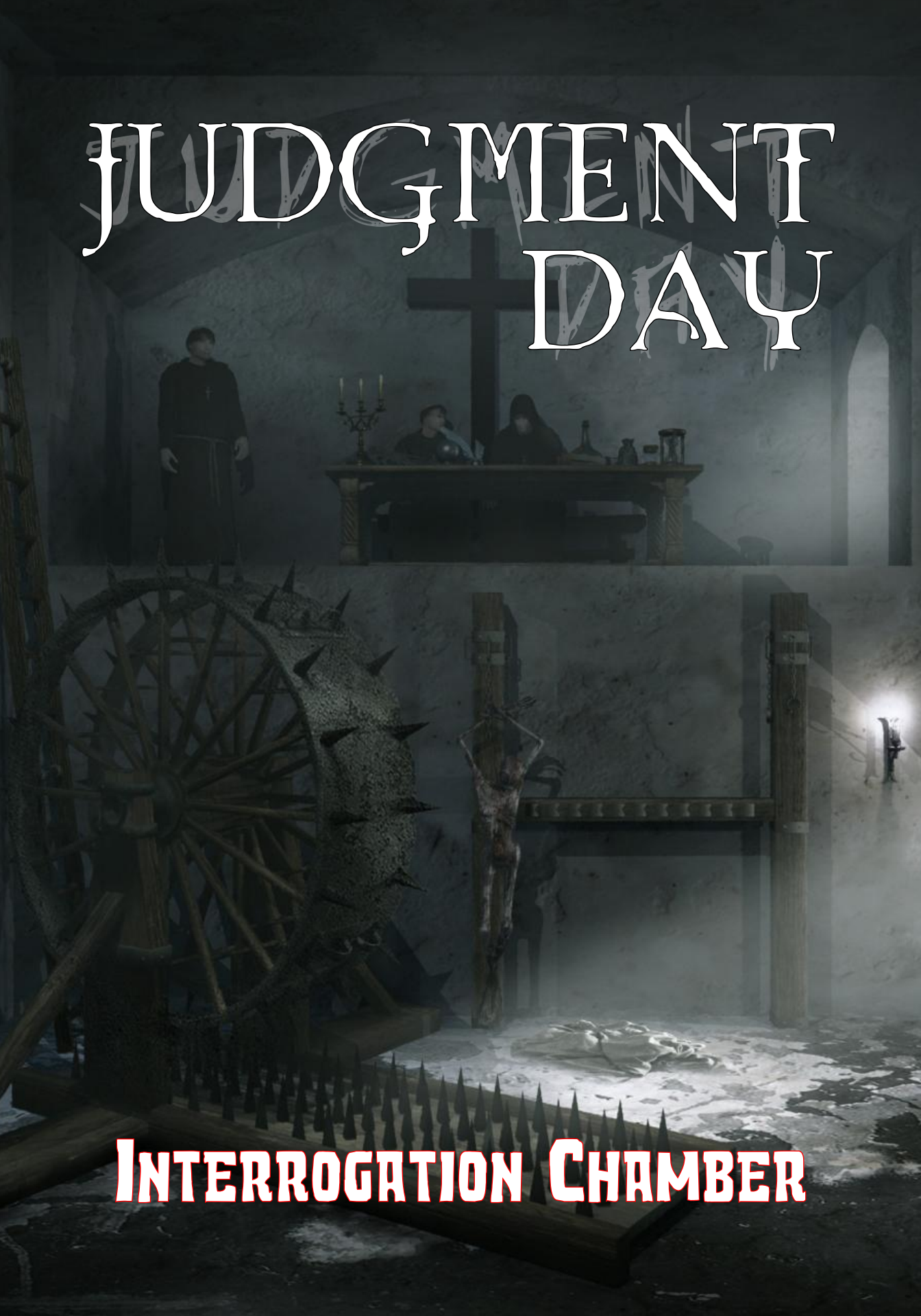


JUDGMENT DAY



QUICK START GUIDE

JUDGMENT DAY



INTERROGATION CHAMBER

CONTENTS

An Unexpected Stop.....	4	Gamemastering Judgment	
Welcome to Judgment Day....	8	Day.....	37
What is Judgment Day?.....	8	Shadowed Earth.....	37
The Greater Shadowed Earth		Choosing an Era.....	39
Canon.....	9	Religion.....	40
Inquisition.....	10	Language.....	40
Being an Inquisitor.....	11	The Occult.....	41
Inquisitor’s Retinue.....	12	Occult Machinations.....	41
Threats.....	14	Dark Arts.....	44
Blissful Ignorance.....	17	Arcane Background (Ethermancy)	
Victorian Inquisitors.....	19		44
Character Concepts.....	19	Allies.....	45
Character Creation.....	21	Samuel Mathis.....	48
Homeland.....	21	Emily Patrick.....	50
Egypt.....	22	Alfred Underwood.....	52
England.....	23	Wade Pittman.....	54
Germany.....	23	Lillie Duncan.....	56
Italy.....	24	Ian Goodwin.....	58
Ottoman Empire.....	24	Double Walker.....	61
Spain.....	24	Background.....	61
Skills.....	25	Getting the Characters Involved.....	62
Driving.....	25	Initial Reports.....	62
Knowledge.....	25	Shadow Scorpion.....	62
Hindrances.....	25	Locations.....	63
New Hindrances.....	25	Reading.....	63
Edges.....	26	Tree Grove.....	63
Forbidden Edges.....	26	Reading Abbey.....	64
New Edges.....	26	London.....	66
Inquisitional Edges.....	27	Supporting Cast.....	67
Social Edges.....	28	Danny Fahlred, Information	
Gear.....	29	Trafficker.....	67
Melee Weapons Table.....	29	Marcus Patterson, Apostate.....	68
Ranged Weapons Table.....	30	Jeremiah Bathe, Lexicologist.....	69
Arcane Background.....	31	Adversaries.....	71
Arcane Background (Clockwork)		Doppelganger.....	71
.....	31	Seth Rutgar.....	72
Organization.....	34	Shadow Scorpions.....	72

QUICK START GUIDE

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AN UNEXPECTED STOP

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

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

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

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

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

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

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

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

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

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

"Almost," replied Andreson.

"Switch to radio silence."

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

They continued on to their assigned position 150ft from the clearing. The team knelt down behind a fallen tree and Mason took her position. She focused her binoculars on Inquisitor Steel's position, and indicated to Andreson that she had

him in her sights. She then scanned the area around the inquisitor; no one else had joined him.

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

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

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

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

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

"So you admit to being a heretic."

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

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

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

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

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

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

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

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

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

"I am not a radical."

"Then why haven't you killed me?"

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

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

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

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

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

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

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

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

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

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

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

"Your tail is in the sky."

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

"What is it?" asked the inquisitor.

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

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

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

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

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

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

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

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

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

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

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

The demon roared out again and both whips disappeared. Its hands began to glow with a chaotic black as an orb formed and opened up a small gate to the chaos

realm. Four small imps emerged and leapt out to engage the group. Inquisitor Steel pulled out his nickel-plated Desert Eagles and put platinum bullets into two of the imps, dropping them quickly to the ground. Wurth got on his knees and dropped the other two with a shot from each of his Glocks.

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

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

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

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

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

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

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

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

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

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

Inquisitor Steel looked back at the injunctive, "It's returning to the chaos realm." "But you just cut its head off!"

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

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

"Steel?" the voice said.

"We need damage control on my current position."

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

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

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

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

The *Judgment Day Quick Start Guide* features mechanics for the Victorian era only. Mechanics for the Crusades and modern age can be found in the full core setting guide along with a modern day adventure and advice and tools for the Gamemaster.

WELCOME TO JUDGMENT DAY

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

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

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

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

WHAT IS JUDGMENT DAY?

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

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

CRUSADES

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

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

The Inquisition was originally formed to root out heresy that had built across the land, which is believed to cause the build-up of the occult. Although publicly the

Inquisition existed to purge non-believers, secretly a sect of the Inquisition was broken off to combat the true supernatural threats.

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

VICTORIAN ERA

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

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

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

MODERN AGE

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

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

THE GREATER SHADOWED EARTH CANON

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

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

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

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

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

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

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

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INQUISITION

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

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

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

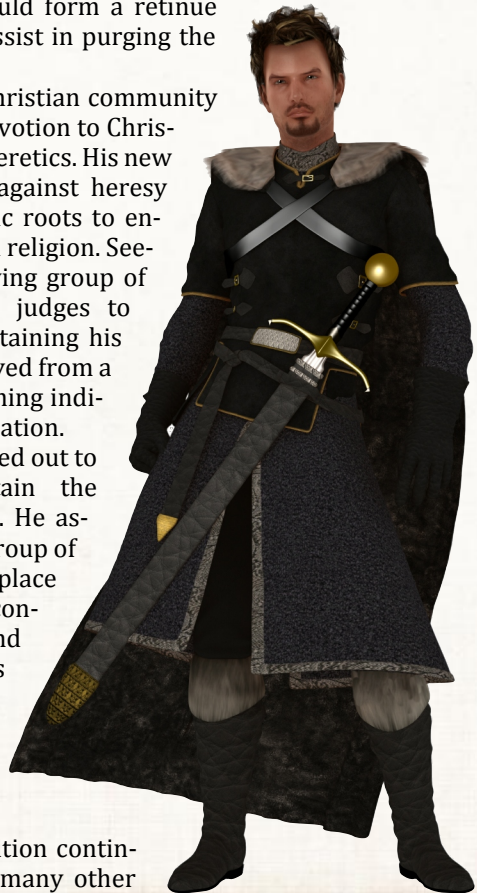
Marcus trained the original inquisitors and eventually came to lead them as their grand inquisitor. Seeing the potential for accusations of corruption from outside sources, the Catholic Church publicly disavowed the witch hunting Inquisition. Secretly, the Catholic Church broke off the sect as its own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

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

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

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

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



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

BEING AN INQUISITOR

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

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

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

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

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

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

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

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

inquisitors must also care for the members of their retinue by ensuring they are receiving the pay and benefits according to their duties within the Inquisition.

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

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

GRAND INQUISITOR

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

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

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

Few ever make it to this rank.

INQUISITOR'S RETINUE

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

INJUNCTIVE

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

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

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

SCHOLAR

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

MERCENARY

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

SPECIAL

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

HERETIC

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

Heretics are individuals that wield powers considered unlawful in the eyes of the Inquisition. This is essentially anyone not considered a special within the given era.



Most inquisitors do not directly recruit heretics, but will use them as allies. Druids and shamans are common allies as they often support humanity instead of threatening it. However, the Inquisition rarely allows for this gray area between lawful and unlawful, and states plainly that those wielding unlawful powers are considered heretics and are punishable by the Inquisition.

THREATS

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

ALIEN

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

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

from before The Fall, and were alternatively worshiped as masters or treated as slaves to the occult. After the clockwork technology was fully eradicated, the occult turned to group rituals to open portals for summoning these alien beings.

The study of aliens is called xenology.

BESTIAL

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

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

The study of shapeshifters is called therianology.

DEMONIC

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

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

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

The study of demonic beings is called demonology.

DIVINE

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

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

DRACONIC

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

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

The study of draconic beings is called dracology.

ETHEREAL

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

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

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

The study of ethereal beings is called spectrology.

NECROTIC

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

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

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

The study of necrotic beings is called thanatology.

WITCH

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

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

Above all other threats, witches are the primary focus of the Inquisition as they are the major reason all other threats exist. They bring demons from the chaos realm into the mortal realm. They transport vile beings across the cosmos from their native mortal realms to Earth. They continue to wield necrotic energy, creating more and more necrotic beings. They pull ethereal beings from the spiritual realm to be used against mankind. They imbue the willing with the essence of an animal to grant them shapeshifting abilities. They even harness residual divine energy from the cosmic realm for malevolent purposes.

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

The study of witches is called arcanology.

BLISSFUL IGNORANCE

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

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

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

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

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

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

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

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



VICTORIAN INQUISITORS

VICTORIAN INQUISITORS

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

CHARACTER CONCEPTS

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

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

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

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

Clergy: With not only the ever-expanding number of religious groups, but also the expansion of roles within the various Churches, there are more roles in the various Churches than ever. These new roles fall under the term clergy, who hold some type of leadership role within the Church. They join the Inquisition

to punish those who dare sin against all of mankind. **Suggested Skills:** Intimidation, Knowledge, Persuasion

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

Engineer: With the widespread use of clockwork technology by the Inquisition, engineers have become incredibly valuable. They're typically recruited by a grand inquisitor due to their mechanical prowess, and with the hope that they will design the next

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

gadget that can be used against the supernatural world. **Suggested Skills:** Investigation, Knowledge, Repair

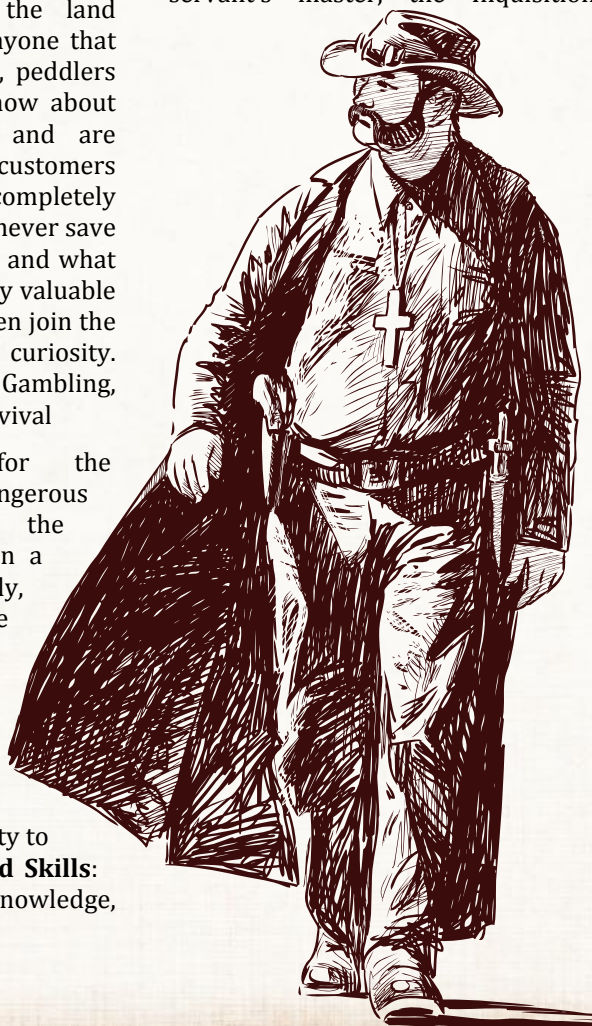
Miner: Miners are important during the Victorian era due to the large number of industrial facilities being built at an alarming rate fed by the world's desire for technology. However, sometimes those miners step into areas where supernatural beings live. If they survive an encounter, the Inquisition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

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

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

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

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



recruits the servant to better understand his master. **Suggested Skills:** Knowledge, Notice

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

the public, teachers are highly sought after to help educate inquisitors. The more one knows about the beings they encounter, the better their chances of survival are. The Inquisition regularly recruits teachers to join their growing stock of scholars. **Suggested Skills:** Investigation, Knowledge, Persuasion

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

CHARACTER CREATION

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

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

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

Edges: Besides new and existing Edges, a new Inquisitional Edge is introduced. The Scholar Edge is required to be taken should a character wish to be called an inquisitor and reach the rank of grand inquisitor.

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

HOMELAND

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

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

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

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

As in the Middle Ages, each grand inquisitor is in charge of recruiting within his assigned territory. Each territory has an assortment of nations that can be translated into character backgrounds. However, with the ease of global travel, characters should not be limited in their choice of culture as many cultures have migrated far from their previous homeland.

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

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

EGYPT

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

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

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

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

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

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

alongside German, Islam, and Roman Catholic influences.

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

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

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

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

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

Portuguese East Africa: Portuguese East Africa occupies modern-day Mozambique and is a Portuguese colony and missionary location. The official language is Portuguese and

the dominant religion is Roman Catholic.

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

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

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

ENGLAND

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

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

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

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

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

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

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

GERMANY

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

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

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

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

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

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

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

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

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

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

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

ITALY

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

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

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

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

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

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

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

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

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

OTTOMAN EMPIRE

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

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

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

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

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

SPAIN

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

Austria: The Austrian Empire, and the Austro-Hungarian Empire after 1867, includes modern-day Austria, Czech Republic, and Slovakia. The dominant

languages are German, Czech, and Slovak, while the dominant religion is Roman Catholic.

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

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

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

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

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

SKILLS

DRIVING

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

KNOWLEDGE

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

LANGUAGE

Many languages have survived and been altered into the Victorian era. Since the Inquisition is a global organization, the possible languages are immense and many can even be learned in major learning institutions. Due to the global influence of England and the use of English in the United States, the Inquisition has chosen English to be its

preferred language for internal use. As a result all members are required to understand English so that they can fulfill the duties required by the Inquisition.

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

HINDRANCES

The Illiterate Hindrance is no longer forbidden for Victorian inquisitors.

NEW HINDRANCES

ADDICT (MINOR/MAJOR)

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

As a Major Hindrance, the character is a full addict and requires the drug to get by from day to day. He suffers a -1 penalty to Charisma due to the addiction and must make a Spirit roll, with a -2 penalty, to avoid doing everything he can to acquire it. If he goes 24 hours without the drug, he experiences a splitting headache that causes him to gain one level of Fatigue. This Fatigue recovers after 72 hours or if he acquires the drug he so yearns.

APOSTATE (MINOR/MAJOR)

The character is a former member of the occult. However, the occult doesn't really care for those who learn of their secrets and then leave the organization.

Due to this past membership, he may know inside secrets, where the occult prefers to perform their rituals, or is part of an underground group that attempts to free defectors from the shackles of the occult. As a Minor Hindrance, the character is often followed by his former brethren, from a distance, who may attempt to sabotage his plans. They would never go so far as hurting him, but they do like making his life difficult.

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

FRATERNITY (MINOR)

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

IMPOVERISHED (MINOR)

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

MASCULINITY (MAJOR) (MALE ONLY)

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

EDGES

FORBIDDEN EDGES

Characters may not acquire the following Edges: Arcane Background (Magic), Arcane Background (Miracles),

Arcane Background (Psionics), Arcane Background (Super Powers), Arcane Background (Weird Science), Arcane Resistance, Gadgeteer, Mentalist, Mr. Fix It, Rock and Roll!, Soul Drain, Wizard.

For Victorian characters, the Gadgeteer and Mr. Fix It Edges are allowed, although they are tied to Arcane Background (Clockwork) and Gearsmithing instead of Weird Science.

NEW EDGES

CLAIRVOYANT

Type: Weird

Requirements: Novice, Spirit d8+

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

ENTERTAINER

Type: Background

Requirements: Novice

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

PLAGUE SURVIVOR

Type: Background

Requirements: Novice

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

INQUISITIONAL EDGES

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

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

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

Only the title Scholar can be purchased at character creation as an Inquisitional Edge within the Victorian era setting. However, all Inquisitional Edges must be taken with a field of

study, such as Demonic Scholar. The following Inquisitional Edges are in order of rank with Scholar being the lowest rank. Characters must acquire these ranks in order when improving their stature within the Inquisition.

SCHOLAR

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

The character has dedicated himself to the Inquisition's cause, vowing to protect humanity from the supernatural its supporters. He gains a +2 bonus while performing non-combat field duties involving any being that carries the classification associated with the chosen field of study. These duties include, but are not limited to, research, tracking, investigating, interrogating, observing, dictating orders, analysis, translating, and many other duties that occur outside of combat.

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

INQUISITOR

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

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

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

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

HUNTER

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

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

Due to his continued knowledge in his chosen field of study, he gains a +1 bonus to all Fighting, Shooting, and Throwing rolls made against creatures that fall within his chosen field of study.

Example: Bestial Hunter means the character gains a +1 bonus to all attacks made against beings classified as Bestial.

SOCIAL EDGES

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

CONNECTIONS (CAMBRIDGE APOSTLES)

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

CONNECTIONS (FREEMASONS)

The Freemasons are a fraternal organization that is believed to have come about through the demise of the Knights Templar. They are located across Europe and North America and are believed to retain many secrets from Earth's past, including occult secrets recovered by the Knights Templar. They have eyes and ears in many parts of the world and are

continuously on the lookout for esoteric information. One of their main goals is the furthering of mankind and they regularly offer charity, shelter, and friendship to those in need.

CONNECTIONS (ILLUMINATI)

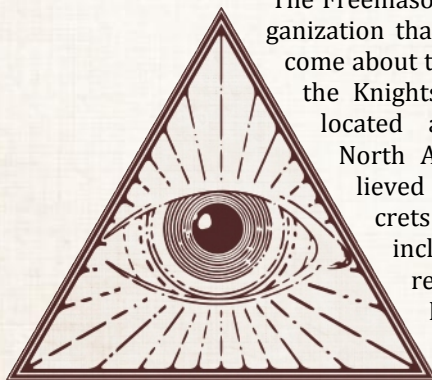
The Illuminati is a secret society that was officially disbanded in 1785, but continues to operate. Their main focus is spreading enlightenment by exposing conspiracies found around the world. They are well-versed in the knowledge of the occult and the Inquisition and serve as a stark opponent to the Inquisition's desire to keep mankind in blissful ignorance.

CONNECTIONS (ODDFELLOWS)

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

CONNECTIONS (ROSICRUCIANS)

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

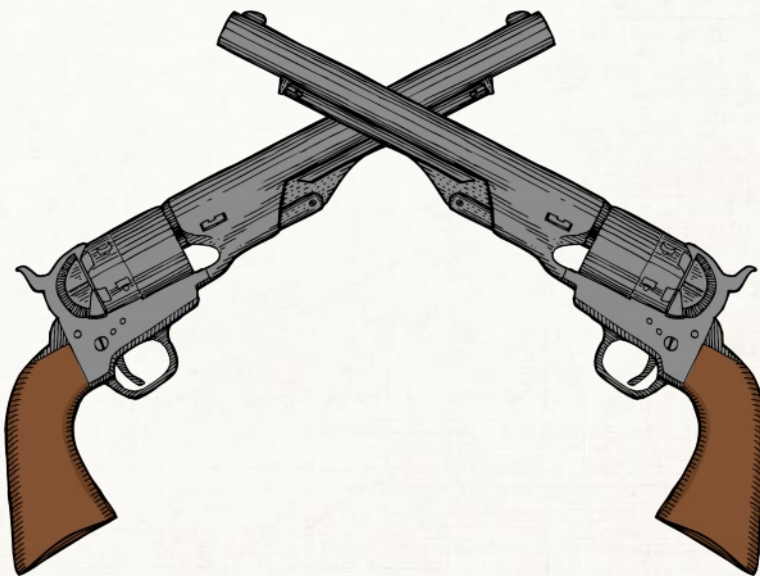


GEAR

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

MELEE WEAPONS TABLE

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



RANGED WEAPONS TABLE

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

ARCANE BACKGROUND

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

ARCANE BACKGROUND (CLOCKWORK)

Arcane Skill: Gearsmithing (Smarts)

Starting Power Points: 10

Starting Powers: 1

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

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

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

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

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

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

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



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

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

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

CLOCKWORK INVENTIONS

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

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

Type: What type of device it is.

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

Effect: What the device does.

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

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

AERIAL SCREW

Type: Flying machine

Use: Piloting

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

Duration: 30 minutes / 12 seconds

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

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



GEARCYCLE

Type: Land traversing machine

Use: Driving

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

Duration: 60 minutes / 42 seconds

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

RUNNING BOOTS

Type: Land traversing machine

Use: Gearsmithing

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

Duration: 60 minutes / 12 seconds

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

ORGANIZATION

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

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

GRAND INQUISITOR OF EGYPT

The grand inquisitor of Egypt is seated in the city of Cairo. He was the first grand inquisitor appointed outside of Europe and was appointed due to the necrotic threat that still proved problematic across Egypt. As the first threats were addressed, campaigns were launched deeper into Africa and east into the Middle East. A significant mixture of beliefs was encountered throughout Africa, leading to

many examinations of the indigenous religions. However, most of this went on hold after entering the area surrounding the Congo River. Here, many vicious other-worldly threats were encountered leading to the diversion of attention away from the Middle East and other areas of Africa.

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

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

GRAND INQUISITOR OF ENGLAND

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

GRAND INQUISITOR OF GERMANY

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

GRAND INQUISITOR OF ITALY

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

GRAND INQUISITOR OF THE OTTOMAN EMPIRE

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

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

GRAND INQUISITOR OF SPAIN

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

GAMEMASTERING



GAMEMASTERING JUDGMENT DAY

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

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

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

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

SHADOWED EARTH

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

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

The Inquisition within *Shadowed Earth* is filled with dark, often sadistic people. They feed on the violence of the world and yearn for the thrill of hunting down horrific beasts. Inquisitors and their retinue are antiheroes; many of them are corrupt or oppressive and use the Inquisition to feed dark desires. After all, what

The *Judgment Day Quick Start Guide* contains an abridged version of the **Gamemastering Judgment Day** chapter. What’s contained herein is designed to aid the GM in further fleshing out the included adventure, or expanding on it to create a new experience. For full GM guidance, refer to the full core setting guide.



upright human would want to stalk the globe searching for aliens, demons, and the undead? Many go insane from a lifelong career with the Inquisition, possibly going so far as turning on their allies and the very organization that made that career possible. It is dangerous to be an inquisitor; a career that should never be approached lightly.

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

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

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

Shadowed Earth consists of many organizations with an understanding of what lurks in the dark. Alongside the Inquisition, and alongside *Judgment Day*, are those who fight for or against the evil that plagues the world. The Fallen, near-immortal, supernatural beings who fight for mankind, are everywhere. Although few in number, they fight for the same cause as the Inquisition, although the Inquisition views them as another blight to be dealt with. The Illuminati possesses much of the same knowledge as the Inquisition, although they see humanity's destiny in the

knowledge and understanding of the evil beings, not blissful ignorance. By illuminating the naïve, the evil can be placated and the occult can be torn apart; in theory at least. However, they too fight for mankind.

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

CHOOSING AN ERA

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

The three major eras of the Inquisition are defined by the two major conflicts between the Inquisition and the occult, along with providing material to play in a modern setting. During the Crusades, the Inquisition hunted down members of the occult and every supernatural and otherworldly being they could find. The hope was that by eradicating these threats to mankind, the world would avoid another possible apocalypse. Instead, they found this underground world was much larger than they realized and a lifelong campaign against these beings was necessary.

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

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

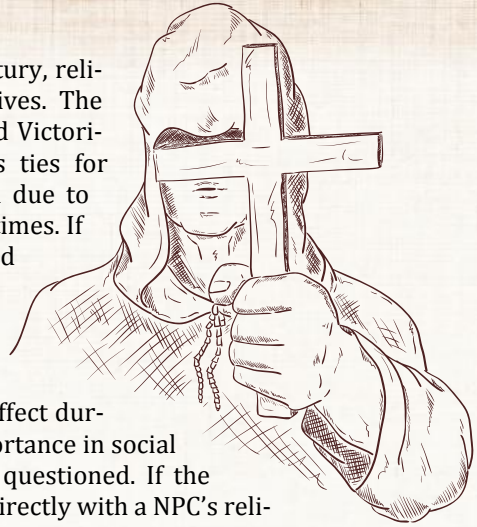
When creating adventures and campaigns, it's crucial to choose the era and inform the players of that decision. The chosen era can drastically affect or limit a character's Background, Character Concept, available Skill Specializations, available equipment, and possibly Qualities. The chosen era can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

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

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

RELIGION

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



Although religion shouldn't have an effect during combat, it may have significant importance in social situations and when one's actions are questioned. If the character's religious affiliation clashes directly with a NPC's religious affiliation, this may create tension between the two, resulting in a social interaction that is far from friendly. This can alter the difficulty modifiers of that interaction or even go so far as one character attempting to coerce the other into believing in something contrary to their actual beliefs.

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

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

LANGUAGE

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

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

Language can serve as another layer of social conflict for a character while investigating and tracking down a target. This can become increasingly important in earlier eras, or it can be increasingly easier to overcome in eras where many cultures are mashed together in harmony (or something resembling harmony)

such as Colonial American times when immigrants were showing up from a number of different countries.

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

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

THE OCCULT

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

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

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

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

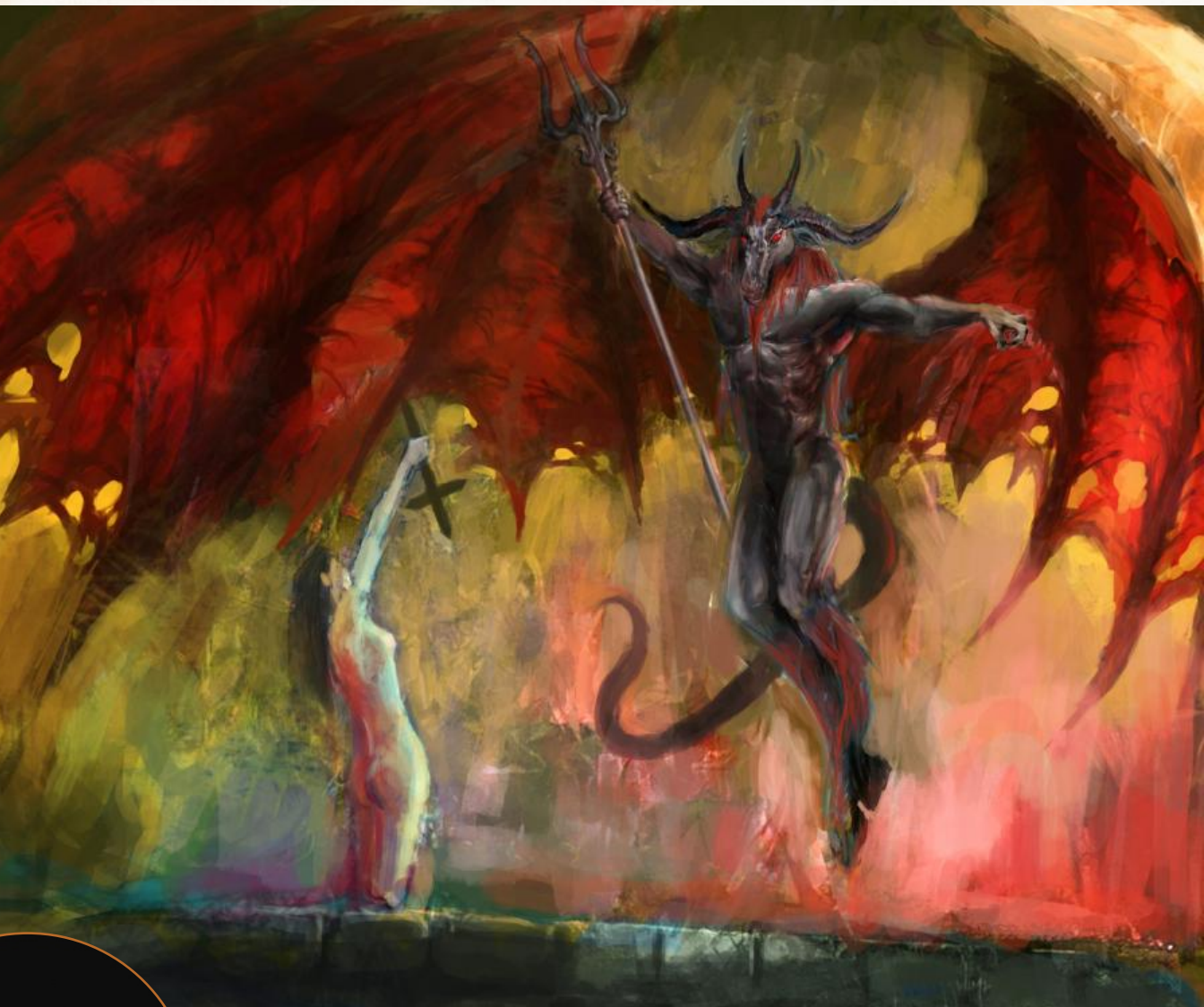
Source of the Conflict: Shining the spotlight on the occult allows for a world of opportunities to open up. With global influence and a countless number of adherents, the occult could probably crush the Inquisition when their resources are properly organized and working fluidly, such as during the Victorian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

OCCULT MACHINATIONS

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

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

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



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

Havoc: Turning order into chaos is a mainstay of the occult. In its purest form, the occult tries to take the everyday lives of those around them and create disorder. This could be the unleashing of a vile demon, the summoning of a mind-controlling alien, the harnessing of bestial powers, or the proliferation of the undead. In any sense, the occult is creating havoc in some form without going so far as attempting a coup or some mega-plot to take over the world. They simply wish to jar everyone's daily lives, possibly for revenge or some other convoluted plot.

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

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

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

Summoning: The most common cults are those who seek to summon (or enslave) a supernatural or otherworldly being. Whether it's to seek the power of the cosmos or the destruction of a neighbor, cults spend many months plotting and scheming until the stars are aligned just right for the ritual to begin. Some rituals take years of planning before they begin, requiring many other plots to succeed before their dark master can be awakened.

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

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

DARK ARTS

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

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

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

ARCANE BACKGROUND (ETHERMANCY)

Arcane Skill: AEther (Smarts)

Starting Power Points: 10

Starting Powers: 2

Forbidden Powers: None

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

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

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

DARK TRAPPINGS

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

INQUISITION'S VIEWPOINT

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

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

Radical inquisitors see ethermancers in a different light. Those who aren't hell-bent on bringing forth a demonic blight can provide a means of travel between the realms for those incapable to do so otherwise. These inquisitors often seek out ethermancers to gain access to the spiritual realm when hunting down a being with spirit walking abilities.

ALLIES

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

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

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

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

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

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

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

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

Informant: Informants are people on the inside of another esoteric organization. They're either placed there secretly by the Inquisition or are looking to make a quick buck by selling inside information they have acquired while performing devious acts with that organization. These snitches care very little about what side they're "working" for and enjoy the thrill of toeing both sides of the line. Should they be caught by organization they're snitching on, they'd likely be executed. Hopefully, they're being watched quite closely by the Inquisition in case they need to be placed into some type of Inquisitional witness protection program.

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

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

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

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

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

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

SAMUEL MATHIS

Samuel Mathis was born and raised in Oxford. His father, a professor at the University of Oxford, was elusive during Samuel's youth until he reached the age of 16. It was then that his father revealed his secondary job as an inquisitor within England's Inquisition. He revealed that he wasn't a full-time professor and only taught occasionally. Samuel's father's true goals lied within the University's library and the centuries old books it contained.

Samuel's mother knew all about his father's Inquisitional duties, and supported them fully. This piqued Samuel's curiosity and he quickly set about studying his father's notes.

Being clairvoyant, a discovery that came in his teenage years, Samuel became haunted by the voices of the deceased. Not knowing what they were or understanding what they meant, he paid little attention to them. His life at home was rarely disturbed, but journeys elsewhere would bring about unwanted attention that stuck with him for days or weeks at a time. After reading his father's notes, he finally understood what it meant to be clairvoyant.

Samuel never went to college himself and instead acted as an apprentice to his father's skills as an historian. He correlated his studies to Inquisitional activity, as best he could, and served as a scholar beneath his father. He mentally noted everything he could regarding his father's missions and other Inquisitional missions he attended, before being named a full scholar and serving within the organization. Now at the age of 38, Samuel is a full inquisitor himself, serving with distinction beneath his father (who is now a purgator). He lives in Abingdon, just south of Oxford and not too far from Reading. The team listed herein is Samuel's team; all hand-picked for their expertise.



C. Torreblanca
2016

SAMUEL MATHIS

Character Concept: Leader of the group and wholly absorbed into the Inquisition's purpose.

Homeland: Samuel Mathis was born and raised in England and is Anglican.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5 (1)

Skills: Investigation d8, Knowledge (Spectrology) d6, Notice d6, Persuasion d6, Shooting d6, Taunt d6

Edges: Clairvoyant, Ghost Inquisitor, Ghost Scholar

Hindrances: Big Mouth, Loyal, Overconfident

Armor: Leather (torso, arms, legs 1)

Weapons: Colt Dragoon (20/40/80, 2d6, RoF 1, Shots 6, 1 action to reload)

Wounds

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EMILY PATRICK

Emily Patrick is an Irish assassin from the city of Dublin. Claiming to have Viking blood running through her, she specializes in breaking and entering under the cover of darkness. This is a trick she learned from her youth while running the streets of Dublin with a number of compatriots, similar to a gang (although not technically a gang). At the age of 25, she was caught – for only the first time in ten years – and sentenced to five years in prison. After six months, she was visited by the Inquisition who had a need for her talents. They brought her to England, partially to remove her from the Irish system, and honed her skills for use in the Inquisition.

After three years of training, Emily is fully aware of what threats the Inquisition faces, but she chooses to serve as an injunctive instead of training to become an inquisitor. She claims that field work is her calling, but an inquisitor would never push the limits such as she does (although that's not completely true as many inquisitors push the boundaries of what they're allowed to do). The studies required to become a scholar bore her and she has no desire to be a leader.

Emily was chosen by Inquisitor Mathis only six months prior after a brief stint bouncing around from one group to another. He had a strong desire for an assassin or someone capable of disabling the new technologies that often threatens the Inquisition. He often partners her with Wade Pittman so that two of them can learn how to dismantle these new technological threats.



C. Torreblanca
2016

EMILY PATRICK

Character Concept: Stealthy assassin skilled in breaking and entering.

Homeland: Emily Patrick was born and raised in Ireland and is Roman Catholic.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d4

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

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Stealth d8, Throwing d6, Tracking d6

Edges: First Strike, Plague Survivor, Quick

Hindrances: Addict (Opium) (Major), Greedy (Minor), Stubborn

Aarmor: None

Weapons: [2] Dagger (3/6/12, Str+d6)

Wounds

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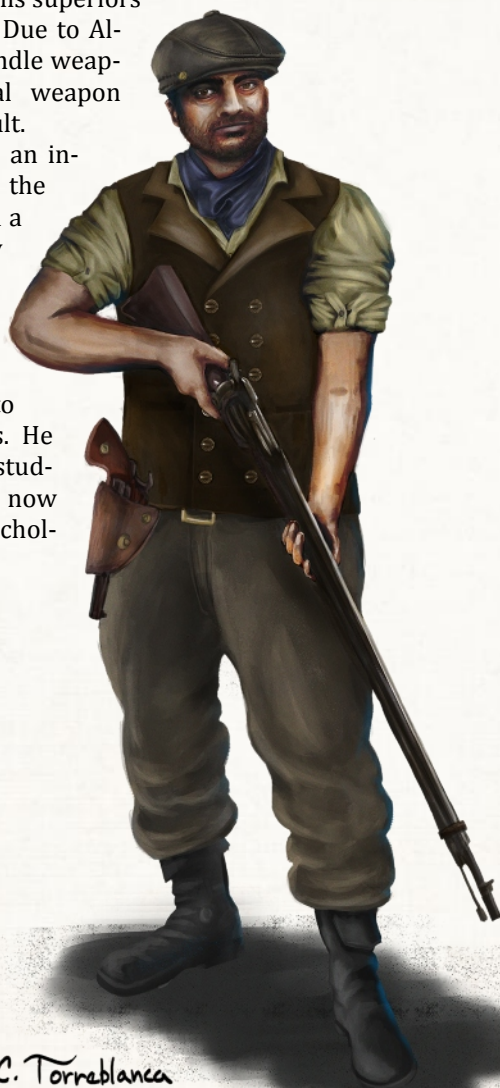
ALFRED UNDERWOOD

Alfred Underwood is a thug from Sydney, Australia. Arrested ten years ago at the age of 28, he fled after being temporarily released to serve the local community, smuggling his way to England across a series of cargo ships and trains.

Alfred effectively dodged being thrown back into prison in Australia, but his temperament found him in new trouble. One year ago, only six months after fleeing Australia, he found himself in a fight at a London pub, throwing fists like few can. Samuel Mathis recognized his fighting prowess and approached the Australian with a lifelong job opportunity. Given Alfred's status as an ex-convict wanted by authorities in Sydney, he chose to listen to what Samuel had to say in the hopes of finding a way to blend in within England.

Alfred's name isn't actually Alfred – his last name isn't Underwood either – but he never tells anyone his real name. Alfred Underwood is his new alias created by the Inquisition in order to serve within its ranks and avoid being hauled back to Australia (both Samuel and his superiors are aware of the situation). Due to Alfred's ability to fight and handle weapons, he makes an optimal weapon against the forces of the occult.

Months into his career as an in-junctive, Alfred, along with the rest of Samuel's retinue, had a run-in with a particularly vile druid. Alfred was caught off guard by the supernatural abilities of the druid and soon made it his lifelong Inquisitional goal to fight these types of threats. He spends a lot of time with his studies of Arcanology and is now walking the path of a Witch Scholar.



C. Torneblanca
2016

ALFRED UNDERWOOD

Character Concept: A fighter with a love for weapons.

Homeland: Alfred Underwood grew up in Australia and is Anglican.

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

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d8, Intimidation d6, Knowledge (Arcanology) d4,
Shooting d8, Survival d6

Edges: Brawler, Nerves of Steel, Witch Scholar

Hindrances: Fraternity, Stubborn, Wanted (Major)

Armor: Leather (torso, arms, legs 1)

Weapons: Infantry sword (Str+d8, Parry +1), Remington 1858
(20/40/80, 2d6-1, RoF 1, Shots 6, 1 action to reload), Burnside
Carbine (30/60/120, 2d6+1, RoF 1, Shots 1)

Wounds

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WADE PITTMAN

Wade Pittman is the son of a junker. Born and raised in New York City, his father supplemented his part-time income by scavenging through barges filled with junk, looking for items to sell. His part-time laboring job pay provided for them when work was available (part-time because he only worked when needed), but being a scavenger was something of a passion. This passion was passed down Wade at a young age.

Wade and his father would travel to the waterfront at least twice a month looking for items to salvage. Sometimes they would find an item to sell, sometimes they would find one to use. The items they kept were used to make various gadgets that could be used around the house. None of them lasted long, but it was more of a hobby of love than a necessity for the family.

As Wade grew, his love for tinkering with the gadgets his father made never ended. He soon became enamored by the clockwork technology that he heard about through whispered secrets, and yearned to become a great clockwork engineer. After trading his life savings for a book about clockwork technology, he fell under the vigilant eye of the Inquisition.

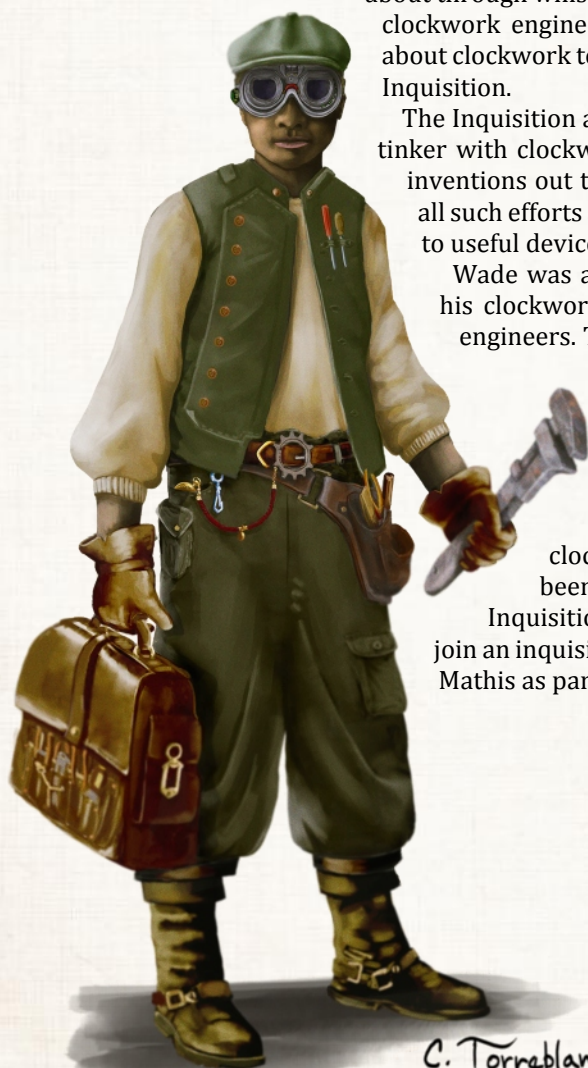
The Inquisition always keeps a close eye on those who like to tinker with clockwork technology. There are many dangerous inventions out there that can be used against humanity, and all such efforts are halted immediately. As for Wade, he stuck to useful devices; which gave the local inquisitor an idea.

Wade was approached with the opportunity to practice his clockwork craft in a dedicated shop alongside other engineers. The only catch was that he'd have to move to

England, where tremendous breakthroughs were being made. He packed what few personal belongings he had, said goodbye to his parents, and set sail to become a member of this tinkering crew in England.

After five years as part of the Inquisition's clockwork crew, Wade is a full engineer and has been made fully aware of the other aspects of the

Inquisition. Only a month prior, he made the leap to join an inquisitor's retinue, quickly being chosen by Samuel Mathis as part of his crew.



C. Torneblanca
2016

WADE PITTMAN*

Character Concept: Quirky inventor who loves to tinker with clock- and steam-driven devices.

Homeland: Wade Pittman was born and raised in New York City. He was raised Roman Catholic, but no longer practices.

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

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Skills: Gambling d6, Gearsmithing d8, Investigation d6, Knowledge (Explosives) d8, Repair d8, Streetwise d6

Edges: Arcane Background (Clockwork), Connections (Junkers), Jack-of-All-Trades

Hindrances: Cautious, Curious, Quirk (Choose)

Power Points: 10

Armor: Clockwork armor suit (using the *armor* Power)

Weapons: None

Wounds

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LILLIE DUNCAN

Lillie Duncan is an adventurer at heart. Born and raised in Iceland, Lillie spent her youth traversing the rugged terrain. She learned quickly how to climb rock and ice alike, along with taking the occasional trip with her parents abroad to find new adventures. She particularly liked the trips that including spelunking where Lillie could pretend she was in another world.

During these adventures, Lillie would spend the evenings mapping the areas she'd seen. Far from professional cartography, she learned how to understand the geography of the land and document it for later excursions. Although she often sought out new places to explore, she would return to her most favorite locations, using her maps as a guide to avoid the parts she'd been and seek out the places she hadn't.

At the age of 20, Lillie moved from Iceland to Great Britain in the hopes of finding new adventures throughout the historical landscape. She loved to explore the countryside, scale the cliffs, and delve into the caves.

At some point, she was part of a group of spelunkers, alongside an Irish inquisitor. They exchanged many stories about their various adventures and Lillie became intrigued by the life the inquisitor was leading. Thrilled with the opportunity to live a truly adventurous life, she asked to travel with the inquisitor. After five years with the Irish inquisitor, Lillie said goodbye to her friend as he was promoted up the ranks.

Lillie pulled her roots in Ireland and moved to England where she was recruited into Samuel Mathis's retinue. Her exploring, tracking, and mapping skills were quite desirable in any inquisitor's retinue, but only Mathis had the personnel space. Five years later, now 32, Lillie is an integral part of the Inquisition and Samuel's retinue.



LILLIE DUNCAN

Character Concept: Adventurous spirit and very skilled in climbing and cave navigation.

Homeland: Lillie Duncan was born and raised in Iceland, speaks Icelandic and English fluently, and is Lutheran.

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

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

Skills: Climbing d8, Fighting d6, Healing d4, Knowledge (Cartography) d4, Shooting d6, Survival d6, Tracking d6

Edges: Acrobat, Ambidextrous, Steady Hands

Hindrances: Heroic, Loyal, Pacifist (Minor)

Armor: None

Weapons: Climbing pick (Str+d4, +1 bonus to Climbing)

Wounds

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IAN GOODWIN

Although not the leader of this merry band, Ian Goodwin is the elder of the group. After spending 25 years with the other side, he has served the Inquisition faithfully, gracing the others with the knowledge he previously gained.

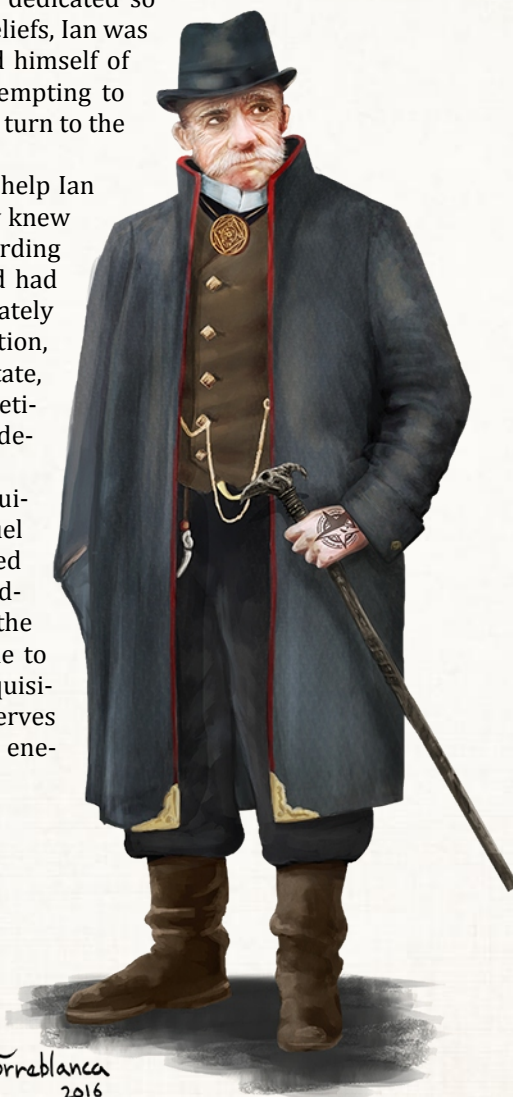
Ian was born and raised in London with parents who were open in their beliefs. Highly influenced by his non-conforming parents, he became an adherent of the occult at the age of 25. Since his parents taught him to explore his curiosity, Ian was more than just a regular cultist, studying the secrets of the Earth and doing everything he could to learn more. Unfortunately, with limited resources available, he wasn't able to learn too much.

Ian rose through the ranks of the occult and had several clashes with the Inquisition. He always managed to escape, sometimes due to failings on the part of the Inquisitor, and spent 25 years with his fellow cultists before a revelation occurred.

At the age of 50, and after rising to the top of the occult, Ian had a nasty run-in with a demon. Even though he dedicated so much of his life to the occult's beliefs, Ian was unable to control, banish, or rid himself of the control the demon was attempting to exert over him. He was forced to turn to the Inquisition for help.

The Inquisition was happy to help Ian in exchange for his loyalty. They knew how knowledgeable he was regarding demonology and the occult, and had use for his services. He immediately signed his life over to the Inquisition, effectively becoming an apostate, and the local Inquisitor and his retinue were able to rid Ian of the demonic presence.

After three years with the Inquisition, and the joining of Samuel Mathis's retinue, Ian has furthered his knowledge regarding the seedier side of reality and is now on the verge of gaining his own retinue to become a leader amongst the Inquisition. Until then, he faithfully serves Samuel Mathis and dodges his enemies as much as possible.



IAN GOODWIN*

Character Concept: Former cultist with a knack for demonic studies.

Homeland: Ian Goodwin was born and raised in England and is effectively Agnostic.

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

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 6 (1)

Skills: Investigation d8, Knowledge (Demonology) d6, Knowledge (Latin) d6, Knowledge (Occult) d8, Persuasion d8, Streetwise d6

Edges: Connections (Oddfellows), Demon Scholar, Demon Inquisitor

Hindrances: Apostate (Major), Stubborn, Vengeful (Minor)

Armor: Leather (torso, arms, legs 1)

Weapons: None

Wounds

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** Ian and Wade do not carry weapons.*

DOUBLE WALKER



DOUBLE WALKER

Double Walker is an introductory adventure for 4–6 Novice characters that allows the players to be absorbed by the *Judgment Day* setting through investigation, role-playing, and combat. It's set in the Victorian era near London, England. The exact location within London can be altered as desired.

Skill Rolls are rarely defined in this adventure, leaving the GM free to request them when he or she deems necessary. The players and GM are free to choose which Skill is most appropriate for a task and difficulty defaults to no modifier (0). If a specific Skill is required, it will be referred to. Additionally, if a Skill Roll is possible, but should be more difficult, the difficulty will be noted as a reference. However, role-playing can always trump dice rolling.

BACKGROUND

The Shadow Scorpion cult has always had a presence around Reading, England. In their travails throughout historic England, they happened upon a mysterious tome beneath a ruined section of the Reading Abbey. The tome was written in an unfamiliar language, so they gave it to one of their members, Jeremiah Bathe, a lexicologist, for study.

Bathe is essentially a paleolinguist with an interest in Earth's past through the study of languages. He identified the tome as Egyptian, written in an ancient branch of the Nubian dialect. While the language is not unknown to scholars, many of the words contained within have no known translations. He believes some of the untranslated words may be religious or occult related.

After toiling for four months, Bathe discovered the tome describes an ancient summoning ritual. He believes he has created a useable translation and can perform the ritual. While not fully understanding what the ritual was for, he concluded that it required an able-bodied participant for some type of spirit to be created. The cult attempted to perform the ritual in May, but the translation proved to be incorrect. Unperturbed, Bathe returned to his studies.

During June and July, Bathe created additional translations, each time feeling they were correct. The ritual failed with each attempt. Instead of continuing his solo efforts, Bathe turned to his lexicologist peers and now believes he has finally discovered the correct translation. He has yet to perform the ritual, now knowing that it has to be performed during a full moon when arcane signatures are strongest. The August full moon occurs in two days.

The failed rituals caused rumors to begin to circulate about spellcasters attempting magic outside of city limits. Although investigations have resulted in nothing, due to the rituals failing and leaving no evidence, rumors have suggested that there will be further rituals. The Inquisition heard these rumors and has been sifting through reports about arcane activity. The latest reports, that there may be more rituals, demands immediate attention.

GETTING THE CHARACTERS INVOLVED

The mission takes place in Berkshire, within the greater Reading area. Here are a few easy ways the characters could be called in to the investigation:

1. At least one character is an inquisitor that reports to the lord inquisitor in London. The character has been assigned to assemble a team and investigate.
2. The failed rituals drew the attention of arcane specialists. One of the characters is knowledgeable in arcanology and is sent in as an expert.
3. At least one of the characters is an inquisitor reporting to a lord inquisitor in Oxford. The normal Inquisitional force is preoccupied and someone else is sent in to investigate.

INITIAL REPORTS

Residents of Reading have reported seeing strange fire-like lights and out-of-place gatherings in the distance. Newspapers and town criers continue to share these sightings as people are suspicious about the activities. The first report of strange activity occurred in May of this year. Similar sightings continued into June and July. Police have not investigated further as the sightings were seemingly random and no apparent crime has been committed.

All sightings have been reported as occurring within a not-too-distant grove of trees. The woods are not thick, but no evidence of the rituals has been found. Many residents reported seeing a fire-like glow in the woods, there are no signs of there being any actual fire, bonfire or otherwise. Some residents fear various urban legends are the cause, but these leads are all dead ends. One resident claimed he found large areas of the forest clear-cut, seemingly overnight, but this was found to be a lie.

Needless to say, the residents of Reading fear the worst and rumors have been circulating since May. When digging deeper, the party may find that with each passing month (starting in May), the reports became less accurate and more odd as the locals began to panic. By August, some of the reports may be so far-fetched that sifting for the truth would be extremely difficult.

SHADOW SCORPION

The Shadow Scorpions are named for their ability to strike from the shadows with the assistance of a powerful ethermancer. The cult is built around the knowledge of ethermancy and the wielders capable of performing it. This talent allows the cultists to open the fabric into the spiritual realm and travel to other locations without being seen. They can then emerge through another opening in the fabric and strike without forewarning.

As of late, the Shadow Scorpion cultists have grown bored with their regular antics and are looking for new ways to demonstrate their strength and dominance. After traveling to the ruins of Reading Abbey and sifting through some of the centuries-old grounds, they came upon a ritual book written in an unknown language. Although they had no idea what the book was about or what secrets it held, they were determined to unlock its knowledge, hoping to exploit it.

After laboring to interpret the book, Shadow Scorpion cultist Jeremiah Bathe is sure the book holds the key to performing a ritual that can unleash some dangerous creature upon the world. He doesn't know what the creature is or what it's capable of doing, but he's convinced the ethermancers can control it. With their ability to move about the spiritual realm away from the prying eyes of the public, this creature could be sent to various locations and unleashed without anyone having time to prepare. This includes areas protected by the Inquisition.

The current desire of the cult is to all but enslave the summoned creature referred to in the book's ritual, using it as a pawn in their never-ending struggle against the Inquisition. The outcome could be a simple distraction that allows the cult to perform other deeds, or the complete devastation of the Inquisition due to surprise attacks by the summoned creature.

Neither the cult nor Bathe really knows what the summoned creature will be or what it's capable of doing. They also don't know if it can be controlled, but their ethermancers are sure they can do something. At the very least, they are convinced they can shadow the creature, allowing it passage through the spiritual realm in order to hide from inquisitors.

LOCATIONS

READING

Reading is a large town within Berkshire County. As of 1889, it is a county borough with approximately 60,000 inhabitants and is a center for manufacturing. It has a long history within England, but many of the factors that influence the presence of the Shadow Scorpion cult occurred in the 19th century.

Three railways; Great Western, South Eastern, and London and South Western, all pass through Reading. The town also contains the Schools of Art and Science (which are eventually added to the College at Reading established in 1892 and later the University of Reading in 1926). The railways make it possible for people to travel easily to and from Reading, while the School of Art could play a part in the presence of the cult. For example, members of Shadow Scorpion could come from a secret fraternity attached to the school.

There are many locations for cultists to hide within and near Reading, presenting the Inquisition with a challenge. The town isn't so big that people can hide forever, but it is large enough that they can dodge the Inquisition over a short timeline. The city could easily be replete with thugs that keep the cultists safe or political figures that secretly support the cult's activities.

With London about 35 miles away, many cultists in Reading are able to hide in plain sight while most of the Inquisition's attention is drawn toward London and its swelling population. Lately, cult's operations have been drawing too much suspicion, bringing the Inquisition to its figurative doorstep.

When attempting to rundown leads or speak to informants, they are all within Reading. If the inquisitors are stationed out of London, said informants can instead be located in London. However, those in London have not witnessed the events that took place in the tree grove unless they were there.

TREE GROVE

There are no large forests within Reading, but there are a few tree groves where the cult can attempt to perform their ritual without raising too much suspicion. Their efforts are fruitless in both regards in that the rituals never worked and the tree grove did not provide nearly enough protection. Many people spotted the odd glowing light emanating from the tree grove.

The tree grove in question is on the north end of Reading, heading toward Caversham. Those within the grove are mostly blocked from view, but if one were to approach the tree grove, everyone within could potentially be spotted.

The members of Shadow Scorpion are not the most disciplined within the world of the occult. They hastily clean-up their ritual circle, assuming evidence will be seen as nothing more than rocks amongst trees. To the trained inquisitor, the location of the ritual is quite obvious.

When following up on rumors and leads from Reading about an “awkward glow from the tree grove,” the team can easily find the remnants of past rituals. Rocks are either still residing in their ritual circle location or lazily thrown into a pile where it’s obvious they were used for other purposes. Unfortunately for the investigators, the cult has abandoned the use of the tree grove after the rumors began and are looking for another means and location to perform the ritual.

There are few other clues left within the grove. Footprints can be found everywhere, but no personal possessions or articles of clothing have been left. There are no signs of otherworldly activity as all the rituals failed. Burn marks appear here and there, but these could be from the performance of the ritual or small fires to provide light to the ethermancers. If the inquisitors decide to perform surveillance on the tree grove, they are unsuccessful as none of the cultists return.

READING ABBEY

The ruins of the Reading Abbey present the Shadow Scorpion cult with a golden opportunity. First, the abbey has been abandoned and stands as an icon of Reading’s past. Second, its walls are mostly intact and offer significant protection. Third, and probably the most important, it’s swarming with spiritual energy the ethermancers can tap into to enhance their ritual.

From the beginning, the Shadow Scorpion ethermancers have always claimed the tree grove just outside of town was not a proper place for a ritual. It has very little residual energy and is not conducive to ethermancy. With so little energy there and a strong fabric, ethermancy is much more difficult (although the failure of the rituals is actually due to the improper translation). Their claim was that Reading Abbey would be preferable to the tree grove.

Unfortunately for them, there are only two ethermancers (one master and one pupil) and the remaining members quickly voted down their plan. The other members claimed the ritual needed to be performed away from town where they wouldn’t be seen. This was due to a general lack of understanding of what the energy swirling throughout the abbey meant, so the issue was subsequently tabled. After the failed rituals and the excessive amount of attention they’ve drawn to the tree grove, the remaining cultists are ready to hear what the ethermancers have to say.

Reading Abbey is consecrated ground, which enhances the mortal realm’s connection to the spiritual realm within its walls. Adding to that is the spiritually powerful souls that had resided there throughout its four centuries of operation; increasing the amount of residual energy. A shaman would have a field day consuming that energy and using it for explosive means. An ethermancer, on the other hand, can use just enough of it to slice open the fabric between the mortal and spiritual realms, allowing passage between. Not only can the Shadow Scorpion ethermancers allow the entire cult to pass into the spiritual realm to perform the ritual, they can also harness that residual energy to enhance the effects the participants have on the ritual.

After Jeremiah Bathe resolved his final translation issues, he discovered the ritual needed to be performed during a full moon when arcane signatures are strongest. He relayed this information to the ethermancers, who agreed, and added



that the residual energy within the confines of the Reading Abbey would be extremely powerful during the full moon. They will thus be able to allow every single cultist passage into the spiritual realm, keep them hidden from gifted individuals, and still harness enough energy to enhance the ritual.

What's even better is that no one outside of the cult knows this. Not the network of underground contacts, not a single apostate, and not the Inquisition; no one knows the ritual will be performed in the spiritual realm within Reading Abbey on the night of the full moon in August.

RITUAL DAY

When the ritual day arrives, the entire cult will gather just outside Reading Abbey where the increased residual energy begins to dissipate. The ethermancers open the fabric between the mortal and spiritual realms and are able to hold it open long enough for all fourteen participating members (including themselves) to enter the spiritual realm. From there, they travel into the abbey to near the center of the ruins. The energy is strongest at this location and there is enough space for all cultists to form a circle around the ethermancers.

Hidden in various places around Reading Abbey are six Shadow Scorpion sentries. These lookouts are there to keep prying eyes away from the abbey should something visible happen. The ethermancers don't know exactly how the ritual will transpire, so they took precautionary measures.

Seth Rutgar, one of the cult's most integral members, has volunteered to serve as the able-bodied participant necessary to summon the spiritual being. As of this

point, the cult doesn't know what that actually means, but they suspect this spiritual being will somehow be connected to Rutgar.

If the characters were lucky enough to put the puzzle together and come to Reading Abbey on the day of the ritual, there's little that can be seen. The hidden sentries are not visible in plain sight, but they can be found with a little bit of searching. They don't attack so long as the party stays away from the grounds of the abbey, but if they enter the ruins, the six sentries set upon the PCs.

During the ritual, the entire cult is hidden within the spiritual realm. As they aren't native to the spiritual realm, they cannot be seen by those with clairvoyance. Anyone with an appropriate Power or Edge only sees a hazy picture as the ethermancers are clouding their presence within the spiritual realm.

The ritual begins with the standard chanting and reading of the translated ritual. There is an increasingly intense glow of energy within the spiritual realm, but it is only a slight glow within the mortal realm, caused by the slight bleeding through of energy. Once the ritual is complete, the cultists witness a spiritual entity emerge from Seth Rutgar. Although not a perfect duplicate, the figure looks eerily similar to Rutgar; it is a doppelganger.

Seth Rutgar opens his eyes and meets the gaze of the doppelganger. The spiritual entity nods his head slightly and then takes off running. The master ethermancer quickly turns away from the ritual grounds and haphazardly tears open the fabric just ahead of the doppelganger. The creature speeds through and has now been unleashed upon the mortal realm.

The fourteen cultists form a procession line and leave the ruins while still in the spiritual realm. They emerge at the same point as their original entrance. If the inquisitors are nearby, they can move to strike against the cult. However, Seth Rutgar flees immediately, following the direction of the doppelganger. The remaining cultists stay to protect him. If the PCs hold their position and stay out of sight, the cult disperses.

At this point, there are eleven cultists and two ethermancers. If the sentries have not been discovered or dealt with, there will also be the six sentries who rejoin the cult as they disperse.

LONDON

The doppelganger flees to nearby London. Role-play the reports from panicked citizens, along with the horrific, violent acts of murder being committed throughout the city. The doppelganger is using its ability to become immaterial to enter busy places, turn corporeal, and murder those within. It has no preference of man, woman, or child and has already killed twenty people. Unknown to the characters, the doppelganger is not alone.

Seth Rutgar is determined to keep any authoritative personnel away from his beloved doppelganger twin at all cost. He revels in watching the doppelganger run rampant and wreaking havoc through London. If any loose ends are left, Rutgar charges in to tie them up. At this point, he cares little for innocent bystanders, almost as if a part of him has been corrupted by the ritual.

Where the PCs find and encounter the doppelganger depends on their actions. Allow the inquisitors to role-play how they find the doppelganger, following various leads from witnesses or trying to anticipate its next move. Possible skills include Healing (to decipher a victim's wounds), Investigation (to search for clues), Notice (to spot the murder trail), Streetwise (to interview witnesses or police), or Tracking (to follow the murder trail). This search is an opportunity for the players to be creative.

Upon closing in on the doppelganger, it becomes incorporeal by entering the spiritual realm, and attempts to flank the party. It remains incorporeal until its

Initiative is reached, at which point it becomes corporeal. From a mechanics standpoint, the doppelganger cannot change from incorporeal to corporeal or vice-versa in the same Combat Round that it attacks. It may, however, move normally while within the spiritual realm.

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

Cleaning up the mess left by the doppelganger presents the characters with yet another problem. Even though the doppelganger has been eliminated, there are many witnesses to its murder spree, and the evidence of its attacks is scattered across the city. Allow the party a chance to role-play the damage control, or at least let them come up with a good story that can be shared with the general public.

SUPPORTING CAST

DANNY FAHLRED, INFORMATION TRAFFICKER

Danny Fahlred is an underground information trafficker, who may also deal drugs, who often serves as a source for occult information. He doesn't give his information willingly and isn't intimidated by the Inquisition. All uses of the Intimidation skill fail, although role playing Fahlred becoming irritated with the character intimidating him could add interesting tension. Three attempts at Intimidation cause Fahlred to stop speaking, and the team must find other means of finding information.

Diplomacy rolls or just asking the right questions are a better means to gather information from Fahlred. If making a Skill Roll, each question requires a separate Success before he answers. If simply asking the right questions, allow Fahlred time to answer each one individually before moving on. Of course, information doesn't come free, and Fahlred demands a feasible amount before beginning.



Danny Fahlred:

- knows the recent, suspicious activity is occult related.
- doesn't know who, exactly, is responsible.
- knows of the Shadow Scorpion, Black Skull, and Fang cults near to or within Reading.
- knows the Shadow Scorpion are the most active cult in the area.
- heard the Shadow Scorpions found "a really old book."
- knows the Shadow Scorpions have ethermancers.
- assumes the book was given to someone "smart."
- guesses the fire-like glow reported by witnesses was created by the cult's ethermancers.
- believes there are around sixty Shadow Scorpion cult members throughout the region.

Danny Fahlred is a good source of information, but doesn't have all the answers. He's often difficult to find and part of the group's investigation should be how they locate an information trafficker if that is what they're seeking. Fahlred could potentially be connected to one of the PCs or is known to be an informant to the local police. He typically frequents the taverns, which is where he gets most of his information. His only real talent is that he's very perceptive.

DANNY FAHLRED [WC]

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

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

Skills: Fighting d4, Notice d10, Stealth d8, Streetwise d10

Edges: Luck

Hindrances: Curious (Major)

Armor: None

Weapons: Knife (Str+d4)

MARCUS PATTERSON, APOSTATE

Marcus Patterson is a former member of the Shadow Scorpion cult. His departure was amicable and the cult has since left Patterson alone. They keep an eye on him from time to time, but have otherwise severed all ties and allow the man to live his life. What they don't know is that Patterson has been secretly plotting for a means of taking the cult down, but not by his own hands. His desire is to empower someone else who will turn around and dismantle the cult so that it can no longer meet. Part of this is due to his paranoia that the cult is hunting him and part of it is because he feels the cult is a threat to Reading (i.e. his home).

Patterson has spent much of his time staying abreast of what the Shadow Scorpions are doing. He doesn't go so far as following them around town, but always keeps an eye out for members in the hopes of catching them doing something illegal (so far he's been unsuccessful). Moreover, he always keeps his ear in the rumor mills, hoping that someday he'll discover something that will enable him to finally bring the cult down. Hearing rumors of Inquisitors in town, possibly knowing they're looking for information on the cult, piques his interest. If the PCs don't find him, he may go looking for them instead.

Marcus Patterson:

- is a former member of the Shadow Scorpion cult.
- knows the cult's ethermancers allow passage through the spiritual realm.
- knows the cult has a handful of strong guards that serve as lookouts during any cult gathering.
- was never involved in the tree grove ceremonies. He left prior to that.
- has never heard of the book in Bathe's possession.
- knows Jeremiah Bathe dabbles in ancient languages.
- was a lore researcher for the cult. His interest in the subject led him to join the cult in the first place.
- became terrified of the knowledge he gained during his research, leading him to leave the cult.
- left the cult on very good terms, promising to "freelance" as a researcher when necessary. They haven't taken him up on his offer yet.
- is afraid the cult is always following him, ready to strike as soon as he makes a wrong move. (They actually aren't, but he doesn't know this.)
- knows where Jeremiah Bathe lives but refuses to go there himself. He fears surveillance will spot him and he'll be marked for death.
- can provide directions to Bathe's house for a small fee.

Patterson doesn't know anything about the recent occult events, although he does know about the cult's past. The most important fact he knows is that Jeremiah Bathe would be the most likely person to translate a book of unknown origin.

MARCUS PATTERSON [WC]

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

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

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

Edges: Investigator, Scholar (Occult)

Hindrances: Apostate (Minor), Enemy (Shadow Scorpions)(Minor)

Armor: None

Weapons: Knife (Str+d4)

JEREMIAH BATHE, LEXICOLOGIST

Jeremiah Bathe lives in a fairly typical house in Reading. However, in the back corner, he has cut an opening in the floor and dug-out a small cellar. On the far end of that cellar, underneath the center of the house, is a false door that leads into Bathe's secret study. Although he has already finished his latest translation and handed it off to the Shadow Scorpion ethermancers, he continues to toil away on the tome to find what other secrets it may hold.

Bathe lives a fairly quiet life outside of his occult activities. He makes his living as a translator of documents and ancient languages. It's not a very glamorous life, but it pays for everything he needs. He lives alone with his two Rottweilers. The house is a two-story dwelling very similar to all others on the same block. Although others may have cellars as well, Bathe dug his own at the back of the house.

Bathe's front door is locked. He only answers the door when expecting someone and ignores it otherwise. Breaking in requires a successful Lockpicking roll to pick the lock or a Strength (-1) roll to break the door down. Picking the lock doesn't immediately raise suspicion, but breaking the door down does. If the characters break the door down, the Rottweilers begin barking and alert Bathe of the intrusion. If the lock is picked, the dogs instead move closer to the door, anticipating a guest.

Once inside, there is a stairwell on the right of the foyer and a hallway that extends to the back of the house. What seems like a dining area is on the far end of the hallway where a spiral staircase descends into the cellar. The cellar itself looks like a regular cellar with only a small shelf containing bottles, kept cool by ambient temperature of the cellar. At the back of the cellar, which is only 8ft from the spiral staircase, is a large bookcase that swings inward. The bookcase is held in place by two catches, one below the second-to-bottom shelf and one above the top shelf. Finding them requires an Investigation or Awareness roll, but they can otherwise be opened simply by hand. However, once they're opened, the noise can be heard by both Bathe and his dogs. The back room is about 7ft deep and 8ft wide.

Bathe has his pistol in a drawer of his desk. The Rottweilers are trained to hold their position, guarding their master, until ordered otherwise. These are highly trained guard dogs and quite capable of incapacitating a normal person (use the dog/wolf stats from the *Savage Worlds* core rulebook).

Bathe has no desire to fight to the death. He very much wishes to live and approaches his partaking in occult activities as a hobby. He enjoys learning about ancient secrets and the occult provides him that opportunity. If ordered to, his dogs will fight to the death, although he wishes to see them survive as well.

If questioned, Bathe is very condescending, but answers all questions without protest. He is arrogant and intelligent, fully understanding that cooperation is necessary for his survival. Getting answers from him will definitely require coaxing, but in the end, he tells everything he knows in exchange for his life. Throughout the interrogation, he makes rude comments such as "You speak like a commoner" or "I know more languages than you can fathom."

Jeremiah Bathe:

- knows the book is an ancient Egyptian tome written in a dead, Nubian language.
- has successfully translated that the tome has something to do with summoning a spiritual creature.
- does not know what the spiritual creature is.
- handed his translations to the cult's ethermancers to perform the ritual.
- was asked to attend the ritual and knows it will take place "somewhere near Reading Abbey."
- translated a passage that stated the ritual is best performed during a full moon when the spiritual energy is the strongest.
- translated the passage about the full moon only a week ago.

- doesn't know the ethermancers plan to enter the spiritual realm in order to perform the ritual within Reading Abbey.
- knows a volunteer must be used to summon the spiritual creature.

Anyone making a Common Knowledge roll knows the next full moon happens very soon, if not already (possibly that night, or maybe even the day before). Even if the party is not from Reading, finding Reading Abbey is not that difficult. Everyone in town knows where it is.

JEREMIAH BATHE [WC]

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

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

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

Edges: Scholar (Lexicology)

Hindrances: Curious (Major), Pacifist (Minor)

Armor: None

Weapons: Enfield (10/20/40, 2d6, RoF 1, Shots 6; 1 action to reload)

ADVERSARIES

DOPPELGANGER

The "spiritual creature" is a doppelganger, an ethereal twin of the volunteer. Although not a perfect twin, the doppelganger has many features that resemble Seth Rutgar. The two are the same size with similar physical features, but the doppelganger is much more ghastly looking and is considered native to the spiritual realm.

DOPPELGANGER [WC]

Attributes: 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

Special Abilities

- **Armor +1:** Thick skin
- **Claws:** Str+d6
- **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.
- **Realm Walker:** Doppelgangers have the ability to pass between the spiritual and mortal realms as a standard action. While in the spiritual realm, it's completely immaterial and thus difficult to locate. It can no longer attack those within the mortal realm, but can throw objects like a ghost. While in the mortal realm, it's capable of attacking with its claws and teeth. All abilities for being ethereal apply while in the mortal realm.
- **Teeth:** Str+d4

SETH RUTGAR

Seth Rutgar was essentially born into the Shadow Scorpion 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. When the inquisitors locate the doppelganger, Rutgar is close by, aiming to protect the creature.

SETH RUTGAR [WC]

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

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

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

Edges: Brave, Hard to Kill

Armor: Leather trench coat (All 1 vs. melee)

Weapons: Knife (3/6/12, Str+d4), Burnside carbine (30/60/120, 2d6+1, RoF 1, Shots 1)

SHADOW SCORPIONS

CULTIST

Attributes: 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)

ETHERMANCER

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

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

Skills: Ethermancy d10, Fighting d4, Intimidation d4, Knowledge (Occult) d10

Armor: None

Weapons: Ritual dagger (Str+d4)

Powers: 20 Power Points; *barrier, boost/lower trait, dispel, fear, light/obscure, pummel*

SENTRY

Attributes: 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), Enfield (10/20/40, 2d6, RoF 1, Shots 6; 1 action to reload)

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

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

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

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

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

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

Welcome to the supernatural secrets of mankind. Within the pages of *Judgment Day: Quick Start Guide* you will find the tools necessary to combat the terrors that plague mankind during the Victorian era. Few are able to make this journey, and even fewer are able to stare down the faces of nightmares and do what an inquisitor needs to do. But with this manual, you shall have the tools you need and will hopefully prevail.

Judgment Day: Quick Start Guide includes:

- Mechanics for creating supernatural-hunting characters in the Victorian era.
- Mechanics for Arcane Characters utilizing clockwork science.
- Limited GM guidance for *Judgment Day* games and incorporating **Shadowed Earth**.
- An introductory adventure.
- ... and more!

Judgment Day is a fantasy horror setting for *Savage Worlds*. It is not a standalone setting and requires use of the *Savage Worlds* core rulebook. For the full *Judgment Day* experience, look for the core setting guide and the *Cryptozoology* series of bestiaries.

