

Mystical Throne Entertainment Presents

Judgment Day



Judgment Day

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Judgment Day [Core Setting Guide] 2nd Edition April 2012

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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 to hunt down and purge those committing acts of heresy in the eyes of the Church. In parallel, Marcus of Modena established an additional Inquisition comprising elite hunters dedicated to combating the supernatural. These hunters were battle-hardened priests, clerics, and monks of various Christian institutions with nerves of steel dedicated to protecting the general population.

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 are granted powers by worshipping a non-Christian deity – they do not believe God or any heavenly being would grant such blasphemous abilities. Standard Inquisitional forces were not prepared to face these witches and thus the need for elite hunters arose.

With a plethora of written material, the inquisitors studied all facts and folklore surrounding witches to understand how they're able to use their powers and how to best combat them. Thus were born the first Witch Hunters.

Throughout their travails, the inquisitors found themselves losing ground to the witches and their cultic followers. Upon returning to the Church, it was agreed that organized studies and training would be required to enlist additional hunters as part of an inquisitor's retinue. The full Inquisition secret society was established and assigned an Inquisitional Judge and Grand Inquisitor.

Throughout the centuries, the Inquisition continued their purge of witches and found many other supernatural beings lurking in the shadows. Scholars were recruited to research the various creatures encountered and new teachers were recruited to train the inquisitors in skills essential to their success. The result is an array of hunters to

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combat all the world's supernatural beings including the alien, beast, demon, dragon, ghost, vampire, and witch.

MINI-SETTING

JUDGMENT DAY is a mini-setting for *Savage Worlds*. What makes it a mini-setting is that it is designed to be placed within an existing setting or campaign as a separate, secret society. **JUDGMENT DAY** can be used as a stand-alone setting, although the era will need to be chosen along with applicable technology. Additionally, the Inquisition is tied to the Catholic Church only in name and this tie can be easily changed to a different religion.

JUDGMENT DAY is designed to be setting agnostic and does exhibit any race, location, or era considerations within the mechanics. Inquisitors can come from any of these with only one consideration: Inquisitors cannot be considered witches. Powers sourcing from technology (such as weird science) and mental abilities (such as psionics) are considered advancements of the race and not supernatural abilities granted by deific worship or arcane knowledge. These are the only acceptable means of acquiring powers; all others are considered to be used by witches.

All of the Edges and Hindrances herein are designed to be used by members of the Inquisition or an Inquisitor's retinue without regard to setting. As a stand-alone setting, most, if not all, of the characters should utilize the Inquisitional Edges. Within an existing setting only one character must utilize these Edges to be considered part of the Inquisition. Remaining characters could be part of the inquisitor's retinue as hired mercenaries or the inquisitor could be hunting alone. In the latter case, the inquisitor would be joining the adventuring or hunting team as an outsider who answers to the Grand Inquisitor.

Radical inquisitors are possible characters although they would most likely be hunted by the Inquisition for abandoning the organization. This act of abandonment is considered heresy in direction opposition to the Church. Inquisitors who remain in the organization and gain the title of Grand Inquisitor are granted the ability to establish a remote operation of their own. This act is not

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abandonment. It aids in increasing the religious and political strength of the Inquisition.

While **JUDGMENT DAY** is designed to be used in any setting, there is one main design characteristic: inquisitors hunt the supernatural. Inquisitors exist to hunt the supernatural and otherworldly beings that threaten the world. Their purpose is to judge and purge these beings with extreme prejudice. They may take sentient beings hostage for interrogation, but rarely do they take prisoners for long-term incarceration. These threats are to be purged, not made a spectacle of or redeemed.

BACKGROUND

The fictional Inquisition body within **JUDGMENT DAY** is organized similarly to the historical Inquisition. At the top of the hierarchy sits a single governing body or individual. Initially this was an ecclesiastical tribunal but was eventually handed down to a single figure within the Catholic Church with strong ties to the Pope and the Christian community. This figure was Marcus of Modena.

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 learning the ways of being a highly-trained war priest. Marcus' prowess in combat and otherworldly knowledge – as recognized by the Church – made him the ideal candidate to direct the Inquisitional sect dedicated to hunting witches.

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 the general public.

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

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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 four Grand Inquisitors and Inquisitional Judges in each of the twelve smaller regions. With a total of twelve Inquisitors to each region, the secret organization had grown to fully support the battle against heresy.

THREATS

Throughout the decades and centuries, research of the unknown proved that supernatural creatures exist beyond the spellcasters being hunted. Scholars were recruited to further research these beings and new training centers were established. The inquisitors now choose a branch of education to learn how to properly combat and overcome the threat for the different threats.

Alien hunters were established in the early twentieth century to combat the rising threat of otherworldly creatures being discovered throughout the world. No one truly knows where these creatures come from or why they are here, but they pose a serious danger to everyone.

Beast hunters were trained to combat the rising threat of werewolves during the fourteenth century, although werewolves are believed to have emerged prior to the tenth century. Throughout the course of hunting and investigating, additional werebeasts were identified including the weretiger and werebear. The beast hunter scholars now research all types of shapeshifting creatures.

Demon hunters first appeared once it was found that witches known as necromancers were summoning demons. The folklore of demons had existed for centuries, but none had ever been encountered. Upon seeing the terror they are capable of, demons

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were placed on the hunted list of the Inquisition and new training methods were established.

Dragon hunters are enigmatic to most of the Inquisition. They are extremely elite and focus upon the archaic information surrounding dragons. There are never more than two dragon hunting forces in the entire world as dragons are a rare encounter. Most of them sleep for decades at a time, but when awoken, become devastating threats to anyone nearby. They strike for such a limited amount of time before returning to hibernation that the dragon hunters have to be extremely mobile.

Ghost hunters came much later in the organization as ghosts and spirits are very difficult to find. The lack of factual records made hunting them almost impossible, and ghosts rarely appear for more than a brief moment. During the eighteenth century, appearances of ghosts became more frequent and recorded evidence became available. Inquisitional scholars were able to research these ghosts and spirits to create a new branch of the order.

Vampire hunters first appeared in the eighteenth century after the confirmation of actual vampiric beings. Their existence is believed to predate mankind, but this is pure speculation. Vampires were discovered, officially, in Eastern Europe. Continuous hunts proved that vampires are undead creatures rarely encountered alone. The undead etymology was created as more creatures with similar features to vampires were discovered including zombies, mummies, wights, and ghouls.

Witch hunters were the source of the original Inquisition sect. The growing threat of cultic abilities spawned the need for elite warriors. It is from here the secret organization still known as the Inquisition was founded to fight heresy against the Christian religion and the general populace.

INQUISITORS

Inquisitor is the colloquial term given to anyone directly employed by the Inquisition. Those who are employed by an inquisitor are referred to as mercenaries and are part of an inquisitor's retinue. All those seeking to become an inquisitor must first serve time with the scholars

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learning about the creatures they will be hunting. Once proper education and combat training is completed, the title of inquisitor is bestowed upon the individual and they are expected to join the hunts.

All basic warriors that reach the inquisitor stage are part of the groups led by the various higher ranks. Once an inquisitor proves his or her worth, he or she is recognized as an efficient and effective hunter and is granted the title of Master Inquisitor. If they continue to impress their superiors and manage to survive, master inquisitors are recognized as elite hunters (known as purgators) and granted the title of Lord Inquisitor.

Lord Inquisitors are allowed to form their own Inquisitional House where they train and teach new Inquisitors. Each house reports to a territorial Inquisitional Judge who in turn reports to the commanding Grand Inquisitor.

The title of Grand Inquisitor is an extremely venerable one. They are appointed only upon the death of the incumbent Grand Inquisitor and are only chosen from the best Inquisitional Judges. Each continent is assigned four Grand Inquisitors, no more and no less. Life behind a desk is monotonous and the Inquisitor forever seeks the thrill of the hunt. Though their position is financial and political, many Grand Inquisitors relegate the administrative duties to others so they can lead majestic hunts across their territory in search of the most despicable foes.

Game Master's Note

Every Inquisitional force needs to report to a Lord Inquisitor. Once a character gains the Lord Inquisitor title, they may branch off and form their own Inquisitional House and no longer report to their former Lord Inquisitor.

INQUISITOR'S RETINUE

Mercenaries are trained by the Inquisition to be eligible for assignment with an inquisitor's retinue. Through continued service to the Inquisition, they may someday gain the title of inquisitor and form their own retinue. These mercenaries are chosen by the Inquisition due to their martial or military prowess or highly-sought after

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investigative skills. They are placed into a “pool” of mercenaries for any inquisitor to choose from. As such, they may only work with a certain inquisitor for a single mission or possibly their entire career.

Inquisitors can also hire their own cadres through various secret societies, government agencies, or military outfits. These types of recruits are employed directly by the inquisitor, outside of the Inquisition. They do not receive standard Inquisitional training unless specifically requested by the inquisitor.

A third, and heretical, option is for the inquisitor to recruit beings of ill-repute to join his battle against the supernatural and otherworldly. Some of these recruits may be supernatural themselves, wherein the inquisitor is labeled as a radical or possibly a heretic. These types of recruits are kept secret from the Inquisition to avoid investigation and interrogation from one’s peers. Radical recruits are vigilante versions of the beings hunted by the Inquisition, determined to extinguish their own kind lest the world be taken over by dangerous beings.

ALIEN HUNTER

Aliens, or xenos, come in all shapes and sizes. The one shared characteristic is that their race or general lineage hails from a different planet. Aliens living on the planet for several generations are still considered to be aliens as their lineage is not of Earth.

There are few traits that define one as alien; they could even look like the general populace. Considering in-game mechanics, there is no definite characteristic required to be considered alien. The only requirement is that the beings’ racial history takes them off-planet. Creatures of folklore defined as living within a different, albeit connected, world would be considered as alien.

EXAMPLE: *In Nordic folklore, elves come from the world Alfheimr. In a strictly human planet, they would be considered a xenos species.*

Sometime during the early years of the 1900s, the first alien species were encountered. Originally thought to be a shapeshifter, the creature was not known in any text in the Inquisition’s libraries, which contains the largest amount of supernatural research ever brought

together. Continued studies didn't reveal any patterns or traits relating the creature to any of the known supernatural beings. A new branch of the Inquisition was formed to further these investigations.

Derived from the Greek language, the term *xenos* was attached to the new species. In the eye of the public, unknown species are referred to as aliens, thus leading to the general use

of the word. Public encounters with *xenos* creatures are infrequent, but increasing. The Inquisition documents and tracks these encounters and subsequently launches hunting parties to purge the threat.

Continued investigation throughout unsettled areas produced numerous *xenos* encounters. With the increasing finds of these creatures, new groups of cultists began to form. With new cultists come more and new otherworldly beings. The threat from *xenos* creatures grew slightly throughout the twentieth century with occurrences of public encounters.

The *xenos* branch of the Inquisition is the newest group with the least amount of research and data. This is not due to any lack of scholarly work but rather because of constant interactions with new, unknown species.

Game Master's Note

The Cthulhu Mythos contains a wealth of potential alien threats to throw at your players. These species should be strong but not overpowering. The Inquisitional force is designed to be strong enough to combat the threat as a cohesive team. Elder Gods may be a bad idea.

BEAST HUNTER

The term "beast" is derived from *beastman* but concerns all lycanthropic and shapeshifting beings. Lycanthropes are humanoids with the supernatural ability to change from their native form into an anthropomorphic form such as werewolves, wererats, and weretigers. Shapeshifters are creatures with the supernatural ability to change into a humanoid form such as *bakanekoes* and *mujinas*. The difference between the two simply depends upon their natural form: humanoid or creature.

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Creature stats for lycanthropic beings may not actually contain the ability to change from humanoid to creature but will still be considered as such if they contain the basic background flavor of a lycanthropic being.

EXAMPLE: *The Werewolf entry in the Savage Worlds core rulebook does not contain the ability to transform from humanoid to wolf but is implied in the flavor description.*

Beastmen have been recorded in drawings since ancient times. It wasn't until the Dark Ages they were observed and properly documented and given the term lycanthrope after appearing as wolfmen. Various other beastmen were not documented until centuries later, but the term lycanthrope continued to be used publicly. True scholars use the term therianthropy harkening back to the days of using the term beastmen, but few know of, or understand, the term so its use is rare.

The terms "lycanthrope" and "werewolf" derive from a few possible sources but generally translate into wolfman. While scholars have identified numerous therianthropic beings, the werewolf continues to be most prevalent in the public eye. The Inquisition knows of many other creatures and expanded its studies to cover shapeshifting creatures under the beast umbrella. While lycanthropy has been identified as a disease (suggesting that a cure might exist), shapeshifters are supernatural creatures with unexplained abilities typically tied to demons.

Shapeshifters and lycanthropes are not demons and no demonic activity has ever been found revolving around them or their societies. Thus any shapeshifting creature falls into the beast hunter category although the spread of their kind has yet to be contained. No one truly understands where they come from or why they continue to expand across the world, but the Inquisition is dedicated to eliminating the threat they pose.

DEMON HUNTER

Demons should not be confused with devils. Devils are more god-like in that they are worshiped and grant dark powers along with

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exhibiting characteristics that only the Legendary would want to face. Demons come in many different forms that, while formidable, can be challenged by a group of Novice-level inquisitors.

All demons have demonic traits or the Demon monstrous ability (see also *Savage Worlds Fantasy Companion*) or something equivalent. The basic Demon monstrous ability is as follows:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks; Normal damage from cold iron, platinum, and palladium weapons

Demons are beings of chaos that have existed for thousands of years. Since ancient times throughout all of mythology, demons have plagued the mortal world with their supernatural strength and abilities. Demons are malevolent toward all they do not consider as master, slave, or kin. They have the ability to possess mortals.

True knowledge of demons and their abilities were not known until after the formation of the Inquisition. For many centuries, they were attributed to witchcraft



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and other esoteric abilities, but demon scholars have proved otherwise. The only confirmed tie between demons and mortals are when a mortal becomes possessed.

The Inquisition has now found that demons are everywhere and in all shapes and sizes. They come in the form of shapeshifting beasts, unclean spirits, winged malformed creatures, sexually alluring humanoids, and many more. The findings show that almost every religion has demons in their mythology with forms including spirits and beasts. Research shows much of this mythology is incorrect and many of these spirits and beasts have been properly categorized as non-demon.

What's left are the troublesome, malicious creatures associated with chaos and immoral activities. Not only sin but activities rarely performed outside of demon worship or possession. Many mistake devil worship for demon worship. While similar, devils are most commonly involved in mortal pacts – such as granting favors in exchange for the petitioner's eternal damnation, while demons thrive on a mortal's own overindulgence such as war, gluttony, mutation, and lust.

A devil will offer you greatness and take your soul when you die. A demon will aid in your lust for greatness and then steal your soul while you still live.

DRAGON HUNTER

To the public, “dragon” is a colloquial term for large serpentine or reptilian creatures. They are huge, devastating creatures that are said to live for many centuries. Through their long life, dragons spend most of their time hibernating, only waking to eat. They do not generally kill humans, but in their search for food, they often cause a lot of destruction. Their main

Game Master's Note

Knowledge of dragons includes all dragons, dragon-like creatures, and large, serpentine creatures.

aggression against mortals is when they inhabit the lands the dragon normally hunts for food.

The common defining traits are huge creatures with serpentine or reptilian features.

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They come in all shapes and various large sizes and typically live in isolated areas such as caves. Their feeding time lasts only weeks while hibernation lasts years.

EXAMPLE: *Dragons and drakes are obvious examples that fall into the Knowledge (Dragons) category. Leviathan is a huge sea serpent with dragon-like features and thus also falls into the Knowledge (Dragons) category.*

Large reptilian and serpentine creatures have existed in many forms since ancient times. They are found within the pages of ancient texts including the Hebrew Bible. A dragon-like creature rarely is mistaken for a dragon, although they have similar appearances such as huge, scaly bodies (like a dinosaur).

Dragon scholars do not care about these trivial differences and categorize all of these creatures as dragons. These dragons are some of the most dangerous creatures upon the earth and have been known to be the architects of massive destruction. They typically live with their mates or hatchlings, but do not live in dragon communities. Nor do they need to as a single dragon is able to survive on its own. A mated pair can be worse than a fast-spreading plague.

Those who train to fight the dragons learn patience in addition to tactics. Dragons are known to spend much of their lives hibernating and thus dragon hunters spend most of their time locating a dragon's den and finding ways to protect the surrounding lands when the dragon wakes.

Many inquisitors train for decades only to encounter a dragon once in their life. If they're lucky, they survive the encounter. If they are not so lucky, they become the dragon's meal and become a martyr to the fight against the beasts. Having an inquisitor, or any human, for a snack is most satisfying and could quell the beast's appetite.

GHOST HUNTER

Ghost is a general term used to define all ethereal creatures. They are immaterial beings ranging from human wandering spirits to vicious creatures bent on terror. While wandering spirits are the most common, they are hardly ever a threat. These types of ghosts may be

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Game Master's Note

For settings without magical weapons, adjust the ghost bestiary entry to include a weapon type that can perform damage such as cold iron, platinum, or palladium.

considered annoying, but rarely are they destructive. The most common ethereal creatures hunted are those that have been twisted by spiritual means and now resemble horrific versions of their former selves. Although humanoid in nature, they no longer resemble the humans they once were.

All ghosts carry the Ethereal or Immaterial trait. Those who carry either trait along with another trait, such as Undead, are still treated as ghosts. Creatures referred to as “ghost” would also fall under ethereal knowledge even if they are not insubstantial. Creatures with the ability to turn invisible are not considered ghosts even though they may become immaterial.

EXAMPLE: *The ghost blade from the Savage Worlds Fantasy Companion falls under ethereal knowledge even though it does not have the ability to become immaterial. Additionally, air elementals fall under ethereal knowledge even though they carry the Elemental trait as well.*

People have been haunted by ghosts for millennia. It is believed that the first references to ghosts appeared in ancient religion texts. These beliefs depict ghosts in many forms from shades to doppelgangers. The most common are unfortunate souls trapped in an unknown realm within the world of the living, often referred to as “wandering souls.”

Most ghosts avoid contact with the real world, eschewing haunting and annoyance for an afterlife of never-ending wanderlust. However, there are many ghosts who spend their afterlife disturbing the living. The worst offenders try to possess the living. These are the ghosts hunted by the Inquisition.

The worst ghosts, such as poltergeists and wraiths, are hunted and purged by the Inquisition to halt the threat of possession. These ghosts are also known to invade the minds of the weak-willed to direct their thoughts, decisions, and actions. Finding these invaders is a

difficult task as they must present themselves to their victim before being known.

Like hunting dragons, hunting ghosts requires patience. Unlike dragons, ghosts strike frequently and quickly fall under the ever-watchful gaze of the Inquisition.

VAMPIRE HUNTER

Vampires were the first undead beings identified and researched by the Inquisition. These scholars knew little about the undead and first focused their efforts on blood-lusting vampires. Upon understanding more about a vampire's undead characteristics, and realizing it was a contagion carried throughout other beings, these studies now encompass all undead – although the inquisitors chose to keep the name vampire hunter.

All undead creatures carry the Undead trait and are hunted by vampire hunters. This includes undead versions of other creatures that fall under other categories, except “undead ghosts” which are ethereal versions of undead beings.

EXAMPLE: *All vampires, liches, and skeletons are part of undead studies. Creatures such as undead giants and dracoliches also fall under undead studies as they too carry the Undead trait.*

From the stories of ancient history come tales of vampires. Believed to be powerful demons, these creatures were known to drink the blood of their victims for sustenance and slavery. While completely unstoppable to the warriors of the time, these demons were few in number and rarely encountered.

Upon a chance encounter with a devious necromancer, the Inquisition became familiar with vampires. Scholars spent countless hours sifting through ancient texts and listening to stories passed down through the generations. What they found was not only astonishing, but completely changed their view of vampires.

The demons depicted throughout history bore uncanny resemblances to each other. The greatest scholars soon realized these demons, now referred to as vampires, were not a virtually extinct race of humanoids; rather, they were the same beings. The same vampires

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appeared throughout centuries of writings and stories leading to the new discovery: vampires were something other than alive.

The term undead was coined and associated to all known vampires while the Inquisition continued campaigns of hunting and purging. Throughout these missions, vampire hunters learned other undead creatures exist in a similar, immortal fashion as the vampire. While not as powerful and often lacking basic intelligence, these new undead beings became the source of further research. Nowadays, the vampire hunters hunt all undead beings.

WITCH HUNTER

In the eyes of the Inquisition, all spellcasters are witches. Many argue that witches are female and warlocks are male, but the Inquisition does not care nor does it classify by sex. They were formed to combat the ever-growing threat of witches and have become very good at it.

Even though all spellcasters are considered to be witches, those with psionic and science-powered abilities are not considered spellcasters. This is due to their source of power not being viewed as heretical. In mechanical terms, this means everyone with an Arcane Background that is not Psionic or Weird Science (or their equivalents) is considered to be a spellcaster.

EXAMPLE: *Arcane, divine, elemental, and occult powers all fall under the spellcaster terminology. Clockwork- and steam-powered abilities (which would be physical in nature) do not fall under the spellcaster terminology even though they use the same Savage Worlds powers.*

Witches are the reason this arm of the Inquisition exists. Since the early days of Christianity, witchcraft and all forms of magic have been deemed as heresy and thus not allowed. While it existed in pre-Christian times, witchcraft was made more public by Christian clergymen, claiming it was harmful and a mark of the Devil. Due to these associations, it was quickly banned and became the focus of many purges by Christian supporters.

As more sources of witchcraft were discovered, the Church realized it could not handle this activity themselves and formed the witch hunting parties which later became the Inquisition. Witches,

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more commonly referred to as spellcasters or mages, became the sole focus for the Inquisition throughout the early spread of Christianity and the destruction of pagan beliefs.

As the hunts continued, the Inquisition found the threat of witchcraft was so widespread and influential that they may never fully end it. Many spellcasters went underground, hid their talents from their neighbors, or spent the rest of lives fleeing the might of the Inquisition.

New spellcasters are constantly being found and the practice of magic never seems to end. While huge campaigns have been waged to track down and destroy every magical tome, scroll, and inscription, the spellcasters keep learning their arts and so the Inquisition's quest never ends. Most spellcasters learn from elders who have survived or allies who teach the art before being purged by the Inquisition as few magical texts remain.

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.

Do not think that Inquisitional Judge and Grand Inquisitor are desk jobs. Inquisitors in those positions are warriors who breathe the very essence that the Inquisition was built upon: protecting the populace from unknown denizens. They participate in the most hazardous hunts and purge the most dangerous threats.

The Grand Inquisitor works in tandem with his 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.

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ATMOSPHERE

At its roots, **JUDGMENT DAY** is a fantasy horror setting or addition to an existing setting. The supernatural and otherworldly creatures hunted by the Inquisition are terrifying and unknown to the general public. In the eyes of the populace, the supernatural hunting Inquisition does not exist and the creatures they hunt are written off as natural occurrences – such as a Sasquatch being called a hunter in a fur coat. The Inquisition is a secret organization, funded privately outside of the government. Many Inquisitional forces have strong ties to the Church, but they no longer answer to the Church, nor are they directly associated with it.

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. Inquisitors and their retinue are antiheroes; many of them are corrupt or oppressive and use the Inquisition to feed their yearning for the chase. Many go insane through 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 generally a benefit to their community. The antihero 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 that shouldn't have gotten so close. While they may rescue innocent humans, it is typically done after an area is cleared of all other threats.

Many have called the Inquisition the world's largest group of vigilantes; but when it came time to share these thoughts with the rest of the world, the individual always seems to disappear.

Character Creation

Character Creation

Characters come in all shapes and sizes and can vary greatly from an epic hero to a simple peasant and everything in-between. Players follow the standard character creation rules in the *Savage Worlds* core rulebook using the following notes, explanations, and changes.

TRAITS

Every character is created using traits that fall into one of two categories. Attributes describe who a character is through Agility, Smarts, etc. Skills define what a character is capable of doing through Fighting, Knowledge, Spirit, and more. Players are encouraged to create any type of character they want from those with high strength to those with a high level of intelligence.

ATTRIBUTES

Your character begins with a d4 in each of the standard attributes: Agility, Smarts, Spirit, Strength, and Vigor. Divide 5 points among these attributes using 1 point to raise a single attribute one die type. No single attribute may be raised above d12.

EXAMPLE: *Raising Smarts d4 to d6 would cost 1 point while raising Smarts d4 to d8 would cost 2 points.*

SKILLS

Each character has 15 points to divide amongst the list of allowed skills. Not all skills from the *Savage Worlds* core rulebook are applicable to each setting and several new Knowledge skills are also available. Purchasing a skill costs 1 point and begins at a d4. Raising a skill costs 1 point per die type as long as it doesn't exceed the die type of the associated attribute. Raising a skill's die type above the associated attribute's die type costs 2 points.

EXAMPLE: *Purchasing Fighting costs 1 point. Raising it to d6 costs 1 more point. Raising Fighting to d8 while the associated attribute, Agility, is a d6 costs 2 points for a total of four points.*

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DERIVED STATISTICS

- Pace is 6", plus an additional d6" when running.
- Parry is equal to 2, plus half your Fighting skill and applicable bonuses from shields or weapons.
- Every character begins with a Charisma of +0 unless they have a Hindrance or an Edge that changes it.
- Toughness is equal to 2 plus half your Vigor attribute and applicable bonuses from armor.

CHARACTERISTICS

Setting your character apart from others is done by choosing Edges and Hindrances. Each character is allowed one Major Hindrance and two Minor Hindrances. Each Major Hindrance is worth 2 points and each Minor Hindrance is worth 1 point.

For 2 points you can raise an attribute one die type, before or after choosing skills, or choose an Edge. For 1 point you can gain another skill point or gain an additional \$500 to your starting funds. GMs are encouraged to change the actual currency to one that matches their setting.

Before choosing Edges and Hindrances, all characters must choose a race as part of their character creation. Racial backgrounds carry associated bonuses and penalties that apply to further character creation.

SKILLS

NEW SKILLS

GUTS (SPIRIT)

Guts reflects a character's bravery. Characters are often called on to make Guts checks

when they witness gristly scenes or encounter particularly horrific monsters. The Game Master should see **Fear** and the **Fright Table** in the *Savage Worlds* core rulebook for the effects of failure.

Fear Rolls

Because **JUDGMENT DAY** is a fantasy horror setting at its core, the Guts skill is used. All Fear rolls are made against Guts instead of Spirit.

Character Creation

KNOWLEDGE (SMARTS)

New Knowledge specialties exist within **JUDGMENT DAY** to create the different Inquisitors and their area of expertise.

- **Demons:** Knowledge of demons involves the study of all demonic and chaotic beings. Demonic and chaotic creatures carry the Demon trait.
- **Dragons:** Knowledge of dragons covers all types of dragons and their kin. Any creature with the name Dragon or described as a dragon falls into this category.
- **Ethereal:** Knowledge of the ethereal covers all types of ghosts and spirits that have the Ethereal trait.
- **Lycanthropes:** Knowledge of lycanthropes covers all types of shapeshifting creatures and werebeasts.
- **Occult:** Knowledge of the occult covers many aspects of the forbidden lore. Cultists use this knowledge to call upon supernatural beings and otherworldly powers while inquisitors use this knowledge to better understand the cultists and how to track them down.
- **Spellcasters:** Knowledge of spellcasters covers all humans and humanoid beings with supernatural powers. Psionics are not considered supernatural as they come from the mind and not the worship of a deity or from esoteric knowledge.
- **Undead:** Knowledge of undead covers all creatures with the Undead trait.
- **Xenos:** Knowledge of xenos includes all otherworldly creatures with alien traits or characteristics. These creatures may reside on the inquisitor's planet but are from a different planet.

ARCHETYPES

While *Savage Worlds* is a system with lots of flexibility and the lack of standard archetypes, some players may wish to skip parts of character creation and jump right into a game. To make this possible, here is a list of archetypes for quick play or creative reference.

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APOSTATE

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Fighting d4, Intimidation d6, Knowledge (Occult) d6, Notice d6, Persuasion d6, Streetwise d6, +4 additional skill points

Hindrances: Apostate (Minor), one Major, one Minor

Edges: Brave, Elan, +1 additional Edge

DETECTIVE

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Driving d6, Fighting d6, Investigation d6, Shooting d6, Streetwise d6, Tracking d6, +3 additional skill points

Hindrances: One Major, two Minor

Edges: Alertness, Luck, +1 additional Edge

HUNTER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Climbing d6, Fighting d4, Notice d6, Shooting d6, Stealth d6, Survival d6, Tracking d6, +2 additional skill points

Hindrances: One Major, two Minor

Edges: Alertness, Danger Sense, +1 additional Edge

INFILTRATOR

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4, Vigor d8

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Skills: Fighting d8, Lockpicking d6, Notice d4, Stealth d8, Throwing d6, +4 additional skill points

Hindrances: One Major, two Minor

Edges: Ambidextrous, Two-Fisted, +1 additional Edge

INQUISITOR

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Skills: Fighting d6, Guts d6, Intimidation d6, Investigation d4, Persuasion d6, Shooting d6, Streetwise d4, +3 additional skill points

Hindrances: One Major, two Minor

Edges: Command, +2 additional Edges

Character Creation

INVESTIGATOR

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Investigation d6, Shooting d6, Streetwise d6, Tracking d6, +5 additional skill points

Hindrances: One Major, two Minor

Edges: Brave, Connections (Government Agency), +1 additional Edge

MARINE

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d6, Notice d4, Shooting d6, Stealth d6, Survival d6, Swimming d4, Tracking d6, +3 additional skill points

Hindrances: One Major, two Minor

Edges: Brave, Fast Healer, +1 additional Edge

OFFICER

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Skills: Driving d6, Fighting d6, Riding d6, Shooting d6, Streetwise d6, +5 additional skill points

Hindrances: One Major, two Minor

Edges: Elan, Luck, +1 additional Edge

PRIEST

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Skills: Intimidation d6, Persuasion d6, +11 additional skill points

Hindrances: One Major, two Minor

Edges: Arcane Resistance, Charismatic, +1 additional Edge

PSIONICIST

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d8

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Skills: Fighting d4, Notice d6, Psionics d6, Taunt d6, Tracking d6, +6 additional skill points

Hindrances: One Major, two Minor

Edges: Arcane Background (Psionics), Mentalist, +1 additional Edge

Powers: *bolt, confusion, stun*

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SHARPSHOOTER

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Skills: Fighting d4, Notice d8, Shooting d8, Stealth d6, Tracking d6, +4 additional skill points

Hindrances: One Major, two Minor

Edges: Alertness, Level Headed, +1 additional Edge

SOLDIER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Climbing d6, Fighting d6, Healing d4, Shooting d6, Survival d4, +7 additional skill points

Hindrances: One Major, two Minor

Edges: Brave, Danger Sense, +1 additional Edge

WEAPON SPECIALIST

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Skills: Fighting d8, Shooting d8, Tracking d4, +8 additional skill points

Hindrances: One Major, two Minor

Edges: Brawny, Quick Draw, +1 additional Edge

EQUIPMENT

After choosing Edges and Hindrances, outfit your character with the applicable equipment noting restraints on certain Professional Edges and the setting or era chosen. Each player may spend up to their starting fund of \$500 and keep all unspent money for later use.

Game Master's Note

Magical weapons are referenced in some of the Inquisitional Edges. The magical enhancement does not need to produce additional damage but is necessary to fully damage the applicable creature. This magical enhancement can range from being blessed by a priest to being cursed by a shaman.

HINDRANCES

All Hindrances from the *Savage Worlds* core rulebook work the same within **JUDGMENT DAY**. New Hindrances are detailed here.

APOSTATE (MINOR)

Your character is a former member of a religion or secret society. She has been excommunicated and is censured from ever speaking out about it. Should she be caught speaking about that religion or secret society, she will be tried for perjury or possibly heresy.

BLASPHEMY (MAJOR)

Your character actively speaks out against a particular religious sect. She shows her aversion in physical and often violent ways, passing judgment when it's not due. She lashes out against those who are part of that sect and never hides her hatred.

EXPURGATOR (MINOR)

Your character is obsessed with censorship and stops at nothing to purge objects deemed noxious or offensive. She suffers a -2 to Charisma when interacting with artists and all those who support freedom of expression in art.

FLAGELLANT (MAJOR)

Your character is a devoted believer in self-mortification to absolve her sins. Should she ever commit a sin (no matter how slight), the next morning must be spent whipping herself as an act of penance. Gain 1 level of Fatigue. Make a Vigor roll every 6 hours to recover from this Fatigue.

PIOUS (MINOR)

Your character understands her place in society with regards to family, friends, and deities. She will not commit any act of violence against those in her family, considered to be friends or neighbors, or who show a devotion to the same deity as she does.

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EDGES

Some Edges from the *Savage Worlds* core rulebook work differently within **JUDGMENT DAY**. Those Edges are detailed here alongside new ones.

UNUSED EDGES

The following Edges are not allowed for player characters:

Adept, Arcane Background (Magic), Arcane Background (Miracles), Arcane Background (Super Powers), Champion, Holy/Unholy Warrior, Soul Drain, Wizard

BACKGROUNDS EDGES

NOBLE

Noble characters can also encompass characters that have very strong political, military, or government agency ties.

LEGENDARY EDGES

FOLLOWERS

Followers joining the hero's band are considered as hired hands with no knowledge of Inquisitional activities. They are ignorant of the esoteric knowledge kept by the Inquisition and their equipment is not supplied or paid for by the Inquisition.

Game Master's Note

The title of inquisitor is not bestowed upon a character until they gain an Inquisitional Edge – such as Demon Inquisitor. You may require that at least one character have one of these Edges to be considered as a true Inquisitional force.

INQUISITIONAL EDGES

All characters within **JUDGMENT DAY** are members of the Inquisition or an Inquisitor's retinue (including Wild Card mercenaries). The following Edges are referred to as Inquisitional Edges to distinguish them from standard Professional Edges. To be considered an Inquisitorial

Character Creation

force, at least one character must have an Inquisitional Edge.

ALIEN SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Xenos) d8+

Alien scholars spend their time researching otherworldly creature sightings. These range from simple flying object sightings to terrifying creature encounters.

Receive a +1 bonus to Knowledge rolls to identify creatures with an alien trait or characteristic and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against creatures with an alien trait or characteristic. This does not affect rolling a natural 1 or rolling against the Fright Table.

ALIEN INQUISITOR

Requirements: Novice, Alien Scholar, Guts d8+, Knowledge (Xenos) d10+

Alien inquisitors have learned to identify the basic alien creatures and lead the efforts to investigate reported sightings.

Alien inquisitors are immune to Fear (not Terror) and Intimidation against creatures with an alien trait or characteristic.

ALIEN HUNTER

Requirements: Seasoned, Alien Inquisitor, Guts d10+, Knowledge (Xenos) d12+

Alien hunters have learned to identify even the most horrific alien creatures and actively seek them out before they attack nearby civilizations.

Receive a +1 bonus to Terror checks against creatures with an alien trait or characteristic. This does not affect rolling a natural 1 or rolling against the Fright Table.

ALIEN PURGATOR

Requirements: Veteran, Alien Hunter, Fighting d10+ or Shooting d10+ or Throwing d10+

Game Master's Note

Alien traits and characteristics are at the discretion of the Game Master. However, any being defined as otherworldly is subsequently referred to as an alien.

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Alien purgators have fulfilled all the required training and lead the hunts against otherworldly creatures. They carry the intelligence necessary to search for these creatures along with intimate knowledge of their weak spots.

Receive a +1 bonus to Fighting, Shooting or Throwing rolls (choose one) against creatures with an alien trait or characteristic. This Edge may be taken up to three times with a different skill being chosen each time.

BEAST SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Lycanthropes) d8+

Beast scholars research all types of shapeshifting and lycanthropic beings. This includes humanoids that change into creatures and creatures that change into a humanoid form.

Receive a +1 bonus to Knowledge rolls to identify shapeshifting creatures and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against shapeshifting creatures. This does not affect rolling a natural 1 or rolling against the Fright Table.

BEAST INQUISITOR

Requirements: Novice, Beast Scholar, Guts d8+, Knowledge (Lycanthropes) d10+

Beast inquisitors have learned where to best locate most shapeshifting and lycanthropic creatures and understand their true nature.

Beast inquisitors are immune to Fear and Intimidation against shapeshifting creatures.

Game Master's Note

Although lycanthropy is generally attributed to werewolves, the Knowledge skill is being used to cover all types of werebeasts and shapeshifters.

BEAST HUNTER

Requirements: Seasoned, Beast Inquisitor, Knowledge (Lycanthropes) d12+, Notice d8+, Tracking d8+

Beast hunters understand how to identify shapeshifting and lycanthropic creatures

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without having to see them change, and they know how to track them.

Receive a +2 bonus to Tracking rolls when tracking shapeshifting creatures. In addition, receive a +2 bonus to Notice rolls when trying to hear, see or smell shapeshifting creatures.

BEAST PURGATOR

Requirements: Veteran, Beast Hunter, Fighting d10+ or Shooting d10+ or Throwing d10+

Beast purgators have completed their training and teaching concerning all shapeshifting and lycanthropic creatures including how they move and respond during combat.

Receive a +1 bonus to Fighting, Shooting or Throwing rolls (choose one) against shapeshifting creatures. This Edge may be taken up to three times with a different skill being chosen each time.

DEMON SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Demons) d8+

Demon scholars research all demons and demonic beings. It is said to be one of the most dangerous areas of research due to the violent nature of these beings. Most demons have yet to be identified.

Receive a +1 bonus to Knowledge rolls to identify creatures with the Demon trait and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against creatures with the Demon trait. This does not affect rolling a natural 1 or rolling against the Fright Table.

DEMON INQUISITOR

Requirements: Novice, Demon Scholar, Guts d8+, Knowledge (Demons) d10+

When a demon scholar becomes an inquisitor, they realize their research and training only partially prepared them for what they will face. However, they know enough to know how to stand against an unknown demon.

Game Master's Note

The term Demon covers everything associated with demons including fallen angels, possessed mortals, and demon slaves that have been mutated by the influence of chaos.

Judgment Day

Demon inquisitors are immune to Fear and Intimidation against creatures with the Demon trait.

DEMON HUNTER

Requirements: Seasoned, Magical Weapon, Demon Inquisitor, Knowledge (Demons) d12+, Fighting d8+ or Shooting d8+ or Throwing d8+

Demon hunters have grown past their knowledge of demons and know how to face down any of them, known or unknown, in combat. They know the key is to understand how a demon will act and react.

Receive a +1 bonus to Fighting, Shooting or Throwing rolls (choose one) against creatures with the Demon trait. This Edge may be taken up to three times with a different skill being chosen each time.

DEMON PURGATOR

Requirements: Veteran, Demon Hunter, Fighting d10+ or Shooting d10+ or Throwing d10+

Demon purgators have hunted so many demons they know how to locate their weak spots.

Receive a +d4 bonus to Damage rolls against creatures with the Demon trait. This damage bonus cannot Ace.

DRAGON SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Dragons) d8+

Dragon scholars research all dragons and dragon-like creatures. Most of these studies are done from vast distances, viewing the dragon's actions from a safe location.

Receive a +1 bonus to Knowledge rolls to identify dragons and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against dragons. This does not affect rolling a natural 1 or rolling against the Fright Table.

DRAGON INQUISITOR

Requirements: Novice, Dragon Scholar, Guts d8+, Knowledge (Dragons) d10+

Upon learning more about dragons, inquisitors are required to face down a dragon in the event of an attack. They are trained to protect settlements near a dragon's den and ensure the least number

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of fatalities occur. Most inquisitors know that attacking dragons is suicide and prefer the use of defensive methods.

Dragon inquisitors are immune to Fear and Intimidation against dragons.

DRAGON HUNTER

Requirements: Seasoned, Dragon Inquisitor, Agility d8+, Knowledge (Dragons) d12+

Inquisitors that learn to survive a dragon's rampage are taught how to fight them. It is no longer acceptable to simply survive; hunters are required to eliminate the dragon threat.

Receive a +2 bonus to Parry against attacks from dragons.

DRAGON PURGATOR

Requirements: Veteran, Dragon Hunter, Fighting d10+ or Shooting d10+ or Throwing d10+, Knowledge (Dragons) d12+

Inquisitors who achieve purgator status become stalkers. They no longer wait for the dragons to attack and

instead locate their den, take a retinue in, and eliminate the creature before it awakes. They have spent enough time training and know right where to strike to make a penetrating attack.

Receive a +4 bonus to AP against dragons for all attacks that cause damage.

GHOST SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Ethereal) d8+

Ghost scholars spend their time studying the different accounts of ghost encounters. Much of the data is incomplete, so the inquisitor is expected to investigate.

Receive a +1 bonus to Knowledge rolls to identify creatures with the Ethereal trait and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against creatures with the

Game Master's Note

Encountering dragons should be a rare occurrence that only happens near their dens. They should not travel extreme distances to find food. If food is non-existent, the dragon should be encountered while migrating to a new den.

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Ethereal trait. This does not affect rolling a natural 1 or rolling against the Fright Table.

GHOST INQUISITOR

Requirements: Novice, Magical Weapon, Ghost Scholar, Guts d8+, Knowledge (Ethereal) d10+

Ghost inquisitors have now seen the different ethereal creatures. Through continued studies and contact, they are able to overcome any symptoms of fear that may occur.

Ghost inquisitors are immune to Fear and Intimidation against creatures with the Ethereal trait.

GHOST HUNTER

Requirements: Seasoned, Ghost Inquisitor, Knowledge (Ethereal) d12+, Notice d8+

Ghost hunters have seen so many ethereal creatures that they learnt how to detect them before the creature appears. They learn to look and listen for the telltale signs of a ghost's appearance.

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Receive a +2 bonus to Notice rolls made to detect creatures with the Ethereal trait.

GHOST PURGATOR

Requirements: Veteran, Ghost Hunter, Notice d10+

Ghost purgators have become so skilled in tracking and hunting ethereal creatures that they've gained the ability to see the immaterial creature before it reveals itself.

Ghost purgators can "see" creatures with the Ethereal trait before they let themselves be seen.

VAMPIRE SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Undead) d8+

Vampire scholars research all types of undead from the mundane animated skeletons and zombies to the feared vampires and liches. The key to defeating the undead is to know their weaknesses and be able to capitalize on them quickly.

Receive a +1 bonus to Knowledge rolls to identify creatures with the Undead trait and determine their strengths and weaknesses. This includes the type(s) of spells they are capable of casting.

VAMPIRE INQUISITOR

Requirements: Novice, Vampire Scholar, Spirit d8+, Knowledge (Undead) d10+

Vampire inquisitors have spent enough time researching and training for battles against the most horrific undead creatures. While many would run or cower in the shadows of the undead, inquisitors fight back without fear or trepidation.

Vampire inquisitors are immune to Fear and Intimidation against creatures with the Undead trait.

VAMPIRE HUNTER

Requirements: Seasoned, Vampire Inquisitor, Knowledge (Undead) d12+, Fighting d8+ or Shooting d8+ or Throwing d8+

Vampire hunters have tracked and killed enough undead creatures to know exactly where the weak spots are. They rely upon instinct and accuracy to quickly dispatch of their foes.

Receive a +2 bonus to Called Shots against creatures with the Undead trait.

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VAMPIRE PURGATOR

Requirements: Veteran, Vampire Hunter, Fighting d10+ or Shooting d10+ or Throwing d10+

Vampire purgators not only know the undeads' weak spots, but also how to thoroughly exploit them to cause the most damage. This includes the use of the right weapon material.

Receive a +d4 bonus to Damage rolls against creatures with the Undead trait. This damage bonus cannot Ace.

WITCH SCHOLAR

Requirements: Novice, Smarts d8+, Knowledge (Spellcasters) d8+

Witch scholars spend their days learning about the different types of spellcasters and their magic. As the possibilities are virtually endless, their library is well-stocked, making it easier for the scholars to properly identify their powers.

Receive a +1 bonus to Knowledge rolls to identify spellcasters and determine their strengths and weaknesses. This includes the type(s) of spells they are capable of.

WITCH INQUISITOR

Requirements: Novice, Witch Scholar, Investigation d6+, Knowledge (Spellcasters) d10+

Witch inquisitors fully understand that spellcasters can blend into society. Inquisitors must hone their skills to track down these spellcasters as they could simply vanish into the seething mass of humanity.

Receive a +1 bonus to Investigation rolls concerning spellcasters. This includes their residence and any followers they may have. In addition receive a +1 bonus to Parry against spellcasters.

WITCH HUNTER

Requirements: Seasoned, Witch Inquisitor, Knowledge (Spellcasters) d12+, Fighting d6+ or Shooting d6+ or Throwing d6+

Witch hunters have perfected the art of tracking and hunting spellcasters. They know where to look and how to properly fight them. Spellcasters do not practice traditional methods of combat and thus only the right knowledge is of any use.

Character Creation

Receive a +1 bonus to Fighting, Shooting or Throwing rolls (choose one) against spellcasters. This Edge may be taken up to three times with a different skill being chosen each time.

WITCH PURGATOR

Requirements: Veteran, Witch Hunter, Fighting d10+ or Shooting d10+ or Throwing d10+

Witch purgators can identify a spellcaster's weak spot during combat. They have encountered enough spellcasters that this knowledge comes to them naturally.

Receive a +d4 bonus to Damage rolls against spellcasters. This damage bonus cannot Ace.

INQUISITIONAL JUDGE

Requirements: Heroic, Purgator (Alien, Beast, Demon, Dragon, Ghost, Vampire, or Witch), Guts d12+, Intimidation d10+

Inquisitional judges are the final arbiter of all expurgations against Inquisitional adversaries. They determine who will live and who will die. Most detainees prefer death as life means further, painful interrogation by the Inquisition.

Gain the Fearless trait (immune to Fear and Intimidation). In addition receive a +4 bonus to all Intimidation rolls.

GRAND INQUISITOR

Requirements: Legendary, Command, Inquisitional Judge, Charisma 0+, Fighting d12+ or Shooting d12+ or Throwing d12+, Investigation d10+

Sitting on the throne of every inquisitional force is a Grand Inquisitor. Their deeds are always well-known, and their justice is swift. Grand Inquisitors always lead the hunt of the most dangerous beings.

Receive a +1 bonus to all bonuses received from an Inquisitional Edge. In addition, all inquisitors under the command of a Grand Inquisitor receive an additional +1 bonus to every bonus received from an Inquisitional Edge. This bonus is not cumulative if there are multiple characters with the Grand Inquisitor Edge.



Bestiary

Within the following **Bestiary** and **Savage Tale**, it is assumed that a stand-alone, modern fantasy horror setting designed around the use of the Inquisition is being used or the GM is morphing a setting for use with **JUDGMENT DAY**. Within this setting, all player characters take an Inquisitional role or act as part of an inquisitor's retinue as a mercenary or recruit.

Within the **JUDGMENT DAY** setting, several creatures from the *Savage Worlds* core rulebook and *Fantasy Companion* are useable in addition to the new ones provided:

barghest, black knight, changeling, collector, demonic soldier, dragon, drake, ghost, ghost blade, ghoul, grave guardian, hag, hellhound, lasher, lich, mage, mummy, sea serpent, skeleton, succubus/incubus, vampire (ancient), vampire (young), werebear, werewolf, wight, wyvern, zombie, zombie animals

For ease of incorporation into a chosen setting, the bestiary is divided into inquisitional categories. These categories contain the type of creatures the applicable inquisitors could face.

Game Master's Note

Outside of cultists and general interferences, creatures hunted by the Inquisition are quite formidable and should be able to combat the team without being encountered in hordes.

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ALIENS



ABOLETH

Aboleths are bizarre squid-like creatures with psionic abilities.

Abilities: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d8

Pace: 2; **Parry:** 5; **Toughness:** 14 (2)

Skills: Climbing d8, Fighting d6, Notice d8, Psionics d10, Swimming d10, Throwing d10

Armor: Thick Skin (All 2)

Weapons: Tentacles (Str+d4, Reach 4)

Special Abilities:

- **Aquatic:** Pace 10
- **Fear -2:** Aboleths are terrifying creatures to see.
- **Hardy:** Aboleths do not suffer a wound from being Shaken twice.
- **Land Crawler:** Aboleths can stay on land for up to 12 minutes before having to return to the water.
- **Large:** Attackers add +2 to their attack rolls when attacking an aboleth due to its large size.
- **Lash:** Aboleths may attack two different targets at the same time with their tentacles.
- **Powers:** Aboleths have 40 Power Points and know the following powers with a psionic trapping: *confusion, farsight, fear, havoc, mind reading, pummel, puppet, speak language, summon ally, and telekinesis.*
- **Size +6:** Aboleths are over 20 ft. long and weigh around 6,500 pounds.

DEEP ONE

Deep Ones are fish-like humanoids who live above and below the water.

Abilities: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Skills: Climbing d6, Fighting d6, Notice d6, Swimming d8, Throwing d6, Tracking d6

Armor: Thick Skin (All 1)

Weapons: Improvised Weapons (Str+d4 or Str+d6)

Special Abilities:

- **Aquatic:** Pace 8
- **Improvisational Fighter:** Do not suffer penalties when wielding improvised weapons.
- **Land Breather:** Deep Ones can breathe while on land.

GARGOYLE

Gargoyles are stone-like flying beasts with long snouts and vicious claws.

Abilities: Agility d10, Smarts d6, Spirit d4, Strength d12+4, Vigor d8

Pace: 4; **Parry:** 7; **Toughness:** 10 (4)

Skills: Climbing d10, Fighting d10, Intimidation d6, Notice d8

Armor: Stone Skin (All 4)

Weapons: Teeth (Str+d6), Claws (Str+d8)

Special Abilities:

- **Fear:** Gargoyles cause Fear checks with no penalty.
- **Flight:** Gargoyles of a Flaying Pace of 8" and a Climb of 4".

HOMUNCULUS

Homunculi are short, hairless humanoids with devilish inclinations.

Abilities: Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d4

Pace: 6; **Parry:** 6; **Toughness:** 3

Skills: Fighting d8, Notice d6, Taunt d10, Throwing d8

Armor: None

Weapons: Alchemical Grenades (3/6/12, 2d6, MBT, equivalent to *blast* power), Alchemical Missiles (3/6/12, 2d6, equivalent to *bolt* power), Claws (Str+d4)

Special Abilities:

- **Alchemist:** Homunculi are master alchemists and create alchemical weapons that do not use Power Points and are rolled against Throwing instead of an arcane skill. They typically carry 6-10 of each weapon.
- **Dodge:** Homunculi are quick and attackers subtract 1 from Shooting or Throwing rolls when targeting them. In addition, they receive a +1 Agility bonus to evade area effect attacks.
- **Size -1:** Homunculi are only 2 to 3 ft. Tall.

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SASQUATCH

Sasquatches are ape-like humanoids that live in forests.

Abilities: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Skills: Climbing d10, Fighting d10, Notice d8, Throwing d10

Armor: Thick Skin (All 1)

Weapons: Improvised Thrown Weapons (3/6/12, Str+d4, RoF: 1, -1 Throwing, -1 Parry)

Special Abilities:

- **Brawler:** Sasquatches typically fight bare-handed and receive a +2 bonus to damage with a successful bare-handed Fighting roll.
- **Brawny:** Sasquatches are very muscular, receiving a +1 bonus to Toughness and can carry 8 times their Strength in pounds.
- **Bruiser:** Sasquatches roll an extra d8 instead of a d6 when getting a raise on a bare-handed Fighting roll.
- **Size +1:** Sasquatches are slightly larger than humans.



SHOGGOTH

Shoggoths are large amorphous creatures with multiple eyes.

Abilities: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d10

Pace: 4; **Parry:** 6; **Toughness:** 13

Skills: Climbing d10, Fighting d8, Intimidation d10, Notice d10, Taunt d8

Armor: None

Weapons: Amorphous Body (Reach 3, See **Envelop**), Teeth (Str+d6)

Special Abilities:

- **Envelop:** Once per round, a shoggoth may attempt to envelop one target within its reach as a standard Fighting roll. The target receives an Agility check at (-1) to avoid the attack. If the shoggoth is successful, the target gains 1 level of Fatigue due to asphyxiation. Each round afterward, the shoggoth may attempt to hold the target within its amorphous body as an opposed Strength roll. If the shoggoth is successful, the target gains 1 additional level of Fatigue. The shoggoth continues

holding the target within its body until the target is Incapacitated. The shoggoth may hold a maximum of 4 targets at one time. The shoggoth may not perform a bite attack in the same round it attempts to envelop a target.

- **Fear -2:** Shoggoths are terrifying creatures to see.
- **Hardy:** Shoggoths do not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a shoggoth due to its large size.
- **Size +6:** Shoggoths are large, sprawling creatures up to 24 ft. in diameter.
- **Wall Walker:** Shoggoths can walk on walls and ceilings.



YETI

Yetis are ape-like humanoids that live in mountains.

Abilities: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Skills: Climbing d10, Fighting d10, Notice d8, Throwing d10

Armor: Thick Skin (All 2)

Weapons: Improvised Thrown Weapons (3/6/12, Str+d4, RoF: 1, -1 Throwing, -1 Parry)

Special Abilities:

- **Brawler:** Yetis typically fight bare-handed and receives a +2 bonus to damage with a successful bare-handed Fighting roll.
- **Brawny:** Yetis are very muscular, receiving a +1 bonus to Toughness and can carry 8 times their Strength in pounds.
- **Bruiser:** Yetis roll an extra d8 instead of a d6 when getting a raise on a bare-handed Fighting roll.
- **Immunity:** Yetis are immune to cold temperatures.
- **Size +1:** Yetis are slightly larger than humans.

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BEASTS (SHAPESHIFTERS)



WERERAT

Wererats shapeshift into human-sized rats with very long claws.

Abilities: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 8; **Toughness:** 6

Skills: Climbing d12, Fighting d12, Intimidation d10, Notice d12, Tracking d10

Armor: None

Weapons: Teeth (Str+d6), Claws (Str+d8, AP 1)

Special Abilities:

- **Fear:** Wererats are frightening creatures to see.
- **Infection:** Anyone slain by a wererat has a 50% chance of rising as a wererat themselves. The character involuntarily transforms every new moon. She gains control of her shapeshifting only after 1d4 years as a wererat.
- **Low Light Vision:** Wererats ignore penalties for Dim and Dark lighting.



WERETIGER

Weretigers shapeshift into larger-than human-sized tigers.

Abilities: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d8

Pace: 10; **Parry:** 8; **Toughness:** 8 (1)

Skills: Climbing d8, Fighting d12, Intimidation d8, Notice d12, Tracking d12

Armor: Thick Hide (All 1)

Weapons: Teeth (Str+d8, AP 1), Claws (Str+d6)

Special Abilities:

- **Darkvision:** Weretigers ignore penalties for all lighting conditions.
 - **Fear:** Weretigers are frightening creatures to see.
 - **Infection:** Anyone slain by a weretiger has a 50% chance of rising as a weretiger themselves. The character involuntarily transforms every full moon. She gains control of her shapeshifting only after 1d6 years as a weretiger.
 - **Size +1:** Weretigers are slightly larger than humans.
-

DEMONS



DJINN

Djinn are demonic creatures, with a human appearance, that occupy a parallel world to mankind.

Abilities: Agility d8, Smarts d6, Spirit d12, Strength d10, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Skills: Faith d10, Fighting d8, Intimidation d10, Notice d8

Armor: Cursed Armor (All 2)

Weapons: Cursed Sabre (Str+d6+2)

Special Abilities:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fearless:** Immune to Fear and Intimidation.
- **Powers:** Djinn have 25 Power Points and know the following spells: *blast*, *damage field*, *disguise*, *fly*, and *puppet*.
- **Weakness (Cold Iron, Platinum, Palladium):** Djinn take normal damage from cold iron, platinum, and palladium weapons.



GREATER DEMON

Greater demons are one of the most abundant in the underworld. They exhibit a multitude of shapes and sizes and no two are alike. Some may have two legs while others may have a serpentine body. Some may have wings while others appear to float on invisible feet. Whatever form they take, greater demons love to manipulate and persuade humans into devilish deeds.

Greater demons can also be shapeshifters who appear in human form. If appearing as such, they have additional skills as noted below.

Abilities: Agility d6, Smarts d8, Spirit d10, Strength d12, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 10

Skills: Fighting d10, Intimidation d10, Notice d8, Persuasion d12

[Human form]: Gambling d8, Stealth d8, Taunt d8

Armor: None

Weapons: Claws (Str+d8), Infernal Dagger (Str+d4+1, AP 1)

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Special Abilities:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear -1:** Greater demons are frightening to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Size +3:** Greater demons are bulky demons that average 10 ft. tall.
- **Weakness (Cold Iron, Platinum, Palladium):** Greater demons take normal damage from cold iron, platinum, and palladium weapons.

IFRIT

Ifrits are fiendish djinn created from the blood of a murder victim.

Abilities: Agility d8, Smarts d8, Spirit d4, Strength d10, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Intimidation d8, Taunt d10, Notice d8

Armor: Thick Skin (All 1)

Weapons: Claws (Str+d6, 50% chance of catching on fire)

Special Abilities:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Ifrits have a Flying Pace of 6 in. and a Climb of 3 in. and may not run.
- **Invulnerability:** Ifrits are immune to fire.
- **Weakness (Cold Iron, Platinum, Palladium):** Ifrits take normal damage from cold iron, platinum, and palladium weapons.

IMP

Imps are small, flying demons that travel in packs.

Abilities: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Pace: 4; **Parry:** 5; **Toughness:** 4

Skills: Fighting d6, Notice d8, Stealth d6, Taunt d10, Throwing d6

Armor: None

Weapons: Claws (Str+d4)

Special Abilities:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
-

- **Flight:** Imps have a Flying Pace of 6 in. and a Climb of 3 in. and may not run.
- **Size -1:** Imps are small creatures.
- **Weakness (Cold Iron, Platinum, Palladium):** Imps take normal damage from cold iron, platinum, and palladium weapons.

LESSER DEMON

Lesser demons are often treated like slaves in the underworld. They make up the bulk of chaotic armies and take much punishment from the whip of a fiend.

Abilities: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Skills: Fighting d8, Intimidation d8, Notice d8, Persuasion d6

Armor: None

Weapons: Claws/Bite (Str+d8)

Special Abilities:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
- **Fear:** Lesser demons are frightening to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Lesser demons have a Flying Pace of 18 in. with a climb rate of 4in.
- **Size +1:** Lesser demons are slightly larger than humans.
- **Weakness (Cold Iron, Platinum, Palladium):** Lesser demons take normal damage from cold iron, platinum, and palladium weapons.



ONI

Onis are troll-like demons hailing from Japan.

Abilities: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Pace: 7; **Parry:** 7; **Toughness:** 12 (1)

Skills: Fighting d10, Intimidation d12, Notice d10, Taunt d12

Armor: Leather (All 1)

Weapons: Large Kanabo (Str+d8+1) or Katana (Str+d6+2, AP 2), Claws (Str+d6)

Special Abilities:

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks.
-

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- **Fear -2:** Onis are terrifying creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Gore:** Some onis have horns growing from their heads and can attack with a bull-rush doing (Str+d4+4) damage if they can charge at least 6" before attacking. Otherwise they do not attack with their horns.
- **Large:** Attackers add +2 to their attack rolls when attacking an oni due to its large size.
- **Shapeshift:** Onis can use a full-round action to change from oni to any humanoid form or vice versa. They would then assume the new form's Agility and Strength.
- **Size +4:** Onis are huge humanoid creatures.
- **Weakness (Cold Iron, Platinum, Palladium):** Onis take normal damage from cold iron, platinum, and palladium weapons.

DRAGONS



RIVER SERPENT

River serpents are smaller versions of sea serpents.

Abilities: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d10

Pace: -; **Parry:** 6; **Toughness:** 14

Skills: Fighting d8, Intimidation d8, Notice d6, Swimming d8

Armor: None

Weapons: Bite (Str+d6, Reach 2)

Special Abilities:

- **Aquatic:** Pace 10
- **Crush:** A river serpent may wrap its body around a target as a grapple. Victims suffer damage each round the grapple is maintained. A river serpent may crush and bite in the same round without incurring a multi-action penalty.
- **Large:** Attackers add +2 to their attack rolls when attacking a river serpent due to its large size.
- **Long Neck:** A river serpent's long neck gives it Reach 2.
- **Size +7:** River serpents measure over 80 ft. long.



WYRM

Wyrms are snake-like dragons with no legs or wings.

Abilities: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 17 (4)

Skills: Fighting d10, Intimidation d10, Notice d8

Armor: Scaly Hide (All 4)

Weapons: Bite (Str+d6, Reach 1)

Special Abilities:

- **Constrict:** Wyrms prefer to grapple and constrict their victims.
- **Large:** Attackers add +2 to their attack rolls when attacking a wyrm due to its large size.
- **Long Neck:** A wyrm's long neck gives it Reach 1.
- **Size +5:** Wyrms measure over 60 ft. long.

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GHOSTS (ETHEREAL)



DOPPELGANGER

Doppelgangers are ghostly and gruesome versions of living people, sometimes those they are fighting against.

Abilities: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Skills: Fighting d12, Intimidation d12, Notice d8, Stealth d12+4, Tracking d8

Armor: Thick Skin (All 1)

Weapons: Claws (Str+d8)

Special Abilities:

- **Ethereal:** Doppelgangers are immaterial until choosing to be seen, at which time they become corporeal.
- **Fear -2:** Doppelgangers are hideous, twisted versions of living people and force Fear checks at -2.
- **Fearless:** Immune to Fear and Intimidation.

SHADE

Shades are spirits who live within the shadows of the underworld. They often return to the realm of man to haunt the living. Shades become a part of the underworld and are granted spellcasting abilities.

Abilities: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Intimidation d12+1, Notice d10, Taunt d10, Spellcasting d10, Stealth d12+6, Throwing d8

Armor: None

Weapons: Thrown Objects (Str+d4)

Special Abilities:

- **Ethereal:** Shades are immaterial and can only be harmed by magical attacks.
 - **Fear -2:** Shades cause Fear checks at -2 when they allow themselves to be seen.
 - **Powers:** Shades have 20 Power Points and know the following spells: *armor* (ethereal trapping), *blast* (darkness trapping), *burst* (darkness trapping), *fear* and *invisibility* (shadow trapping).
-

- **Weakness (Palladium):** Shades take normal damage from palladium weapons.

SPECTRE

Spectres are menacing phantoms with hideous features.

Abilities: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Pace: 4; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Intimidation d8, Notice d8, Psionics d8

Armor: None

Weapons: None

Special Abilities:

- **Ethereal:** Spectres are immaterial and can only be harmed by magical attacks.
- **Powers:** Spectres have 20 Power Points and know the following spells with a psychic trapping: *bolt*, *drain power points*, *fear*, *havoc*, and *puppet*.
- **Weakness (Palladium):** Spectres take normal damage from palladium weapons.

WILL-O'-THE-WISP

Will-o'-the-wisps are pixie-like phantoms that resemble glowing balls of flame.

Abilities: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Pace: 2; **Parry:** 2; **Toughness:** 4

Skills: Notice d6, Persuasion d8, Spellcasting d8, Taunt d8

Armor: None

Weapons: None

Special Abilities:

- **Ethereal:** Will-o'-the-wisps are immaterial and can only be harmed by magical attacks.
- **Flight:** Will-o'-the-wisps have a Flying Pace of 6 in. and a Climb of 3 in. and may not run.
- **Powers:** Will-o'-the-wisps have 20 Power Points and know the following spells with a light trapping: *burst*, *confusion*, and *light/obscure*.
- **Size -2:** Will-o'-the-wisps are less than 1 ft. tall.
- **Small:** Attackers subtract 2 from their attack rolls when attacking a will-o'-the-wisp due to its small size.

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- **Weakness (Palladium):** Will-o'-the-wisps take normal damage from palladium weapons.

Wraith

Wraiths are death incarnate. They are the classic image of death wearing hooded cloaks and carrying deadly scythes.

Abilities: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d6

Pace: 7; **Parry:** 7; **Toughness:** 5

Skills: Fighting d8, Intimidation d12+8, Notice d12, Stealth d12+4, Taunt d12

Armor: None

Weapons: Scythe (Str+d4, Parry +1, Reach 1, 2 hands)

Special Abilities:

- **Ethereal:** Wraiths are immaterial and can only be harmed by magical attacks.
- **Fear -2:** Wraiths cause Fear checks at -2 when they let themselves be seen.
- **Fearless:** Wraiths are immune to Fear and Intimidation.
- **Immaterial:** A wraith's scythe is considered immaterial and can pass through solid objects like walls. However, its attacks are considered to be magical and can thus damage its target, bypassing all armor.
- **Weakness (Palladium):** Wraiths take normal damage from palladium weapons.

VAMPIRES (UNDEAD)



DRAUGR

Draugar are undead Vikings serving as grave guardians.

Abilities: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor

d10

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Skills: Fighting d10, Intimidation d10, Notice d12, Throwing d6

Armor: Decayed Leather (All 1)

Weapons: Unarmed (Str+d4)

Special Abilities:

- **Fear -2:** Draugar are frightening to see.
- **Fearless:** Draugar are immune to Fear and Intimidation.
- **Frenzy:** May make an extra Fighting attack per round with a -2 penalty to all Fighting rolls. These attacks must be concurrent and may target up to two adjacent foes.
- **Martial:** A draugar's fists are more than adequate weapons. Attackers do not gain any bonuses for Unarmed Defender.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.



REVENANT

Revenants are animated warriors returning from the grave.

Abilities: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d8

Pace: 6; **Parry:** 8; **Toughness:** 10 (2)

Skills: Fighting d12, Intimidation d12, Notice d4, Shooting d12, Throwing d6

Armor: Bony Armor (All 2)

Weapons: Long Sword (Str+d8) or Battle Axe (Str+d8), Bony Claws (Str+d4)

Special Abilities:

- **Fear -2:** Revenants are animated, disfigured corpses of fallen warriors and cause Fear checks with a -2 penalty.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; do not suffer from Wound Penalties.

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WITCHES (SPELLCASTERS)



NECROMANCER

Necromancers are spellcasters who use their knowledge of the Occult to channel dark powers.

Abilities: Agility d8, Smarts d6, Spirit d12, Strength d6, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Faith d12, Fighting d8, Intimidation d10, Knowledge (Occult) d12, Notice d8, Taunt d8

Armor: None

Weapons: Staff (Str+d4)

Special Abilities:

- **Extraction:** When withdrawing from melee, make an Agility roll. Success means one opponent doesn't get a free attack.
- **Hard to Kill:** Necromancers Ignore wound penalties for Incapacitated Vigor rolls.
- **Powers:** Necromancers have 40 Power Points and know the following spells with a necrotic trapping: *armor, bolt, fear, growth/shrink, puppet, and zombie.*



SHAMAN

Shamans are spellcasters who use their knowledge of the spirits to channel forbidden powers.

Abilities: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Faith d10, Fighting d6, Intimidation d8, Knowledge (Spirits) d10, Notice d6

Armor: None

Weapons: Staff (Str+d4)

Special Abilities:

- **Command:** Subordinates within command radius receive a +1 bonus to their Spirit rolls to recover from being Shaken.
 - **Powers:** Shamans have 30 Power Points and know the following spells with a spiritual trapping: *armor, blast, disguise, divination, intangibility, and puppet.*
-



SORCERER

Sorcerers are spellcasters who use their knowledge of the arcane to channel powerful spells.

Abilities: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Knowledge (Arcana) d12, Notice d8, Spellcasting d12, Taunt d10

Armor: None

Weapons: Rod (Str+d4)

Special Abilities:

- **Improved Arcane Resistance:** Sorcerers learn to resist opposing powers and act as if they have 4 points of Armor when hit by damage-causing powers, and receive a +4 bonus to Trait rolls when resisting opposing powers.
- **Powers:** Sorcerers have 40 Power Points and know the following spells: *armor, barrier, blast, bolt, damage field, dispel, entangle, fly, healing, pummel, and slow.*



WARLOCK

Warlocks are spellcasters who make pacts with vile beings to gain dark powers.

Abilities: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Knowledge (Arcana) d8, Notice d6, Spellcasting d10, Taunt d6

Armor: Leather (Torso, Legs, Arms 1)

Weapons: Dagger (Str+d4)

Special Abilities:

- **Connections (Lesser Demon):** Warlocks typically gain their powers by making connections with lesser demons. At any time, they can use their *summon ally* power to summon that lesser demon.
- **Powers:** Warlocks have 30 Power Points and know the following spells with a dark trapping: *banish, barrier, darksight, drain power points, fear, pummel, and summon ally.*

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WITCH

Witches are spellcasters who channel their powers through a familiar or cauldron.

Abilities: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d6, Knowledge (Arcana) d10, Notice d8, Persuasion d8, Spellcasting d10, Taunt d8

Armor: None

Weapons: None

Special Abilities:

- **Beast Master:** Witches typically channel their powers through a familiar such as a goblin, homunculus, imps, or any type of small creature with arcane knowledge or abilities.
- **Powers:** Witches have 40 Power Points and know the following spells: *barrier, beast friend, blast, damage field, disguise, drain power points, elemental manipulation, farsight, growth/shrink, shape change, and slumber.*



Judgment Day

Adventures

Numerous adventures and campaigns are possible for inquisitors and their retinue. This includes placement within all types of genres, settings, and eras along with incorporating only specific creature types within those adventures and campaigns. To make the GM's job a little easier, tools are presented here to aid in creating myriad adventures and campaigns.

PUBLISHED SETTINGS

To incorporate **JUDGMENT DAY** into published settings, a set of questions need to be answered. Where did the Inquisition come from? What religious organization was it originally attached to? What types of creatures are available within the setting (which leads to what types of inquisitors are available)? Is the entire team of player characters part of the Inquisition or just a single character? If just a single character, are the other characters mercenaries or an integral part of the inquisitor's retinue?

By answering these questions, the GM can better fit **JUDGMENT DAY** into their setting or ongoing campaign. If the Inquisition is being used as another secret society for the player characters to be members of, then only one character needs to worry about ties to the Inquisition while serving as an ally to the adventuring party. This is similar to choosing one's home town or sub-race, using the Inquisition as a background and source for character archetype.

RELIGIOUS ATTACHMENT

As designed, the Inquisition is tied to the Christian religion from Earth's Middle Ages. It serves as a branch of the Church to combat heresy and broke off as a complete force to fight against all threats to mankind. While ties to the Church were obvious in the beginning, they are much more invisible in modern times.

The Inquisition still supports the Church and its fight against heresy, but it has become a self-contained order dedicated to serving all of mankind and not just the Christian religion. However, many of

its regulations mimic those of Christianity along with continuing to preach the importance of religion. Most scholars and inquisitors are Christians, although this is not a requirement. Due to its roots, many of the Inquisition's members are quite pious and believe the flourishing of Christianity is the reason why they fight.

These religious ties work great for modern, historical, or alternate history settings. If the chosen setting is placed somewhere other than Earth, Christianity most likely doesn't exist. To better incorporate **JUDGMENT DAY** into these settings, the Inquisition should be tied to a major religion that preaches against witchcraft and the arcane arts.

Another option is to create an esoteric religious sect served and protected by the Inquisition. They can serve as the sect's military arm, leaving the methods of practicing that religion in the hands of the players and GM. Without some type of religious attachment, the Hindrances hold less value and the background doesn't quite fit. When this is the case, inquisitors could simply be specialized hunters.

RANDOM ADVENTURE CREATION

Once you've settled upon what setting your adventure is going to take place in, you can use this random adventure creator to develop a general framework for your new adventure.

To create a new adventure, use the standard deck of playing cards and deal out a total of 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 basic elements of the genre. Card number one's value places those elements in a given era (or theme based on that era) to be combined with the basic element for the adventure's actual genre.

Card number two's suit defines the type of adventure. Card number two's value further details that type.

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Card number three's suit defines the type of main antagonist. Card number three's value then defines what that antagonist is.

Card number four is optional 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.

CARD NUMBER ONE

DEFINE THE GENRE ELEMENTS

While it is possible to use **JUDGMENT DAY** within multiple genres, not all creatures will exist in every setting. Additionally, some creatures may exist in certain settings without being considered as supernatural or otherworldly. For instance, aliens in sci-fi settings could be common and serve as optional character races.

- **Aliens:** Aliens are any creatures that originally come from another world. They are common within modern and horror settings while being allies or foes within sci-fi settings. It is possible to have aliens within fantasy depending upon the beliefs of the people.
- **Beasts:** Werebeasts are common within horror settings and often appear in fantasy settings. Many werebeasts in fantasy settings are considered as standard creatures and not the supernatural terrors depicted in gothic horror.
- **Demons:** Demons can optimally exist in any setting, although they are most common in horror-influenced and fantasy settings.
- **Dragons:** Dragons are common within fantasy settings. As described, it could be argued that dinosaurs fall under the description of huge reptilian or serpentine creatures just like dragons. If this is desired, these inquisitors could also exist in pulp settings.
- **Ghosts:** As ethereal versions of any race possible, ghosts and other ghost-like beings can exist in all settings.
- **Vampires:** Vampires and other undead are common within horror and fantasy settings. However, in fantasy, many

undead are treated as typical creatures faced throughout an adventurers life and may not cause the same amount of fear as within a horror setting.

- **Witches:** Spellcasters and those who dabble in the arcane arts can exist in all settings.

This information helps to match the Inquisition's purpose with the creatures available in the chosen setting. If the GM and players have decided upon creating a unique setting around the Inquisition, the suit of the first card defines the basic genre elements.

Club	Dark Fantasy: The Inquisition is placed within a fantasy-based setting where the laws of Earth don't necessarily apply.
Diamond	Gothic Sci-Fi: The Inquisition is fighting in a horrific future where the supernatural continue to threaten society.
Heart	Post-Apocalyptic: Supernatural and otherworldly beings are just another part of the day-to-day struggle to survive in the wasteland.
Spade	Earth: The Inquisition survives in a slightly altered version of Earth's past or possible future.

DEFINE THE ERA

With the genre defined, the adventure can be placed within a number of eras. Settings can change significantly by combining different genres and eras. While some of the eras don't make sense with certain genres, the effect is more for flavor than an actual placement. The value of card number one defines the era that influences the genre or that the genre is placed within.

2	Ancient Egypt
3	Ancient Greece
4	Ancient Rome
5	Dark Ages
6	Medieval
7	Renaissance/Colonial
8	Industrial Age

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9	Victorian/Western
10	Machine Age
J	Atomic Age
Q	Information Age
K	Near Future
A	Far Future

CARD NUMBER TWO

DEFINE THE ADVENTURE'S TYPE

While combat is a typical theme in role-playing adventures, inquisitors spend most of their time investigating, tracking, and hunting their quarry. While it's easy to throw a major antagonist at your player characters, it doesn't fit with the purpose of **JUDGMENT DAY**. Adventures are meant to be interactive as these elusive creatures wreak havoc across the land without overtly confronting the inquisitors. Cat-and-mouse games and subterfuge are part of a creature's plan to lure their hunters into the open for an unsuspecting attack. The suit of card number two defines the basic type of adventure.

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 third party.
Heart	Capture: The basis for this adventure is to hunt down an item or person for further investigation, interrogation, or imprisonment.
Spade	Elimination: The basis for this adventure is to eliminate the reported threat at all costs.

DEFINE THE ADVENTURE'S PURPOSE

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 upon what type they are combined with. The value of card number

two defines what the purpose to be combined with the adventure's type to create a unique situation.

- | | |
|----|----------------------------|
| 2 | Scroll or tome |
| 3 | Demon possession |
| 4 | Demon Worship |
| 5 | Missing persons |
| 6 | Reanimation |
| 7 | Hauntings |
| 8 | Religious persecution |
| 9 | Secret cultic séance |
| 10 | Spiritual possession |
| J | Underground secret society |
| Q | Unexplained deaths |
| K | Unknown statue with powers |
| A | Unknown creature sighting |

CARD NUMBER THREE

CHOOSE YOUR ANTAGONIST

When choosing the major antagonist, the purpose of the storyline, always consider the genre and what creature types are or should be available. While many of 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 several others. Either by themselves, with a partner, or with a couple minions, they are formidable foes for the player characters to dispatch.

The suit of card number three defines the category of the antagonist with its value defining the actual antagonist that falls within that group. Should a single antagonist be too weak against the player characters, choose another or create two of the same creature.

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Club	<i>Alien or Beast</i>	Heart	<i>Ghost or Vampire</i>
2	Aboleth	2	Doppelganger
3	Bargest*	3	Ghost
4	Deep One	4	Ghoul*
5	Gargoyle	5	Lich
6	Homunculus	6	Mummy*
7	Sasquatch	7	Revenant
8	Shoggoth	8	Skeleton
9	Werebear*	9	Spectre
10	Wererat	10	Vampire
J	Weretiger	J	Wight*
Q	Werewolf	Q	Will-o'-the-wisp
K	Yeti	K	Wraith
A	Were-x (choose a natural creature)	A	Zombie
Diamond	<i>Demon or Dragon</i>	Spade	<i>Witch</i>
2	Djinn	2	Hag*
3	Dragon	3	Necromancer
4	Drake	4	Shaman
5	Greater Demon	5	Sorcerer
6	Hellhound*	6	Warlock
7	Ifrit	7	Witch
8	Incubus/Succubus*	8	Novice Mage*
9	Lesser Demon	9	Veteran Mage*
10	Oni	10	Archmage*
J	River Serpent	J	Cave Men Shaman*
Q	Sea Serpent*	Q	Priest of Death*
K	Wyrn	K	Priest of Healing*
A	Wyvern*	A	Priest of War*

**Many of the above creatures are found in the Savage Worlds Fantasy Companion. If you do not have that book, either choose a different creature or create your own stats.*

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. Other creatures 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.

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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.

- | | |
|-----------|------------------------|
| 2 | Chaos |
| 3 | Demon |
| 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 |

NAMES

Many cults carry names to signify their purpose, create suspicion amongst the general public, or simply give themselves a name to gather under. Use at least two entries from the following list (only one entry per list) to create the cult's name. Combine them in different ways as desired. This is done outside of the use of the playing cards to allow for additional options and maximize the number of combinations.

Animals

1. Bear
2. Crow
3. Eagle
4. Jackal
5. Panther
6. Rat
7. Wolf
8. Wolverine

Celestial Bodies

1. Galaxy
2. Moon
3. Nebulae
4. Planet
5. Star
6. Sun

Colors

1. Black
2. Blue
3. Brass
4. Gold(en)
5. Green
6. Red
7. Silver
8. White

Miscellaneous

1. Axe
2. Blade
3. Blood
4. Burning
5. Burnt
6. Chaos
7. Crystal
8. Dagger
9. Dark
10. Dawn
11. Dead
12. Drowning
13. Dusk
14. Flame
15. Flaming
16. Howling
17. Light
18. Raider
19. Scythe
20. Sickle



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INQUISITOR DOWN TIME

There is bound to be several weeks, if not months, of time between Inquisitional investigations and hunts. An inquisitor is not expected to spend every hour of every day tracking down the supernatural. In fact, much of their time is spent training and researching. There are always new creatures being found and inquisitors need to know their opponents before meeting them head-on.

This translates to role-playing what the player characters do between adventures. This can be done during or between game sessions. It is possible for these down times to be an integral part of the overarching storyline. This can include training to justify new Edges, skills, or powers, or the timely research involved before confronting a completely unknown foe.

Down time can be role-playing adventures that are part of a larger campaign, lead-ins to upcoming adventures, or vignettes that describe the player characters' lives outside of their standard Inquisitional duties. Roll 1d10 or choose from the following list.

1. Establishing allies
2. Establishing informants
3. Infiltrating cults
4. Investigating cults
5. Locating mercenaries
6. Researching adversaries
7. Securing operational funds
8. Training new Edges
9. Training new powers
10. Training new skills

RUNNING A CAMPAIGN

Campaigns using **JUDGMENT DAY** do not involve single outcomes. They do not revolve around a series of events that lead up to “saving the world” or anything similar. Instead, they are a series of major outcomes pertaining to the career of an inquisitor or group of inquisitors. Campaigns may have a single goal in mind, such as ridding all threats from North America, or they contain a series of goals

involving a collection of mini-campaigns, such as tearing down a cult or stopping a vampire cabal.

An inquisitor's career involves a number of conflicts against many types of creatures including the investigation required to find them. There will inevitably be down time where an inquisitor train and research. Always remember that creatures in **JUDGMENT DAY** are not regularly encountered nor are they part of the general public. Unlike epic fantasy, these creatures are not a part of the landscape. They are considered extremely dangerous and difficult to find. Inquisitors do not encounter these creatures in public places, unless they blend in with the rest of society, and must spend much of their career tracking their quarry.

The resulting campaign will be a combination of role-playing, investigation, exploration, and combat. Combat with the major adversary should be difficult and cinematic. Combat with minions, cultists, or other fodder should feel like a roadblock in the search of the major adversary. Dungeon delving is possible, but simple hack-and-slash or military campaigns do not fit the theme of the setting. Characters will be wise to focus upon their non-combat skills as much as they focus on their combat ones, if not more.

MODERN FANTASY HORROR

While **JUDGMENT DAY** is designed to be used across a multitude of genres, by default all supplements and adventures will be published within a modern fantasy horror setting. This alternate version of modern day Earth populates our world with supernatural beings and cults of all types.

The Inquisition is a secret organization that hides in plain sight, right beneath the noses of the general public. They avoid the public eye as their activities could cause a worldwide panic should people realize what actually lives in the woods just outside of city limits. Members of the Inquisition, especially inquisitors, are trained to keep their affiliation secret lest they be ousted from the Inquisition and possibly persecuted for attempting to divulge its secrets. Inquisitors' recruits from out outside the Inquisition are generally kept oblivious of who they are really working for.

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Within this modern fantasy horror setting are all manner of supernatural and otherworldly beings. To properly combat the threats, all modern and medieval equipment from the *Savage Worlds* core rulebook are available. When appropriate, procuring equipment made with better material for hunting the supernatural, such as silver or palladium, is double the normal cost. However, this should only be done when appropriate considering the character's function and specialty.

EXAMPLE: *An inquisitor that specializes in hunting aliens would never need silver or palladium bullets and thus would not be given the opportunity to procure them. However, an inquisitor that specializes in hunting demons would definitely know that a palladium sword affects the demon more than a regular sword, thus allowing the opportunity to procure it.*

Characters that become part of the Inquisition or an inquisitor's retinue after a career within another government, military, or secret organization, could maintain connections with former partners, superiors, contacts, or companions. While their connections know nothing about the Inquisition, unless

a part of it as well, they are still available for assistance that falls underneath their typical job function.

EXAMPLE: *An inquisitor with former ties to the DEA could still call upon a former partner in regards to running down a drug dealer for information.*

In addition to combating the supernatural and otherworldly beings, parts of the modern fantasy horror setting involve research, investigation, recovery, and many other factors to find the beings being hunted. Alongside combat skills, characters may want to focus on interaction and investigation skills such as Investigation, Notice, and Streetwise. A wealth of opportunities also presents itself for Knowledge skills covering many different types of scholarly or esoteric knowledge, often adventure dependent. If the characters are hunting a cultist who happens to be a math genius, then Knowledge (Cryptology) may be a valuable skill to have for deciphering encrypted messages or clues left by the cultist.

FUNDING

Every Inquisitional force needs funding to survive. Typically, the Grand Inquisitor and Inquisitional Judge secure funding through private backers to support the efforts of all their subordinates. It is possible that funding comes through the government, although the Inquisition should never be viewed as just another covert government agency. The most common sources of funding are billionaires or multi-millionaires who yearn for something more, such as the thrill of chasing down a vicious werewolf. Most of these backers silently fund the Inquisition and garner the return through cost avoidance.

EXAMPLE: *Kern Industries has mining facilities within the iron range and factories dotting the land. Supernatural and otherworldly creatures that threaten Kern Industries' holdings can force facility shutdowns, loss of personnel (to cult membership or death), or loss of land due to the creatures scaring the miners away. To protect their many assets, Kern Industries funds an Inquisitional force.*

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ALTERNATE EXAMPLE: *Playboy billionaire Russell Gimmel has so much money, he doesn't know what to do with it all. For recreation, he hunts big game and goes on expeditions through the African safari. Out of pure pleasure of hunting the unknown, he funds an Inquisitional force as a hobby.*

Inquisitors are paid monthly or at the end of a mission to cover the duties they perform for the Inquisition, GM's choice. Mercenaries employed by the Inquisition are also paid for their duties, although not as much as an inquisitor. Mercenaries recruited directly by the inquisitor are paid for by the inquisitor directly from their own regular pay or through outside sources. Inquisitors with the Filthy Rich Edge fund their own Inquisitional force for various purposes.

When an inquisitor receives payment, it is enough to cover their normal expenditures, housing, transportation, food, and their normal "salary" (dependent upon the setting and at the GM's discretion). The higher an inquisitor's rank, the higher their salary should be. Annual salaries paid by the Inquisition are equivalent to the following modern day amounts:

- Basic Inquisitor: \$50,000
- Lord Inquisitor: \$75,000
- Master Inquisitor: \$100,000
- Inquisitional Judge: \$125,000
- Grand Inquisitor: \$150,000

Any level of inquisitor is allowed to supplement their salary through private funding or other activities. Illegal activities are greatly frowned upon, but not unheard of. Those who dabble in illegal activities are typically dealt with by government agencies. In addition, an inquisitor's living arrangements should be commensurate to their rank.

Savage Tale

To get the most use out of the mechanics provided in **JUDGMENT DAY**, all savage tales, adventures, and campaigns will be placed within the same modern fantasy, action horror setting. The center of operations for this Inquisitional force is located in Chicago, Illinois, USA. This setting allows for all aspects of **JUDGMENT DAY** to be incorporated as the Game Master desires.

DOUBLE WALKER

Double Walker is a Novice-level adventure designed for a party of 4 – 6 characters to be played within one or two game sessions. If the party contains fewer than four characters, reduce the number of Extras in the combat encounters. If the party is higher than Novice level, more Extras or other complications, such as environmental changes, should be added to balance the combat encounters. Non-combat encounters should not need to be adjusted.

The following information is for the GM's eyes only!

SUMMARY

An archaic tome was located several months ago and the Red Moon cult's experts have been busy translating, albeit poorly, the dead language in the hopes of determining its purpose. The only translations so far have resulted in failed séances throughout Wisconsin and Illinois. However, these cultic experts feel they almost have the tome fully, and properly, translated.

The tome describes an ancient spell that creates a ghastly, ethereal version of a participant – willing or unwilling – called a doppelganger. Doppelgangers are strong creatures and completely uncontrollable. Once the cult succeeds, they plan to unleash this horrific beast upon Chicago.

The characters are tasked with investigating the cult and the tome along with subsequently destroying the created doppelganger. They receive some help after coming under the watchful eye of an apostate

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who is very wary and curiously knowledgeable about the recent activities.

GETTING THE CHARACTERS INVOLVED

The characters are part of the North American branch of the Inquisition, assigned to the Midwest region of the United States. At least one of these characters is an inquisitor reporting to Lord Inquisitor Bishop Steel, also known as Black Steel, and resides within the Midwest region (Illinois, Indiana, Iowa, Kansas, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota, or Wisconsin). His Inquisitional House is commonly referred to as House Steel.

Steel is a decorated beast and vampire purgator that continually yearns for the thrill of the hunt, although he is too busy to look into this matter himself. If only one character is an inquisitor, Steel has assigned her the task of investigating these cultic activities, and advises assembling a strong retinue in case things go awry. If all characters are inquisitors or scholars, they are assumed to be a team and are all assigned the task.

WHAT HAS HAPPENED

The Red Moon cult, located in Illinois and Wisconsin, came upon an ancient tome in January. One of their members, Jeremiah Bathe, is a lexicologist and spends much time studying paleolinguistics. He identified the tome as Egyptian, written in an ancient Nubian dialect. While the language is not unknown to scholars, many of the words contained within are believed to be Occult related and have no known translations.

After four months, Bathe believed he had created a useable translation to perform the ritual. While not fully understanding what the ritual was, Bathe knew it required an able-bodied participant and some type of spirit would be created. The Red Moon performed a séance in May, but the translation proved to be incorrect. Nothing happened and Bathe went back to his studies.

During June and July, Bathe created additional translations, feeling they were correct. Again, the rituals failed and nothing

happened. Upon speaking to fellow lexicologists, Bathe has finally found the correct translation. However, the ritual has to be performed during a full moon when arcane signatures are strongest. The August full moon occurs in two days.

ASSIGNMENT

Role-playing Encounter

Residents of Illinois and Wisconsin have reported seeing strange fire-like glows and out-of-place gatherings of vehicles in the woods along the border. Television and radio news continue to share these sightings as people are suspicious about alien activities. The Inquisition knows better. Early on an August morning, one of the characters receives a call from Lord Inquisitor Black Steel. If only one character is an inquisitor, she receives the call. If more than one character is an inquisitor or scholar, randomly choose one to receive the call. Read the following:

Your cell phone rings, but shows "Unknown Number." Upon picking it up, the voice on the other end speaks before you get the chance.

"Reports of cultic activities are coming from the Illinois and Wisconsin border. Investigate and put an end to them."

The call is immediately disconnected, but you recognize the voice as your Lord Inquisitor Bishop "Black" Steel. You have now been given your assignment.

Being recent initiates into the Inquisition has not afforded the characters with any amenities. They live in their own homes, either together as roommates or separately within a short driving distance

Game Master's Note

Allow the players to role-play how their house looks and what it contains. Give them the freedom to stock their house with all the appropriate electronic items such as a flat-screen television, computer, or smart phone. Make sure they keep this within reason and don't end up with a house filled with spy gear and surveillance equipment.

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of each other, and own their own vehicles. This should be based off the character's age and monetary standing. Allow the players to get creative, but do not allow them to take undue advantage of this setup. Inquisitors are responsible for acquiring their own assets.

If the team is not together at the time of the phone call, allow the recipient to contact the other characters or role-play their search for a strong retinue. Once the team is gathered, the characters need to collect information from television or radio news reports, newspaper articles and archives, Internet blogs, speaking to police, reporters, or witnesses, and any other creative means possible. This can be done in a number of ways, but players should role-play the activity their character is performing rather than calling for skill checks. If none of the characters have a computer within their inventory, give at least one of them a laptop as a gift from the Inquisition.

Streetwise checks are not needed considering available technology. By asking the right questions, looking in the right places, or speaking to the right people, the characters discover the following:

- The first report of strange activity occurred in May of this year.
- Similar sightings were reported in June and July.
- Police have not proceeded with further investigations as the sightings were seemingly random and no crime has been committed.
- All sightings have occurred within the forests straddling the border of Illinois and Wisconsin.
- Many residents have reported seeing a fire-like glow in the woods.
- Many residents have reported seeing aliens.
- One resident claimed he found large areas of the forest cut-down seemingly overnight.

While the last two facts above are false, the residents of the area fear the worst and rumors are beginning to fly. The characters should find that with each passing month (starting in May), the reports become less accurate and more odd as the local residents are starting to panic. Adding improvised reports according to the adventure's background will round out the experience. This encounter ends when the characters have collected enough information to begin their search.

THE RED MOON

Investigation and Role-playing Encounter

The characters have information concerning the cultic activities, and now they need to find who is behind the activities and where to go next. Being part of the Inquisition has its esoteric perks with one being connections to underground information. Though the players' characters may not know it, at least one inquisitor knows who to interview to find information about the occult. If any characters have Knowledge (Occult), they are the one with this information. Otherwise, choose the most likely character.

The characters travel to a less than desirable area of Chicago – the actual location is irrelevant – to find the Inquisition's informants.

A successful Knowledge (Occult) or Streetwise check allows the team to locate Danny Fahlred. Failure means the characters have to get creative finding Fahlred such as speaking to police, private investigators, or imprisoned cultists.

Danny Fahlred is an underground information trafficker, who may also traffic drugs, who often deals with

Game Master's Note

This adventure is not designed for the Inquisition to stop the ritual from successfully occurring. Rather, it allows the characters time to gather information before having to combat the newly created doppelganger.

occult information. He does not give his information willingly and is not intimidated by the Inquisition. All uses of the Intimidation skill fail, although role-playing Fahlred becoming irritated with the character asking the questions will add tension. Three attempts at Intimidation cause Fahlred to stop speaking, and the team must find other means of investigation. Persuasion checks need to be made to gather information from Fahlred, although each question requires a separate check before he answers. Offering him a bribe of at least \$100 loosens his lips enough so that skill checks are no longer required.

The following are example questions to ask Fahlred and his response. Characters do not have to ask these questions verbatim, but their questions should be similar to gather the proper information.

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- What do you know about the recent activity in Illinois and Wisconsin?
 - "All of them are the cult."
- What cult is responsible?
 - "Don't know, but I's can guess."
- What is your best guess?
 - "Well, there's lotsa cults about, but the Red Moon, Black Skulls, and Fangs 're my best guess."
- Which cult is most active right now?
 - "Def'nitly the Red Moon."
- What have they done lately?
 - "I hears they found a really ol' book."
- What kind of book?
 - "I don' know, but I hears it's really ol'."
- What are they doing with the book?
 - "I don' know, but they's got one of them sma't language people. You know, some'n' who studies words. Pro'bly gave it to 'im."
- What is the fire-like glow reported by witnesses?
 - "Hmm, pro'bly their shamans. They's got wicked shamans."
- How big is the Red Moon cult?
 - "They's really big. I say four o' five dozen, maybe."
- Do you know where they are?
 - "They everywhere, man."

Make sure the characters have learned enough information from Fahlred to continue their investigation. If they haven't asked the right questions, have Fahlred drink alcohol and become more talkative the more he drinks. At the very least, the characters need to learn that the Red Moon cult is behind the activities.

If the characters do not gather enough information, allow them to spend a couple days researching the Red Moon cult. However, this results in the characters learning about the doppelganger after it enters Chicago as they miss the full moon ritual. Skip ahead to Terrorizing Chicago and make any adjustments necessary.

THE APOSTATE

Role-Playing Encounter

The characters now have information pointing to the Red Moon cult and the tome they found (these are the key items). They should continue their search for information through the underground or with regular Inquisitional connections, such as Lord Inquisitor Steel. Allow the players to role-play what steps they take next after receiving the information from Fahlred or through other investigations if they didn't ask the right questions. At least one character has Lord Inquisitor Steel's phone number or home address.

If the characters fail to gather enough information from Fahlred to learn about the cult and their newly found tome, skip this encounter as the doppelganger has already been released into Chicago.

After spending time looking for further information, at least one of the characters comes to the attention of Marcus Patterson, a Red Moon apostate. Patterson approaches one or more team members as they wander through the city (actual location is irrelevant) or sit down to eat at a restaurant. If Patterson approaches from the street or sidewalk, he asks to go to the nearest restaurant so they can talk. If the character is alone, either allow the remaining characters time to arrive or run this encounter without them.

Once Patterson is settled into a booth and receives his food, read the following:

The man in the booth appears tired from years of stress. His eyes move around the room as if watching for signs of trouble. His hands shake slightly with every bite he takes.

"Word on the street is that you guys are asking questions about the Red Moon and their new book. I can help you out. I used to be part of the cult, but not anymore. Of course, sometimes I think they're hunting me down so that I don't say anything."

The man takes a couple more bites before continuing. "The name's Marcus, former Red Moon cultist. Emphasis on former. I don't know about this book, but I know who does."

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Allow the characters time to determine any questions they have or how they'd like to proceed. Marcus Patterson knows a lot about the Red Moon cult. He was a fairly important member for several years.

Patterson specialized in researching esoteric cult knowledge. Before joining the cult, he was an active scholar in the occult and arcane, almost too active. His interest in occult lore led him to the Red Moon cult. Over the years, the more he learned, the more it terrified him to be part of the cultic ways, especially the ancient ones he was studying.

The Red Moon cult takes a particular interest in archaic occult lore to feed the desires of their four shamans. The Red Moon is a spiritual cult focused on ethereal and undead abilities. Their shamans are the most powerful in North America and have been known to raise the dead, albeit unwillingly. The only reason the Red Moon would take any interest in archaic tomes is if they contained, or at least possibly contained, new powers relating to spirits.

Patterson does not know about the tome as it was discovered several months after he fled the cult. However, he does know about Jeremiah Bathe, the lexicologist, and where he is located. If the characters want to follow the lead about the ancient book, Patterson gives them directions to find Bathe. He refuses to follow, and after finishing his meal, Patterson goes underground and cannot be located again.

The characters follow Patterson's directions to Jeremiah Bathe's house in Elmhurst, a suburb of Chicago. Bathe does a lot of research for the government, universities, and groups dedicated to the studies of ancient languages.

Game Master's Note

Although the characters will lose sight of Marcus Patterson after this role-playing encounter, he can become a valuable ally against the Red Moon cult in future adventures or campaigns. His stats are provided for this purpose. Patterson is a Wild Card NPC and constructed as a Seasoned-level character.

MARCUS PATTERSON (SEASONED)

Male human apostate

Abilities: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Pace: 6; **Parry:** 5; **Toughness:** 4; **Charisma:** 0

Skills: Fighting d6, Investigation d8, Knowledge (Occult) d10, Notice d6, Streetwise d10, Survival d6

Armor: None

Weapons: Knife (Str+d4)

Hindrances: Curious (Major), Enemy (Red Moon Cult)(Minor), Apostate (Minor)

Edges: Arcane Resistance, Investigator, Scholar (Occult)

THE LEXICOLOGIST

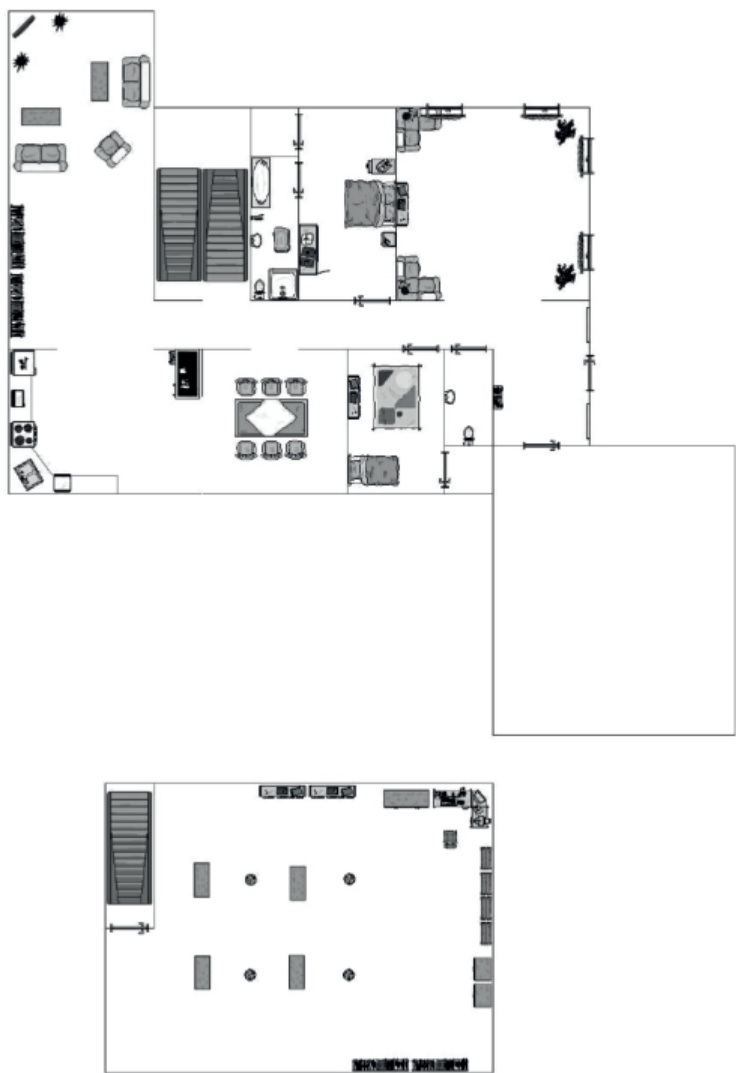
Combat and Role-playing Encounter

Bathe's home is a sprawling affair with a large basement. He does not answer his front door unless visitors are expected. He spends the majority of his time in the basement performing various work-related tasks. He has already completed his latest translation of the Egyptian tome and given it to the Red Moon shamans.

The characters have to break into the house with either a successful Lockpicking or Strength check to open the door. Bathe cannot hear the intrusion as his basement is fairly soundproof. The rambler's front door opens into a foyer with the living room on the right and a hallway in front. Following the hallway, the master suite is on the right, bathroom on the left, and a second bedroom after the bathroom. Continuing down the hallway, the characters come upon the kitchen and dining room while a large family room branches off to the right.

Between the master suite and family room is the set of stairs leading to the basement. There is a locked, trapped door at the bottom of the stairs leading into Bathe's research area. He understands how important and sensitive his work is so the door is secured. Any character that touches the door knob must make a Vigor check or become shaken from an electric shock. A successful Lockpicking check at (-1) disables the trap and the door can be opened. Alternatively, a character may make a Strength check to bull rush the

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door and make a subsequent Vigor check at (-1) to overcome the electric shock.

Bathe hears the characters burst through the door and quickly panics. He has two Doberman Pinchers who immediately protect their master as Bathe attempts to hide underneath his desk.

- **Doberman Pinchers:** Two (use Dog stats from *Savage Worlds* core rulebook)
- **Jeremiah Bathe** (Wild Card)

The dogs fight to the death as they are highly trained attack dogs. While his dogs fight the characters, Bathe retrieves his pistol from a hidden drawer underneath his desk. Upon taking one wound, he throws down the pistol and pleads for his life. If he takes enough wounds to become Incapacitated, key information will instead be found in a nearby journal.

As long as the characters listen to his pleas, Bathe sits down in his chair, staring at his dead dogs. At least one of the characters must interrogate Bathe to discern the location of the upcoming ritual.

Bathe is very condescending, but answers all questions without protest. He may be arrogant, but he is not stupid and knows that cooperation is key to his survival. Throughout the interrogation, Bathe makes rude comments such as “You speak like a common man” or “I know more languages than you can fathom.”

The following are example questions to ask Bathe and his responses. Characters do not have to ask these questions verbatim, but their questions should be similar to gather the proper information.

- What is the book?
 - “It is an ancient Egyptian tome written in a dead, Nubian language.”
- What does the tome say?
 - “It contains a power for creating some type of spiritual twin.”
- How does the power work?
 - “The cult’s shamans must perform a ritual to create this spiritual twin from their fiercest warrior.”
- Has the ritual already been performed?

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- “The ritual has failed three times because we were missing a vital component, which I discovered approximately one week ago.”
- What is the component?
 - “The ritual must be performed during a full moon when arcane signatures are strongest.”
- What is the spiritual twin?
 - “I do not know, but I am sure it cannot be good.”
- Where is the ritual being performed?
 - “Within Glacial Park, near the border.”

Anyone making a Common Knowledge check knows that the next full moon happens tonight. A second Common Knowledge or Investigation check provides the exact location of Glacial Park, south of Richmond, Illinois and the Wisconsin border. Ensure the characters learn the location of the ritual and when it will be performed. If they do not ask the right questions, Bathe rambles, as he is prone to do, discussing cultic issues he probably shouldn't discuss.

JEREMIAH BATHE (WILD CARD)

Male human lexicologist

Abilities: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d4

Pace: 6; **Parry:** 5; **Toughness:** 4; **Charisma:** 0

Skills: Fighting d4, Investigation d8, Knowledge (Lexicology) d10, Knowledge (Occult) d8, Knowledge (Paleolinguistics) d8, Notice d6, Shooting d4

Armor: None

Weapons: Derringer (5/10/20, 2d6+1, AP 1)

Hindrances: Curious (Major), Pacifist (Minor), Quirk (Minor)

Edges: Beast Bond, Rich, Scholar (Lexicology)

FULL MOON RITUAL

Combat Encounter

The characters arrive at Glacial Park as the final stages of the ritual are being performed. No skill checks are required as they witness the four Red Moon shamans drawing upon powerful arcane magic. Glowing shadows surround a figure within the center of the ritual circle, although the figure shows no signs of fear. After five minutes,

the shadows rise higher into the air and come crashing down into the lone figure, throwing him to the ground.

The cultists surrounding the ritual circle fall silent, patiently waiting for the results. The characters can now see that there are 40 – 50 cultists surrounding the four shamans that surround the figure lying on the ground. The cultists erupt in excitement as a glowing, ghost-like figure rises from the downed individual. Any character succeeding in a Knowledge (Ethereal) check recognizes the figure as a doppelganger; a ghostly twin of the ritual's host who still lies on the ground.

If the characters approach at any time, they are stopped immediately by cultist sentinels along the perimeter of the clearing. In addition, regular cultists hear the scuffle and join the fray after three rounds of combat. It should be clear to the characters that they are horribly out-numbered. If the characters wait until the ritual has completed, the regular cultists have primarily dispersed and miss the combat.

If the characters do not wait, they encounter the following:

- **Red Moon Cult Sentinels:** 2 per character plus one Wild Card leader
- **Red Moon Cultists:** 4 per character after three rounds of combat

If the characters wait, they encounter the following:

- **Red Moon Cult Sentinels:** 2 per character plus one Wild Card leader

The characters are too late to stop the doppelganger. The four shamans are taking it and its host to Chicago.

RED MOON CULT SENTINEL

Cultist thugs who ensure the safety of those within the ritual area.

Abilities: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Intimidation d6, Knowledge (Occult) d6, Notice d8, Shooting d6, Throwing d6

Armor: None

Weapons: Knife (3/6/12, Str+d4), Ruger (10/20/40, 2d6-1, Semi-Auto)

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Special Abilities:

- **Rage:** Cult sentinels are drugged-up thugs recruited by the cult to protect their rituals. Receive a +1 bonus to Fighting rolls against all opponents who have targeted you with any attack, regardless if it hit.

RED MOON CULTIST

Basic members of the Red Moon Cult.

Abilities: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Intimidation d6, Knowledge (Occult) d10, Notice d8, Throwing d4

Armor: None

Weapons: Knife (3/6/12, Str+d4)

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.

TERRORIZING CHICAGO

Role-playing and Combat Encounter

The characters return to Chicago and report what they have seen to Lord Inquisitor Steel. Any character with Knowledge (Ethereal) is able to properly describe the doppelganger and get a full report of its abilities. The primary concern is the doppelganger's ability to become completely immaterial as it is terrorizing the residents of Chicago.

Role-play the reports from the television and radio news along with various Internet sources about horrific, violent acts of murder being committed throughout Chicago.

The doppelganger is using its ability to become immaterial to enter busy places, turn corporeal, and murder those within. It has no care for man, woman, or child and has already killed twenty people. Unknown to the characters, the doppelganger is not alone.

The four Red Moon shamans have freed the doppelganger to terrorize Chicago, but the creature's host, the lone individual from the ritual, has been keeping an eye on his ghostly twin. Seth Rutgar is determined to keep any authoritative personnel away from his beloved doppelganger twin at all cost.

Seth Rutgar was essentially born into the Red Moon cult as his father was a leader for many decades. He fully dedicated himself to the cult's purpose and was a willing volunteer upon hearing of the spiritual twin ritual. He has a deep hatred for most of Chicago due to years of ridicule during his youth along with the persecution of his father by the Chicago police department. When the characters finally locate the doppelganger, Rutgar is close by, aiming to protect the creature.

Where the characters find and encounter the doppelganger depends on their actions. Allow the characters to role-play how they find the doppelganger, following various leads from witnesses or anticipating its next move. Possible skills include Healing (to decipher a victim's wounds), Investigation (to track the murders via the Internet, television, or news), Notice (to spot the murder trail), Streetwise (to interview witnesses or police), or Tracking (to follow the murder trail). This search is meant to be creative.

Upon closing in on the doppelganger, it becomes immaterial and attempts to flank the characters. The doppelganger remains immaterial until its Initiative is reached on which it becomes corporeal. From a mechanics stand-point, the doppelganger cannot change from immaterial to corporeal or vice-versa in the same round which it attacks. It may, however, move normally.

- **Doppelganger**
- **Seth Rutgar** (enters combat after the second round)

After defeating Rutgar and the doppelganger, the characters should report the situation to Lord Inquisitor Steel and return home. The Inquisition makes arrangements to give all inquisitors (not hired mercenaries or allies) their standard mission pay. This is enough to cover three months' rent/mortgage, vehicle payment, food, and general consumables. In addition, all characters receive \$500 to do with as they please.

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DOPPELGANGER (WILD CARD)

An ethereal double of a willing (or unwilling) participant.

Abilities: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Skills: Fighting d12, Intimidation d12, Notice d8, Stealth d12+4, Throwing d8, Tracking d8

Armor: Thick Skin (All 1)

Weapons: Claws (Str+d8), Teeth (Str+d4)

Special Abilities:

- **Ethereal:** Doppelgangers are immaterial until choosing to be seen, at which time they become corporeal.
- **Fear -2:** Doppelgangers are hideous, twisted versions of living people and force Fear checks at -2.
- **Fearless:** Immune to Fear and Intimidation.

SETH RUTGAR (WILD CARD)

Seth Rutgar is a Red Moon cultist who willingly allowed himself to be used to create the doppelganger.

Abilities: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Knowledge (Occult) d12+2, Notice d8, Shooting d8, Taunt d8, Throwing d6

Armor: Leather Trench Coat (All 1 vs. melee)

Weapons: Knife (3/6/12, Str+d4), Pump Action Shotgun (12/24/28, 1-3d6)

Special Abilities:

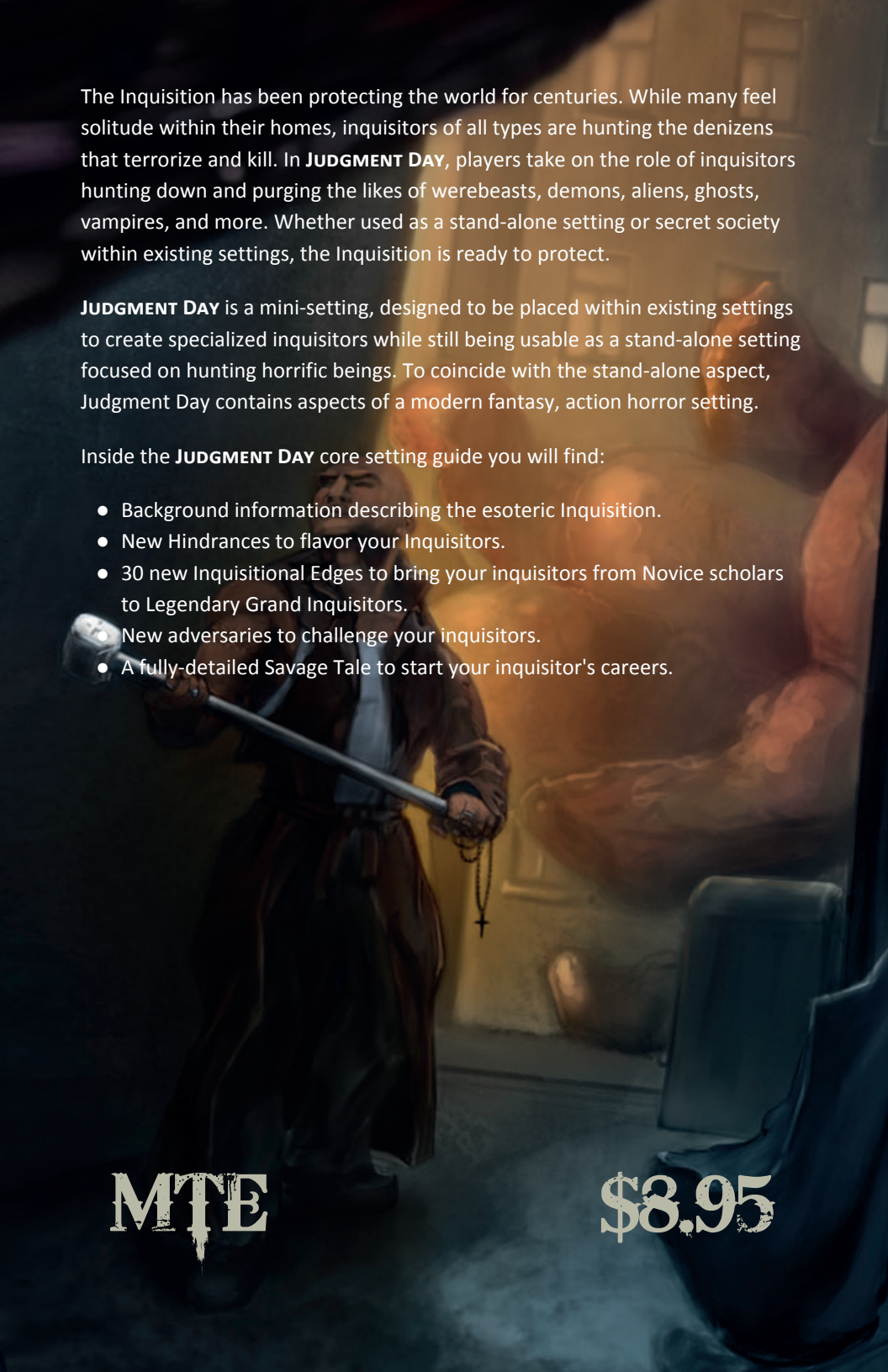
- **Fearless:** Immune to Fear and Intimidation.
- **Hard to Kill:** Ignores wound penalties for Incapacitated Vigor rolls.

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The Inquisition has been protecting the world for centuries. While many feel solitude within their homes, inquisitors of all types are hunting the denizens that terrorize and kill. In **JUDGMENT DAY**, players take on the role of inquisitors hunting down and purging the likes of werebeasts, demons, aliens, ghosts, vampires, and more. Whether used as a stand-alone setting or secret society within existing settings, the Inquisition is ready to protect.

JUDGMENT DAY is a mini-setting, designed to be placed within existing settings to create specialized inquisitors while still being usable as a stand-alone setting focused on hunting horrific beings. To coincide with the stand-alone aspect, Judgment Day contains aspects of a modern fantasy, action horror setting.

Inside the **JUDGMENT DAY** core setting guide you will find:

- Background information describing the esoteric Inquisition.
- New Hindrances to flavor your Inquisitors.
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