonial means and dissipates with use. The hierophant himself doesn't possess the ability to create that power, he can only acquire it.

When a hierophant runs out of Power Points, he must perform another ceremony to regain those Power Points. For blood magic, he must sacrifice a human or stand adjacent to one as the human dies in order to regain his power (at which time his Power Points are brought to maximum). For ritual magic, he must gather one cultist per Power Point to be regained and join them for a ceremonial chant. After 10 minutes, he regains one Power Point per participant, not including himself.

Hierophants on the battlefield do not regain Power Points when a human dies in battle unless they are standing adjacent to that human (within 1"). If they are not adjacent to the human when his soul passes between the realms, the hierophants are unable to gather that energy that bursts out as they are simply too far away from it.

VOLATILE TRAPPINGS

Powers produced by hierophants are very volatile and explosive, being associated with a very powerful energy force. The *smite* power may be the swelling of muscles to produce stronger attacks. *Deflection* could be rocks falling from the ceiling that get in the way. *Puppet* might be a set of chaotic strings that attach to the victim, pulling him to the hierophant's will. And *blast* is a series of cacophonous explosions that appear from nowhere.

INQUISITION'S VIEWPOINT

In the modern age, hierophants represent the bulk of magic-wielding heretics hunted by the Inquisition. Their secrets are passed from teacher to student on a regular basis and are kept within blasphemous journals that inform the new student how to become the next hierophant.

Prior to the Victorian era, hierophants were not nearly as common as most cults were being either led by a different type of magic-wielding human or the cult's hierophant took a back seat to another leader. Little was known about blood magic until relic hunters revealed its deepest secrets during the Victorian era and those secrets were exposed to the occult. Ritual magic has been around for millennia but has grown significantly due to the increase in size of the cults practicing the ritual magic.

ARCANE BACKGROUND (CHAOS)

Arcane Skill: Chaos (Spirit)

Starting Power Points: 10

Staring Powers: 3

Forbidden Powers: None

Warlocks are another product of the occult from the very beginning. They wield a minute fraction of the energy from the chaos realm, much like a priest wields the energy from the cosmic realm, granted to them by demons. They are dangerous, powerful, and dedicate their lives to serving the blasphemous denizens of the underworld.

Resistance: The energy of the chaos realm knows no bounds, and the demons that wield it enjoy basking in the ridiculousness of the desires of humanity. Warlocks can

Shadow Journal #1: The Burning Crow presents a druidic cult, located in the United States, that harnesses therianthropy in many forms. This supplement takes a look at becoming a therianthrope being and presents a number of different therianthrope beings that were all infused with the essence of an animal.

use all powers, but this chaos energy resists being used against itself. When a warlock uses a power against a being with the Demon monstrous ability, his attacks only do half damage, even though they're considered magical. This includes utilizing a weapon that matches a demon's weakness if it's been empowered by one of the warlock's powers (such as using *smite*). This penalty doesn't apply to weapons not empowered by one of the warlock's powers.

Exposed: Warlocks wield a power that humans were not meant to wield. When they use it incorrectly, or have ultimately been tricked by a demon, they are stripped of that power. When a warlock rolls a Critical Failure, he exposes himself to the chaos realm and is stripped of all chaos energy, immediately draining his reserves to 0 Power Points. He recovers Power Points as normal, but the chaos realm has taught him a lesson for his improper use.

CHAOTIC TRAPPINGS

Chaos energy is the embodiment of weirdness. It's unpredictable in form and appears however it wants to appear; possibly changing each time it's used. When a warlock manifests his powers, they tend to have a random appearance and never have to be the same twice. *Blast* could be a bolt of lightning, a burst of solar energy, a sonic boom, or even a powerful wind. *Obscure* might be a pair of dancing skeletons, a random door that appears, hypnotic lights, or visions of angels.

INQUISITION'S VIEWPOINT

There's no doubt that the Inquisition detests everything about warlocks. Not only do they consort with demons, they wield the power of the chaos realm that constantly attempts to assert some sort of dominance over the people of the mortal realm. Unfortunately, they're also difficult to find as they tend to eschew grandiose displays of their abilities and regularly attempt to blend in with society.

Warlocks have always been a source of contention for mankind. They have always strived to bring chaos to Earth through subtle means and would gladly stand tall once the demons come to take over the planet. Although they may serve as puppets to great demons, they also have learned how to manipulate the demons into providing them with the power of the chaos realm. Should the fabric between the mortal and chaos realms break, there's no telling how much power a warlock could harness.

Many radical inquisitors are practicing warlocks, albeit much less skilled than a true warlock. In their mind, they see the manipulation and exploitation of the chaos realm as a justification toward freeing mankind of its shackled knowledge regarding the underworld. If the radical inquisitor can demonstrate dominance over a demon, then he could convince others that demons are weak and mankind should not fear them. This is absurd as a single demon could easily destroy thousands of humans whose will isn't strong enough to face the fear of knowing demons truly exist. That fear empowers the demon, allowing it to crush the pathetic humans that flee before it.

ARCANE BACKGROUND (DRUIDRY)

Arcane Skill: Naturology (Spirit)

Starting Power Points: 10

Starting Powers: 3

Forbidden Powers: *boost/lower trait, darksight, deflection, disguise, dispel, drain power points, fear, growth/shrink, intangibility, invisibility, light/obscure, mind reading, puppet, quickness, speak language, speed, telekinesis, teleport, zombie*

Druids allow the legacy of Lugh and his pantheon to live on through the harnessing of his residual cosmic energy found throughout nature (the strongest concentration of residual energy is found throughout the British Isles). Continuing the pantheon's



ways of combining animals and humanity, they are also the purveyors of therianthropy throughout the world.

Shunned: When a druid violates the desires of nature, he becomes shunned by it. This occurs when a druid knowingly allows (or fails to act against) or commits an act that violates nature, such as an arson starting a forest fire when one is not warranted. The druid becomes shunned by nature and incurs a -2 penalty to all Spirit + Naturology or Therianology rolls for one week.

NATURE'S TRAPPINGS

Druidic power trappings are associated with nature and the spirits of deceased animals. The ability to *fly* may be caused by becoming one with the spirit of an eagle with ethereal wings sprouting from his back. *Smite* may be caused by thorn-bearing vines that wrap around a sword. *Healing* can be from the healing sap of a medicinal plant. And *barrier* could be a series of thick vines that form around the party, blocking incoming targets from advancing.

INQUISITION'S VIEWPOINT

In general, the Inquisition views druids as being associated with shapeshifting beasts. Because these beasts are supernatural beings, those affiliated with them are considered heretics. Regardless that the power druids yield is of cosmic origin, it was deemed as part of the evil that supported the Armies of Chaos.

Not all inquisitors have the same view regarding druids and druidic cults. Many of these druidic cults aim to only protect nature (albeit at any cost) and do not harbor the same feelings as followers of the occult. Some inquisitors treat these druids and druidic cults as allies, informants, or neutral parties, keeping their existence or location hidden from the Inquisition proper. If the Inquisition were to learn of this practice, the inquisitor would be labeled as a radical.

ARCANE BACKGROUND (ETHERMANCY)

Arcane Skill: AEther (Smarts)

Starting Power Points: 10

Starting Powers: 2

Forbidden Powers: None

Ethermancers are a product of the occult from the very beginning. They siphon energy from the fabric between the realms and are capable of weakening it enough to bring supernatural beings through it. They are an extremely threatening to mankind as the manipulation of the fabric between the mortal and chaos realms could potentially allow a countless number of demons through.

Fettered: Siphoning energy from the fabric is extremely difficult and produces very little in terms of power. It does provide unlimited use of that power, but it's quite fettered and not nearly as strong as other types of magic. Ethermancers can never benefit from any "Additional" effects given for any power (such as "Additional Damage" for *bolt*).

Backlash: The fabric between realms does not like to be manipulated, almost as if doing so is a violation of its very being. When an ethermancer rolls a Critical Failure, the fabric lashes out at him in an explosive manner. This creates a burst of energy within a Large Burst Template area; everything within that area sustains 2d4 damage, ignoring armor, and is thrown back 30ft. If an unfortunate victim hits a wall or solid object when thrown back, he also sustains damage from the impact depending on how far he was thrown.

DARK TRAPPINGS

AEther is dark energy. Many believe it's the same as dark matter and exists throughout the entire universe. When an ethermancer manifests his powers, they always have darkness associated with them. *Burst* could be a barrage of dark energy that spews from the hand. *Lower trait* might produce a nearly sentient shadow that engulfs the target's body part. And *fear* may result in a black cloud that enters the target's mind.

INQUISITION'S VIEWPOINT

There are no doubts that ethermancers are extremely dangerous. The Inquisition understands they are weak when it comes to performing magic compared to other heretics, but the way they acquire their power is what makes them so dangerous.

Malevolent ethermancers have been a plague unto the Inquisition for centuries, summoning demon after demon into the mortal realm to seek out and destroy those who oppose the ethermancer. Although the occasional helpful ethermancer is found, their manipulation of the fabric is too dangerous to be allowed and needs to be stopped at all costs.

Radical inquisitors see ethermancers in a different light. Those who aren't hell-bent on bringing forth a demonic blight can provide a means of travel between the realms



The samurai of Ancient Japan used to harness the power of the elements through a practice known as the five rings. Although samurai still exist, they have lost their ability to tap into the elements, leaving only the geomancers to continue the pantheon's legacy.

for those incapable to do so otherwise. These inquisitors often seek out ethermancers to gain access to the spiritual realm when hunting down a being with spirit walking abilities.

ARCANE BACKGROUND (GEOMANCY)

Arcane Skill: Elementalism (Spirit)

Starting Power Points: 10

Starting Powers: 3

Forbidden Powers: *banish, blind, boost/lower trait, confusion, darksight, detect/conceal arcana, disguise, dispel, divination, fear, greater healing, growth/shrink, healing, intangibility, invisibility, light/obscure, mind reading, puppet, quickness, shape change, slumber, smite, speak language, speed, succor, telekinesis, teleport, zombie*

Geomancers are the legacy left by Izanagi and Izanami's pantheon, harnessing the residual cosmic energy found through the elements (the strongest concentration of residual energy is found throughout Japan). This energy was always spread throughout the elements, allowing the geomancer to grab whatever energy they needed no matter where they were.

Explosion: Elemental cosmic energy is volatile. Weaving it incorrectly causes a superheated explosion; this is represented by rolling a Critical Failure. When this occurs, the geomancer's hands are engulfed in a plasma-like substance that burns the skin, causing 2d4+2 damage that ignores armor.

ELEMENTAL TRAPPINGS

Geomancer powers always manifest in a way associated with the elements. *Environmental protection* can be an air bubble that forms around the head while underwater. *Blast* may be a burst of fire and earth, creating an elemental grenade. And *fly* has the character whisked away on powerful wind currents.

INQUISITION'S VIEWPOINT

The Inquisition doesn't really understand geomancers. The traditional elemental-weavers that fought alongside the samurai are long gone, leaving little legacy behind. The current geomancers are those who acquired the knowledge through devious methods, such as how the occult would acquire the knowledge, from ancient scrolls, or intercepted when being passed down from generation to generation.

The only interaction the Inquisition has had with geomancers has always been during a conflict. The inquisitors spot a heretic manipulating and creating elements with ease, immediately labeling him as a geomancer and a threat. The heretic is then hunted and purged, with his secrets typically fading along with what legacy he may have built up.

Few radical inquisitors interact with geomancers due to their rarity. Few truly benevolent geomancers exist and the power has fallen into the hands of the occult and is becoming weaved instead into witchcraft. However, with an uncanny ability to manipulate the elements with ease, a powerful geomancer could serve as a powerful ally. It would be quite easy for a geomancer to imprison an entire cult within the confines of whatever cavern they perform their rituals in.

ARCANE BACKGROUND (NECROMANCY)

Arcane Skill: Mysticism (Smarts)

Starting Power Points: 15

Starting Powers: 2

Forbidden Powers: *armor, beast friend (only undead creatures are allowed), blast, blind, bolt, boost/lower trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, divination (no cosmic beings), elemental manipulation, entangle, environmental protection, fly, greater healing, growth/shrink, healing, intangibility, invisibility, light/obscure, mind reading, pummel, quickness, shape change, slow, slumber, smite, speed, stun, succor, summon ally (only undead allies are allowed), telekinesis (only the movement of bones is allowed), teleport, wall walker*

Necromancers are a result of energy exploited by the occult. Many millennia ago, siphoning energy from the dead was ritualistic and could be thought of as ancestor worship by shamans. This all changed when that necrotic energy was altered to dominate the soulless bodies of the dead, turning them into undead. This brought about the first necromancers who've plagued Earth since Ancient Egypt.

Limited, but Efficient: Necrotic energy provides domination over life, death, domination, and animation. It's extremely efficient when it comes to these subjects, but lacks the ability to do little else. A necromancer's true power lies in his ability to enchant others to fight for him. A necromancer's usable list of powers is limited, but he's more efficient at them, reducing the Power Points cost to use them by 1, to a minimum of 1.

Shrouded: Necrotic energy can be unpredictable. Every now and then a necromancer hits a pocket of dark energy that opposes the origin of the necrotic energy; this is represented by rolling a Critical Failure. When this occurs, the dark energy bursts outward, engulfing a Large Burst Template area in Pitch Darkness, centered on where the necromancer was standing when the energy burst outward. In addition to imposing a -4 penalty to physical actions, the necromancer incurs a -4 penalty while in this total darkness due to the difficulty of locating the necrotic energy to weave. The total darkness slowly dissipates at a rate of 1" on each edge of the affected area per round.

NECROTIC TRAPPINGS

Necromancy powers always manifest in a way associated with the dead or undead. *Puppet* may be the necrotic energy entering the target and taking control of his life force. *Zombie* could be the rising of a zombie from the grave. And *telekinesis* might be the throwing of sharp bone fragments from a distance.

INQUISITION'S VIEWPOINT

The Inquisition loathes all necromancers. They have been a constant annoyance from their first days and do little more than cause trouble throughout the world. Fighting undead soldiers is one of the most mundane tasks for an inquisitor and often ends up being the most frequent. Many cults employ necromancers to create the undead forces they need for protection (such as skeleton guards posted at the entrance to the ritual hall).

The Inquisition rarely fears the typical undead beings conjured by necromancers; those are rarely a challenge. The true threat comes from an army of undead (regardless of how large that army is) as they are relentless in their pursuit, completely immune to psychological tactics, and their strength never falters until the moment they're dropped to the ground. Of course, if the necromancer is nearby, the undead soldier will reanimate again, possibly within seconds, if they are not completely dismembered, crushed, or burned.

Radical inquisitors often employ the services of necromancers. Death follows inquisitors everywhere they go, and, during dire situations, an undead soldier is as good a reinforcement as a living one. Better yet, undead soldiers are expendable and the inquisitor doesn't risk losing a valuable member of his retinue.

ARCANE BACKGROUND (SORCERY)

Arcane Skill: Arcana (Smarts)

Starting Power Points: 10

Starting Powers: 3

Forbidden Powers: None

Sorcerers allow the teachings of Perun to continue throughout all of time, harnessing the arcane energy found throughout the mortal realm. This energy was formed when the mortal realm formed, allowing it to be sprinkled across the world. However, it's buried deep within natural objects and indigenous plants, making it quite difficult

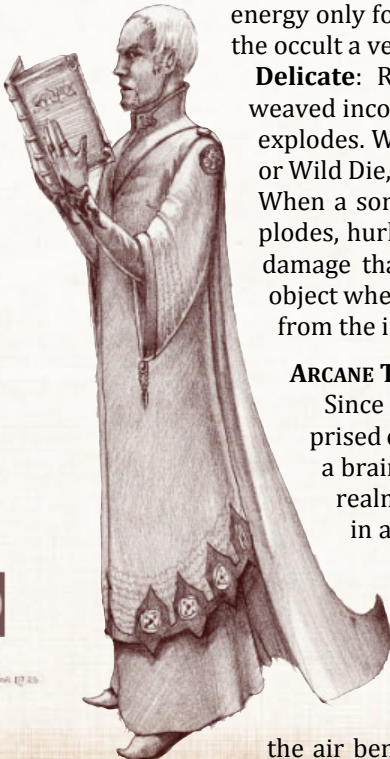
to extract. Perun taught his followers how to extract that energy only for these secrets to be stolen and exploited by the occult a very long time ago.

Delicate: Raw arcane energy is extremely fragile. If weaved incorrectly, it either quickly vanishes or possibly explodes. When a sorcerer rolls a 1 on either his Arcana or Wild Die, he becomes Shaken, this can cause a Wound. When a sorcerer rolls a Critical Failure, the energy explodes, hurling the sorcerer back 2d10ft and doing 2d6 damage that ignores armor. If he hits a wall or solid object when thrown backward, he also sustains damage from the impact, also ignoring armor.

ARCANE TRAPPINGS

Since everything native to the mortal realm is comprised of arcane energy, because everything that has a brain and a soul is actually native to the spiritual realm, powers bolstered by that energy manifest in an almost mystical way. It is as if the sorcerer

is bending the rules of the universe when tapping into this energy. *Barrier* may be earth and rock suddenly being pulled upward so that a giant wall is formed. *Disguise* could be the creation of a skintight mask across the sorcerer's face. *Fly* can be the air beneath the sorcerer's feet begins to shimmer,



Art by [signature]

allowing him to walk on it. And *bolt* might be a sudden flash of light that shoots from the sorcerer's finger directly at the target.

INQUISITION'S VIEWPOINT

The Inquisition is deathly afraid of the threat posed by sorcerers. Thankfully, none of them have been able to harness the arcane energy to the extent shown during the Dark Ages, but the potential is there. Sorcerers are extremely powerful and the magic they wield is deadly in all aspects. If given a wide enough berth, a single sorcerer could easily take over an entire country.

The best defense the Inquisition has against a sorcerer is their narcissistic behavior. Due to the unlimited power they wield, sorcerers do not heed the authority of others as they care very little about the machinations of anyone besides themselves. As a result, sorcerers never work with partners, although they are not above employing minions. This makes it that much easier to track them down as they're not supported by anyone nearly as intelligent and capable as they are.

Radical inquisitors often wish to seek the alliance of a sorcerer. Unfortunately, for them, almost all sorcerers hate the Inquisition and any organization like them, and would never be caught allying with an inquisitor or anyone associated with the Inquisition. Sorcerers might use inquisitors as puppets in some extravagant plot, but the second things go wrong, that inquisitor is expendable and, if they survive, quickly learns the error of his ways.

ARCANE BACKGROUND (SPIRITUALISM)

Arcane Skill: Shamanism (Spirit)

Starting Power Points: 10

Starting Powers: 3

Forbidden Powers: *elemental manipulation, wall walker*

Shamans are the only "heretic" not actively pursued by the Inquisition unless necessary. There is a volatile understanding of shaman as most of them are benevolent humans with extraordinary abilities that allow them to connect with the spiritual realm in a beneficial way. Most shamans have no affiliation with the occult and instead allow traditional religions to live on through stories and folkloric teachings. These particular shamans are given a wide berth and only loosely monitored to ensure they don't overstep the Inquisition's boundaries. Shamans that do have affiliations with the occult or utilize their powers for malevolent purposes are judged the same as every other heretic.

Revolt: Invoking and evoking the spiritual realm can be dangerous. When a spirit becomes angered, it revolts against the shaman; this is represented by rolling a Critical Failure. When this occurs, the spiritual realm pushes back, knocking the shaman to the ground and causing him to gain one level of Fatigue due to mental stress.

SPIRITUAL TRAPPINGS

Spiritual powers always manifest in a way associated with spiritual assistance or guidance. *Banish* could be a spiritual conflict where the shaman's guide defeats the malevolent spirit. *Confusion* might be ethereal whispers that distract the target. *Puppet* could be a spirit temporarily possessing the target. And *light* may be a soft, ethereal glow that allows the shaman to see in the dark.

INQUISITION'S VIEWPOINT

Secretly, the Inquisition respects many shamans. They see the ability to utilize the spiritual realm as a potential boon to humanity, so long as the shaman doesn't let the power go to his head. Each shaman is monitored carefully before being approached to determine how the shaman is using that power.



Many inquisitors rely on shamans for divine guidance and to speak with the deceased. Going well beyond the simple capabilities of a medium, these shamans often serve as important allies in the fight against the occult and have proven themselves numerous times as an individual who eschews everything the occult stands for.

Inquisitors that deal with benevolent shamans, even in secret, are not considered radical. The Inquisition simply turns a blind eye to these dealings as there are more important matters to address. Inquisitors that deal with malevolent shamans; those considered a threat to the Inquisition, are considered radical in the eyes of the Inquisition.

ARCANE BACKGROUND (WITCHCRAFT)

Arcane Skill: Withcraft (Smarts)

Starting Power Points: 15

Starting Powers: 2

Forbidden Powers: None

As the original source of the Inquisition's concern, witches have always been a focus. Their existence dates back to Baba Yaga bringing the knowledge of weaving arcane energy with cosmic energy to create a source of power the occult could easily wield. All it required was for residual cosmic and arcane energy to be present at the same time. As soon as cosmic energy is introduced to the mortal realm, it leaves residual energy behind that only fades if the pantheon it's connected to is destroyed.

During the creation of a mortal realm, arcane energy was left everywhere, making it readily available.

Witchcraft teaches humans how to identify the two sources of energy and wed them to create a new type of occult energy. By weaving together the two sources of energy, neither is as concentrated resulting in the energy being weaved is less volatile. The only caveat is that the witch has to know how to locate and siphon both residual cosmic energy and arcane energy.

Replenish: It takes time to locate and siphon both residual cosmic energy and arcane energy that can be weaved through witchcraft. If not done carefully, the energy is lost and the witch must find it again. As such, her Power Points take longer to replenish. Witches require four times as long to regain Power Points (1 every four hours, 2 if resting). However, if she employs the services of an occult-aligned familiar, this time is reduced by half (1 every two hours, 2 if resting) as the familiar aids in locating and siphoning that energy.

Arcane Rejection: Sometimes the residual cosmic energy rejects the arcane energy being weaved into it; this is represented by rolling a Critical Failure. When this occurs, the witch is drained of all Power Points, bringing her down to 0. She then recovers Power Points at her normal rate.

COSMIC ARCANES TRAPPINGS

Powers produced by witches have an association with light and darkness. They may be one or the other or may exhibit both in a swirling maelstrom of hypnotic energy. The *banish* power may manifest itself as light while the *barrier* power manifests as extreme darkness. *Blast* might be a combination of light and dark, like a black hole, while *fear* is a chaotic amalgamation of the two with that stresses the senses.

INQUISITION'S VIEWPOINT

The supernatural hunting Inquisition was originally formed to pursue witches. All magic-wielders were thought to be witches until the inquisitors were able to better understand the energy they used, which led to the colloquial witch label, but after a couple decades, they knew better. However, they still saw witches as one of the greatest threats to address due to their staunch affiliation with the occult.

To say the Inquisition hates witches is an understatement. Witches are not only seen as a threat to humanity, but also to the mortal and spiritual realms as witches have no qualms about who their power affects. They don't seek the furthering of the chaos realm's machinations, but rather seek to further everything the occult stands for when opposing mankind. Their motives are completely selfish and self-centered and from the beginning (starting with Baba Yaga), they have sought the domination of the occult over all religious, social, and political beliefs.

Even radical inquisitors loathe witches. They see witches as an unnecessary evil that provide no benefit to mankind, even in the battle against the chaos realm. Only the most radical of inquisitors would dare deal with a witch as they often stab the inquisitor in the back when he's not looking or do everything they can to use the inquisitor as a puppet in their own schemes.

ALLIES

Judgment Day is as much about investigating the source of conflict as it is defeating the source. Some inquisitors spend more time investigating the supernatural than they do in combat with it. While attempting to overcome conflicts, inquisitors are wise to use as many resources as they can to get the right answers and know what they're getting into before the final confrontation. Survival is key in the Inquisition, and it's difficult to defeat an enemy that one knows nothing about.

Allies could be one of the most common resources (and possibly one of the most valuable) an inquisitor uses throughout the course of an investigation. In a world full of secrets, even an inquisitor cannot be expected to know everything; finding those who have the one piece of knowledge the inquisitor needs is a mission of itself.

When creating an adventure or campaign, it is imperative to define the resources available to the party as they may need to run down leads, uncover ancient secrets, unravel the truth amongst the lies, or just gather all the information they can about their quarry before finally tracking it down. Here is some guidance on constructing those allies and how they can fit into an inquisitor's mission or even career – some allies can become trusted sources of information for decades. One thing to note, however, is that inquisitors often seek out the aid of an ally under the guise of someone else. Revealing the existence of the Inquisition threatens exposure of the secrets they hold so close.

Amateur Hunter: In the early years of the 21st century, many amateur “monster hunters” appeared in the hopes of investigating, exposing, and eliminating the local legends of the day. Those who are charismatic enough can even get their own television show. During the course of their investigation, they may even produce evidence to support these legends, although it could be evidence that ultimately proves nothing. However, it's not inconceivable that these amateur hunters have actually seen something and can serve as a guide to any intrepid inquisitor.

Aspiring Investigator: Since the time of the Crusades, there have been many investigators who aspire to join the ranks of the Inquisition or other like-minded organizations. They seek out information about the supernatural, know how to keep this dangerous world secret, and may even perform minor acts of occult investigation. They hope to someday be sought after by the Inquisition for recruitment or serve as a trusted confidant. Unfortunately, their skills often aren't quite what the Inquisition desires, thus they forever remain in the category of aspiring investigator.

Conspirator: Some people brood over their daily newspaper, looking for hidden meaning within the text they're reading. In the 21st century, this has moved from newspapers (and magazines) to blogs and social networks. Those who search for secrets in text where none exist are called conspirators by the Inquisition. 95% of the time these conspirators find nothing, but when they stumble across something important it never fails that they will become a mostly-reliable ally to an inquisitor.

Eye Witness: Eye witnesses are an unfortunate side-effect of hunting the supernatural. Inquisitors do everything they can to keep their activities out of the public eye, but it's still common for someone to witness something they were never meant to see. If the eye witness hasn't gone insane, the Inquisition can hopefully bleed all the information possible out of the eye witness before turning them into another naïve human (sometimes using hypnotism, sometimes using trained psionic personnel).

Friendly Rival: Friendly rivals are contacts, friends, or informants from a rival organization, such as the Illuminati, who are allies to a particular inquisitor (not necessarily the entire Inquisition). This alliance could be due to childhood friendships, former college roommates, like-minded investigators, or simply a chance run-in while seeking to achieve the same goal. Although the Inquisition frowns upon such alliances, it would never stop an inquisitor from seeking advice from another esoteric organization of only humans.

Informant: Informants are people on the inside of another esoteric organization. They're either placed there secretly by the Inquisition or are looking to make a quick buck by selling inside information they have acquired while performing devious acts with that organization. These snitches care very little about what side

Don't overlook the allies the characters wish to make. Connections within a global supernatural hunting game can be very important for when the PCs need to gather information quickly and accurately. If they devise a channel with which they can use for information, turn it into an adventure hook and create a mission for the investigators to establish that connection for future use. This can be done during the course of another mission or between missions as a proactive measure.

they're "working" for and enjoy the thrill of toeing both sides of the line. Should they be caught by organization they're snitching on, they'd likely be executed. Hopefully, they're being watched quite closely by the Inquisition in case they need to be placed into some type of Inquisitional witness protection program.

Information Broker: There is an entire underground network of knowledge that can be accessed for a nominal fee. Those operating within that network are called information brokers: running down rumors, leads, and inside information that they can turn around and sell to whoever's paying. Most information brokers do it as a second job, but some are so good at it they can make a living simply by selling secrets.

Like-Minded Organization: Like-minded organizations are non-rival organizations to the Inquisition that function in a parallel capacity. These were quite common during the Middle Ages, though they are much less common in the Modern Age. These are hunters and scholars that seek to eliminate supernatural or otherworldly threats in a manner much like the Inquisition: secretly. They are professionals that have possibly formed their own network of hunters to combat threats local to them.

Military Leader: Elite military task forces may, when on missions, encounter something they cannot explain. The leaders of those military forces guard the secrets surrounding those encounters, explaining the details away to their soldiers to maintain their focus on the battlefield. Those who exhibit strength of will are sought after by the Inquisition as an ally within the military force to learn what they've chased and what they possibly stumbled upon by mistake.

Researcher: Curiosity is a normal human quality and there's never a shortage of people researching rumors or sightings regarding supernatural or otherworldly beings. This may be a result of harmless curiosity, but many researchers come upon information that could be very valuable to an inquisitor. What sets them apart from a scholar is that they do this type of research on a casual basis and are considered amateurs. A good inquisitor knows how to convince a researcher that what they've found isn't real, keeping that air of naivety.

Scholar: There are many people skilled in occult knowledge that do not wish to join the ranks of the Inquisition. Although recruiting them would be ideal, these particular scholars prefer the life they already have; basking in the secret knowledge they've uncovered. Those who let the knowledge go to their head may form a new religion or cult, but they rarely succeed at convincing others that what they know is true. These types of scholars were very common in the Middle Ages, but their numbers dwindled significantly in the Modern Age.

Thrill Seeker: There are always people who operate outside the normal confines of any organization. This includes relic hunters during the Victorian era, occult investigators during the Modern Age, and vampire hunters during the Middle Ages. Of course, they go by many different epithets and operate alone, with a single partner, or as a hodgepodge of like-minded individuals. What sets them apart from others is that they have no meaningful organization and they eschew dealing with those "in the know."

CRYPTOZOLOGY

Like all *Shadowed Earth* settings, *Judgment Day* is part of a multi-era, historical fantasy horror timeline with all manner of mythology and legends coming to life. The *Cryptozoology* series of adversary supplements is designed to support all *Shadowed Earth* settings. GMs need to be aware of what era their games take place in versus what era each particular adversary exists in. Full guidance for this is presented within

each adversary's entry should that particular being or creature race have been eliminated during the Crusades.

In terms of PC capability, *Judgment Day* sits in the middle between *Beyond the Firelight* and *The Fallen*. All player characters are heroic with stat blocks designed to reflect that. Characters in *Beyond the Firelight* are not heroes as the setting focuses more on the horror and investigation aspects of *Shadowed Earth*. Characters in *The Fallen* are almost super heroic due to their supernatural heritage. The *Cryptozoology* series is designed to fit within all settings with simple adjustments to an adversary's stat block moving it from Extra to Wild Card. When using adversaries, there are three basic types to consider:

VILLAIN

Villains are the primary antagonists of the adventure or campaign. They should be able to survive simple conflicts and only be overcome with some type of epic battle that is designed as a plot point, solution to the problem, or an otherwise memorable event. Besides their own characteristics and capabilities, they have resources to call upon in the form of soldiers with field captains or an approximation, a network of spies, bodyguards, advisors, or some combination of the above. If they don't have these things, they may just be extremely powerful spellcasters capable of defeating an entire party of player characters that arrive unprepared.

When creating villains from the *Cryptozoology* series, the stat block moves from Extra to Wild Card. Next, give villains Hindrances and Edges useful against the characters to demonstrate their importance in the storyline. For villains with far-reaching resources; provide them with Connections Edges appropriate to the allies they would call upon or the organizations they can influence. Finally, if the villains have some type of social characteristics useful in-game, provide them with additional skills that represent those characteristics (such as Investigation, Persuasion, and Streetwise).

SOLDIER

The term 'soldier' is being used here as a generic term to signify anyone who works for a villain that is more important than a minion, but less important than the villain. Using *Cryptozoology*, most stat blocks can be used as-is to create soldiers with one slight change: the soldier is loyal to the villain and will generally fight to the death unless instructed to do so otherwise; they always fight to the death to protect their villainous master. If the soldier is someone of rank within the villain's organization, add a Hindrance and a couple Edges to be equivalent to a standard NPC. The ranked soldier could be the person instructing the other soldiers to fall back should the situation turn dire.

MINION

Minions are just that; they're the fodder within the villain's network; serving as little more than expendable shields to people much more important than they. Using *Cryptozoology*, most stat blocks can be used as-is and will probably flee when the odds look grim.

ROGUE INQUISITOR

There's a particular entry that won't appear in the *Cryptozoology* series: the rogue inquisitor. Being an inquisitor is both physically and mentally dangerous. The physical dangers are obvious, but the mental ones are not always so. When an inquisitor is exposed to so many secrets and an underground world that few ever see or experience, it can have a seriously detrimental effect.

There are two types of methods by which a rogue inquisitor is created, according to the Inquisition: insanity or incorporation. Some inquisitors become so mentally broken by their experiences as an inquisitor, such as facing down demons, that their mind cannot handle the truth and cracks; the inquisitor becomes as close to insane as

Some entries in the *Cryptozoology* series are not appropriate as soldiers or minions, such as a demon lord. Entries such as this should be used either as villains, allies, or very important encounters since the being is much too powerful and prominent to serve as a villain's soldier or minion.

a functional person can be. His mind has become so torn by his experiences that he can no longer think rationally and does all kinds of mad things (such as going on a random killing spree).

The second method of becoming a rogue inquisitor possibly creates the most dangerous humans ever; it is the inquisitor that leaves the Inquisition and embraces the occult. This rogue inquisitor is a great danger due to the combination of his knowledge of the secrets held by the Inquisition and the secrets held by the occult. When combined, the rogue inquisitor has an unfathomable amount of lore filed away in his mind that he can exploit this knowledge toward anybody at any time. Unlike most cults that focus on one aspect of the occult lore, he can grab bits and pieces from all aspects. No one wants to consider what type of army a rogue inquisitor could assemble with knowledge and access to every type of malevolent being.

INQUISITIONAL CAREERS

If running a campaign using *Judgment Day*, the PCs have essentially signed-up for a career with the Inquisition. With this come background management possibilities compared to running a short adventure or one-shot scenario. Although not required from an in-game standpoint, there are things an inquisitor does regularly, at least according to the Inquisition's rules, throughout the course of his career.

There are two basic types of career campaigns for *Judgment Day*: a single story arc that centers on one major event playing in the background or running a series of loosely connected adventures. There are many role-playing opportunities that can be taken advantage of between missions or campaign plot points. There are also many Inquisitional tasks that can be done during a mission. Here is a list of non-plot affecting tasks that can be performed between or during missions:

Consulting Libraries: Libraries have books, and books have information. This information could be quite valuable for researching folklore and mythology (both of which are quite real within the world of *Shadowed Earth*). There's also the Inquisitional Library and those "other" libraries where books of a darker nature are kept (think H.P. Lovecraft's Miskatonic University library). These esoteric libraries could contain any number of books that explain the darker side of the world that few have ever encountered.

Damage Control: Damage control is an absolute necessity in the eyes of the Inquisition. After an encounter with a supernatural or otherworldly being, the evidence of that encounter must be quickly hidden away; buried with the rest of the secrets tightly held by the Inquisition. During damage control, someone also needs to make sure no one accidentally stumbles upon the work (or at least has a good way of explaining it away) and ensures no rival organizations are spying on what happened.

Establishing Allies: Allies are valuable assets to inquisitors, and there's rarely time during the active times while on a mission (i.e. during game play) to establish ties with them. These aren't the types of alliances that are created due to random happenstance during the course of a mission; these are like-minded individuals who the inquisitor will need to call upon in the near future for aid, resources, or knowledge.

Finding Food: While a more common issue during the Middle Ages, inquisitors and their retainers need to eat while away from their homeland, headquarters, or Inquisitional facilities. This includes hunting wild game, foraging for berries, fishing in the nearby river, and even farming if there's a lot of time available (or the inquisitor owns, or has meaningful access to, a nearby farm).

Following Rumors: Rumors run rampant in the underground; following them may someday lead to a new villain, cult, or supernatural being. However, the current mission doesn't allow for that rumor to be followed, as it doesn't pertain to the matter at hand. Thus, the inquisitor must use his time between missions to track down what those rumors are referring to.

Honing Skills: Every character has Skills in their stat block and downtime between missions is a great way to justify the increase to those Skills not used during the mission. This could even be played out as a vignette as a single character learns to improve his capabilities. The player of that single character becomes the star of his own "show" while the other players act out various NPC roles.

Investigating Cults: As a companion to 'consulting libraries' and 'following rumors', there are many cults out there for the inquisitor to investigate. When a new cult becomes known to an inquisitorial judge, he assigns the local Inquisitorial force to investigate. The cult has done anything wrong, at least not yet, so the investigation requires stealth and includes mostly observation.



Once a mission is over, an inquisitor may go many days before another mission begins. That time can be filled with many different aspects of an inquisitor's career that doesn't involve hunting the supernatural. It also provides an optimal time to justify character advancements. However, the underlying purpose of these in-between mission sessions is to keep the overall storyline moving forward and not to introduce mundane role-playing into your game.

Learning New Powers: Specials have powers, and Arcane Characters may eventually acquire new powers during the course of their career. To make the gaming experience feel more homogenous, Arcane Characters should have to learn their new powers just like everyone else “learns” a new Skill. The characters can seek out a teacher (perhaps leading to a side mission) and practice until the new power is mastered.

Locating Informants: Information isn't free. Quality information costs even more. Finding a good informant to provide said information is worth the premium they charge. This is the type of activity that must be done between missions as it may be too late when the mission begins. Finding an informant at the last minute may lead to misleading information.

Recruiting Mercenaries: Inquisitors that regularly use mercenaries need to spend part of their downtime recruiting new ones. This could be as easy to dipping into the pool of mercenaries established by the Inquisition or as difficult as traveling vast distances to find a specialist who can get the job done.

Researching Organizations: The formation of an organization that fights the supernatural, either as a rival or an ally to the Inquisition, is rare compared to the ever-growing threat of new cults. When a new one does form, the local Inquisitional force is tasked with researching that organization to better understand its purpose and whether it's a friend or foe.

Scouting a Battlefield: During the Middle Ages and possibly the Victorian era, travel across land was tedious and slow. Scouts were often used to inspect a battlefield before an encounter occurred, providing valuable information back to the team's leader to know what they can expect. For example, if a team of dragon hunters is traveling to a faraway den, the scout can determine the terrain around the expected battlefield. This information can be used by the leader to formulate a strategy for the attack.

Securing Operational Funds: Inquisitors aren't volunteers and the Inquisition doesn't sell goods. Thus, the entire global organization requires funds to operate. Many inquisitors spend time between missions securing funds to allow their missions to continue. While this is typically done by the grand inquisitor, it may be the job of a lord or master inquisitor due to delegated duties.

Training Injunctives: Injunctives form the backbone of the Inquisition. They are an asset to every inquisitor and their skills must be honed just like an inquisitor. The only caveat is that the inquisitor is responsible for ensuring his injunctives are properly trained.

FUNDING

Where does the Inquisition get the funding to operate? The answer is mostly unknown; kind of like specialists in movies and television. GMs are free to make this up as they go, and players are free to get creative on where that money is coming from. After all, every Inquisitional force needs funding to survive!

Typically, the grand inquisitor secures funding through convoluted paper trails with suspicious purposes to support the efforts of his subordinates. It's possible that some of this funding comes through local and federal governments, although the Inquisition should never be viewed as a government agency. Common sources also include multi-million and billionaires convinced they should back a “private organization that protects their assets.” In some regards this is true as the Inquisition does keep humanity safe. However, it's also untrue as they gladly sacrifice property to keep mankind safe. This creates a silent backer that garners their return through cost avoidance (such as lost time, property, and personnel).



When it comes to an inquisitor's salary, the Inquisition pays very little and compensation is, instead, primarily benefits. This comes in the form of free housing, a free vehicle, and access to weapons (access, not free). This means an inquisitor's salary and compensation package could vary greatly depending on where they live. Of course, the higher the inquisitor's rank, the better the package. With money being difficult to gain access to, it's much easier for government or private backing to come in the form of property and vehicles (which potentially have a very high value each). This includes city-owned property and repossessed vehicles.

This form of salary is used across all eras, although it obviously comes in much different forms. Since its inception, the Inquisition has always been able to provide housing and travel for its inquisitors along with a small amount of pay. Sometimes

Why isn't weapon material discussed in the player section? Players and their characters need to learn about the weaknesses of a creature without that information being presented to them during character creation. This can be a critical part of their investigation leading up to an encounter by researching what threat they are tracking and purging. Additionally, characters that aren't actual inquisitors (such as mercenaries) with access to the Inquisitional Library will never have this knowledge unless someone else provides it.

grand inquisitors even provide food, which would be much more plausible in the Middle Ages than it is in modern times given the increased ease of access to food. There are no static mechanics to manage this, but PCs will need money for purchasing weapons, armor, supplies, clothing, and supporting equipment. Depending on the era chosen, they may also need money to purchase food, entertainment, specialized vehicles (such as an ATV), information, books, technology, luxuries, ammunition, and exotic weapons.

Here are some basic monthly salaries for inquisitors based on costs given in the *Savage Worlds* core rulebook (these are in addition to a compensation package for housing and travel):

- Scholar: \$250
- Inquisitor: \$500
- Lord Inquisitor: \$750
- Master Inquisitor: \$1,000
- Inquisitional Judge: \$1,500
- Grand Inquisitor: \$2,500

WEAPONS

Throughout the course of an inquisitor's career, he'll need the right weapon for the mission at hand. Whether or not he knows this ahead of time is up to the GM, the experience and knowledge of the inquisitor, and how much preparation is done before the encounter. Different beings are weak to different materials, and an inquisitor would be wise to exploit that weakness to overcome the being's immunities. GMs should always keep in mind the availability of that material given the chosen era.

Weapons and ammunition made from specialized metals necessary to overcome an immunity should have an added cost factor. A quick standard would be $\times 1.5$ for non-gold and $\times 3$ for gold. This is ultimately dependent upon availability, as some locations don't have easy access to those materials; easily doubling if not tripling that cost adder.

Example: Demons are weak to cold iron, platinum, and palladium. This is done to more-or-less correspond to the three eras. Cold iron would be prevalent in the Middle Ages, platinum would be available in the Victorian era, and palladium would be accessible in the modern ages. If encountering a demon, the inquisitor will want a weapon or ammunition that can exploit that weakness.



MISSION BUILDER

MISSION BUILDER

Many different adventures and campaigns are possible for inquisitors and their retinue given the various threats they can face. For the GM, this includes placement within the chosen era and incorporating only applicable creatures within those adventures and campaigns. To make the GM's job a little easier, tools are presented here to aid in creating adventures and campaigns.

MISSION BUILDING KIT

Each mission requires elements to be defined to better understand the mission's purpose and allow the characters to be better prepared. The Inquisition focuses on preparation and investigation so that inquisitors have the greatest chance of surviving when an encounter actually occurs. They understand that walking into combat without knowing your opponent, especially a supernatural one, could quickly result in the death of an entire Inquisitional force. This would then allow that opponent to seek out nearby communities and outposts of civilization to attack it, exposing hundreds, thousands, or even millions of people to the truth that the supernatural exist.

To the Inquisition, this cannot be allowed to happen.

ERA

Before getting started, GMs should always define the era in which their game is taking place. If building a random mission within a campaign, the era should already be defined. If using pre-generated characters, the era is probably already defined. Otherwise, work with the players to understand what era they want to play in, and whether it's one of the major eras presented herein or another possible era when the Inquisition existed. This will then allow GMs to choose a real-world or historical location.

LOCATION

Once the era is determined, choosing a location should relate to that chosen era given the Shadowed Earth backdrop. The location could be a currently existing location, something historical, ancient ruins, or an uncivilized section of wilderness. Once chosen, the GM should then build on the location to determine how it's incorporated into the adventure. Is it where the adventures starts or ends? Or does the adventure consist fully within that location? Depending on the chosen era, the inquisitors may end up traveling to or from that location while tracking down the antagonist, perhaps even multiple times. However, the party needs to be prepared for the environment they will encounter, leading to the importance of defining location.

ANTAGONIST

Every good adventure needs a source of conflict, and the antagonist defines that source of conflict. There can be many forms of antagonists from the simple overpowered villain who commands the energy of the chaos realm and brings it to bear, to an organization of like-minded individuals all determined to make the characters' lives a living hell, to anything else your mind can come up with. Antagonists can be human, supernatural, otherworldly, or any other classification the GM wishes to use. Defining the antagonist allows the GM to form the basic plot along with creating ideas on how the characters will interact with that plot.

PURPOSE

Why do the characters need to stop the antagonist? Purpose defines the antagonist's motivations which lead to determine why the PCs have become involved. If the antagonist has no motivation for what he's doing, then why is he a part of the storyline at all? Without that purpose, the storyline becomes flat and unmemorable. An antagonist's characteristics, background, motivations, and capabilities should be as detailed, if not more detailed, than a player character. This provides a purpose for his role in the adventure.

METHOD

Method of resolution can provide one of two things: character guidance or Inquisitional orders. This is dependent on how necessary the resolution method is tied to the plot of the adventure. Method of resolution helps define how the characters will go about their duties to resolve the conflict involving the antagonist. GMs should remember to allow the PCs flexibility in how they resolve the conflict, but laying the seeds of "suggestion" can allow for a more memorable outcome, a lead-in to a subsequent adventure, or the recovery of the elusive McGuffin. For instance, if the Inquisition sends in a team of inquisitors to recover an ancient relic for further study, they wouldn't want to go in with guns blazing and risk damaging said relic. The Inquisition may order the inquisitors to use extreme caution or the GM may simply imply it through the directions that the characters are given.

ORGANIZATION

To further flesh out the details of an adventure, determine whether or not there is a greater power involved in some overarching storyline. Is the antagonist a member of a secret organization? Is the Illuminati pulling the strings in the background? Is there a new occult sect attempting to overthrow an entire government? If running a single adventure, this may not be applicable. When creating campaigns, however, there could easily be an organization operating in the background to further the storyline from the very beginning to its ultimate ending.

RANDOM ADVENTURE GENERATOR

Once an era has been chosen, the following toolkit can be used to develop a general framework for a mission or campaign plot point.

To create a new adventure, use a standard deck of playing cards and deal out three cards. If creating a custom cult for the adventure, deal out four cards instead. Each card's suit and value defines different elements of the adventure to help create that framework. If a Joker is dealt, place it back into the deck and deal a new card.

READING THE CARDS

Card number one's suit defines the overall location of the adventure. Card number one's value further details that location.

Card number two's suit defines the type of adventure. Card number two's value further details that type.

Card number three's suit defines the type of antagonist. Card number three's value further details that type.

Card number four is optional and solely for creating a custom cult. Its suit defines the cult's general locale. Card number four's value then defines the cult's general purpose.

If an option drawn doesn't match the era, either adjust it so that it does fit, draw a new card, choose a different option, or create a truly unheard of event that is so awkward for the era that it must have supernatural origins.

CARD NUMBER ONE

DEFINE THE LOCATION

Location could define where the antagonist is located, where the investigation takes place, or where the adventure begins. It's to be used as a general guideline for what type of environment the party can expect or what they may need to prepare for. If randomly creating a location that doesn't coincide with the locale of the PCs, draw a new card number one.

- Club** **Urban:** The adventure takes place within a major city's limits.
- Diamond** **Suburban:** The adventure takes place within a greater metropolitan area.
- Heart** **Rural:** The adventure is located within a farming community or where population density is quite low.
- Spade** **Wilderness:** The adventure is located where seeing a house is rare and the land is dominated by wildlife.

Without specifying an actual city, state, or country, the general definition of the location can be further detailed and then matched to a real-world or historical location.

CARD VALUE (CLUBS)

- 2-3 Heart of Downtown
- 4-5 Warehouse District
- 6-7 Low Rent District
- 8-9 Foreign District (e.g. Chinatown)
- 10-J Dock District
- Q-A Residential District

CARD VALUE (DIAMONDS)

- 2 Impoverished Section
- 3-5 Lower-class Section
- 6-8 Middle-class Section
- 9-J Upper-class Section
- Q-A Greater Metropolitan Area

CARD VALUE (HEARTS)

- 2-5 Isolated Town (surrounded by forest or jungle)
- 6-9 Isolated Town (surrounded by mountains)
- 10-K Farming Community
- A Nomadic Community

CARD VALUE (SPADES)

- 2-3 Mountains
- 4-5 Forest
- 6-7 Jungle
- 8-9 Desert
- 10 Tundra
- J Lake
- Q River Valley
- K Canyon
- A Ocean or Sea

CARD NUMBER TWO

DEFINE THE TYPE

While combat is a common theme in role-playing adventures, inquisitors spend most of their time investigating, tracking, and understanding their target. While it's easy to throw a major antagonist at the PCs, it may not fit the purpose of *Judgment Day*, the overarching storyline, or the greater campaign. Many adventures are designed to be interactive as elusive creatures wreak havoc across the land without directly confronting the inquisitors. Cat-and-mouse games and subterfuge are common ways to lure prey into the open for an unsuspecting attack.

- Club** **Investigation:** The basis for this adventure is to investigate what is being reported and possibly bring the antagonist to justice.
- Diamond** **Recovery:** The basis for this adventure is to search and recover an item or person and bring it back to its owner, the Inquisition, or a third party.

Heart **Capture:** The basis for this adventure is to hunt down an item or person for interrogation or imprisonment.

Spade **Elimination:** The basis for this adventure is to eliminate the reported threat at all costs.

After defining the adventure's basic type, it needs a driving factor to give it a purpose. These factors can be general or specific depending on the type and the antagonist.

CARD VALUE

2	Ritual
3	New Cult
4	New Organization
5	Rival Organization
6	Suspicious Activity
7	Unexplained Deaths
8	Possession
9	Scroll/Tome
10	Relic/Artifact
J	Overzealous Individual
Q	Enslavement
K	Sacrificial Rites
A	Disturbance in the Fabric

CARD NUMBER THREE

DEFINE THE ANTAGONIST

When determining the major antagonist, always consider the location and what creatures plausibly exist within it and the era. A relatively less plausible villain can operate within a location, for example druidic cults in an urban center in modern times, but increased effort needs to be made to explain it, in this example they may be eco-terrorists. While many minor NPCs, minions, cultists, and general annoyances are possible throughout an adventure, the ultimate antagonist is the abhorrent creature actively being hunted by the Inquisition. This final adversary should be strong enough to fight without the assistance of an army. Either by themselves, with a partner, or with a couple minions, they are formidable foes for the PCs to dispatch.

Club **Human:** The antagonist is a human.

Diamond **Supernatural:** The antagonist is a supernatural being.

Heart **Otherworldly:** The antagonist is an alien being.

Spade **Organization:** The antagonist is actually an organized group that actively opposes the party or the Inquisition.

CARD VALUE (CLUBS)

2	Cultist/Hierophant
3	Apostate
4	Heretic (non-affiliated)
5	Druid
6	Ethermancer
7	Geomancer
8	Necromancer
9	Shaman
10	Sorcerer
J	Warlock
Q	Witch
K	Supernatural Hunter (non-Inquisition)
A	Rogue Inquisitor

CARD VALUE (DIAMONDS)

2-3	Bestial
4-6	Demonic
7-8	Ethereal
9-J	Necrotic
Q	The Fallen
K	Draconic
A	Divine

CARD VALUE (HEARTS)

2-5	Humanoid
6-9	Winged
10-K	Horrific (high Fear Rating)
A	Magic-wielding

CARD VALUE (SPADES)

2-3	Illuminati
4-7	Organized Rival
8-10	Organized Cult
J	Organized Ally
Q	Vampire Clan
K	Bestial Clan
A	Familial

CARD NUMBER FOUR

CREATING CULTS

Cults are groups of worshipers of the unknown, undesired, or supernatural. Many creatures come into being because of cultic summonings, while others exist because their cultic followers summon them from their place of existence. Some creatures would rather be left alone, and their cultic worshipers anger them, causing rage or general violence. There are also creatures that enslave their cultic followers, turning them against the rest of the world.

Cults make good story fodder for inquisitors hunting horrific beings. They can serve many purposes and carry a variety of names. To create your own cult to worship or follow the aforementioned adversary, roll the appropriate die on each table or choose from the list.

DEFINE THE CULT’S LOCATION

Cults can be found everywhere. Without considering where they live, the following list considers where they worship or hold their rituals. The suit of card number four defines the cult’s general locale.

- Club** **Wilderness:** The cult worships within a natural, undeveloped wilderness area such as a forest, mountain, or national park.
- Diamond** **Suburbs:** The cult worships within the limits of a suburban city such as a basement, abandoned house, or county park.
- Heart** **Urban:** The cult worships within the urban areas of a city such as an abandoned warehouse, underground utility room, unused subway tunnel, or the roof of a high-rise building.
- Spade** **Wetlands:** The cult worships within some type of remote wetland such as a swamp, marshland, or nature preserve.

DEFINE THE CULT’S PURPOSE

Each cult has a purpose for their worship. While many involve specific deities or supernatural beings, the following list is a bit more generic. The value of card number four defines what the cult is associated with.

CARD VALUE

- 2 Chaos
- 3 Possession
- 4 Enslavement
- 5 Genocide
- 6 Giant Reptiles
- 7 Religious Power
- 8 Political Power
- 9 Raising the Dead
- 10 Rebellion
- J Spiritual
- Q Summoning (to control)
- K Vampires
- A Witchcraft (or any magic)



EXAMPLE

Let's create an example random adventure. The GM begins by drawing four cards randomly, drawing the queen of diamonds, the two of clubs, the jack of hearts, and the nine of diamonds (in the order). Card number one is diamonds, meaning our adventure takes place in a suburban setting; the queen means we're within the limits of the greater metropolitan area (a city on the fringes of what's considered the metropolitan area). Card number two is clubs, meaning the adventure's main focus is to investigate an incident; the two means the investigation involves a newly discovered cult. Card number three is hearts, meaning our antagonist is an otherworldly being; the jack signifies the being as being horrific with a high Fear Rating. Finally, card number four is diamonds, meaning our cult, which can tie back to card number two, is located within the suburbs; the nine states that this cult deals with raising the dead. With the basic structure defined, the GM creates the PCs next mission.

"You're driving through the city when a call comes in on your cell phone. Your lord inquisitor informs describes a grizzly scene out on the fringes of the metro area. Reports have been received about grave robberies where entire bodies have been removed from their peaceful resting places. Investigators have thus far found no clues as to where these bodies have been taken; it's almost as if they just disappeared.

"Local reporters have grilled law enforcement about signs of opening the graves. Apparently, the soil is intact enough outside the grave that only a shovel could have been used to remove the body. Anything large, like a backhoe, would have left tracks and other markings behind. Law enforcement continues to investigate and has established a surveillance perimeter at the graveyard.

"Your lord inquisitor continues that the five graves were opened in one night and he doubts the grave robbers will return. You are to travel to the area immediately and see what you can discover. If the source behind the grave robberies is mostly harmless, hand them over to local law enforcement. Otherwise, contact your lord inquisitor immediately for further direction."

Behind the GM screen, the cult is given a name using the tables in **Gamemastering Judgment Day**. She starts with color and rolls an 8 – Silver. She then rolls a d20 and gets a 13 – either Rat or Eye. Seeing as how the cult deals with an otherworldly being, she chooses Eye. The cult's name is Silver Eye, of which the PCs will discover during their investigation.

To link the two aspects of the Silver Eye cult, the otherworldly being and raising the dead, she decides the otherworldly being has necrotic powers and demands the creation of undead warriors. The cultists, after successfully summoning their master to Earth, have only begun robbing graves of bodies. However, they're wise enough to know that a graveyard can only be hit once and all evidence of removing the bodies must be eliminated. Although their hierophant partially helps with that, it requires the use of simple tools, such as shovels, and boots that don't leave prints behind.

The Silver Eye cult's main purpose is to harness the power of their otherworldly master to gain the ability to raise the dead. They're convinced that if they can "eliminate death" they can thus live an immortal life. At least, some of them believe that, others within the cult simply wish to become revenant warriors like the ones rumored to exist within the ranks of The Fallen.



POINT PLEASANT

DISTURBANCE IN POINT PLEASANT

Disturbance in Point Pleasant is an introductory adventure for 4-6 Novice characters that allows the players to get wholly absorbed into the *Judgment Day* setting through investigation, role-playing, and combat. It's set in the modern era in West Virginia, United States, around the Charleston to Point Pleasant area.

Skill rolls are rarely defined in this adventure, leaving the GM free to request them when necessary, and target number difficulties always default to none. If a specific roll is required, it will be referred to. Additionally, if a roll is possible, but should be more difficult, the difficulty will be noted as a reference. However, role-playing can always trump dice rolling.

BACKGROUND

Since 1966, Point Pleasant, West Virginia, has been the scene of a supernatural disturbance known locally as the mothman. This man-sized creature with giant wings was reportedly seen in an area just outside of town known locally as the TNT area; the site of a former World War II munitions plant. The supposed supernatural disturbances only occurred during 1966 and 1967. Since then, many have made claims about the existence of the mothman (for example; accounts of my friend's friend saw it while driving out of town are not uncommon), but no eyewitnesses have been located. It is as if the mothman arrived and then disappeared in a span of two years.

What most don't realize is the truth to these stories. The mothman was an other-worldly being, summoned by a cult from Charleston (60 miles away), who practiced their rituals on the site of the former World War II munitions plant. Fortunately, the cult wasn't able to control the mothman and it eventually found a way to flee back to its native mortal realm.

Over 40 years later, a pair of Charleston men was determined to bring the mothman back using old occult books they stole from a former cultist's house. These two men were more capable than the previous cult that summoned the mothman the first time, due to their knowledge of cultic rituals they had developed through years of study. According to the occult texts, the mothman is capable of gifting his followers with bat-like wings if they prove worthy. To become worthy of such a gift, the recipient must present the mothman with the blood of those they had just killed for the mothman to drink.

Unfortunately for the two men, the mothman is completely incapable of granting flight to its followers. It's simply a horrific alien creature that terrorizes for pleasure. The source of the rumor is due to a belief that the bite of a mothman is similar to a vampire's; capable of killing the victim and subsequently resurrecting it as a mothman. No one knows if this ability actually exists, including the Inquisition, and the mothman allows its followers to bask in the chaos it and they bring to civilization.

The first signs that something is amiss occur in Point Pleasant with the deaths and exsanguination of two young adults. The deaths themselves do not spark any supernatural interest as they are obviously due to repeated stab wounds, but the exsanguination of the bodies before discovery by authorities is concerning. The Inquisition learned of this information and dispatched an Inquisitional force.

GETTING THE CHARACTERS INVOLVED

The mission is located in West Virginia, from Charleston to Point Pleasant. Here are a few easy ways the characters could be called in to the investigation.

1. At least one of the characters is an inquisitor that reports to the lord inquisitor of the Charleston area. He has been assigned to assemble a team and investigate.
2. The exsanguination of the bodies leads the Inquisition to believe a vampiric entity is involved. One of the characters is knowledgeable in necrotic studies and is sent in as an expert.
3. At least one of the characters is an inquisitor reporting to a lord inquisitor near the area. The normal Inquisitional force is preoccupied and someone else is sent in to investigate.

INITIAL REPORTS

On Sunday (in either spring or summer: the actual date is irrelevant) at approximately 6:45 AM in Charleston, West Virginia, Daniel Burkett was walking his dog to a walking path nearing the woods when he spotted two sets of legs poking out from the trees about 100ft away. His dog, a bloodhound, began barking loudly, pulling Burkett in the direction of the legs. Burkett followed his dogs lead and approached the peculiar scene.

Upon arriving, Burkett quickly discovered the bodies of two males, both facing down, within the thick woods. The bodies were covered in blood spatter, and appeared to be “lying awkwardly,” according to Burkett. He used his cell phone to notify the police immediately, and waited at the entrance to the wooded path until officers arrived.

When the police arrived, the area was cordoned off while crime scene investigators worked the scene. By this time, Inquisitional informants and a couple nearby scholars already had picked-up several transmissions across the airways, albeit with limited details. Bradley Matthews, an injunctive located in Charleston, drove to the area to intercept cellular calls from investigators, following standard protocol for the Inquisition for the occurrence of violent murders.

When the head investigator, Stephan Moore, arrived, he received a quick rundown of the scene. CSI explained the bodies had been stabbed repeatedly and trails of blood flowed across the ground. With pictures and notes taken, Moore had the CSI team roll the bodies over, revealing that the bodies had lost a tremendous amount of blood. However, very little could be found on the ground.

Detective Moore phoned his captain that the two adult males appeared to have bled out, but little blood could be found at the scene. He was instructed to send both bodies for forensic autopsies. Matthews wrote a quick note stating “exsanguination before death” and drove off. He had very little information, but the bleeding out without blood on the ground seemed highly suspicious to him.

Both bodies were brought to the coroner to be autopsied with little in the way of good news. The conclusion was that none of the stab wounds were life threatening individually, but together they caused the victims to bleed out. On Tuesday, death was reported as a homicide due to multiple stab wounds and Detective Moore was left to investigate further.

Later that day, Matthews sent the information to Lord Inquisitor Chancellor. Chancellor suspects that a vampiric creature sucked the blood out and left the two males to die. He assembles an Inquisitional force to investigate, believing a supernatural being is involved.

When the PCs arrive, they can follow-up with Injunctive Matthews who provides what he knows from these initial reports. He adds that the location where the bodies were found shows no signs of struggle as very little blood was found in the soil. It's as if most of the blood was collected, possibly consumed, before leaving the bodies there to die, if they hadn't already. He hands off all the notes he took (which covers everything in the initial reports) and states he'll be available as a resource should the party need additional information.

This is where the characters begin their investigation.

LOCATIONS

Disturbance in Point Pleasant takes place in West Virginia, United States, specifically the area of Charleston, Point Pleasant, and everything in-between. The team's first contact, Injunctive Matthews, is located in downtown Charleston. After meeting with him, they're free to go where necessary to complete their investigation and eliminate the supernatural threat.

Here are the locations most important to the adventure.

CHARLESTON, WEST VIRGINIA

Charleston, West Virginia is located at the confluence of the Elk and Kanawha Rivers in the western half of West Virginia. It's the largest and capital city of West Virginia, residing within the Western Allegheny Plateau ecoregion. It's accessible by Interstates 64 from the northwest and southeast, 77 from the north, and 79 from the northeast.

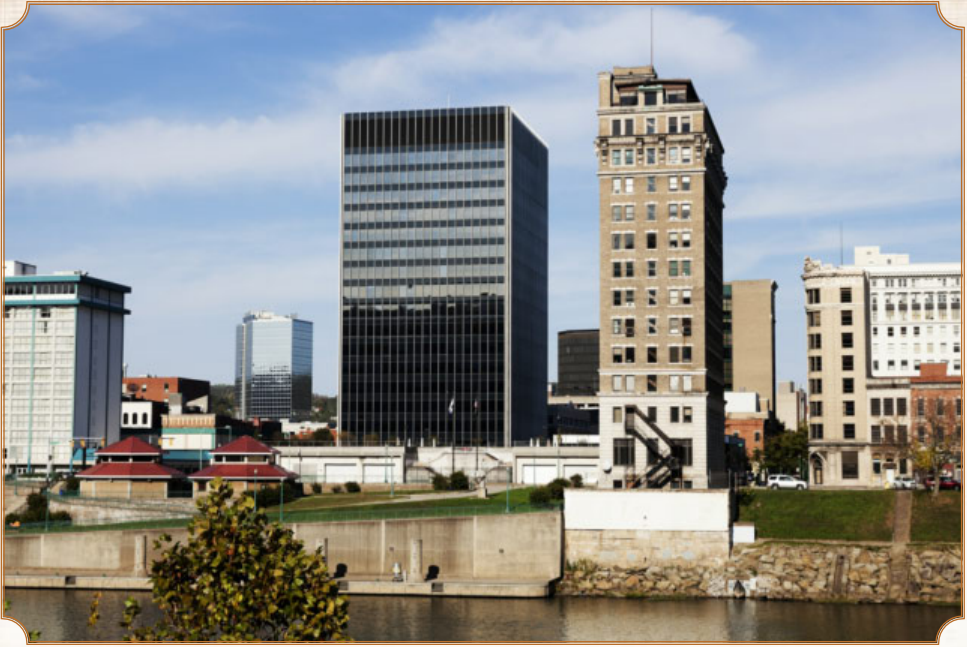
With only a little more than 50,000 inhabitants, Charleston is by no means a large city, but is the most populous in the state. The greater metropolitan area houses around 225,000 people. This combination of largest city with a relatively small population allows the Inquisition to hide quite comfortably within city limits. Although there is no local lord inquisitor, there is a strong force of injunctives in and around the immediate region to serve the Inquisition.

Charleston lies within the Appalachian Mountains and exhibits a rural-like environment outside of city limits. Many small roads crisscross the mountains with hundreds of small creeks running throughout. These large swathes of isolation provide ample places for supernatural beings to hide and for cults to perform their rituals without being noticed.

DOWNTOWN

Between the Kanawha River and Interstate 64 is downtown Charleston where most municipal and county buildings are located. The area is laid out in a grid pattern with roads running Northwest-Southeast and Southwest-Northeast. If the characters choose to stay in Charleston, hotels are available in the downtown area as are many restaurants and opportunities for entertainment.

Seeking information about supernatural sightings or when gathering rumors should be done primarily within downtown. The most colorful characters can be found there and most injunctives prefer to meet where the streets are busiest to more easily blend into the background. Meeting in the urban residential and suburban areas often draws too much suspicion from local residents and possibly local authorities. Injunctives in Charleston prefer to fly under the local radar as much as possible.



If the characters need to purchase basic supplies or clothing, they can visit the Charleston Town Center Mall in downtown. For in-game purposes, they'll find outdoor outfitters to accommodate the mountainous terrain and may even find an informant if they look in the right places.

If someone in the party gets injured and needs a hospital, St. Francis Hospital is located downtown, near the merging of Interstates 64 and 77. They can receive emergency medical or clinical services here; they should contact Injunctive Matthews to pay for any medical bills.

The Kanawha County Public Library is located in downtown off Capitol Street and Quarrier Street. Either one of the PCs or an injunctive, if given proper instruction, can look up area appropriate historical information and urban legends.

KANAWHA STATE FOREST

Seven miles southwest of downtown Charleston is the Kanawha State Forest. Managed as a state park, the state forest covers 9,300 acres and includes recreation facilities for camping, picnicking, hiking, mountain biking, and cross-country skiing. It also includes a public shooting-range, a swimming pool, a playground, and several geocaches.

The state forest can be used as a red herring or as a home to any appropriate supernatural beings in a follow-on adventure or campaign. Although there are no activities there within this adventure, it doesn't mean the culprits couldn't flee to it in the hopes of losing the Inquisition, or that the final showdown could take place within the vast woods. With so much untouched land, the party could easily get lost trying to track someone, or something, through the forest.

SPRING HILL CEMETERY HISTORIC DISTRICT

The Spring Hill Cemetery Historic District is a 172-acre site atop the tree shaded and landscaped hills overlooking downtown Charleston. It was established in 1869 with the building of the Spring Hill Cemetery and grew to include four others: B'nai Israel Cemetery, Lowenstein Cemetery, Mount Olivet Cemetery, and Mountain View Cemetery. It is West Virginia's largest cemetery complex and includes the Spring Hill Mausoleum, built in 1910.

The cemetery is an important area as the two bodies were found along a walking path that leads to the cemetery. Cortez and Wheeler, the murderous pair who wish to control the mothman, learned from their research that dominating the mothman requires a blood sacrifice. To improve the chances of succeeding in this domination, the blood sacrifice must be made on consecrated ground. Seeing as how cemeteries are considered consecrated grounds, and the Spring Hill Cemetery Historic District is both large and next to a residential area, the location seemed optimal and obvious.

The culprits brought their victims to the edge of the cemetery, not far from Farnsworth Drive. Using ritual knives (supposedly “blessed” by the occult), they stabbed the victims in the stomach and allowed the blood from each to drain into a bucket. Once they felt enough blood had been collected, they carried their almost-dead victims away from the cemetery.

After finding a spot away from prying eyes, which they thought would take days if not weeks to find, Cortez and Wheeler dumped the bodies and stabbed them several more times in the stomach and back to make it look like a robbery, hate crime, or even a crime of passion. What they failed to realize, however, is that their victims were on the brink of death and, even though they died from exsanguination, they bled very little after being dumped in the forest. Analyzing the scene of the crime shows the bodies were exsanguinated elsewhere as there isn’t enough blood pooled beneath them.

Fortunately for Cortez and Wheeler, the local authorities believe the blood was absorbed by the ground and thus only appears to have pooled slightly in that spot. The party may understand otherwise, and clues can be found showing the presence of very little blood in the dumping spot. However, there is no blood to be found where the ritual stabbing was done as it was collected by Cortez and Wheeler.

After draining the blood and choosing to move the bodies, Cortez and Wheeler carried the victims like one would a child to limit the blood from dripping onto the ground while they were moving the bodies. The two victims were 20 and both weigh around 130lbs. Cortez and Wheeler each weigh around 195lbs and can easily carry a victim each for 100ft or so.

If the characters wish to know the names of the victims, one is Stanley Holt and the other is Kelvin Fuller. Both males were attending college at the University of Charleston for Business Administration.

No signs of the mothman are present in or around the cemetery. Trace evidence may have been left by Cortez and Wheeler, but nothing concrete to show it was them (at least not immediately). There could be a shoeprint, awkwardly disturbed earth, or even a single drop of blood. Any blood, if found, would be from either Stanley Holt or Kelvin Fuller.

YEAGER AIRPORT

Yeager Airport is located three miles northeast of downtown Charleston. It’s a small, public airport and is co-located with the Charleston Air National Guard Base. If the characters are going to fly directly into the area, they will come via the Yeager Airport; otherwise they could drive from the Huntington Tri-State Airport in Huntington, West Virginia (about 53 miles west of Charleston on Interstate 64).

Service into Yeager Airport is primarily regional. The group can fly there from Dallas/Fort Worth (Texas), Atlanta (Georgia), Chicago-O’Hare (Illinois), Houston (Texas), Philadelphia (Pennsylvania), or Charlotte (North Carolina). If they’re not near one of those airports, they’ll have to take a connection flight.

CHARLESTON AMTRAK

For those looking to ride the train into Charleston, there is an Amtrak station across the Kanawha River from downtown Charleston (just across the South Side Bridge). The station was originally owned by the Chesapeake & Ohio Railway and is now owned by General Corporation and serviced by the *Cardinal* passenger train.

It's listed as a historical place as the Chesapeake and Ohio Depot and includes a fine dining restaurant, called Laury's Restaurant, inside. The *Cardinal* passenger train travels from Chicago, Illinois (Union Station) to New York, New York (Penn Station) and stops at many areas in-between including Philadelphia, Pennsylvania (30th Street Station), Baltimore, Maryland (Penn Station), Washington, DC (Union Station), and Indianapolis, Indiana.

McCLINTIC WILDLIFE MANAGEMENT AREA

McClintic Wildlife Management Area is a 3,600+ acre nature preserve located around five miles northeast of Point Pleasant, West Virginia, just past the Mason County Airport. Locally referred to as the TNT Area, it was once home to a munitions depot during World War II. While the site was active, over 100 bunkers were built to house munitions and explosives. Each bunker was covered with earth and grass to appear like a natural mound. Inside, the bunkers were constructed of 6in-thick concrete with steel doors.

Over the years the bunkers were emptied. Some were sealed, by welding the steel doors shut, and some were available for rent to those who require space to store unique items. In May of 2010, one of the bunkers exploded due to unstable gunpowder stored inside. Over 300 acres were closed for further inspection of the contents of all the bunkers. Investigations found many bunkers with unstable gunpowder. This is particularly important to the locals as McClintic is a popular hunting destination.

The DNR, U.S. Army, ATF, and West Virginia Fire Marshal have all been involved with the investigations in some fashion.

McClintic was also the home to the urban legends surrounding the mothman in the 1960s. Sightings of large moth-like creature were reported near McClintic. There are numerous rumors surrounding those sightings, and most of them proved to be completely false (as in, totally fabricated). What most people don't realize is that the mothman sightings had a bit of truth to them.

In 1966, Cult of the Crystal Shadow summoned the mothman to Earth. Using a summoning circle they set-up in the McClintic preserve, the cult brought the giant creature through the cosmos and into our own mortal realm. They attempted to bind the creature to Earth, but were mostly unsuccessful in doing so. The cult lacked proficiency in their ritual and lacked the knowledge necessary to keep the beast from being pulled back to its native planet. Of course, they didn't discover this for two years.

The Crystal Shadow's mothman master demanded a blood sacrifice to appease his desires. The cultists did as they were told and gave a blood sacrifice from each to their master. This was insufficient for the mothman and he demanded a greater sacrifice. Instead of abiding the wishes of his followers, the mothman rose up and attacked them. Three cultists were killed while the rest were able to flee.

For the next two years, the mothman lived in the McClintic preserve and terrorized those who would get too close to his newly claimed home. Fortunately for most, the sightings all occurred while people were driving, providing a barrier between them and the mothman that served to confuse the mothman.

None of the Crystal Shadow cultists returned to the preserve to serve or satiate the mothman's desire for blood. With this neglect it grew weak and succumbed to the mystical powers of the universe, sending it back to his native mortal realm or possibly turning it to ash and absorbing its essence into the surrounding spiritual realm. Whatever the case, the mothman was gone by 1968 and the sightings were deemed as urban legends, though some scholars found ways to explain them.

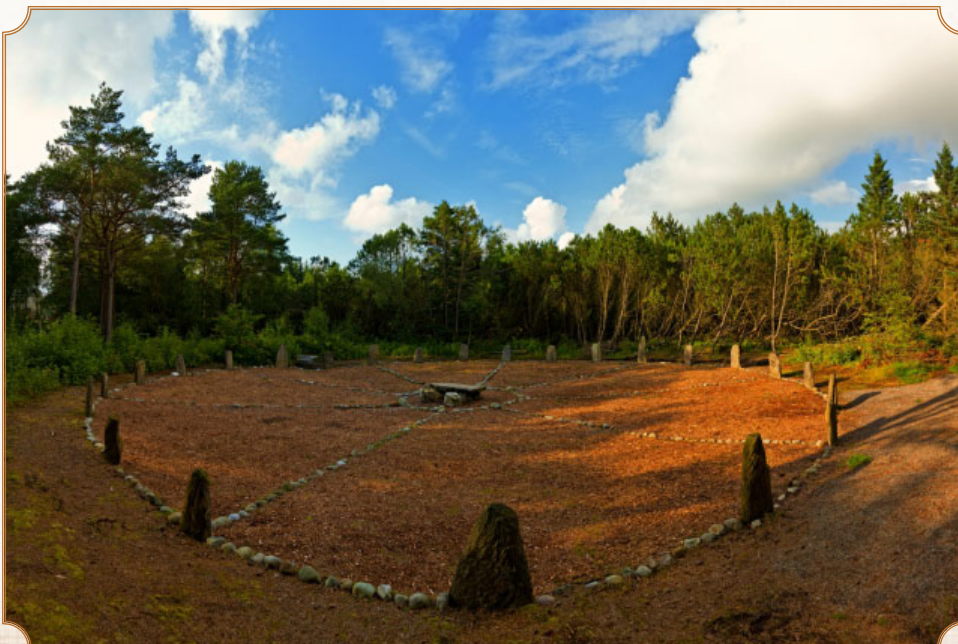
SUMMONING CIRCLE

After Freddie Cortez and Steven Wheeler did their research on the mothman, they discovered why the original Crystal Shadow cultists failed: their blood sacrifice was insufficient. By locating additional books on the occult, Cortez and Wheeler realized the blood sacrifice should be on a relatively grand scale, not just a small offering from each participant. Their research also showed that a bloodletting made on consecrated grounds would please the mothman so much that he would finally grant the supposed powers their books had foretold.

The occult books discussing the mothman spoke of a supernatural ability granted to those deemed worthy by the mothman. The worthy individuals would be given the ability to fly through a vampire-like bite that results in the person being reborn as a mothman. This simply is untrue; though the mothman can grant a supernatural ability, it turns its worshipers into bloodthirsty, demon-like thralls. As long as the worshipers are psychologically connected to the mothman, their minds remain enslaved to him, powered by the connection created through the blood sacrifice.

Cortez and Wheeler were still under the belief that they could become moth-like beings, although more human, with the ability to fly. They could then use this to terrorize mankind and feast upon the weak. To make this happen, they would first have to summon the mothman and bind him to Earth. They located the site of the original summoning circle, which gives off a strong arcane signature due to ancient energy that resides within the earth there, and recovered the original markers.

To summon the mothman, a summoning circle must be formed with the proper markers. This consists of two concentric circles. The outer circle, with a diameter of 15ft, is comprised of rectangular stones, measuring 6in wide by 12in tall, with each stone having a different rune written on them (Anglo-Saxon runes). When translated,



the runes spell out “Flying Shadow Beast.” The inner circle, with a diameter of 8ft, is comprised of 3in-wide candleholders. When connected properly, the candles form the shape of an 8-pointed star. The 8-pointed star is the symbol of the mortal realm from where the mothman originates.

The magic used to bring the mothman to Earth is divine, stemming from the Anglo-Saxon’s worship of Woden, weaved with arcane signatures, which are quite strong where the summoning circle was placed. Properly performing the ritual creates a hole in the cosmic realm that pulls a mothman beast to Earth. However, the beast is still native to its mortal realm and will return there unless bound to Earth. The mothman requires a large blood sacrifice to bind its essence to Earth, circumventing the cosmic energy that attempts to pull it back to its native mortal realm.

This binding must occur when the beast is summoned. This breaks the cosmic tie to the creature’s native mortal realm before the hole closes after five minutes. If the hole closes without breaking the cosmic tie, the cosmic realm and its energy will attempt to weaken the essence of the creature to bring it back to its mortal realm (which takes about two years to do).

Cortez and Wheeler established the summoning circle, summoned the beast, performed the proper binding immediately, and are now tethered to the mothman’s essence through its psychological influence. The summoning circle was hastily covered with dirt, branches, and leaves as the new thralls were too enslaved by their master to exercise further care.

Due to Cortez and Wheeler’s diligence in performing the summoning and binding the mothman, neither the creature nor his thralls need the summoning circle any longer. They have abandoned it and are instead hiding out in the area around the Oldtown Creed Waterway.

OLDTOWN CREEK WATERWAY

Like many others, Oldtown Creek is a stream that flows from the highland watersheds of the Allegheny Mountains (more specifically the Allegheny Plateau) down to the Ohio River. Snaking its way across the land, it intersects with many other streams before finally ending at the Ohio River in Point Pleasant. At various points, it runs near to the McClintic Wildlife Management Area, travels around the Hidden Valley golf course, connects to other creeks, forks, and branches including Trace Fork and Rayburn Creek, and runs throughout vast tracts of wilderness. More importantly, it’s become the new home of the mothman.

The mothman and his thralls, Freddie Cortez and Steven Wheeler, have abandoned the McClintic Wildlife Management Area and taken up residence in the wilderness area between the start of the Oldtown Creek and where it reaches the Ohio River. Seeing the nature preserve as an obvious place be spotted in, the thralls informed their master it would be wise to seek out shelter within the wilderness where detection becomes that much more difficult. Seeing as how so much life exists near the Oldtown Creek, it became the basis for their territory.

When the PCs finally track down the mothman and his thralls, it’s in this wilderness area surrounding the Oldtown Creek that the final showdown will likely occur. Depending on the level of the characters, the mothman may or may not appear alongside his thralls. If the characters are Novice and this is their first mission, they should meet the thralls first and then discover the mothman later. If they’re more experienced and properly equipped, all three can be encountered at the same time.

There is one catch to this investigation: each day that passes, another homicide occurs. Cortez and Wheeler are now psychologically enslaved by the mothman who demands blood sacrifices. Staying close to the Oldtown Creek, the thralls seek out an isolated human (or two) and strike quickly. They exsanguinate the body and dump it

with little blood left. The person then dies due to extreme blood loss as none of the knife wounds were enough to kill them instantly.

There are many isolated communities and houses within this area, giving the thralls a chance to fulfill their devious task. This area covers the fringes of Point Pleasant and the area around Leon, West Virginia. Neither the thralls nor the mothman travels as far as Charleston, but the investigation may lead there due to tracking down informants, chasing leads, and following diversions. Optionally, Cortez and Wheeler may have enough of their senses left to take the bodies away from Point Pleasant to divert attentions, dumping them between Leon and Charleston (Cologne, Buffalo, Eleanor, Winfield, Liberty, or Poca) or along the Kanawha River (off Highway 62).

If the GM wishes to throw in encounters while traversing the wilderness, the following fauna can be found using stat blocks from the *Savage Worlds* core rulebook:

- Bat – use the Swarm entry, but give it Flight (40)
- Black bear – use the Bear, Large entry
- Coyote – use the Dog/Wolf entry

POINT PLEASANT, WEST VIRGINIA

Point Pleasant, West Virginia is located at the confluence of the Ohio and Kanawha Rivers. It has a total area of just over 3 square miles with a population slightly over 4,300. In all regards, it's a small town with much of its land constituting rural areas away from the rivers.

Because of the small town atmosphere, members of the Inquisition are hesitant to have dealings within the city proper and even more hesitant to live there. If anyone were to live in the area, it would be surrounded by wilderness in the more rural area.

The characters, however, are free to stay here instead of Charleston. There is plenty of dining and it's home to the Pleasant Valley Hospital. Just across the Ohio River is Gallipolis, Ohio, home to the Gallia-Meigs Regional Airport which the PCs could use if they are flying a private jet.

Other than the first two victims from Charleston, all subsequent victims are from Point Pleasant. If the GM needs to, some of the Supporting Cast can be moved to Point Pleasant as well, although injunctive Matthews is always located in Charleston.

SUPPORTING CAST

BRADLEY MATTHEWS, INQUISITIONAL INJUNCTIVE

Bradley Matthews is an injunctive living in Charleston. A Charleston native, Matthews has dedicated his life to investigating the supernatural. From an early age, he was enamored by urban legends from across the country and had suspicions that there must be some amount of truth in those legends.

After graduating from high school, Matthews hit the road to find the truth behind many of those urban legends. With nothing more than his father's old beat-up car and enough money saved up (after years of saving) for six months on the road, he traveled throughout the southern United States to better understand all those urban legends.

Matthews often crossed the paths of members of the Inquisition, and it wasn't long before they became curious about the young man from Charleston, West Virginia seeking a bit too much information about the unknown side of the country. Urban legends are all but impossible to completely bury, and little tidbits of truthful information float throughout. About 95% of what's out there is speculation, fiction, and false reports, but the Inquisition made sure to watch closely whenever Matthews stumbled upon that remaining 5%.

The current site of Point Pleasant was the scene of the Battle of Point Pleasant in 1774 where over one thousand Virginian militiamen squared off against an equal force of Algonquin confederation soldiers. Historians claim it to be part of Lord Dunmore's War. The site was founded thanks to a permanent stockade known as Fort Blair. GMs may choose to throw in ghosts or restless undead associated to this battle during the course of investigation.

BRADLEY MATTHEWS

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Skills: Fighting d6, Investigation d10, Knowledge (Occult) d8, Knowledge (Thanatology) d6, Knowledge (Urban Legends) d10, Knowledge (Xenology) d8, Notice d10, Persuasion d6, Shooting d6, Streetwise d8, Tracking d6

Edges: Brave, Investigator

Hindrances: Curious

Armor: Kevlar vest (+2/+4, covers torso, negates 4 AP)

Weapons: Hunting knife (Str+d4), Glock 22 (15/30/60, 2d6, RoF 1, Shots 17, Semi-Auto)

Lord inquisitors tend to get a little overly cautious when it comes to citizens getting too close to understanding the truth, and Matthews was kidnapped four months into his quest. The lord inquisitor brought him to an interrogation room not so much to interrogate Matthews, but rather as an intervention to see what he knows, test his willpower, and try to recruit him. Anyone as curious as Matthews is bound to have the talent to investigate supernatural occurrences in an official capacity.

Although frightened at first, Matthews impressed the inquisitor and was quickly recruited. Not wanting to throw in his lot

with the Inquisition as a full inquisitor, he chose the role of injunctive in the Charleston area to continue his investigations of the weird, while maintaining a level of anonymity within the greater supernatural hunting population.

Matthews now serves as a resource to the Inquisition as an injunctive and detective to the greater Charleston area as a private investigator. With these dual credentials, he's able to cover-up suspicious activity and then explains it away as common occurrences. He's the only injunctive in the area, in fact he's the only Inquisitional presence in the immediate area, and is available to provide the PCs with whatever they need. Additionally, he's approved to procure equipment or services using Inquisitional funds.

Bradley Matthews:

- has investigated ghoul sightings in the past two years.
- is not aware of any vampire activity in the area.
- is not aware of any therianthropic activity in the area.
- has not developed any solid leads as to the cause of these murders.
- has been hired by the Charleston Police Department as a freelance consultant to aid in the investigation of the murders.
- can provide all the information gathered by the police.
- doesn't know the mothman has returned.
- does not even suspect the mothman has returned.
- is well-versed in the mothman urban legend.
- is fairly certain sightings of the mothman ceased because the creature left.
- knows the Cult of the Crystal Shadow was behind the original summoning of the mothman.
- can provide a basic description of the mothman.

IRVING PARKER, INFORMANT

Irving Parker is an informant for the Inquisition, living in Charleston, West Virginia. He's not one of the best informants, but he's pretty much the only one Bradley Matthews has at his disposal. His value comes from his continuous travel across West Virginia and the neighboring states, spending time in seedier locations where rumors are often spread. Parker, of course, doesn't spread rumors, but always collects everything he hears. Whether it's something he can sell to the Inquisition or not, he collects it.

Parker is a long-time resident of Charleston. Now 38 years old, he moved there after graduating from high school in Columbus, Ohio. He attended the University of Charleston, seeking out a quieter atmosphere away from the larger cities of Ohio. He enjoys living in the mountains, but still drives back to Columbus, and places in-between, on a regular basis.

Parker failed to graduate from University and instead started a delivery and moving service supporting the greater Charleston area. Using an old moving truck he purchased, Parker delivers large items and moves people's belongings throughout the mountains. He doesn't make much money from it, but has many opportunities to travel away from Charleston where life may be more interesting.

During these out-of-town deliveries, Parker found that he would regularly ease drop on conversations and write down interesting tidbits he overheard. After moving some equipment for Bradley Matthews, his talent at being an informant was discovered. Matthews took Parker to lunch where he noticed that Parker kept a notepad and pen to write down interesting facts he heard. At the time, Parker would sometimes sell that information to newspapers and bloggers, but the truly interesting things were sold to paranormal investigators and those who claimed to hunt monsters.

Matthews, under the ruse of being a writer for various magazines, became a new customer for Parker's tidbits of information. The relationship has continued for three years now and Parker has provided some valuable information to the Inquisition. Though much of it is speculation and rumor, there is often an ounce of truth amongst a ton of falsehood. Although they don't pay much, the Inquisition yearns for those tidbits of information.

If seeking information, Irving Parker is the source to go to. The PCs can seek him out themselves or be introduced to him by Matthews. No coercion is needed as Parker willingly gives up his tidbits of information for the right price (typically \$20-\$50).

Irving Parker can provide the following (whether true or false):

- Two people were seen lurking about the Spring Hill Cemetery on the night of the murders.
- The two young men that were killed attended the University of Charleston and were well-liked.
- A giant bat was seen outside the TNT Area.
- The explosions in the TNT Area were caused by mines buried in the ground.
- The ATF has taken an interest in the TNT Area due to unstable explosives.
- Sometimes ghosts are seen riding the *Cardinal*.

IRVING PARKER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Skills: Driving d8, Investigation d8, Notice d8, Repair d8, Streetwise d6

Armor: None

Weapons: None

- Fish monsters live in the Kanawha River.
- The woods around Charleston are haunted.
- Hissing sounds were heard the other night near the Oldtown Creek.

HARRIET SUTTON, RUMORMONGER

Harriet Sutton is an outgoing woman in her early 30s who loves to be around other people and gossip. She is one of the best sources in town for rumors, although there is often an aura of truth in much of what she says.

Harriet is known to travel with many different groups of friends. Some are more morally accepted than others. The truth is, Harriet enjoys seeing how colorful the country can be and considers everyone a friend and a source of gossip.

Harriet works as a bartender and has no shortage of contact with interesting individuals. Although many would consider her kind, charismatic, and morally good, the friends she keeps are often quite the opposite. In the industry of bartending, one makes many different friends if they allow themselves to do so. Her kindhearted spirit allows her to open up to anyone and everyone, lending an ear to those in need.

It didn't take long for Harriet to come across the spreading rumors about the "return of the mothman." Some of it is speculation, but generally it's due to a growing concern about the welfare of everyone within the area and how the mothman was known to be a harbinger of doom. Has the mothman returned to foretell these deaths and possibly more?

Actually no, but that's what many think.

Harriet has a secret side to her that only one person knows of: she dabbles in esoteric lore. With a curiosity that is dif-

ficult to quench, Harriet sometimes seeks out books regarding legends, folklore, mythology, and the occult. This curiosity brought her to meet Cristian Smooth, a former member of the Cult of Crystal Shadow. Although she would never classify herself as a follower of the occult, many aspects of it intrigue her and Harriet allows herself to wander through books some would prefer to burn.

The biggest difference between Harriet Sutton's rumormongering and Irving Parker being an informant is that Harriet deals with completely speculative information and tidbits only properly known by the occult (and sometimes the Inquisition).

If somehow prompted, she spouts off about the mothman:

"You know the stories about the mothman? Did you know they're actually true? The mothman was brought here decades ago, but left after only a couple years. However, the mothman has returned. According to rumors, the mothman was properly summoned this time has taken a new set of followers under his wing."

Some of this information was learned from Cristian Smooth, some of it was gathered from other sources. When Harriet speaks of the mothman, she uses her "mysterious voice" to elicit a response from her audience.

If the characters see Harriet as a threat, Matthews reminds them that she's a harmless person (for now at least) who simply needs to be monitored by the Inquisition. That's yet another job for injunctives to assume. He'll keep an eye on her and report in if anything suspicious occurs.

HARRIET SUTTON

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Skills: Notice d8, Persuasion d8, Streetwise d10

Armor: None

Weapons: None

CRISTIAN SMOOTH, APOSTATE

Cristian Smooth is a former member of the Cult of the Crystal Shadow. He joined the cult when he was only 15 years old and yearning for a better life. As a teenager, he had no friends, his father had died, and his mother was a horrible parent. Without anyone else to turn to, Cristian sought out anyone that would take him in and make him feel like part of a family.

He found that in the arms of the occult.

Born in 1950, Cristian was 16 when the first summoning occurred. Now in his 60s, he still remembers the day of the summoning and the chaos that ensued. Being one of the lucky ones who were able to leave the summoning circle unscathed, he was relieved when the mothman disappeared within two years of the botched ritual.

The Cult of the Crystal Shadow wasn't able to stay together after the loss of their "master." The cult had fully dissolved by 1971 and most members moved away from the area. Cristian is the only remaining apostate of the cult alive and in the Charleston area. Others had stayed, but they were already in their 30s or 40s by the time of the summoning and have died since.

Cristian has managed to keep a low profile. He no longer dabbles in the occult and has become a professor of history at the University of Charleston. He keeps his life as a former cultist secret and has managed to avoid all inquiries since. His only weakness has been the friendly bartender, Harriet Sutton, who was able to get him to open up about his past.

Cristian does not fear the Inquisition, though he doesn't know about it, and won't cower in its shadow. If prompted, he'll speak openly about the events during his time as a cultist, providing the characters can convince him that they are already aware of the cult's existence. He won't reveal the cult ever existing without prompting, but will confirm that truth if someone already knows about it.

Cristian can provide this story about the failed summoning:

"The night we met was supposedly an optimal night for the ritual. We discovered an energy-rich location in the TNT Area where our hierophant felt the energy needed to bind the beast would be the strongest. We took all the precautions we knew about with each of us carrying a knife in our pocket to make a small blood sacrifice.

"The ritual started around 11:30 PM. We set-up the ritual stones in a circle and lit the candles in the pattern that matched the symbol that represents the shadow beast; that's what we called it. The term "mothman" came from the newspapers. There were twelve of us plus our hierophant and the summoning went as expected. The shadow beast appeared within the circle and spoke some guttural language that apparently our hierophant understood. I believe the creature had some type of psychic connection with the hierophant and communicated telepathically, but I have no way of verifying that.

"Our hierophant turned away from the beast and demanded that we all provided him with a blood sacrifice. We took out our ritual knives, cut our hands, and squeezed so that the blood would drip down our arm. As I looked up during this sacrifice, I noticed the creature appeared to get quite agitated. It was at that moment that I suspected the ritual was starting to fail.

"Our hierophant confirmed his acceptance of our blood sacrifice and turned back to the shadow beast. It was at that moment that the beast crossed over the circle of candles and lashed out violently at our hierophant, hopefully killing him instantly. I only say that because as the beast grew more agitated, it ripped our hierophant's head off his shoulders and threw it in the middle of the inner circle. It then began to drain the blood from our hierophant using the gaping hole where his head used to be. This is when we started to panic.

"The ritual circle was completely broken as we all began scattering, trying to get as far away from the shadow beast as possible. Thankfully, the rest of us got away and

CRISTIAN SMOOTH

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Investigation d10, Knowledge (History) d12, Persuasion d8, Shooting d6

Armor: None

Weapons: None

the shadow beast took off toward the river. We're not sure what drew him there, but we were thankful for it.

"Most of my fellow brethren completely fled the area, never to return. Some of them drove on through the night and never returned to the Charleston area. Those few of us who stayed in the TNT Area waited until everything turned quiet. We quickly went back to the summoning circle and noticed our hierophant's

body was gone. The head was still in the middle of the inner circle, but the body was nowhere to be found.

"We took some shovels and did our best to bury what signs remained of the ritual circle. No one wanted to bring any of it home with them, thinking it cursed, so we left it where it was and covered it with dirt. It took us many hours, but afterward there were no signs that the ritual ever occurred. Even the blood from our hierophant being ripped apart was covered up.

"Those who remained continued to meet for a few years afterward. We were glad to hear the mothman sightings ceased and we spent many nights searching to confirm the beast had gone. We don't know where he went, but we were certain it was gone forever. Shortly after that, we dissolved the cult and vowed never to meet again.

"I was one of the few who remained in Charleston, but never met with my former cultist brothers again. Sure I saw them from afar on occasion, but even if our eyes met, we would never get close enough to speak."

ADVERSARIES

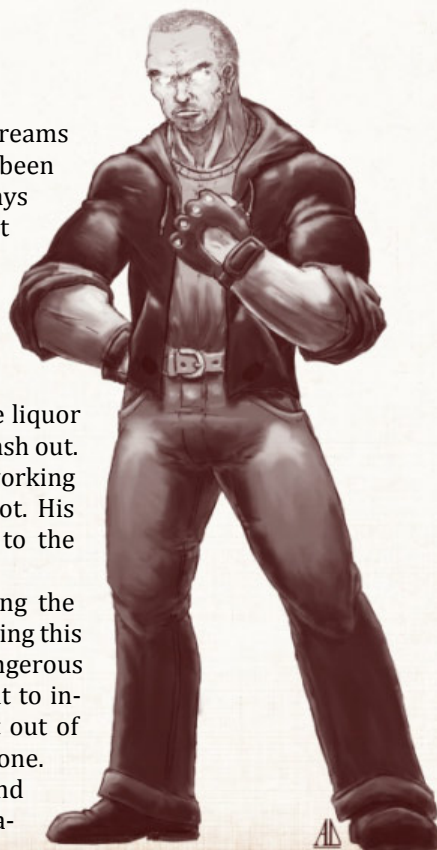
FREDDIE CORTEZ

Freddie Cortez is a 40-year old man with dreams of absolute power. Since his youth, he's been known as a local bully and a man that always craves attention. When he doesn't get that attention, he often lashes out violently.

Shortly after graduating from High School, which was no small feat and took him an extra year to do so, Freddie's violent temper got the best of him. An old acquaintance refused to sell him alcohol at the liquor store where he worked, causing Freddie to lash out. He waited until his former friend was done working and then jumped the man in the parking lot. His former friend was beaten badly and sent to the hospital to recover.

Freddie was tried and convicted, spending the next 10 years in jail for his violent crime. During this time, he managed to hone his skills as a dangerous man, learning to fight dirty and working out to increase his muscle mass. By the time he got out of jail, he had become a serious threat to everyone.

During the following decade, Freddie found himself as a "thug for hire" to deal with situa-

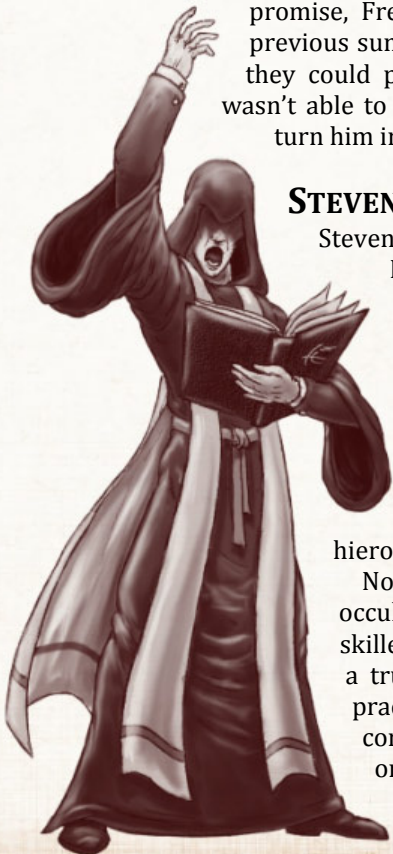


tions others didn't want to deal with. These acts rarely ended with violent outbreaks, as the mere presence of Freddie was enough to deter people from stepping out of line. Even though this was enough to keep Freddie living, alongside his job as a bouncer, it didn't really satiate his need for violence. He wanted to beat the hell out of someone.

Freddie came upon Steven Wheeler, a dabbler in the occult, after being hired to act as a guard during an occult ritual. Freddie was entranced by the ritual and realized a new calling. Although Steven's cultic group was never a formal group, Freddie joined in the hopes of gaining the power he craved to unleash violence upon the world and finally quench his thirst.

Steven's cohorts in the occult didn't really care for having Freddie around, so they turned their back on the group and left Steven and Freddie to themselves. With a 'cult of two', the men spent the following months determining how to summon the famed mothman back to Point Pleasant and siphon energy from their master.

Steven promised Freddie that the mothman would grant him incredible strength that he could use to bring everyone to their knees. People would flock to him out of fear and respect for the most terrifying man around. With that promise, Freddie dedicated his time to learning why the previous summoning of the mothman didn't work and how they could properly bind the creature to Earth. What he wasn't able to learn, however, was that the mothman would turn him into a slave and he would never be free again.



STEVEN WHEELER

Steven Wheeler was born with the occult in his blood. His grandfather, Jeffery Wheeler, was a member of the Cult of the Crystal Shadow and involved in the original summoning of the mothman. Stewart Wheeler, Steven's father, in turn followed in his grandfather's footsteps and kept abreast of the going-on within the occult. As Steven entered his teens, he became wholly absorbed by the esoteric knowledge his father had and vowed to one day be a great hierophant.

Now in his early 30s, Steven has been studying occult magic for over a decade and has become skilled in its use. Although he's been unable to form a true cult, due to a lack of willing followers, he practices his dark arts anyway. After coming into contact with Freddie Cortez, he finally found someone as willing as he to consume the energy of the occult and work toward being better than everyone else.

FREDDIE CORTEZ

Ever since the blood sacrifice offered to the mothman and the subsequent enslavement of his mind, Freddie Cortez is now a thrall of the shadow beast.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d10, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 10/13 (3/6)

Skills: Fighting d10, Notice d6, Shooting d10, Stealth d6

Armor: Tactical jacket (+3/+6, covers torso, +2 to Stealth when jacket matches surrounding environment [forest])

Weapons: SIG Sauer P229 (15/30/60, 2d6-1, RoF 1, Shots 13, AP 1, Semi-Auto), Mossberg 500 (15/30/60, 1-3d6, RoF 1, Shots 6, Shotgun)

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Low Light Vision:** Ignores penalties for Dim and Dark Lighting.

STEVEN WHEELER

Ever since the blood sacrifice, Steven has been empowered by some hidden cosmic aura emitted by the mothman. He now serves as an extension of the shadow beast, though he's something of a puppet now.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d6, Notice d6, Occult d10, Shooting d6

Armor: None

Weapons: Ritual dagger (Str+d4), Beretta M9 (15/30/60, 2d6-1, RoF 1, Shots 15, Semi-Auto)

Powers: (PP 15); Ceremonial (Occult); *blast, boost/lower trait, detect/conceal arcana, elemental manipulation, fear, fly, zombie*

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Low Light Vision:** Ignores penalties for Dim and Dark Lighting.

Steven is a very elusive person, and few know how he makes money to survive on a daily basis. The truth is he does quite well buying and selling supposed “dark relics” and other trinkets associated with the occult. None of these items have any special abilities or powers, but they are desired by followers of the occult and wannabe followers of the occult. He is essentially a peddler of occult knick-knacks, but would never admit to anything as menial as that. Sometimes it's Steven's ability to convince others that what he sells is amazing and a “must-have for true followers” that drives his sales.

Steven is a very intelligent man and quite capable of manipulating the simple Freddie Cortez. By convincing Freddie of the supposed greatness he'll receive by embracing the occult and aiding Steven

in the second summoning of the mothman, he was able to lay the foundation to what he thought would one day be a great cult, possibly even naming it the Cult of the Crystal Shadow in remembrance of his grandfather.

Of course, things didn't quite go the way he planned.

MOTHMAN

The mothman is but one of a race of vicious creatures from a distant mortal realm. Known as the shadow beast for over a millennium, these creatures have been summoned by the occult in the distant past (during the Dark Ages to be precise). Much of the lore surrounding them was lost over time, but the Cult of the Crystal Shadow recovered some ancient texts (they actually stole them) that spoke about summoning one of the shadow beasts.

The name mothman was never attributed to the creature by the cultists. It was rather a name coined by the public when the summoning ritual failed and the creature fled to the nearby Point Pleasant. Since then, the name mothman has replaced the shadow beast nomenclature, although the ritual to summon it remains the same.



The shadow beast was named for its incredibly dark body and glowing red eyes. The blackness of its body is capable of blending into the shadows so that if the creature closes its eyes, you could hardly tell anything was there. It uses this ability to hunt at night, although it can be seen during the day. These daytime sightings are not while the creature is hunting, but rather while it's searching or protecting its territory.

The shadow beasts are cosmically tethered to the mortal realm from which they come. In order to be "moved" to another mortal realm, a proper binding must be performed. This requires a large blood sacrifice where the victims die in the process of the sacrifice; allowing the shadow beast to not only feed on their blood, but also their essence. This must be done while the creature is still within the summoning circle; otherwise the cosmic tether remains and eventually pulls the creature back to its mortal realm.

The mothman stands about 7ft tall. Its bat-like wings provide incredible flight capabilities and the creature is believed to have supernatural senses that allow it to see.

MOTHMAN

Mothman is considered an alien from a distant mortal realm.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Pace: 4; **Parry:** 7; **Toughness:** 10 (3)

Skills: Dark Energy d10, Fighting d10, Intimidation d12, Notice d10

Special Abilities

- **Fear:** Seeing the mothman forces a Fear Check.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** The mothman has a Flying Pace of 12" and Climb 6".
- **Powers:** The mothman has 20 Power Points and, using Dark Energy, knows the following powers: *burst, puppet*
- **Size +1:** The mothman stands about 7ft tall.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Talons:** Str+d6
- **Wings:** Str+d4

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Inquisitor Steel stepped out of the Land Rover and onto the pavement. "You are blocking my passage," he told the beast.

The beast let out a guttural scream that shook the SUV.

The demon was quite large. Both Inquisitor Steel and Andreson were slightly over six-feet tall, and this demon was at least two-feet taller than them. Inquisitor Steel grabbed his platinum scimitars, sheathing them immediately. Andreson, Wurth, and Mason exchanged their clips for platinum bullets. Frazier grabbed a pair of platinum knives.

The five of them stepped in front of the Land Rover, forming a line between it and the demon.

"Prepare to be my dinner humans!" the demon yelled out.

"I'm not a human," replied Inquisitor Steel. "I'm an inquisitor. And you, demon, have just made a big mistake."

Welcome to the supernatural secrets of mankind. Within the pages of *Judgment Day* you will find the tools necessary to combat the terrors that plague mankind across the three major eras of the occult: the time of the Crusades, the Victorian era, and modern day. Few are able to make this journey, and even fewer are able to stare down the faces of nightmares and do what an inquisitor needs to do. But with this manual, you shall have the tools you need and will hopefully prevail.

Judgment Day includes:

- Mechanics for creating supernatural-hunting characters across three eras: Middle Ages during the Crusades, the Victorian era, and the modern age.
- Mechanics for Arcane Characters covering thaumaturgy, clockwork science, and psionics.
- GM guidance for *Judgment Day* games and incorporating **Shadowed Earth**.
- A Random Adventure Builder.
- An introductory adventure.
- ... and more!

Judgment Day is a fantasy horror setting for *Savage Worlds*. It is not a standalone book and requires use of the *Savage Worlds* core rulebook. GMs may want copies of the *Cryptozoology* bestiaires.

